VESPER REACH // IMPERIAL ARCHIVE

THE SCATTERING

A WAR WITHOUT A SINGLE MASTER



A NARRATIVE ESCALATION CRUSADE

FOR WARHAMMER 40,000 • ELEVENTH EDITION

SEVEN ACTS · FIVE WORLDS · COUNTLESS LEGENDS

UNOFFICIAL CAMPAIGN DOSSIER // VOLUME I.r

THE SCATTERING

A narrative escalation Crusade for Warhammer 40,000, Eleventh Edition

Five worlds. A hundred contested horizons. No master of the war but those who survive it.

CAMPAIGN EDITION v2.3 • PLAYER RULES + CAMPAIGN MASTER REFERENCE

Campaign concept: an eighteen-week, nine-phase star-system war and a separate Apocalypse finale. Hex territories, evolving Warlords, Boarding Actions, Kill Team, NPC mercenaries, secret Deathwatch RPG operations, relics, Salvage economies, diplomacy, and hobby storytelling.

This is an unofficial fan-created house-rule supplement. It does not replace Games Workshop's core rulebooks, codexes, faction packs, points documents, Kill Team rules, or Boarding Actions publications. All bespoke rules below are house rules unless explicitly marked as borrowed progression concepts.

The one-page directive

- Every commander receives a randomly assigned, permanent home-base hex. Nobody is eliminated.
- Nine phases of two weeks: 500 / 750 / 1,000 / 1,250 / 1,500 / 1,750 / 2,000 / 2,000 / 2,000 points, followed by a separately scheduled Apocalypse finale.
- Two offensive strategic operations per player each week, plus one construction action. Two progression-eligible battles per player per phase; rewards never scale with unlimited practice games.
- Conquest transfers a hex only after an attacker wins; ordinary neutral hexes use frontier exploration. Captured hexes are secured through the next phase.
- Your custom Warlord is one person with many unlockable configurations. Career XP follows the person; configuration Honours belong to the build.
- Every hex has a defined benefit. Printed basic infrastructure survives ordinary capture, purchased upgrades do not, and a secret Dead Man's Switch can demolish the printed base. Tactical and economic effects remain capped.
- Victory is earned through secret personal and assigned objectives. Territories are used only as tiebreakers.

Rules precedence

1 Current official 11th-edition Core Rules, current faction rules, Munitorum Field Manual, FAQs, and errata govern ordinary 40K battles. 2 Current Boarding Actions or Kill Team publications govern their own formats. 3 This campaign booklet governs the shared map, narrative scoring, campaign progression, and explicit house-rule overrides. 4 Unaddressed disputes are resolved by the Campaign Master (CM), who records a short public ruling for consistency.

Balance updates are normally adopted only at the start of the next two-week phase; emergency corrections may be adopted immediately. The CM decides final model, mission, and relic eligibility before play.

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01 | CAMPAIGN CHARTER

No throne is promised. No commander is forgotten.

The Scattering is an ongoing collaborative narrative event, not a tournament. Winning matters, but so do learning an army, building models, shared lore, and recovering from defeat. No one is eliminated or loses their permanent headquarters. Armies must express a factional story, not endlessly rebuild around the latest optimized tournament list.

The nine escalating phases

Phase	Weeks	Battle cap	Theater / skill focus
I The Breach	1–2	500	Boarding Actions, Kill Team, or Void Skirmishes; movement and objectives
II Planetfall	3–4	750	Landing zones, deployment, and terrain
III First Conquests	5–6	1,000	Detachments, synergy, and supply corridors
IV War of Positions	7–8	1,250	Screening, defenses, and retinues
V The Offensive	9–10	1,500	Combined arms and battle planning
VI System at War	11–12	1,750	Reserves and resource management
VII The Great Offensive	13–14	2,000	Full-army offensives and major objectives
VIII The Shattered System	15–16	2,000	Counterattacks, rivalries, and territorial recovery
IX The Final Campaign	17–18	2,000	Final objective pushes and the approach to Apocalypse

TWO CLOCKS | Each week grants two offensive strategic operations and one separate construction operation. Each two-week phase permits two Crusade-progression battles. The last THREE phases use 2,000-point forces, offering six weeks of full-army battles. Additional sanctioned games may affect the map or objectives, but do not produce extra normal XP or RP.

