

## The Mal-Raen System: First Blood

### Scenarios

Post Isstvan III, generals on both sides of the conflict quickly realised that to launch an attack on an Imperium readying itself for war would require the traitors to gather a serious amount of resources and so their focus shifted to those systems that could provide what was required. The Mal-Raen system had just about everything required and so forces were despatched from both sides, reaping the system would not be enough to face the coming war, control was required.

Before news of the Dropsite Massacre had even reached the Mal-Raen system the Heresy was underway in everything but name. Insurrectionist activity that had been irregular was now constant and the soldiers of the Klosian 24th, stationed on the garrison world of Galvaern had been called in to assist local enforcement to handle the threat. The Insurrectionists were well armed and spread throughout the entire system with varying levels of support, the gas refining planets orbiting Aerras came under targeted bombing attacks while the hives of Sorrangal were thrown into their own internal wars. The rebellion was not consigned to those who broke their backs for the good of the Imperium but involved those of every station across the worlds, on the agri-world of Chaarth as many factorum Overseers rose up as stayed loyal and on every occasion fighting broke out as the workforce chose their allegiances.

The traitor ships broke into real space to find most of the outer planets on the far end of their orbits and so Chaarth became the first planet to feel the wrath of the greater conflict. The Mal-Raen defense fleet was no match for the Legion warships and those few ships at the dockyards of Pariene were undertaking major refitting, in no fit state to lend aid.

Drop pods and Gun Ships screamed through the atmosphere, deterred by the air defences of the primary city Palinor they aimed towards the surrounding livestock processing facilities. It was at this point the first loyalist ships emerged from the immaterium, responding to the defence fleet hails they turned all their might towards Chaarth.

The Galvern 7th in conjunction with the planetary defence and what little air support could be mustered bled well in the defence of the city walls, long enough that by the time they were destroyed the first of the reinforcements had started to make planetfall....

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**Game One:**

**Mission:** War of Lies

**Deployment Map:** Hammer and Anvil

**Game Two:**

**Mission:** Shatter Strike

**Deployment Map:** Dawn of War

**Game Three:**

**Mission:** Tide of Carnage

**Deployment Map:** Vanguard Strike

**Game Four:**

**Mission:** Onslaught

**Deployment Map:** Dawn of War

**Game Five:**

**Mission:** Blood Feud

**Deployment Map:** Search and Destroy