



**BOLTER  
CLUB**

## CURSE OF THE SACRED DAWN

- LEGEND HAS IT
- WHAT DOES THE DESERT FOX SAY?
- I JUST MET YOU, SO ALLY MAYBE?



WINNING  
CAMPAIGN





## Legend Has It

Upon arrival at the forward operation position outside of Remada we met our local contact, Karim. Karim looked like a desert raider straight out of Arabian Nights. Tall in stature, sharp facial features, with dark darting eyes. I didn't know whether to ask him for an autograph, or check to make sure my lucky watch was still there after he shook my hand.

Karim advised us to head out under the cover of night and pointed to the storm brewing to the west. We mustered quickly and proceeded NW to the coordinates provided in our briefing. The winds in the night air were beginning to moan out a dreary song, almost as if the land was trying to warn us. To warn us of things long left in the dark and what was to come.

About 15 klicks out from our target we entered an extremely treacherous area of mountain topography. We were forced to dismount and proceed on foot, with the men spotting for the walkers along the steep inclines of the narrow trails. The rocks spared us some relief from the winds as the storm continued to rise in power on the other side of the range.

We encountered some indigenous peoples, The Bergers, Karim called them. They appeared nomadic, and kept to themselves, only occasionally conversing with Karim. Their stance suggested they did not think too highly of Karim, but merely tolerated him. The Bergers begrudgingly agreed to guide us through the area as Karim traded some of our rations of coffee and chocolate. All the while, I couldn't help but stare at the tribe as the early morning light was pouring over the ridge. Seeing a native youth no more than ten years old with a horrific facial scar, mounted on the caravan of Bergers cradling a rifle older than my father, the realization of the world we exist in weighed on me. The fatigue of the travel and overnight passage seeped into my bones. I cannot help but to feel so old and so far from home at the same time.

We arrived at the coordinates about mid-day. The area was a honeycomb of mountains and caves. We divvied up the men and began a systematic search as best we could, as the caves were not even remotely on the maps provided to us.

Specialist Wiczoreck, our engineer, was the first to report a finding. Wiczoreck found a cache of experimental rockets. Illanovich, our gunner, reported finding a valley leading out from the far end of the cave, littered with empty launchers and craters all round. All the signs of a test firing range, of sorts. Our medic, Mendoza, pointed out several tracks hastily covered leading in and out of the caves. As luck would have it, we were not the only ones attempting to seize the works of the mad Doctor Totenkopf...





- **MISSION:** Breach and secure your opponent's Supply Cache while protecting your own. Utilize the Rocket Launcher Emplacements (RLE) in the field to crack open the hardened target.
- **PLAY AREA:** 9 squares x 12 squares (120cm x 180cm)
- **SET UP:** As per map, plus each player alternates placing a Tank Trap and Ammo Crate.
- **DEPLOYMENT:** Players enter from assigned play area edge (Red and Blue square edges).
- **OBJECTIVES:** The Supply Cache objectives (R and B) are hardened reinforced targets. It may take several rocket impacts to breach the containers. Several RLE objectives have line of sight to both Supply Caches. Securing these sites is paramount to the mission's success.

- Controlling the opponent's Supply Cache at the end of the game is worth 3 points. Controlling your own Supply Cache at the end of the game is worth 1 point.
- Each opponent Hero removed from play is worth 1 point.
- Controlling (more units within Range 1) a Rocket Launcher Emplacement at the end of the game is worth 1 point per RLE controlled. Controlling more RLE's than your opponent at the end of the game is worth 2 points.
- Using a Rocket Launcher Emplacement on a Supply Cache once is worth 1 point. Using a RLE three to five times on a Supply Cache is worth 2 points. Using a RLE seven or more times on a Supply Cache is worth 3 points.

- **Supply Cache:** The Supply Caches (R and B) are objectives and considered Impassable Terrain. They also block line of sight.

## GAME TURNS

1

2

3

4

5



# CAMPAIGN





## What Does the Desert Fox Say?

I ordered our forces to fall back from the valley and head to the rally point as the storm raged around us. Visibility was practically nothing. To stand in the open wind would be a death sentence. The wind and sand could strip you to your bones in minutes. Karim came to me and said the storm was the Sea of Sand, and it would take us all if we did not find shelter back at the caves. I didn't have time to argue or ask what the Sea of Sand was about. However, I did notice my lucky watch was missing.

As we proceed to the rally point, the men were showing severe signs of equilibrium disruption and motion sickness. Our platoon had seen action before and we were no strangers to the concussive effects of artillery and rocket fire. This particular affliction was several times more potent than the normal shock of battle as we shuffled like drunken sailors stuck at a port of call. Were we sabotaged? Did that looney Doctor put something in those VK rockets? Maybe my paranoia was fueled by my fever, my breathing was laborious. We pressed on.