Player obligations

- Register a Crusade force, its factional theme, a named custom Warlord, two signature units, and one Warlord ambition. Commanders keep a simple roster, war diary, secret objectives, and a record of transactions.
- Submit attack declarations and schedule with reasonable good faith. Treat lore disagreements as fiction, not personal grievances. Only official sanctioned games can advance scored objectives and campaign territory.
- At the start of each phase, draw secret personal objective options, receive the assigned objective, choose eligible battles, update rules at phase boundaries, and prepare the next escalation.
- Hobby or lore participation is welcome but never compulsory; quality is not judged as a gate to playing or progressing.

The phase rhythm

WAR COUNCIL → ORDER DECLARATION → BATTLES AND EXPEDITIONS → MUSTER AND CONSTRUCTION → CHRONICLE AND MAP UPDATE. The CM announces opening and closing timestamps for each two-week phase and holds a short public operations log, with private objectives and stockpiles tracked separately.

02 | THE SCATTERING & THE HEX MAP

A war is first drawn on a chart. Then it is drawn in blood.

The Vesper Reach comprises Vespera, Ferrum, Nethrys, Kharos, and Ossuary, plus the Space Hulk, Void Anchorage, and Astropathic Relay. Each planet will have a connected hex map; each hex represents one territory with a published terrain bonus. Some hexes contain major installations or eligible home-base sites. The final planetary layouts, territory counts, routes, and home-base slots will be issued after registration closes. The map rules in this book remain binding once the campaign atlas is released.

Randomized permanent homes

At registration the CM identifies one eligible home slot per independent commander or alliance, then shuffles and randomly assigns them. Players may share a planet, not a home hex. A player explains why their Warlord is there: a Necron palace beneath an agriplex, a crash-landed Ork camp on a Death World, an Aeldari gate near a hive capital, and so on.

IMMUTABLE STRONGHOLD | A home-base hex can be raided or sabotaged but cannot be conquered, made neutral, or permanently removed. The essential home transit facility cannot be destroyed. Optional installations at the home base can be demolished through qualifying narrative effects and rebuilt normally.

Reading the map

- Adjacent hexes share an edge. A player may target an adjacent eligible hex from any owned territory or a valid transit beachhead. A transit route or specific approved scenario may override adjacency.
- Each ordinary hex has one terrain bonus. Special sites also list a major structure reward. Each hex can belong to only one command; alliance members jointly control their command's territories.

- Newly gained hexes become SECURED immediately and cannot transfer until the current phase and the entire following phase have elapsed. Protected hexes can host extraction missions and raids, subject to their rules.
- A hex may face at most one official conquest challenge in a phase once eligible. A neutral hex with multiple eligible declared claims uses random attacker assignment.

Territory benefit families

Terrain	Benefit — one printed effect per hex
Wilds / Wilderness	Once per phase, reveal the type and hazard of one adjacent unexplored hex.
Settlement / Habitation	May provide the command's +1 RP territorial economy benefit per phase.
Industry / Scrapyard	May provide the command's +1 Salvage territorial economy benefit per phase.
Transit / Road	May extend one adjacent movement route, subject to map connections.
Listening post	Once per phase, reroll one eligible exploration or reconnaissance result; keep second roll.
Strongpoint / Ruins	May provide a defensive mission option or approved tactical benefit when this hex is defended.

Territory economy caps supersede all redundant copies: at most +1 RP and +1 Salvage per player per phase from passive territory bonuses, regardless of number owned. No territory grants free models, free Warlord ranks, or uncapped combat statistics.

03 | WAR ORDERS, CONQUEST & FIFO

Every offensive creates an obligation. Every defense demands a response.

