

A Narrative Campaign for Warhammer 40000





# CAMPAIGN SCHEDULE

| Stage I                                    | Kill Team Campaign                       |  |
|--|--|--|
| Kill Team Skirmishes on 22'x30' Kill Zones |  |  |
| 30/11/18                                   | Gathering Intel (100 pts)                |  |
| 07/12/18                                   | Gathering Intel (100 pts)                |  |
| 14/12/18                                   | Interrogation (100 pts)                  |  |
| 21/12/18                                   | Interrogation (100 pts)                  |  |
| 28/12/18                                   | The Rogue Traders (150 pts + Commanders) |  |
| 04/01/19                                   | The Rogue Traders (150 pts + Commanders) |  |
| 11/01/19                                   | The Rogue Traders (150 pts + Commanders) |  |

# Stage II Escalation League

Narrative missions start with 750 pts and escalate by 250 pts every week. Games will be played on a  $4" \times 4"$  battle board (less than 2000 pts on each side), or on a  $6" \times 4"$  battle board (2000 pts on each side).

| 25/01/19 | 750 pts games (no FW/LoW)  |
|----------|----------------------------|
| 01/02/19 | 1000 pts games (no FW/LoW) |
| 08/02/19 | 1250 pts games (no FW/LoW) |
| 15/02/19 | 1500 pts games (no FW/LoW) |
| 22/02/19 | 1750 pts games (no FW/LoW) |
| 01/03/19 | 2000 pts games (no FW/LoW) |

# Stage III Apocalypse Game

An Apocalypse game of Epic proportions will conclude the narrative Campaign with all players who participated in it.

**08/03/19** 100 PL Apocalypse Game (*FW/LoW*)

# **BUILDING YOUR ARMY**

# YOUR FACTION

During registration you have been asked to pick one of the 40 available factions (see table below). For the duration of the Campaign, this will be referred to as your "Faction".

| Chaos             | Imperium             | Xenos             |
|-------------------|----------------------|-------------------|
| Alpha Legion      | Adeptus Custodes     | Drukhari          |
| Black Legion      | Adeptus Ministorum   | Eldar             |
| Chaos Daemons     | Adeptus Mechanicus   | Genestealer Cults |
| Death Guard       | Astra Militarum      | Harlequins        |
| Emperors Children | Blood Angels         | Necrons           |
| Iron Warriors     | Dark Angels          | Orks              |
| Night Lords       | Deathwatch           | Tau Empire        |
| Questor Traitoris | Grey Knights         | Tyranids          |
| Thousand Sons     | Imperial Fists       | Ynnari            |
| Word Bearers      | Inquisition          |                   |
| World Eaters      | Iron Hands           |                   |
|                   | Officio Assassinorum |                   |
|                   | Questor Imperialis   |                   |
|                   | Raven Guard          |                   |
|                   | Salamanders          |                   |
|                   | Sisters of Silence   |                   |
|                   | Skitarii             |                   |
|                   | Space Wolves         |                   |
|                   | Ultramarines         |                   |
|                   | White Scars          |                   |

Every detachment you will field during the Campaign has to be compatible with your Faction. Lords of War and ForgeWorld™ units will be allowed for the Apocalypse only.

## **ARMY LISTS**

Use BattleScribe (http://www.battlescribe.com) to prepare your army lists and email them to events@battlezone.me and kuchulainn@macdatho.com.

## **KILL TEAM SELECTION**

Rather than following normal rules for Kill Team selection, your Leader and your Specialists are locked in for the whole Campaign. After each battle, roll a D6 for each Specialist and add 1 for every Wounding Hit scored by this model (including Flesh Wounds). On a 7+, that Specialist gains a level. Do not roll again for that Specialist in the same week. If a Specialist dies, his level resets and you may choose a different Specialist.

# THE WINGS OF FATE

During the Campaign, every model with the keyword "Character" will be considered a "Named Character". Every Named Character you will play during the Campaign will need to be on your Apocalypse Roster.

If a Named Character is slain in a game, roll a D6 at the end of the game and add 2 to your roll if you were victorious. On a 5+, nothing happens. With any other result, that named character has been evacuated from the war zone and will play no further part in this Campaign. You may no longer select that Named Character.