The desert was not trying to warn us anymore with whispers on the wind. The howling wind was now a roar, bellowing its rage against all that stood in its path. It knew we did not belong there, and we held no dominion over it. The desert warned us, but our mission would not allow us to take heed. The Sea of Sand came crashing down around us. Hopefully, we would not be buried alive with the items we were sent to recover.

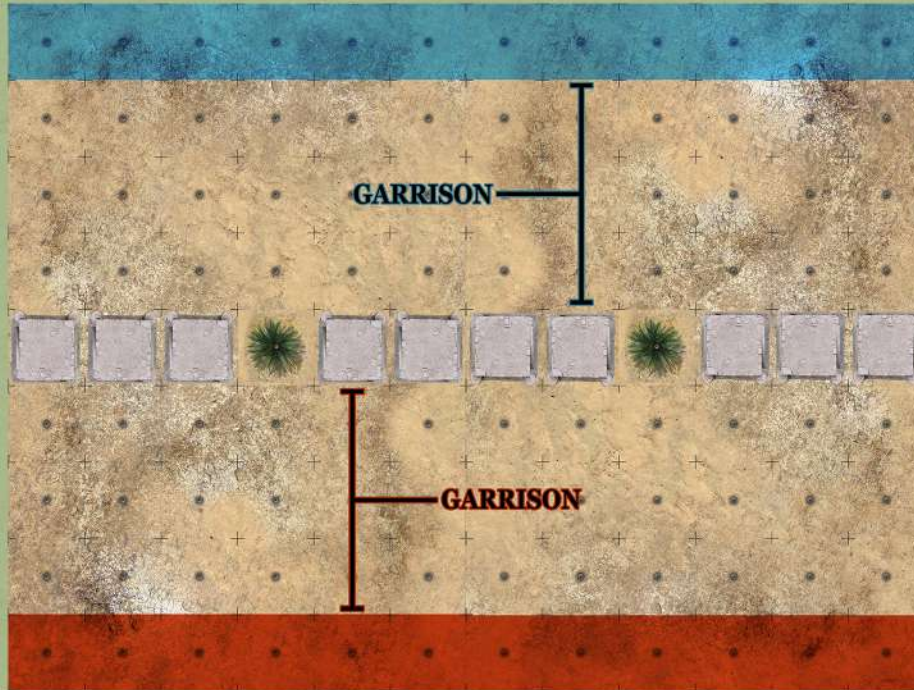
I am fearful we are going the wrong way. It is a struggle just to keep moving. It's near impossible to see landmarks in this storm. We must press on and find refuge. My fear grows as we progress into a system of canyons. This is not the way back. There is no time to double-back, we must go on. If we can just get past this wall...





# CAMPAIGN: WHAT DOES THE DESERT FOX SAY?

- BY NATHAN RIGAUD REMIX BY THE BOLTER CLUB -



**ARMY SIZE:** ATK - 100pts DEF - 100pts

- **MISSION:** Occupy the enemy Garrison and deny enemy occupation of your own!
- **PLAY AREA:** 9 squares x 12 squares (120cm x 180cm)
- **SET UP:** As per the map above. The Sand Wall running the length of the map is made of Impassable Terrain that blocks line of sight. Garrison areas are considered to be objectives for those with the Airborne rule. Each Garrison area contains the following terrain elements to be placed alternatively by the players prior to deployment: 3 Tree tiles, 2 Antitank Traps, and 2 Ammo Crates. These terrain elements cannot be placed within Range 1 of each other.
- **DEPLOYMENT:** Players enter from assigned play area edge (Red and Blue square edges).
- **OBJECTIVES:** Occupy two squares of the enemy Garrison area with a unit simultaneously while defending your own Garrison area.
- **VICTORY CONDITIONS:** At the end of Turn 3, if either player occupies two squares within their opponent's Garrison area (excluding aircraft) while having less than two squares of their own Garrison area occupied, the game ends. If this condition is not met by the end of Turn 5, the game ends and calculate Campaign Points.
- **CAMPAIGN SCORING:**
  - Each friendly unit within the opponent's Garrison area at the end of the game is worth 2 points.
  - Each opponent Hero removed from play is worth 1 point.
  - Ending the game at the end of Turn 3 or beyond via the above Victory Condition is worth 3 points.
- **WEATHER:** Severe weather - Sandstorm. High Risk.
- **SPECIAL RULES:**
  - **Reserve (1):** Players may bring 1 eliminated unit back into play from Reserve. Heroes can never be placed in Reserve.

**GAME  
TURNS**

**1**

**2**

**3**

**4**

**5**



CAMPAIN





## I Just Met You, So Ally Maybe?

It seems we were not the only ones fleeing the Sea of Sands. Through sheer will and iron determination, we secured a natural break in the rock and rushed into a passage within the wall as the winds and sand poured in behind us.