Weekly operation allowances

Operation	Weekly allowance	Effects
Conquest	Shares 2 offensive actions	Attack an enemy or strategic neutral hex; victory captures one hex
Frontier expedition	Shares 2 offensive actions	Explore ordinary neutral hex; risk of failure
Home-base plunder raid	Shares 2 offensive actions	Steal up to 3 Salvage; no ownership transfer
Construction / repair	1 separate action	Spend Salvage to construct or rebuild an installation
Resource expedition	1 reward-eligible / week	Earn Salvage via Kill Team, Boarding Actions, or approved mission
Defense / extraction	No offensive action	Respond to challenge or resolve owned discovery; distinct eligibility

Each offensive declaration spends one of two weekly actions when accepted. A loss, draw, or failed frontier expedition still spends it. Unused actions expire weekly. Unless an exception is expressly granted (such as Vendetta), no player may exceed two. A sanctioned battle can change territory even if it is not one of the player's two XP-eligible battles that phase.

Conquest resolution

Attackers select a legally reachable, currently vulnerable hex; the CM verifies eligibility and provides a mission with an unambiguous attacker victory condition. Attacker victory captures that hex immediately. Defender victory or draw preserves the current owner; a neutral hex remains neutral after a draw or failed assault. All successful conquests enter Consolidation.

Contested targets and operation queue

- A valid vulnerable target opens a 24-hour challenge window. If multiple eligible attackers declare interest, the CM randomly selects one. Losing bidders are not charged an action.
- Only accepted, timestamped operations enter FIFO. FIFO governs directly conflicting or dependent operations; unrelated battles elsewhere resolve in parallel.
- When a commander has a confirmed conquest attack against a hex they primarily defend, they cannot declare new offensive conquests until the defense resolves. Previously accepted offensives stand.
- Only one unresolved defensive conquest can be pending against the same primary player at a time, even when several alliance hexes are involved. No command may circumvent this by submitting simultaneous challenges to different hexes.
- Within an alliance each hex has a designated primary defender. Only that player is restricted. Another member substitutes only if the primary genuinely cannot play; alliance-wide activity does not halt.

Scheduling, grace, and non-response

A confirmed challenged defender must acknowledge the attacker or organizer within 48 hours of properly delivered notice. No contact at all triggers abandonment: the threatened non-home hex becomes neutral and locked against further claims until the next phase, the attacker receives the offensive action back, and the defensive restriction ends. Genuine response and good-faith scheduling prevent automatic forfeiture.

Approved conquest games should be played within seven days when possible. A confirmed unresolved challenge may carry up to seven days into the next phase, using the originating phase's battle limit, if both parties are making real efforts. Its FIFO priority survives; a successful capture starts Consolidation in the phase in which it is actually resolved. No battle may be deliberately delayed to block another player.

Where scheduling fails, the CM determines whether there was genuine cause. First unjustified offense: -1 RP; second: -2 RP; third or deliberate obstruction: -2 RP and one relic temporarily unusable next phase. Persistent misconduct may prompt additional CM sanctions, with permanent relic forfeiture a last-resort disciplinary measure only. RP never drops below zero. Work, family, illness, and other legitimate obstacles are not punishable.

NO SHAM DEFENSES | Concessions and deliberate match-fixing are prohibited for conquest games. If a challenger and defender conspire to consume the one-challenge-per-hex limit, the CM can void the game and its protection. Actual captures require played missions.

Consolidation timeline

If a Manufactorum falls in Phase II, it remains secured for the rest of Phase II and all of Phase III; it is conquerable again in Phase IV. Secured hexes retain printed benefits and can be used for routes and construction. Narrative extraction and approved Vendetta sabotage can affect a hex without changing its ownership.

04 | ALLIED COMMANDS & VOID LOGISTICS

Alliances are forged in necessity. Their commanders remain their own legends.

Allied command rules

Two to four players may register a shared command; larger groups need CM approval after registration numbers are known. An alliance shares exactly one randomized home base and territorial network, but each individual keeps an independent Crusade roster, Warlord, XP, RP, Salvage, relics, and Renown. Every active member receives their own weekly offensive and construction allowances, never an extra copy because of the alliance.

Alliance members may coordinate defense, movement, and construction but cannot transfer unit XP, carry different factions' models in a single illegal 40K force, or use pooled territory to multiply individual combat bonuses. Changes in alliance membership require explicit CM approval and a scoring adjustment; individual and alliance treaties are separate. Every member must approve an alliance-wide treaty.