## **UNPAINTED MODELS**

A model will be considered "painted" only if they are fully basecoated, with two different visible accent colors. The base should be

either cleanly painted or covered with the basing material of your choice. Basically, there should be no raw plastic visible.

# **TROPHIES & AWARDS**

## THE "KILL TEAM GOODY BAG"

Every registered participant in the Campaign will receive a unique goody bag containing a set of 6 acrylic Kill Team objective markers, a set of 3 Kill Team dice (two orange D6 and one gray D8), 12 unique Kill Team Campaign cards, and a random faction badge. This will be provided on your first Campaign game at Battlezone, please ask the Warmaster or his representative.

# THE "BEST KILL TEAMS" AWARD



The Best 3 players during the Kill Team Stage of the Campaign will earn one of the coveted Kill Team medals, with their binary scripture reading: "Skirmish Combat in the 41st Millennium".

In addition to these prizes, the Warmaster will reward the most aggressive and savage player with the "Best Guerilla" badge at the closure of the first stage of the Campaign.

# THE "BEST SPORTSMANSHIP" AWARD

Battlezone and the Clan Mac Datho™ promote good sportsmanship by all participants. While smack talk is encouraged in good spirit and in accordance with the fluff, we hope this campaign will be played with mutual respect, so that everybody can have the most enjoyable time while playing this campaign. To support this, each participant will have a credit of 3 "Sportsmanship" points that they can grant to any player they believe displays outstanding sportsmanship qualities. Unspent Sportsmanship points will be discarded at the closure of the Campaign, so use them (wisely)!

At the end of the Campaign, the player with the most sportsmanship points will be awarded the "Best Sportsmanship" award: a Certificate, and a Battlezone store credit worth 100 AED.

## THE "BEST PAINTED MODEL" AWARD

Each participant will be able to enroll one single model of his choice for the "Best Painted Model" award. Pictures will be taken prior to the Apocalypse game and shared with all Campaign participants so they can cast their vote. The player with the most votes will be awarded the "Best Painted Model" award: a Certificate, the "Golden Camel" trophy, and a Battlezone store credit worth 200 AED.

# THE "BEST PAINTED ARMY" AWARD

Participation in the "Best Painted Army" is elective, please email kuchulainn@macdatho.com to register your interest. You will be

required to have a fully painted army (see above for the definition of an "unpainted model") and prepare an "Army on Parade" display board. Pictures will be taken prior to the Apocalypse game and shared with all Campaign participants so they can cast their vote. The player with the most votes will be awarded the "Best Painted Army" award: a Certificate, the "Silver Daemon" trophy and a Battlezone store credit worth 300 AED.

# THE "BEST PLAYER" AWARD

At the closure of the Campaign, the player who performed the best — which will be determined by a combination of number of games played, number of games won, narrative objectives achieved and achievements unlocked — will be rewarded with the ultimate "Best Player" award: a Certificate, the "Golden Daemon" trophy, and a Battlezone store credit worth 400 AED.

# THE WEB INTERFACE

At the start of the campaign, you will be provided a login and a password. Please go to <a href="http://m.macdatho.com">http://m.macdatho.com</a> and use these credentials. You will be prompted to change the password on your first logon.

On there, you will be able to report your games (only the winner needs to report a game), and to give your votes for Best Sportsmanship (3x), Best Painted Model (1x) and Best Painted Army (1x).

Please contact *kuchulainn@macdatho.com* if you face any issue with the web interface.

# **NARRATIVE**

Although the names of Eversor, Callidus, Culexus and Vindicare will strike fear among most of the foes – and members – of the Imperium, little is known about this institute of the Adeptus Administratum nowadays.

Founded in extreme secrecy by Malcador the Sigillite and the six masters of the Clades during the early years of the Great Crusade, the Officio came into the limelight after their failed attempts at disposing of the wayward Primarch Horus. Kept on a very tight leash since then, they can only be invoked by a Terminatus order issued by the Senatorum Imperialus.



