

VALE RENEGADES



GAMING CLUB



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Narrative Campaign

OVERVIEW



Doom comes to Valerephon – Campaign Overview



The Doom comes to Valerephon Campaign is a narrative Warhammer 40,000 campaign which sees a key Imperial world beset on all sides as the forces of Chaos attempt a dark ritual to ensnare the Imperial fleet for an entire sector.

How the Campaign will Run

The campaign will take place over 10-11 weeks, with three rounds, followed by a grand finale fought over 1 or 2 weeks. Tuesday evenings will be the primary gaming evening, although players are welcome to arrange games at any time.

Each round will last 3 weeks. During the first 2 weeks of the round, players will fight through scenarios for their side to try and achieve critical goals. The result of the round in terms of team goals will be assessed at the end of 2 weeks. During the 3rd week, players can continue to fight through their favourite scenarios and earn strategy point (see below) for use in the next round. (Alternatively, players may wish to use the 3rd week to take a break and play something else). At the end of the 3rd week, the rules pack for the next round will be published.

Schedule:

	Starts	Ends	Last day for Results
Round 1	7 th Feb 2017	26 th Feb 2017	19 th Feb 2017
Round 2	28 th Feb 2017	19 th March 2017	12 th March 2017
Round 3	21 th March 2017	9 th April 2017	2 nd April 2017
Grand Finale	11 th April 2017	TBC Latest – 18 th April 2017	N/A

The Sides

The campaign will be fought between four alliances:

Imperial Alliance	Chaos Alliance	Tau/Eldar Alliance	Tyranid Alliance
All armies of the Imperium Necrons	All forces of Chaos Orks Astra Militarum (Traitor units)	Tau All forces of the Eldar	Tyranids Genestealer Cult Astra Militarum (Cult infested units)

All factions within each Alliance, will treat other factions as Allies of Convenience, regardless of what their normal allied status would be. Note that, as Astra Militarum forces can be within 3 of the Alliances, the controlling player will need to declare which Alliance they are fighting for in any game.

30k army lists can be used, but in terms of the story, these will either represent traitor legions or Space Marine chapters that don't follow the Codex Astartes as strictly as they perhaps should, rather than the original legions they represent. Feel free to come up with your own chapter names and stories.

Players are free to move between alliances as they wish. However, only factions that are within each alliance may play games for that alliance.

The Rounds

Within each round there will be scenarios written for how each Alliance will fight every other Alliance within that round. There will therefore be at least six scenarios in each round.

- Imperial v Chaos
- Imperial v Tau/Eldar
- Imperial v Tyranid
- Chaos v Tau/Eldar
- Chaos v Tyranid
- Tau / Eldar v Tyranid

Scenarios will be generally based on Altar of War / Echoes of War missions from existing GW publications, although custom scenarios may also be created. There will be a mission pack published for each round, which will provide details for each mission.

Some rounds will contain games of Zone Mortalis and Kill Team games. Where such games are included, they will usually come in pairs. As a game of ZM or KT should generally not take up a full night, the idea is that players can swap, and play one KT and one ZM in the same night. There will only be 1 Zone Mortalis board available, so we may apply a time limit on these games to ensure we get two games in each night.

Where Kill Team scenarios are involved players are free to use the official Kill Team rules provided by Games Workshop or, if both players agree, use the unofficial fan-based Heralds of Ruin kill team rules, which can be found at this link:

<http://heralds-of-ruin.blogspot.co.uk/p/kill-team-rules.html>

In some scenarios, it may be possible to build a list to break the scenario. We ask that you do not do this and enter into the spirit of the campaign – which is to have fun, creating a good story. That's not to say you shouldn't consider the scenario when building your army. We hope that the various

scenarios will give you enjoyable, but challenging games that are different from those that you play regularly, whether you usually play casually or competitively.

Players are free to arrange games amongst themselves, using the forum threads. Alternatively, players can turn up on a Tuesday evening at 7pm and we'll find you a game. When arranging your own games, you can use any points value you want to. However, if you turn up looking for a game, we ask that you bring a list of 1500 points ready to play. Feel free to play individually or in teams.

Strategy Points

At the start of each round, every player in each Alliance will be awarded a number of strategy points. Strategy Points will need to be spent to unlock certain units (such as formations, named characters and super-heavy vehicles) and can also be used in game to give you army small boosts.