The Void Transit Project

Facility	Cost	Protection / effect
Essential home transit device	2 RP; one time	Permanently survives. Grants access to first orbital foothold mission.
Forward transit station	1 RP + 3 Salvage; one construction action	Creates another embarkation point. Destroyed if its occupied hex changes owner.
Captured starport / Webway gate	Conquest victory	Alternative map route or mobility benefit printed for that site.

To establish the first orbital foothold, finish the essential home transit device, then undertake a CM-run or CM-assigned first-expedition mission. The encounter may be random. The mission may use Boarding Actions, Kill Team, or Void Skirmish. Failure delays access but never forces repurchase of the home device. After a foothold is secured, normal travel through its transit route is not repeatedly taxed or subject to random encounters.

Once a faction establishes a planetary beachhead via a legal orbital route, it may expand onto edge-adjacent hexes from that entry point. The CM publishes which orbital sites connect to which worlds. Travel does not itself conquer a hex. Forward transit infrastructure on lost territory is removed; the home network always remains available.

Construction & salvage economy

Every player receives one construction action each week, separate from the two offensive operations. Spend Salvage (and RP only when a project lists it) from the constructing player's private stockpile. All projects must appear in the published catalogue; players cannot invent effects. A basic site's printed infrastructure survives ordinary conquest, but every player-built upgrade on that hex is destroyed when ownership changes. An eligible new owner may build again. The Dead Man's Switch is the sole automatic-on-conquest demolition exception and needs no extra mission.

STORAGE | Salvage cap is 8 per player, or 9 for a Tzeentch-aligned force. An individual's stockpile is private to that player, their alliance, and the organizers; storage does not become an unlimited shared alliance bank. Salvage cannot drop below zero.

One eligible sanctioned resource mission per player each week grants 2 Salvage if its specific salvage objective succeeds, or 1 Salvage if it fails. This can be a Kill Team or Boarding Actions expedition aboard the Hulk. Its result need not match the conventional battle winner. Additional practice games cannot earn additional resource rewards.

Plundering raids and intelligence

A home-base plunder raid consumes an offensive action, never conquers the headquarters, and never triggers Defensive Priority. A successful raid transfers up to 3 actual Salvage from defender to attacker, capped by what the defender owns and attacker can store; a failed raid yields 0. Only one sanctioned plunder raid may target a given home base in each phase. An empty treasury yields nothing. Essential home transit infrastructure survives.

For 1 RP and no offensive action, reconnaissance reveals only the current target's Salvage bracket: DEPLETED (0–2), STOCKED (3–5), or ABUNDANT (6–9). Alternatively, an approved successful Kill Team or Boarding Actions recon mission reveals the same bracket for free. Only one successful report per target per phase; results stay private to the investigator, their alliance, and organizers. Intelligence can grow stale.

05 | FRONTIER EXPEDITIONS & LOST WONDERS

Some worlds resist the mapmaker. Others pretend to be empty.

Unclaimed ordinary hexes

Ordinary neutral hexes may be claimed through frontier expeditions instead of full battles. Declare a legally reachable hex, spend one offensive action, then roll D6. Strategic sites with major infrastructure still require a sanctioned battle or designated encounter. If multiple players claim the same neutral hex, random selection resolves the competing claims.

D6	Expedition outcome
1	FAILURE — the expedition breaks down. The hex stays neutral; action is spent.
2	THE NATIVES ARE RESTLESS — claim the hex and gain Consolidation, but its bonuses are inactive until the end of the following phase; pacification is automatic.
3–4	UNEVENTFUL CLAIM — immediately claim the hex and receive its printed benefits.
5	RESOURCE DISCOVERY — claim the hex and roll on the D6 Spoils table.
6	REMARKABLE DISCOVERY — claim the hex; CM selects a special discovery opportunity suited to faction and progress.

