

The Awakened

A Story of the Psychic Awakening

A Crusade campaign for an Imperial player and a Chaos GM.

Version 1.3 - July 6, 2020

Warhammer 40,000 Campaign By Adam Fasoldt

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Throughout the galaxy, miracles abound and doom hangs a pall over every sentient being. At the center of this conflict is the prideful Imperium of Man and the selfish Ruinous Powers. Although both sides of this conflict are harried by Xenos threats and internal strife, the fact remains that the Galaxy teeters on the balance of power between these two factions.

This 4-scenario narrative campaign is designed for players to engage their army in a personal narrative during the Era Indomitus. It follows a plot by the Ruinous Powers to conquer an Imperial world through nefarious means and that world's resistance to their meddling.

A player can choose to use their army (or armies) and pick one or more opponents to face throughout the four scenarios. Although the campaign includes prescribed degrees of success for either side at the end of the campaign, it's up to the player(s) to decide what really happens to their army and the characters who serve within it.

Army Choice

The premise behind this campaign is to allow a player to orchestrate a story for their army. Although some specific unit types or keywords are suggested throughout this campaign, it stands to reason that any **Imperium** or **Chaos** forces might be furthering the goals of their collective will. A player may either choose to face the same opponent for all four scenarios, or seek out different players who might have a miniature collection better suited for the scenario at hand.

Crusade

Conceptually, this is a story of heroism against a foe that is disparate, yet unified in purpose. As such, it makes sense for the Imperium player to assemble their army as an ever-growing Crusade force of the same faction. Meanwhile, the Chaos player should assemble a new army for each battle, focusing on the theme for that battle. In these cases, provide the Chaos player with the appropriate number of Crusade Blessings.

Of course, three 40k games (with a single Kill Team game to start things off) doesn't make for a very epic, long-lasting Crusade. We recommend that players use this narrative as a short preamble to their Crusade army's deeds - merely a single extended engagement to kick off the real action.

Martyr Pool

When playing out a scenario in this campaign, both players have a Martyr Pool. At the end of each player turn, count the number of casualties suffered between the two players. Do not count models with the Daemon keyword. If the model was a Monster or Vehicle, add d3 points instead. Each player earns half that many Martyr Points, rounded up.

The Martyr Pool is used for various things throughout the campaign, but can always be used to **Summon** units or cast **Smite**.

Summon the Spirits of the Martyrs

A player may **Summon the Spirits of the Martyrs** at the end of each Movement Phase. Players using this ability are not required to set aside Reinforcements points to bring in these models.

The player may attempt to summon one unit with a **number of models** equal to their **Martyr Pool**. Before the unit is summoned, **roll a dice for each model** that would be summoned. **On a 4+, it manifests**, otherwise it cannot be coaxed from the immaterium and is not manifested. The remaining models in this unit may be set up anywhere on the battlefield **outside of 9" from any enemy models and completely within 6" of friendly models**. The unit's model count may not exceed **20**.

The types of units which may be summoned by the **Chaos** player are as follows: **Bloodletters, Daemonettes, Plaguebearers, or Pink Horrors**. An Imperium player follows the same rules, except they summon **Warp Spirits** instead of Chaos Daemons.

Unfettered: Units summoned with this rule **cannot** be used to perform **Actions** for the purpose of scoring victory points and may **not** be used to **hold or contest objectives**. These units may, however, be used to disrupt an enemy model which is attempting to perform an Action.

After summoning their new unit, the player resets their **Martyr Pool** to **zero**.

Spontaneous Smite

Also, a player with Martyr Points may cause one of their units to spontaneously exhibit **latent psychic ability**. To do this, the player spends 1 or 2 points in the Psychic Phase to manifest the Smite power. Any unit may use this ability, even if they are not Psykers. If the player spends 1 point, the unit manifests the power with 1d6 and if they spend 2 points, the unit manifests the power with 2d6.

