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WARHAMMER 40,000 BADAB CAMPAIGN

Welcome to Louisvillewargaming.com's 2015 40k campaign. This year we will be doing the civil war known as the Badab War – loosely based off of the Badab war from Imperial Armor 9 and 10 from Forge World.

The Badab War is about a civil war that takes place in the Badab Sector that in the original narrative features imperial forces fighting imperial forces. We will be adapting our own campaign background to Badab to forge our own narrative. While it is still largely about imperials fighting imperials, we make accommodations for all races.

Faction Based

Like most of our campaigns this is a faction based event. That means no one player controls an entire faction by themselves. This is to allow people to come in whenever, and allows for people to drop out with disrupting the entire campaign.

There are three factions in this event: The Loyalists – loyal to the Imperium; the Secessionists loyal to Huron and his renegades, and the Pirates which are led by the necrons in search for their artifact stolen from Kastorel-Novem last year by the eldar.

Ruleset

We will be using Warhammer 40k 7th edition as well as Cityfight, Planetstrike, Kill Team, and Zone Mortalis. We will also be using Battlefleet Gothic quite a bit. You do not need to play Battlefleet Gothic and can just stick primarily to 40k if you wish, but fleet battles will play a prominent role in this campaign.

We will be using the Louisvillewargaming.com Planetary Crusades ruleset for managing the map.

Operating Procedures

Once a week (Sundays) the faction leaders will report their faction's movements to the coordinator. Map pieces will move, and battles set up for that week. The system will be a challenge system wherein a player from a faction can challenge any player from the other faction where a battle takes place.

Each faction will ask their members "who is available that week". Members will respond. Available players will match up against available players on whatever faction they are fighting and figure out when and where they will play – and report their game back once finished.

It is possible that a faction has no battles that week. If that's the case then that faction does not have to do anything.

At a minimum, for every battle present there should be one game played. You can have multiple games played to represent one battle, and the overall result will be applied based on win / loss.

Members of a faction not fighting that week can participate as opposing forces if

- There are no players of the faction that is supposed to be fighting available
- The game takes place on a neutral world
- The game takes place in a quest chain involving neutral forces

The XAVIER CLAUSE: The Xavier Clause states that two players cannot face each other twice in a row barring coordinator permission.

Missions will use the Mission Generator provided in the Planetary Crusades ruleset or a special scenario will be used depending on what the event coordinator puts out.

Player standings will be kept up on Louisvillewargaming.com as will the map and results of games played.

This is a high intensity campaign system that can potentially have games played every week. Players are NOT required to play games every week – in fact players can play whenever they feel like it.

Narrative Campaign and Group Houserules

Houserules are kept at a minimum. However to enforce the meaning of narrative campaign lists, some rules will be in place to guide list building.

It is important to note that this is a narrative campaign and not a powerlisting event such as a tournament league or a tournament format in general. Storyline and narrative forces should take priority over super efficiency and optimized winning at all costs.

There is no way to create a complete comprehensive list that totally prevents tournament powerlists from appearing so the number 1 rule is simply:

- **DON'T BE A DICK. If it has a cute internet meme applied to it or is something that would be featured in online powerlisting events it is probably crossing the line on what a narrative list should look like**
- Chaos players may use the chaos supplement found on Louisvillewargaming.com to represent chaos legions.
- Chaos players may use imperial knights
- No unbound lists unless special scenario allows it
- Lords of war etc are used only when your army element has bought that slot (refer to the main Planetary Crusade ruleset)
- Max one detachment other than primary. This counts for data slates as well. Data slates count as a non primary detachment. Formations that sit outside of the primary detachment count as your one non primary detachment.
    - Allies may only be taken from your faction list of races. The loyalist faction consists of all loyal space marine chapters and imperial guard and inquisition, sisters of battle, the

horus heresy mechanicum list, assassins etc. Secessionists consist of those marine chapters listed in the Badab book, chaos space marines, chaos legions, imperial guard, horus heresy mechanicum, assassins and Iyanden Eldar. Anything else is in the third faction.