Alliances that do well will earn more strategy points, giving them a slight edge as the campaign progresses, but one that can be easily won back. In each game, you will have the opportunity to both spend strategy points and earn new strategy points for use in future game. A separate pack will explain this in more detail.

The Forum

There will be several threads set up on the club forums:

1. The Story Thread – this thread will focus on how the story is progressing from round to round. This thread is for the campaign organisers only.
2. The Gaming Thread – this thread is where the information on each round will be published as well as where everyone can discuss the scenarios, games, tactics etc. You may want to use this thread to keep track of your Strategy Points, but players will have the option to download a strategy point score sheet, instead.
3. The Result Thread – this thread will be where results of your games are published, and where the organisers will go at the end of the 2nd week of each campaign round to determine the overall results of the round. Any results not published here by the end of the second Sunday of each campaign round will not count towards the campaign round results.

Restrictions / House Rules

The following restrictions / house rules will be in play throughout the campaign:

- The Invisibility psychic power is altered to read: units shooting at the Invisible unit do so at BS1, and hit it in melee on a 5+.
- The psychic phase is limited to a maximum pool of 15 dice for the player manifesting powers. The psychic pool for deny the witch is unlimited.
- A feel no pain roll may never be better than a 2+.
- A re-rollable 2+ save must be re-rolled on a 4+ instead of a 2+.
- No more than 1 independent character may join a unit at any one time
- A vehicle or bike (basically anything with wheels) may not climb vertically. A model like this may be deployed on top of a building (e.g. a Sky Shield landing pad) and may drive off the building during the game, provided it does not need to move up a vertical wall to do so (e.g. it can't move off a landing pad with the sides set up). A model that does this must take a dangerous terrain test, reducing the result by 1 for every 3" the model drops after the first (e.g. fails on a 1 or 2 for a 5" - fall).
- No models or upgrades that may normally be taken for free as part of a formation or detachment are allowed, unless specified in a specific mission description. This does not include units that might be recycled during the game e.g. Death Korp of Kreig's Forlorn Hope. The single exception to this is the free Veterans of the Long War upgrades taken as part of Traitor Legion forces (including those taken from the Traitor's Hate and Wrath of Magnus books). However other upgrades taken for free from those publications must be paid for.
- Where multiple datasheets exist for the same units(s) with the same name, players are free to use whichever version they wish. However, when taking a formation or detachment from a publication that contains one of these units, players must use the datasheet from the same publication. E.g. if using a formation from Wrath of Magnus that contains Pink Horrors, then you must use the Pink Horror data sheet from Wrath of Magnus, rather than from Codex Chaos Daemons.
- No Decursions / detachments of formations may be taken in any game.
- No Fortifications described as being a "Network" may be taken.
- All armies must be battle-forged.
- Death from the Skies rules are not to be used in any game.

All GW FAQs will be in effect except:

- When a new unit is created and placed into ongoing reserves as part of a special rule (e.g. Lost and the Damned formation or Endless Swarm formation) the new unit may arrive by any method available to them, including Outflank (overriding the brb), but the arrival mechanism must be declared as soon as the unit is created.

Main rulebook FAQs can be found here:

[https://www.games-workshop.com/resources/PDF/Errata/Warhammer 40000/Warhammer 40000 Rules EN.pdf](https://www.games-workshop.com/resources/PDF/Errata/Warhammer%2040000/Warhammer%2040000%20Rules%20EN.pdf)

FAQs for individual armies and supplements can be found here:

<https://www.warhammer-community.com/2017/01/20/faqs-for-every-codex-live-now/>

How Else Can you take part?

Beyond playing games and posting results, the creative amongst you may want to get even more involved in the campaign, and feel free to do so in any of the following ways:

- Take pictures of your games, which we can put up on our Facebook page and website
- Create reports of your battles for the forums
- Discuss tactics for the scenarios on the forums
- Create stories about your armies and characters (while there's no "character creation" in this campaign, you can always build a character using your existing codex, re-using him or her in each game to create their very own story). Who knows, some of these might even help shape the story as it unfolds.
- Anything else you can think of... (if it's really outlandish, you may want to get in touch with one of us on the forums first)