New Units

During this campaign, the Imperium player can take advantage of a few special units as long as they've created appropriate models for them.

Warp Spirits

Elites, Power 4
M 9" | WS 4+ BS - | S 3 | T 3 | W 1 | A 1 |
Ld 6 | Sv 6+

A unit of Warp Spirits includes 5 models for 4 Power, 10 models for 8 Power, or 15 models for 12 Power. Each model is equipped with a flaying soul

Weapon:

Flaying Soul

Range: Melee | Type: Melee | Strength:

User | AP 0 | Damage 1 | Flaying

Flaying: For each natural hit roll of 6, this weapon generates an additional hit.

For each natural wound roll of 6, this weapon's damage is resolved at AP -1.

Abilities:

Daemonic: Units with this ability have a 5+ invulnerable save.

Judged by the Returned: Chaos units which are *not* also Daemons suffer a -1 to their Leadership if they are within 6" of any Warp Spirits.

Keywords: Fly, Daemon

Faction Keywords: Imperium

The Astropathic Vane

Fortification, Power 5

M - | WS - | BS 4+ | S - | T 8 | W 14 | A -
| Ld - | Sv 3+

An Astropathic Vane is a single model equipped with a conduit of the emperor's wrath.

Weapon:

Conduit of the Emperor's Wrath

Range: 6" | Type: Pistol d6 | S 7 | AP -2 |
D 2

Abilities:

Conduit of Grace: When a friendly model is slain within 12" of the Astropathic Vane, automatically add 1 to the Imperium player's Martyr Pool, do not roll the dice.

Indomitable Halo: All Imperium Infantry within 6" of the Astropathic Vane enjoy a 4+ invulnerable save.

Astropathic Lightningrod: Once per turn at the start of the controlling player's psychic phase, an Imperium Psyker may either channel wisdom from the Astronomican gaining +1 command point, or harness the static warp energies clinging to the vane's surface and manifest one additional power this turn.

Immobilized: After this model has been set up on the battlefield it cannot move for any reason, and no units can embark upon it.

Unstable Energies: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6, each unit within D6" of this model suffers D6 mortal wounds.

Keywords: Fortification

Faction Keywords: Imperium

New Stratagems

The following special stratagems may be used throughout this campaign.

Imperium Stratagem - Cleansing Flame - 1cp

The blinding radiance of The Saint rebukes the terrible presence of Chaos and sends those who worship such beings into apoplexy.

Use this Stratagem during your Psychic Phase. **The Saint** may manifest one additional psychic power this phase: Cleansing Flame. Cleansing Flame is a Warp Charge 6 power. Target a single **Chaos** unit within 6". That unit suffers d6 Mortal Wounds.

Imperium Stratagem - My Life for You - 1cp

So fervently does the rank & file of the armies of the Imperium revere the presence of The Saint upon the battlefield, they would do anything to keep this being alive.

Use this Stratagem whenever **The Saint** would take damage. Until the end of the phase, any damage taken by **The Saint** is prevented. A unit within 3" takes 1 casualty for each point of damage prevented in this way.

Imperium Stratagem - The Saint - 3cp

Rumor of incredible miracles has spread throughout the Imperium. Many such wonders have been wrought at the hands of living saints who are sometimes mighty warriors in their own right, but also might have risen from squalor to lead as a shining beacon of hope.

Use this stratagem before the battle begins. You may only use this stratagem once per game. A single model (any model) in your army has **The Saint** keyword.

- Units within 3" of **The Saint** automatically pass all morale checks.
- If **The Saint** is on the battlefield, whenever the Chaos player would receive Martyr Points, roll a dice for each point they would receive. On a 6+, the Imperium player receives them instead.
- **The Saint** gains the **Psyker** keyword and may manifest or deny one psychic power per psychic phase (or one more power if they were already a Psyker).
- **The Saint** knows the Smite power.
- Friendly Warp Spirits within 6" of **The Saint** enjoy a +1 to all saving throws.