- Spam rule – no more than two of any NON TROOP unit in the list total (across both detachments)
- Wave Serpent Spam – don't be a dick (it is a dedicated troop transport so falls outside of the spam rule above) if this becomes an issue then it will be capped or the vehicle will come up in points
- No more than 1 flier at 1000 points. At 1001 points, an army can field 2 fliers. At 1500 points, an army can field 3 fliers. Fliers must still adhere to the no spam rule (so for example one could still not field three vandettas just because they can field three fliers) Apocalypse games there is no cap on flyers.
- Data slates and formations – are allowed. They take up the one detachment. If they break the spam rule or flyer rule above, that's ok. However, you cannot take say 2 fliers and then take 3 fliers in a dataslate. You could take 3 fliers in a dataslate however, just no other fliers beyond that. And of course – don't be a dick.
- Your primary detachment may not change through the course of the campaign in terms of where you draw the list from. If your primary detachment is a space marine chapter – you may not change what your primary space marine chapter is or their tactics. If you start as Ultramarines you can't shift over to White Scars for example even though they are both found in the same codex.
- Summoning – summoned demons cannot themselves summon
- Assault – units may assault if they disembark from a STATIONARY vehicle. STATIONARY means the vehicle cannot move at all… not rotate, not slide, not change facing, anything that involves moving the model.
- Re-rolls – invulnerable saves that are re-rolled for 2+ or 3+ inv saves will be successful on a 4+. This rule only counts for invulnerable saves. (no re-rollable 2s for example)
- Maelstrom Missions – if you draw cards or roll results that you cannot achieve (for example, kill flyers when your opponent has no fliers in his list) you may reroll or redraw the objective
- Imperial Knights count as a lord of war. Formations that include multiple lords of war cannot be fielded in non apoc level games.
- Invisibility – remove the snapshot portion of the rules for this power. Instead, shots against invisible targets are at BS1 (so templates may target them still) and assaulting models count as hitting on 5s instead of 6s.
- And they Shall Know No Paint – unpainted models are hated by painted models. Painted models are models that have at least three colors applied to them and whose base is finished. A finished base may simply be painted green or black or whatever. Three colors is a full three colors. Priming a model black, painting a brown strip of leather and a metal gun barrel is not a painted model. If you have to ask if the model is really painted to three color standard or not – it probably is not.

- Horus Heresy Mechanicus lists are allowed to represent Mechanicus armies
- Forge World is allowed. You must have the latest rules for whatever model you want to use. Those rules must be on you at the time you use them in either the book format, or the electronic format if it exists. Do not write down the rules on paper and bring them to your game.
- Army lists should be present in either a clean printed format from army builder a spreadsheet, or whatever – or they can reside on a tablet or laptop in electronic version.
- Lord of War restrictions – you are limited to 25% of your points to spend on lord of war choices total. For normal games you can take at max one. For apoc games you can take up to 25% of your army as lord of war.
- Apocalypse games are only restricted by the 25% lord of war restriction. Apoc game size is variable and will be decided by the players playing the game.
- Named/Special characters can only be fielded in primary detachments. Allied detachments cannot. The exception to this is if a dataslate IS a special character such as Cypher or Bel'Akor. The design theory is that primary codex special characters should only be accessible to their primary detachments. If you aren't running Red Scorpions you should not have access to Severin Loth, for example.

Terrain

Appropriate terrain should be used for any campaign games. If a game is set to be fought in a city, make sure that buildings are available.

On games that are not city fight tables, the tables should have a fair amount of cover **and should also feature one or two pieces that block line of sight completely**. It is acceptable to nominate one or two pieces of terrain as blocking line of sight even if they do not by true line of sight. For example, you can say "this building blocks line of sight completely" even if there are windows etc.

Line of sight blocking terrain should not be shoved into a corner so that it has no place in the game.

Tables should be set up narratively and look nice and like a place where an actual battle takes place.

Some scenarios will explicitly describe how the table should be set up. If that is the case – that will trump the rules here.

Overall Winners

The overall winner will be the commander that tallies the most points for his faction in both Battlefleet Gothic and 40k combined. Awards will be given to the top commanders from each faction.

The winning faction members will all receive awards. Players that have participated in a minimum of three of the six months of play will receive a trophy. All players in the winning faction will receive a medal.