Spoils of Exploration — D6

D6	Discovery	One-time effect
1	Abandoned cache	Gain +1 RP, subject to cap.
2	Survey records	Reveal one neighboring unexplored hex's identity and hazard.
3	Salvageable equipment	Next eligible rearm Requisition costs 1 fewer RP, minimum 0.
4	Local guides	+1 to next Frontier Exploration roll on this world.

5	Construction materials	Next eligible project costs 1 less Salvage, minimum 1.
6	Hidden intelligence	Unlock one CM-selected narrative or relic lead; not a free relic.

One-time modifiers expire at the end of the following phase if unused and never stack with identical modifiers. The CM may season the description by planet, but does not change the printed mechanical value ad hoc.

Remarkable discoveries

The CM, not the player, chooses from the approved discovery catalogue: Forgotten Armory, Lost Expedition, Abandoned Transit Beacon, Warlord's Trial, Ancient Reliquary, Forgotten Fortress, Buried Horror, Artifact of Legend, or Echoes of the Past. Every entry has a specified quest, entry conditions, and final reward. Rolling a 6 grants a story opportunity, not an automatic powerful item.

Extraction missions

Discovery rights follow the actual discoverer even if ownership of the hex changes. A recovery or extraction mission costs no new offensive action; the original discoverer may retry it once per phase after a failure. The mission's SECRET extraction condition, known only to the extractor and organizers, independently determines success; conventional battlefield victory is not enough by itself. Extraction never changes ownership, triggers Defensive Priority, or uses the one conquest challenge per hex.

Defender selection: territory owner first refusal; then the owner's alliance; then willing players outside the extracting player's alliance (randomly chosen if multiple volunteers); then CM/organizer opposition. If no defender can be found through a genuine full-phase effort, the discoverer receives their reward. The owner may not indefinitely obstruct the quest by declining to play.

If the defender successfully prevents the extraction, they earn one CM-selected comparable relic from the same tier as the discovery, subject to eligibility; the discoverer's original quest remains available in a later phase. One defender reward per discovery, maximum: repeat attempts do not farm relics. A too-high-tier relic may be kept SEALED until its bearer reaches the necessary rank.

06 | THE MUSTER OF WAR

The codex dictates what can march. The campaign dictates why it has come.

11th edition in an escalation campaign

All standard 40K battles use currently legal 11th-edition datasheets, points, detachments, Force Dispositions, Enhancements, and ordinary army limits. For the custom intermediate sizes, this campaign uses Incursion construction limits through 1,750 points and normal Strike Force limits at 2,000. For 500 and 750, Incursion construction is scaled down to that points cap; the CM approves smaller-board terrain and missions. Published faction restrictions and the most recent official FAQ take precedence.

Battle band	Points limit	Detachment Point / Enhancement framework
500–1,750	Per phase cap	Campaign-adapted Incursion: 2 DP; 2 Enhancement slots; Incursion unit limits

2,000	Phases VII–IX	Current Strike Force: 3 DP; 4 Enhancement slots; Strike Force unit limits

The DP/Enhancement limits are established by the official 11th-edition army-building framework. Their application to the nonstandard intermediate points values is a campaign house rule. Check updated official documents at each phase boundary.

Three ways into the Breach

Format	When used	Campaign conversion
Boarding Actions	Phase I; optional specialist later	500-point legal Boarding Patrol. Current specialist rules and terrain requirements apply; CM resolves 11th-edition compatibility in advance.
Kill Team	Phase I; optional later	Play current Kill Team, not 40K datasheets. Counts as narrative, recon, resource or special engagement as specified.
Void Skirmish	Phase I; selected later missions	500-point conventional 11th-edition 40K on a CM-approved smaller mission/board.

From Phase II onward, at least one of the player's two progression-eligible engagements each phase must be a normal 11th-edition 40K game at that phase's points limit. The second may be a relevant specialist mission. No one is required to own specialist boarding terrain or a Kill Team to participate.