The Kettle

From the depths of the Hive, a menace has crept into the daylight. Reports abound of individuals stumbling into the streets, bodies riddled with a virulent rash and fever. Screaming for their Father's absolution, they collapse, but do not die. At first, the Officio Medicae attempted to heal these sick individuals. Within a fortnight of intensive care, the illness runs its course and no sign of the disease can be found and the patient is moved to the recovery ward, then soon released.

Unfortunately, shortly after, every resident of the recovery ward comes down with the same symptoms and the original patient returns to intensive care, their bodies rent with horrible, pus-oozing lesions. Within hours, the patient is dead. Further investigation by more esoteric means reveals that the infection is not at all naturally-occurring.

Although the disease has already been introduced to the Hive, the Officio Medicae has requisitioned assistance in seeking out and eliminating the source of the threat. After desperate days of investigation, the Adeptus Administratum has located the source of the plague and has equipped a small, elite force to penetrate the underhive and put an end to it.

Game Type

The Kettle is a Kill Team scenario. As such, none of the special rules for this campaign are used here. Having said that, there are plenty of special rules included as a part of this specific scenario that you can enjoy.

The Kill Teams

This is a mission for two players. One of those players is the **Imperium** player (the attacker) and the other is the **Chaos** player (the defender). It is preferred that the Chaos player either use the Nurgle Chaos Daemons, Death Guard, or Gellarpox Infected rules, though any Chaos subfaction will do. The Imperium player should put together a force that

would fit into an investigative and infiltrating role.

The Battlefield

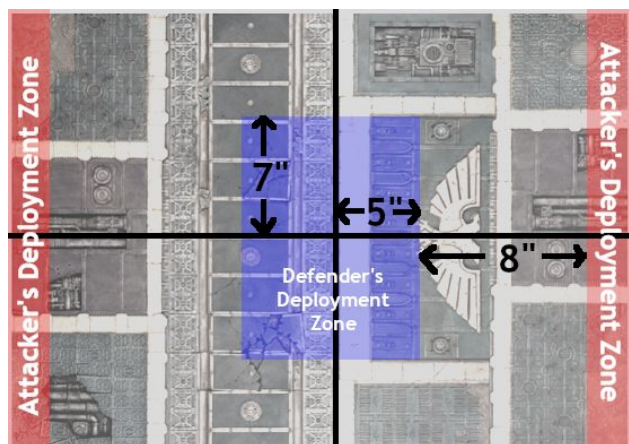
The terrain for this battlefield should look like a foul laboratory with a large piece in the center to represent the Kettle.

The Scouting Phase

Conduct the Scouting Phase as normal for this scenario. **The Chaos player** can choose from the following options: Plant Traps, Scout Out Terrain, Take Forward Positions. **The Imperium player** may choose from the following: Scout Out Enemy Forces, Disarm Traps, Scout Out Terrain, Eliminate Sentries.

Deployment

The defender sets up all of their models first. A player's models must be set up wholly within their deployment zone. Once the defender has set up all of their models, the attacker sets up their models. Once the players have set up all of their models, deployment ends, and the first battle round begins.



The Kettle

The Kettle is a large terrain feature measuring between 3 and 5" in diameter.

Virulent Foam: All **Nurgle** models within 3" of the Kettle may re-roll any Disgustingly Resilient tests. The Attacker rolls a dice for each **Imperium** model within 3" of the Kettle at the end of the Movement Phase. On a 1 or a 2, the model suffers 1 Mortal Wound.

Bilous Miasma: All **Nurgle** models within 7" of the Kettle increase their movement characteristic by 1". All **Imperium** models that move within 7" of the Kettle must pass a Leadership test or end their movement just as their base enters the area. **Imperium** models which are already within range of Bilous

Miasma reduce their movement characteristic by 1".