There will be awards for Best Painted, and Best Player (both voted on by the players) as well.

Badab Campaign history and a campaign story so far

The campaign system has been running here for many years, and over the years a woven story has emerged. This explains some recent history that has taken place over the past three years and explains just who some of the cast of characters are that you may hear about in Badab.

Ages ago, when the human race had yet to crawl from the oceans of Terra, wars were fought all across the galaxy as they are today, and as they will for as long as there is a galaxy to fight over and races to battle.

While Terra was just a hot rock orbiting a newly formed sun, a c-tan warlord at the peak of his powers whose name has long been lost to history carved out a large swathe of the galaxy and made it his personal empire.

This empire's growth never ceased and soon its borders crossed with the eldar. Wars were fought, but little by little the warlord succeeded in pushing the eldar back from their worlds and claimed them for himself.

His fleets were unstoppable, his armies invasive, and his technologies divine, for the warlord was a star-god and it seemed none could match his power. Not even the combined might of the eldar race seemed able to slow him, and they gave him the name Muad'I'khai – or the Blood Star in their tongue.

And so it was that Prince Tyris of the noble eldar people arranged a highly improbable and suicidal attempt to stop Muad'I'khai. His seers poured all of their intellect and will into a cube of force known to them as a hui'venwe. This artefact would effectively lock all matter nearby into a cube constructed of the matter that it collected, effectively trapping anything within it in an eternal prison.

The Prince and his best pilots flew against Muad'I'khai's fleet and boarded the Blood Star's flagship. Fighting their way to his command deck, Prince Tyris engaged the ctan star god knowing that he was outmatched and would effectively be giving his life. Muad'I'khai gladly drew his blade and slew the eldar prince, but he failed to see the hui'venwe unfold upon his bridge.

The eldar artefact worked as the seers said it would. The entire fleet of the Blood Star had been compacted and shifted into a cube of star metal roughly two feet a side. The ctan was a prisoner within.

The eldar collected the cube and constructed a vault for it which would house it for all eternity. From there, the cube was deposited deep within the webways out of the sight of any races and out of the collective mind of the galaxy for what should have been eternity.

Prince Tyris' deeds became history. History became legend. Legends were forgotten.

The vault made its way out of the webways, more likely due to its purpose being lost. The power radiating from it was as a beacon, and the eldar constructed a great station using the vault as a power source, though the construction and purpose of this station were also lost to time.

Finally, the station had been captured by men during the great age of the crusades when the Emperor himself walked and his primarchs had been gathered. The vault had been secured as a power source, and employed on the great naval facilities on the imperial world of Rubicon.

All was fine for thousands of years. Until one day the Blood Star awoke from his eons-long slumber with a primal scream that tore the very fabric of the warp and whose psychic eminence shattered the minds of most psykers within the system and nearby systems as well. It was a beacon that rivaled the brilliance of the astronomicon itself.

Warlords around felt this beacon, and the race was on to Rubicon to identify and claim it for themselves, for surely something so powerful could be used to great effect! Orks from the nearby system of Kastorel-Novem flocked, as did the ancient Death Guard warlord Typhus.

The imperial world was attacked by many enemies, and its armies shattered quickly in the early stages of that campaign. An ultramarine detachment already on world fought bravely but were overrun.

Slowly it was revealed that the source of the psychic phenomenon was found orbiting the planet and the final battles took place within the imperial station. The imperial armies, bolstered by reinforcements, repelled the orks and Typhus himself was slain by an imperial warhound titan that turned the chaos warlord into naught but ash and dust with its cannons.

With the orks on the run, a cunning ork boss looted the vault from the station and took it with him back to Kastorel Novem.

The imperials, bolstered by their victory, organized a counter attack against the orks on Kastorel-Novem, sending a full force of Raven Guard and Elysians to destroy the encampments there and cut off supplies to the main waaagh that used the world as their personal forge world.

What they met on Kastorel-Novem was more than they bargained for. The necrons were waiting, wanting to recover the vault for themselves and restore the Blood Star to his glory.