Narrative Army Charter

- Register a coherent army theme and two signature units. Strong units are welcome, but persistent swapping to chase optimized competitive combos is contrary to the event.
- Non-Battleline duplicates beyond two of the same datasheet require a justified story and CM approval; stricter official composition rules still apply.
- Your custom Warlord must take the field in an official campaign game whenever a legal configuration is available for that mission and format. Pure Kill Team missions or incompatible Boarding Patrols are exceptions, never a loophole for avoiding risk.
- Campaign-scale legends such as Primarchs, Ghazghkull, Abaddon, and similarly godlike named figures are not permitted in normal campaign games. Lesser specialist Epic Heroes, such as Snikrot or Lemartes, may support an army with CM approval and legal mustering; they never displace the player's custom protagonist.
- Allies cooperate strategically on the map; no illegal cross-faction unit mixing in an individual 40K army.

Official updates

New points, Balance Dataslates, and FAQ changes generally apply from the beginning of the next two-week phase. Immediate emergency corrections are reserved to the CM. Players receive free roster legality repairs caused solely by an official update.

07 | THE PATH TO LEGEND

A Warlord is a person, not a datasheet. The name survives the armor.

Creating your protagonist

Every player builds one custom Warlord, preferably with the published Crucible of Champions framework wherever it offers an appropriate faction archetype. Each character requires a name, title, personal flaw, starting history, ambition, an approved configuration, and a miniature or credible proxy. The CM reviews legality, costs, and eligibility; custom relic statistics and uncosted character abilities are never player-authored. Knights use a CM-approved character-development alternative where Crucible does not directly cover them.

Career, configurations, and progression

Maintain two linked records: CAREER (the same Warlord's identity, overall XP, rank, narrative, relic ownership, and unlocked configurations) and CONFIGURATION (each approved datasheet/build, its own XP, Battle Honours, equipment, points, and scars). A Warboss may unlock normal foot, Mega Armour, Squigosaur, and Wartrike representations; none replaces or deletes the others. Only one configuration appears in a given battle, at full legal points.

Career XP	Rank	New opportunity
0–5	Battle-ready	Starting configuration
6–15	Blooded	Choose one new configuration or equivalent retinue/armory path
16–30	Battle-hardened	Choose another configuration or character project
31–50	Heroic	Choose another configuration or pursue a high-tier relic / command specialization
51+	Legendary	Choose a further configuration or culminating narrative advancement

Warlord career XP accrues from their eligible battlefield actions as in the retained 10th-edition Crusade progression framework. The same earned XP is MIRRORED to the active configuration, not awarded twice to the player's army total. Configuration XP can earn configuration-specific Honours at the same normal thresholds, subject to the Warlord's career rank. Ineligible Honours on a different build never transfer or convert; they simply remain on the original configuration.

TRIAL BY FIRE | A newly unlocked configuration receives +2 CONFIGURATION XP after each of its first two XP-eligible appearances, for +4 total. This training bonus never increases the Warlord's career XP or an unrelated configuration's XP. Using an older configuration costs nothing.

For normal non-Warlord Crusade units, retain 10th-edition XP and promotion mechanics where compatible, including 1 participation XP, kill-based experience where applicable and 3 XP for a single unit Marked for Greatness after an eligible battle. Standard Battle Honour limits apply unless explicitly adjusted here. The CM selects from approved current-edition-compatible Battle Honours and records Crusade Points.

Kill Team sponsor conversion

A progression-eligible Kill Team mission grants its nominated sponsoring custom Warlord +1 career XP, no kill XP, and no Marked for Greatness transfer. Because the character is not physically represented, no configuration XP or

configuration Trial by Fire reward is earned. Kill Team specialists advance under their own game rules, not invented 40K unit death rolls.

Unlocking versus owning models

Unlocking another configuration creates an option, not an obligation to purchase another miniature. A player may choose a retinue, suitable relic lead, modeling project, or expanded command option instead where approved, with no uncapped combat benefit. A faction with limited legal character profiles may use extra Crucible builds or cosmetic/retinue advances; all use printed points and approved equipment.

Returning players and new arrivals

A late arrival or a player returning after at least one entire missed phase is eligible for catch-up to 75% of the median total active-player CRUSADE XP at that phase. Round down. A returning veteran receives only the difference between current earned XP and the target; nobody loses progress. Count XP across ordinary units and Warlord career once, not duplicated mirrored configuration XP or Trial by Fire bonuses. Newly awarded catch-up XP must be distributed legally; it does not automatically grant relics, Configurations, or RP. New players start at the current phase points cap with a random home base.