The passage lead to several caverns of various sizes. We discovered a burial chamber with skeletal remains laid to rest in loculi, dotted with trinkets within the walls. We placed the remaining VK-enhanced rockets we collected from Dr. Totenkopf's weapons cache in the furthest corner. No one wanted to be near them another minute as we made light camp. We devised a shift rotation to stand guard and rested what we could despite the grim décor of our location.

After a few hours of rest, the men appeared to have recovered from the effects of the previous battle. My own thoughts were less hazy and my equilibrium mostly restored. I assessed our unit strength. We were, at best, half of our original fighting strength. After hastily cleaning our weapons and wolfing down some rations, I gave the order to move further into the cavern.

Following several miles of slow traverse, we found a break in the wall with natural light pouring in from the outside. We emerged into the light to find the Sea of Sands had passed and I surmised we must have been somewhere on the eastern face of the mountain range. Before us, a small valley veiled in shadow. I ordered my radio operator, Bosco, to higher ground in order to find a signal and report back for extraction.

During our tour, we had seen mirages, but never heard one. The men were elated to hear the sound of running water. We proceeded down into the valley to investigate and possibly refill our canteens. Before we could make camp, an uncharacteristically pale Bosco returned with his hands raised and escorted at gunpoint by beleaguered enemy soldiers.

Weapons raised and tensions high, a conversation I never thought I would have during my career unfolded. The foreign soldiers explained they, too, were caught in the storm and retreated into the caverns for shelter. Their radio was inoperable and unable to call in for their own extraction. They further explained that they were being pursued by another, much larger, force. As the enemy commander spoke, I could see over his shoulder clouds of dust on the horizon. It was highly possible that they were being chased by the very same force we had clashed with in the weapons testing area and again at the sand wall. They didn't kill Bosco, as they would rather risk a temporary truce. We faced a better chance of surviving whatever was coming together.





## I Just Met You, So Ally Maybe? (Continued)

The unknown force was approaching fast, and if that wasn't enough, a gargantuan le scorpion emerged from the sand to slash our guide Karim across the torso, rending his gear and chest with monstrous scaled claws. A huge barbed-tail stinger struck Karim and his face instantly went ashen. His death scream was answered by combined weapons fire on the unnaturally large beast. Only the larger caliber weapons seemed to cause any noticeable damage. The beast died with a screech and clacking of claws.

I agreed to terms with the foreign squad leader as we hastily set up defensive positions. I stood over Karim to say a quick word in his passing and discovered several burial trinkets, watches, and small pieces of jewelry strewn about the sand around his corpse. As I retrieved my lucky watch Specialist Wiczoreck requested we attempt to secure one of the creatures for further study. He argued they could be mutated due to exposure to VK, or possibly even be a pet project of Dr. Totenkopf. I told him we would have plenty to pick from as several more emerged from the sand around us...






# CAMPAIGN: I JUST MET YOU, SO ALLY MAYBE?

## - ENDLESS WAR REMIX BY THE BOLTER CLUB -



**ARMY SIZE:** **Multiplayer:** 50pts per player  
**1 on 1:** 100pts per player

- **MISSION:** It is unknown who is responsible for these creatures we found in the desert. Repel the advancing forces and bring back one of the creatures for further study if you can.
- **PLAY AREA:** 9 squares x 12 squares (120cm x 180cm)
- **SET UP:** As per map. Multiplayer game has a 5 Turn limit. 1 on 1 has an 8 Turn limit.
- **DEPLOYMENT:** Players split into two teams (Red and Blue) for Multiplayer game and deploy via designated zones above. For 1 on 1 games players deploy via opposite corner zones as designated above.
- **OBJECTIVES:** The Le Scorpions (marked in purple on the map) count as objectives. A player gains control of Le Scorpion by having more ground units within Range 1 of Le Scorpion than their opponent. A unit can only control a single Le Scorpion at a time. Players may use a token to indicate which Le Scorpion they are controlling with individual units.
- **CAMPAIGN SCORING:**
  - Each controlled Le Scorpion at the end of the game is worth 1 point.
  - Each opponent Hero removed from play is worth 1 point.
  - Controlling more Le Scorpions than your opponent at the end of the game is worth 1 point.
  - Controlling 3 or more Le Scorpions at the end of the game is worth 2 points.
- **WEATHER:** Mild weather. Low Risk.
- **SPECIAL RULES:**
  - **Le Scorpion:** Any unit that activates within Range 1 of a Le Scorpion must roll a faction die. On the result of a  the unit loses 1 action that turn.
  - **Water:** Moving through water halves your movement speed rounding down.

### GAME TURNS

1	1
2	2
3	3
4	4
5	5
	6
	7
	8