Battle Length

The battle ends at the end of the battle round if The Kettle has been rendered inert. Otherwise, at the end of battle round 4, the **Chaos** player rolls a d6. On a 3+, the game continues, otherwise the game is over. At the end of battle round 5, the **Chaos** player rolls a d6. On a 4+, the game continues, otherwise the game is over. The battle automatically ends at the end of battle round 6; at that point, The Kettle detonates and a mushroom cloud of disease wafts through the underhive and above.

The Diabolus Neutralizer

The **Imperium** team has been provided a special device called the Diabolus Neutralizer. The Neutralizer consists of several packets of arcane ingredients, some blessed by a high ranking preacher and sanctioned psykers. The packet is wrapped in thermite.

As the Diabolus Neutralizer is of extremely simple design, it can be equipped with **any one** of the **Imperium** kill team's models. The player **secretly notes which model** is carrying the device prior to the start of the game. If that model is slain, place an objective marker where that model fell. Any **Chaos** models that touch or move over the Neutralizer marker immediately suffer **d3 Mortal Wounds**. Another **Imperium** model may **pick up** the Neutralizer during their movement phase as long as they pass over the marker.

A model carrying the Diabolus Neutralizer may use it to **render The Kettle inert**. To do so, the model must move within 1" of the kettle with a Standard Move and may not make any attacks this turn. If no enemy models are within 1" of this model at the end of the battle round, and the model is alive, the game ends. Shaken models may still deploy the Neutralizer.

Victory Conditions

If The Kettle is rendered inert, the battle is a victory for the Imperium, otherwise victory goes to the forces of Chaos.

If the forces of Chaos are victorious, their Warlord may roll a random boon of Chaos for the next battle.

If the forces of the Imperium are victorious, they may start the game with a free relic selected from Codex Adepta Sororitas to use in the next battle.

In either case, the winning player begins the next game with 4d3 points in their Martyr Pool.

10martyr pool

Propaganda

Of course, even though the infection of the population was incredibly beneficial to Grandfather Nurgle, the disorder caused in the status quo has been machinated by a warlord of a different color -- many different colors, in fact.

Players in corporate and government circles have worked for months in the shadows to funnel resources into the underhive cults and spread the Kettle Pox. Even though significant effort and material were distilled with the blessings of the Grandfather, only a relatively few individuals were actually infected. Continued effort by the cultists loyal to the plague god are required to maintain the virulence of the Pox itself, while it will take a great deal of nuance in order to accelerate its spread.

A campaign of disinformation has been initiated throughout the hive's communications network in the guise of boosting morale. Seemingly innocuous messages from ecclesiarchy officials and the ruling nobility urges the population to remain strong in the faith of the emperor and resist the fear of being infected. This message spreads down through the Administratum and Munitorum workforce by word of mouth. Supervisors insist that workers continue their daily routines without hampering themselves with common sense protections. The machinations of the propagandists have transformed the work ethic of the Imperium into a disease vector.

Administrator Helene Mellek of the Officio Medicae approaches the commander who launched the previous attack on the Kettle for assistance. She has been working with an unknown ally to root out the source of the disinformation and she believes she has succeeded. She just needs a small Combat Patrol of elite warriors to infiltrate the nest of propagandists and their defenders, and eliminate them with no mercy.

Scenario

Use the "Assassinate" Combat Patrol scenario from the 9th Edition core rulebook page 340 with the following adjustments.

The Armies

This scenario pits the same **Imperium** faction which participated in the first scenario against a new foe, a **Tzeentch**

cult and their foul leader, a **Daemon Prince** who has, until recently, disguised himself as human. The Imperium player is the Attacker while the Chaos player is the Defender. The Chaos player's warlord must be a Daemon Prince of Tzeentch.

Battlefield

Rather than wait for the snakes to come out from their dens, the Imperium has decided to infiltrate the Administratum

building where the cult's campaign of disinformation is being orchestrated. Set up an **Administratum** style **ruin** in every 12" section of the battlefield to represent this. Also set up some **barricades** around the centre of the Defender's deployment zone. s

Victor Bonus

If the Chaos player wins, rather than the usual Victor Bonus, the player receives an additional 4d3 points to their Martyr Pool at the start of the next scenario.