The Temples – descending from the founding Clades – had permission to make use of "any means or tools to get the job done," even if it

meant banned tech from the Dark Age of Technology or Xenos Artifacts. They have each specialized in a particular method of assassination: Sharpshooters specialists in marksmanship and sniping in the Vindicare Temple; infiltration and impersonation chameleons in the Callidus Temple; drug-fueled berserkers in the Eversor Temple; and anti-psykers in the Culexus Temple. The two other temples were classified by the Inquisition who keeps a close eye on the Officio: the Venenum Temple and its poisoning experts; and the Vanus Temple and its intelligence-gathering tactical and strategic geniuses.

But in the early years of M40, the Officio recognized that, no matter how skilled the assassin, it becomes exponentially harder to kill subsequent targets who have been alerted by the initial kills. The Maerorus Temple was created to respond to that challenge.

This new breed of Assassins was expected to operate without support or weapons but their own body during missions. The assassins were to be trained well-enough the first kill was guaranteed. Then using membranes along their bodies, the Maerorus Assassins would absorb the biomass of the victims, using the new genetic material to force massive, rapid mutations across their bodies, growing ever more powerful, killing masses of targets in a very short time and becoming virtually indestructible.

To that end, the Officio Assassinorum fought wars, spent centuries trying to gain leverage over Mechanicus Adepts and even handed over a Standard Template Construct – the most holy artefact for the Adeptus Mechanicus – to the priests of Mars as payment for the development of the illegal technology needed for this huge experiment. Thousands of prisoners were rendered down to create the genetic material required to make the first assassin. Forbidden

technology, mutant cross-breeding and Xenos hybrids were combined to create the first assassin of the Maerorus Temple: Legienstrasse.



Being female, thanks in no small part to the Xenos DNA used to create her, she was not only able to absorb biomass upon touch to mutate at will. completely removing the target, she was able create more to Maerorus assassins by laying eggs, with a single clutch known to hatched have eating alive an entire company of Imperial Guard troopers shortly after hatching.

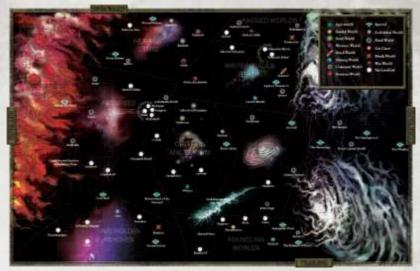
Soon realizing she had the potential to topple the Imperium, she escaped and went rogue, representing such a threat that the Officio Assassinorum made pacts with the World Eaters to attack the remote planet of Opis, where she had taken refuge. After the death of Lord Inquisitor Kekrops, an Imperial retribution force of dozens of Imperial Guard Regiments and a sizable detachment of Imperial Fist Space Marines were deployed to bring Opis back into line.

During the first documented confrontation in the city of Krae, Legienstrasse engaged Brother-Captain Darnath Lysander of the

Imperial Fists; Ucalegon, Imperial Fists Chapter's Emperor's Champion; Lady Syncella, Grand Master of the Culexus Temple and a squad of Assault Marines and 1<sup>st</sup> Company Veterans while dodging sniper fire from Morias Skult, Grand Master of the Vindicare Temple and a Scout Squad. Lady Syncella and a significant number of Imperial Fists were among the casualties.

During their second encounter, Captain Lysander led a squad of Terminators; the Epistolary of the Imperial Fists 1<sup>st</sup> Company; Ucalegon; Skult and Eversor Berserker operative. Legienstrasse leapt onto the Imperial Fist Thunderhawk, causing it to crash and killing everyone aboard. When she was about to defeat the Berserker, Lysander — being the last survivor and knowing Eversor Assassins exploded after dying — used the Black Sword of the fallen Ucalegon to pin both Legienstrasse and her opponent to a pillar. The resulting explosion crippled and poisoned Legienstrasse long enough for Lysander to behead her with the still intact sword. But even this was not enough, so Lysander had to smash her body to dust with his Thunder Hammer. After almost a millennium on the loose, and with great losses to the Imperial Fists, the Imperial Guard and the Officio Assassinorum alike, Legienstrasse finally died, and with her the Maerorus Temple.