The orks were driven back to their main factories, and the imperial forces were waylaid by both necrons and the eldar who were also intent on retrieving the vault to lock back away in the webways. Led by the Crimson Witch, the Iyanden force and the necrons succeeded in stalling the imperial attack long enough to mount an attack within the main factory itself.

The Blood Star had become fully awake by this point, and had learned to interact with the world outside of the vault. The factory began to transform and the eldar fought a desperate last battle against a

determined guard force and what was left of Typhus' forces that had attempted a final attempt to retrieve the vault for themselves from Rubicon.

The eldar were victorious, securing the vault and fleeing Kastorel Novem before the necrons could engage them. The victory came with a heavy price tag, for many eldar were killed and many wraiths destroyed in the fighting. The Crimson Witch herself had been set on fire during a conflict with the Dark Angels, and in her dying moments reached her psyche out and contacted the Blood Star, who promised her eternal vengeance if only she would link to him and allow him to restore her body.

She agreed, thus becoming the Burning Witch and the mortal vessel of the Blood Star.

She took what remained of the Iyanden forces and fled to the nearby Badab sector with the necrons on her tail. Now, civil war is rife in the imperial sector and she hopes to use that as a distraction to unlock the vault that her own people crafted aeons ago to fulfil her destiny as the ravager of worlds and take her vengeance on the imperium of man in an effort to help restore the eldar people to their former glory. Such is her hate of men that she is blinded by the reality that it is the Blood Star that controls her.

Woe unto the imperium, especially the Dark Angels space marines…

Badab Scenario Generator

For all situations – Game Master sanctioned missions will always trump rolling from the below. If there are no sanctioned missions, use the below to generate your mission.

Note: Your army list should already be created and ready BEFORE you roll a mission

Killteam Scenarios – in any battle that calls for a Killteam scenario – we will be using the official GW killteam packet and scenarios. There are six scenarios in the packet – roll one up randomly using a D6.

Hold the Line Scenario – listed in planetary crusades rules – if an element is outnumbered by a size difference or two or more, the Hold the Line Scenario will always be used

Planetstrike Scenarios – during any battle that calls for Planetstrike scenarios, refer to the Red Waaagh books for those and roll a D6. If the Red Waaagh books are not available, the older out of print Planetstrike book missions may be used instead. Strategem points will be listed by the Game Master.

City Fight Scenarios – during any battle that calls for a Cities of Death battle, refer to the Leviathan campaign supplement. If that is not available, use the Cities of Death book and roll a D6. Strategem points will be listed by the Game Master.

Apocalypse Scenarios – any battles that call for Apocalypse scenarios refer to the Apocalypse book and roll a D6. Game Master will determine extra strategems / abilities

40k Scenarios – any battles that call for a 40k battle roll a D6.

1-2 – roll up a core battle from the main 40k rulebook.

3-4 – roll up a Maelstrom of War mission from the main 40k rulebook

5 – choose or roll up a mission from Altar of War or Battle Missions

6 – use the special Badab mission posted by the Game Master that is currently active

But what if there is no special badab scenario and I don't have altar of war or battle missions?

A: if you do not have these available then simply re-roll the result or make it a 50/50 roll for core and maelstrom from the core book. HOWEVER, do not just bypass the altar of war or battle missions if rolled because you don't like narrative scenarios. That's the point of this campaign.

APOCALYPSE GUIDELINES

The point of many apoc games is simply that there are no rules, that you bring whatever is in your collection and go at it. For campaign purposes that is not a good rule to follow unfortunately, because essentially it follows the UNBOUND principal only maxed out.

To facilitate enjoyable games, some guidelines are in place for army lists in apoc.

- Your side may field any number of lord of war so long as the combined point total does not exceed 25% of the points limit. This prevents armies consisting of nothing but titans walking around. When people see apoc games they picture massive armies backed up by huge machines of war, but often the reality is a small handful of big models and that's it.
- Each player may field a maximum of one void shield fortification. Note this says each player, not each side.
- You may of course use apoc formations
- Super heavy fortifications count as a lord of war
- The allies rule with one ally only still counts.
- The spirit of the campaign should still be adhered to.
- Just as in normal 40k, zooming fliers and swooping flying monstrous creatures cannot hold an objective for scoring purposes.