

VALE RENEGADES



GAMING CLUB



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DOOM COMES TO VALEREPHON

Narrative Campaign

THE STORY

Doom comes to Valerephon

Doom comes to Valerephon is the 2017 narrative campaign for the Vale Renegades club. In this pack you'll find an introduction to the story.

Midnight Approaches...

The 41st Millennium is drawing to a close and with it comes the forces of Chaos seeking to destroy the Imperium of Man forever. Abaddon the Despoiler, Warmaster of Chaos is about to launch his 13th Black Crusade, bringing with it a tide of darkness the like of which the galaxy has not seen since the days of the Horus Heresy

His plans have been long in the waiting, and while critical actions will be fought between the Cadian Gate and Holy Terra, Abaddon knows how long the arms of the Imperium reach, and seeks to create havoc and destruction wherever he can. Feint and counter-strikes will be felt across the breadth of the Emperor's dominion. By attacking on multiple fronts, Abaddon plans to pull the Imperium apart, creating for himself a direct path to Terra itself.

Some of these strikes have been years in the making...



Governor Leotitus, a decorated officer of the Imperial fleet, was granted governorship of Valerephon, a system which borders the expanding Tau empire, a little over 30 years ago, with a loving wife and loyal children. Yet all is not well within his domain. Long has he been aware of Eldar forces in the area, presumably operating from a hidden Craftworld. Yet the Eldar pose little direct threat, and he has more pressing concerns closer to home.

When Leotitus took the reins of Valerephon, he became quickly aware of the presence in the under-hives of two rival criminal gangs, one which had been entrenched for many generations; their rival a gang that seemed to have sprung from nowhere only a few years before he arrived. Valerephon being a prosperous world, contributing more than its share of the Imperial tithe, the previous governor has not diverted many resources to eliminating the two crime families.

Leotitus took a more direct approach, investing considerable time and effort into uncovering who these families were, and how far their influence spread. For decades, his attempts were met with constant failures, investigators going missing while others provided false reports before. Where such treachery was identified, the investigators seemed to meet with fatal accidents before any interrogation could begin.

When a breakthrough finally occurred, it was to set in motion a chain of events that would put the Governor in an impossible position.

Fates Converge...

A force of traitor legion battle cruisers blasted into orbit around Valerephon, overwhelming the defence forces. In amongst the attackers were Ork craft, freebooterz who were acting as the vanguard of the Chaos forces. No doubt the Orkz had been promised vast quantities of loot as well as a good fight.



As the Chaos and Ork forces made planetfall, the leader of the newer crime family declared himself as Dark Apostle Drefus and initiated an uprising across the planet, throwing the Planetary Defence Force into disarray. Several units of the Astra Militarum immediately defected to the Chaos forces, who were quick to take over key military installations across the planet, many left from when the Dark Angels had originally claimed the world for the Imperium.

Help came from an unexpected quarter. The Planetary Defence force was all but broken, but a new force rose up to meet the invaders. Two, three and four-armed mutants seemed to spring from every air duct and mining tunnel, a horde declaring that the world of Valerephon belonged to the Great Father and bringing war to the Chaos invaders. Led by a mutant war leader and a powerful psyker known as Magus Falim, the Genestealer Cult caused devastating damage to the Chaos forces.

Leotitus managed to send his own distress signal out to the Imperium, before withdrawing into the most secure location within the capital city with his family, learning what he could from the intelligence assets which were still loyal. Knowing how critical Valerephon was, Leotitus was sure a relief force would be dispatched to drive off both traitor and xenos forces.

Just as Abaddon planned.



The wheels of the Imperium can turn slowly, but once set in motion, little can stop the tsunami of righteous fury. A force was being assembled and soon those who dared attack the domain of the Emperor would feel the hammer blow of retribution.

Leotitus' intelligence assets were gradually being eliminated, but some critical reports still reached him. Chaos forces were clearly intent on performing some kind of dark ritual, although the exact nature of this was not understood. What was clear was that it would be powerful and had something to do with the relief force the Imperium was expecting to send. They would walk straight into the jaws of the trap.

If Leotitus did nothing and the Imperial fleet was destroyed, then an entire sub-sector might be left open to attack by both traitor and Xenos forces.

Long did Leotitus spend agonising over what to do. He had but one option, but he knew that to take that road would be seen as an act of betrayal by the Imperium and would lead to the execution of himself and his family, very likely the entire world. Yet if the sacrifice of one world could save the lives of those beyond, then surely it was worth it. He was ever a military man, and knew that cold numbers were often the critical element. He could only hope he could find some forgiveness.



The Tau maintained their own intelligence assets and were well aware of the situation on Valerephon, but they were taken completely by surprise when a personal message was received by Governor Leotitus himself. The Governor, it seemed, had realised that the Imperium could not save his world and, if the Tau would come to its aid, Valerephon would join their empire, giving them access to its significant resources, as well as providing a foot-hold from which the Tau could expand further.

As the Tau Ethereals considered this, they were approached by emissaries of the Eldar Craftworld, itself under threat from the nefarious ritual the servants of the dark powers were preparing. They offered their aid to any Tau invasion. With such a powerful ally, mistrustful as they might be of the Eldar and Leotitus, the Tau felt they had the edge and launched their own forces to lay claim to Valerephon.

Doom comes to Valerephon.

Chaos forces control most of the key strategic locations on Valerephon, but face assaults on all sides. Tau and Eldar forces launch planetary strikes, as a massive Imperial force bursts from the warp. And in the inky depths of space, hearing the beacon call of its kind, an insatiable predator turns its mind towards the beleaguered Imperial world.