The Officio Assassinorum ensured all life on Opis was exterminated; spent centuries hunting down every last offspring and deleting all evidence of the ultimate heresy they had committed: purposeful violation of the holy Human form. But yesterday, your communications experts have intercepted the weak signal of a transmission emitted far away. While the transmission was of extremely poor quality, you managed to confirm that it originated from somewhere in the center of the Koronus Expanse, an extremely dangerous region of the Calixis Sector in the Segmentum Obscurus.



The Koronus Expanse

From the content of the message that has been decrypted by your experts, you believe it was sent by a Rogue Trader to their home world.

You managed to narrow down your research to only a handful of Rogue Trader Houses who would allow their curiosity to get the better of them and wander deep into the Perdita parts of the Halo Stars, at the risk of seeing their Warrant of Trade forfeited:

# **Rogue Traders**

- 1 Naj Amaradi
- 2 Aoife Armengarde
- 3 Salgut Falk
- 4 Krawkin Feckward
- 5 Abel Gerrit
- 6 Sarvus Trask Table 1 – Rogue Traders

# **KILL TEAM MISSIONS**

## **GATHERING INTEL**

Unsure of the location of the Rogue Traders operating in this sector, you are sending troops on an intel gathering exercise. The They have identified two strange signals originating from the surface of a hive world long ago destroyed through the ravages of Chaos. You quickly deploy a Kill Team to that signal, only to find that you are unable to interpret the contents. Furthermore, scans have identified a hostile Kill Team investigating the second signal source. It is imperative that you both investigate the signal and simultaneously deny the enemy any intel from that source. Your kill team readies for battle.

## MISSION

Roll to determine deployment zone as per the Kill Team rulebook, with the exception of objectives. Instead of placing objectives as normal, each player places one objective on the ground floor in the Centre of their deployment zone. Players cannot hold objectives in their deployment zone.

## **TARGET IDENTIFIED**

At the end of the game, if you control the objective in the enemy deployment zone, roll a D6. You have discovered the location of the corresponding Rogue Trader (see Table 1 above). If you knew this Rogue Trader previously, nothing happens: Your forces will need to look for new intel through another Kill Team game.

## INTERROGATION

Having identified the location of several Rogue Traders to investigate, your Kill Team reports contact with multiple hostiles. You recognize these same enemy Kill Teams from reports of earlier engagements and believe they may have intel which you lack. Accordingly, you prepare your Kill Team for combat once more.

## MISSION

Roll to determine deployment zone as per the Kill Team rulebook, but up to 4 players. Do not place any objectives.

## INTERROGATION

At the end of the game, for every opponent who lost at least one model to you in the Fight Phase, roll 2D6. Add 1 for each enemy Leader or Specialist killed in the Fight Phase. If your roll exceeds the lowest enemy Leadership, your interrogation was successful. Gain the location of a Rogue Trader of your choice (see Table 1 above), which that enemy has knowledge of.



## THE ROGUE TRADERS QUESTS

During Intel Gathering and Interrogation, your Kill Team has confirmed the location of several Rogue Traders. Once again, you will send in your Kill Team with a Commander, hoping that these Quests will take you closer to the Maerorus temple!

**Naj Amaradi**, bearer of the Warrant of Trade for House Amardi is known for focusing his efforts in establishing settlements in the Koronus Expanse.

**Aoife Armengarde** is the bearer of the Warrant of Trade for House Armengarde, but her behaviors would likely have shocked her ancestors just as much as they shock the Imperial nobles.

**Salgut Falk** is said to have disappeared in the Koronus Expanse with the rest of his flotilla in 310.M41 after Eldars claimed his colony as one of their long lost maiden worlds.

**Krawkin Feckward**'s Warrant of Trade has always been extremely questionable, and he is known for his hunger for new sources of both Xenos artefacts and slaves.

**Abel Gerrit**, scion of House Arcadius, was tasked with seeking out opportunities in Segmentum Obscurus with his heavy raider "Maxim's Gambit".

**Sarvus Trask** relocated his dynasty in the Koronus Expanse. His unbridled ambition made him lay claim to the most valuable finds.

Each of the six Rogue Traders Chain Quests will be managed through your game reports on the Web Interface.