08 | RELICS, SCARS & THE ARMORY

The weapon is remembered. The bearer is remembered longer.

The Armory of the Scattering

Relics come only from the Campaign Master's printed and approved catalogue. Players may propose stories, names, and quest ideas, but cannot invent relic rules or award themselves artifacts. Relic effects, tier, category, cost, and equipment compatibility are recorded before use. Lesser Artificer items may be bought/commissioned with RP; Antiquity and Legendary artifacts are earned through verified quests or major campaign achievements.

Tier	Minimum Warlord rank	Acquisition	Crusade Points
Artificer	Any rank	Commission for RP or quest reward	+1
Antiquity	Heroic	CM-verified quest or major feat	+2
Legendary	Legendary	Major CM-approved campaign quest	+3

A relic can be acquired before the bearer reaches its tier rank and is then SEALED; it cannot be equipped until eligible. Sealed relics never expire, and unlocking one after reaching the required rank costs no second RP charge. A Warlord may take up to two active relics in a battle, at most one above Artificer tier, subject to configuration legality and any additional printed relic restrictions. Relic effects do not count as standard 11th-edition Enhancements; they are a defined campaign overlay and must not be combined with incompatible custom-character restrictions without CM adjudication.

Ownership and survival

Personal Relics belong to the named character who found, earned, commissioned, or claimed them and stay theirs through all unlocked configurations. Armory Relics are expressly labeled as transferable to eligible characters

between games. Personal Relics move only through extraordinary approved story events. Ordinary defeat can never destroy, steal, or confiscate them: wounded Warlords are extracted or spirited away in faction-appropriate fashion.

Disciplinary relic forfeiture for persistent misconduct is a separate last-resort administrative sanction, not a battle consequence. No character is permanently removed from the campaign through death, and no earned Warlord identity or unlocked configuration is lost after battle.

Scars of Flesh and Steel

When a qualifying Battle Scar occurs, roll twice on the appropriate published/approved table and choose one result. A Warlord can have at most two mechanically active scars: one Character Scar (follows the person) and one Equipment Scar affecting the currently used configuration. Extra injuries become narrative details only. No scar should render a loadout unusable.

Mechanical Battle Scars recover automatically at the END OF THE FOLLOWING PHASE after they were suffered. A player may instead pay 1 RP, use a qualifying infirmary/repair facility, or complete a CM-approved recovery objective for earlier removal. Once recovered, any scar may remain as a permanent LEGACY SCAR with zero mechanical impact. Painting scars and conversions can earn Hobby Renown normally.

LESSONS LEARNED | Once per phase, a player who loses or draws a progression-eligible battle may award +1 XP to one participating unit. Draws allow both players to claim this consolation if unused. The reward never applies to unsanctioned practice games.

Relic policy versus gameplay

Every custom relic must specify legal target, once-per-battle/phase uses, activation timing, equipment compatibility, and interactions with Battle Honours. Appendices give a modest provisional fixed catalogue. The CM may alter that catalogue at phase boundaries, not spontaneously mid-game. A powerful relic is an opportunity for story and flexibility, not a license for unbounded stacking.

09 | SECRETS, RENOWN & THE CHRONICLE

Victories seize land. Ambitions decide who will be remembered.

Campaign Victory Points

Campaign victory is determined by personal and assigned OBJECTIVES over all nine phases, never by simple territory count. At the start of each phase, a player randomly draws one STANDARD, one CHALLENGING, and one HEROIC personal objective; they select exactly one. The CM separately issues one assigned objective. Each has measurable completion conditions and a published VP reward. Impossible draws may be replaced by organizer-approved redraws from the same tier, before play.

Objective difficulty	Award	Core rule
Standard	2 VP	Accessible participation-based feat
Challenging	3 VP	Requires thoughtful plan or notable accomplishment
Heroic	5 VP	Difficult feat worthy of the Chronicle

All active objectives remain secret from opponents. Only the player, their official alliance, and organizers may know them until accomplished. On verification, the successful objective may be revealed immediately and entered into the

Chronicle. Uncompleted scored objectives expire at phase end; separate ongoing relic quests and vendettas can continue. Completing one objective early does not permit a new draw.