The Infected

Kettle Pox is on the rise throughout the hive, but a time of enlightenment is soon approaching. Time is a barrier even the ruinous powers must surmount. Although a web of lies has drawn the people together in ignorance and spread the grandfather's blessing throughout the hive, it is a passive infection. As virulent as the disease is, it is spreading too slowly still.

The scent of desperation, madness, and pain is like blood in the water to the skulking fiends of the shadows beyond even the keenest vision. Or were they drawn here by design? Was it the Grandfather's cult? The Shaper of Ways? The servants of She who Thirsts would balk at the very notion that they were playing the patsy in anyone's game.

But this is, of course, the way of the Great Game. One faction feeds the other. They bring each other up as they tear each other down.

Desire oozes through the streets and corridors of the hive. A sweet scent billows through the sumps and ventilation system, enticing thousands of citizens to breathe deeply of its blissful pungence. Those who succumb to the perfume are not content to be alone. Their bored malaise soon develops into a hunger for human contact. It's not long before revelries begin to pop up throughout the hive, great masses of humanity writhing to unholy music.

The gatherings are far too much for the Arbites to control on their own, especially as the officers themselves slowly begin to succumb to the pox. Military branches throughout the hive are pressed into service providing what crowd control they can, sometimes using the only brutal means they're capable of with their limited resources and numbers. One group of such defenders has decided to press deep through one of the most dense gatherings, shoving and blasting their way through the throng to reach the epicenter of the great dance. There, they find a nest of vile neverborn orchestrating the revelers and their emotions.

Scenario

Use the "The Ritual" Incursion scenario from the 9th Edition core rulebook page 345 with the following adjustments.

The objectives in this scenario represent the two sides of the conflict goading the masses of humanity either to disperse (in

the case of the Imperium) or to continue their dance (in the case of Chaos). All the while, the two sides of the battle draw blood against one another.

The Armies

This scenario pits the same **Imperium** faction which participated in the previous

scenarios (the attacker) against **Slaanesh** revelers (the defender).

Additional Mission Rules

Musk of Revelry: Due to the thick, unnatural vapours hanging in the air and the throngs of party-goers, all terrain is treated as Difficult Ground. At the beginning of each battle round after the first, check to see which army has the most control over the crowd. This is the army who currently controls the most objectives. If an army controls the crowd, they are unaffected by the Musk of Revelry during this battle round.

Victor Bonus

If the Chaos player wins, rather than the usual Victor Bonus, the player receives an additional 5d3 points to their Martyr Pool at the start of the next scenario.

Temperance

As the hive's rulers and their armies battle street-to-street and building-to-building with the citizens they were sworn to protect, the Blood God smiles. A new era of glorious battle is dawning on this world and the true puppet master of the entire operation has finally revealed themselves.

The disease-ridden orbital defense platforms put up little fight as a massive, red-hulled cruiser and its fleet takes station above the hive. The vessel oozes empyric viate from countless brass pipes protruding from its belly. A red mist rains over the city and its warring residents.

The warband of World Eaters and their favored vassals, having whipped themselves into a frenzy, board the ship's cruel-looking landing craft and begin their descent. Their target is a very specific stronghold of Imperial defense which has been a thorn in the side of their plans from the very beginning.

Scenario

Use the Raze and Ruin Strike Force mission from the core rulebook page 351 for this scenario.

The Armies

This scenario pits the same **Imperium** faction which participated in the previous scenarios (the attacker) against **Khorne** revelers (the defender).

Additional Mission Rules

Skulls for the Skull Throne: The Khorne player should keep track of how many casualties are incurred during the battle. Although this has no inherent effect on the outcome of the battle, it's always good to keep track.

Raze Property: Objective markers should be placed on terrain features in order to best simulate the wanton destruction of actual property during this scenario.