Only sanctioned campaign activity may complete objectives: offense, defense, approved specialist mission, discovery, or specific hobby/story event where its printed conditions say so. One sanctioned battle may satisfy both personal and assigned objectives; award both independently. Friendly games cannot farm VP. The CM may write assigned objectives tailored to each faction but should equalize difficulty and scoring opportunities.

Final recognition

Individual Champion = highest total personal VP. Victorious Command = highest mean individual VP across its approved membership. If tied, compare controlled contestable territories PER MEMBER at the end of Phase IX (exclude home bases and neutral hexes); if still tied, share recognition. Alliance changes require explicit CM authorization and a corresponding scoring adjustment. The Apocalypse finale determines the star system's eventual fate but does not retroactively decide who won the eighteen-week campaign.

The War Effort & Lore Renown

Players may earn up to 2 Hobby Renown and 2 Lore Renown per phase. A painted unit, kitbash, terrain piece, scenic basing, mini-repair, Warlord conversion, or centerpiece can earn Hobby Renown; biographies, battle accounts, visual maps, oral recaps, recorded stories, and collaborative rivalries can earn Lore Renown. Effort earns the award, never artistic quality or word count.

Once each phase, a meaningful battle report posted to the shared campaign channel earns +1 RP (subject to normal 10 RP cap) and +1 Lore Renown (subject to the normal per-phase cap). The RP award is once per phase regardless of number of reports. A report may be a few paragraphs, annotated photos, or spoken account.

Creative Renown spend	Published reward
1 Hobby or Lore	Add a named location, rivalry, NPC or campaign story lead (no free battle effect).
2 total Hobby/Lore	Unlock one approved Discovery Lead or special narrative quest opportunity.
3 total Hobby/Lore	Claim an optional Warlord configuration-development opportunity, no more than once per phase.
4 total Hobby/Lore	Sponsor a shared terrain/location project that becomes an eligible strategic site or story mission; no free ownership or structure.

For purchases, Hobby and Lore Renown may be combined; both remain separately earned and capped. They cannot buy free RP, territory, XP, Battle Honours, or personal relic rules.

Treaties, intelligence, and Vendettas

Every command may register at most one NEW treaty per phase. Formal terms, signatories, duration (at least a phase unless broken), and whether a treaty binds a person or full alliance must be posted and acknowledged. All alliance members must approve an alliance treaty. Informal haggling is allowed, but explicit mutual agreements cannot be mislabeled "informal" merely to avoid consequences. Treaties are nonbinding: betrayal is legal, but can trigger one CM-verified Vendetta per broken pact.

Players may hide details or exaggerate in-character, but may not knowingly invent false official intelligence or lie outright about established campaign facts. Diplomacy is roleplaying, never permission for personal harassment. Intelligence trading is allowed outside alliances, but no changes in formal alliance membership without CM approval.

A betrayed player may declare one Vendetta lasting up to two phases (approximately two to four weeks). Choose ONE: (1) extra conquest attempt against the betrayer; (2) raid to steal up to 5 actual Salvage; (3) sabotage mission which destroys any approved MIX of enemy optional installations totaling at most 5 Salvage of original construction value. The mission must succeed. Sabotage can destroy optional infrastructure even inside a secured or home hex, but never the essential home transit device or home itself. Ownership never changes. Destroyed structures are rebuildable at normal cost. A Vendetta cannot bypass the single-hex challenge or pending-defense safeguards.

10 | THE APOCALYPSE RECKONING

At the end, every banner is raised and every debt is called due.

After all eighteen campaign weeks, The Scattering culminates in a separate, dedicated Apocalypse event fought on ONE ENORMOUS shared battlefield. The final mission and the system's outcome draw on territorial control, rivalries, treaty betrayals, discovered relics, and each Warlord's accumulated story. The campaign victor has already been determined by completed objectives; Apocalypse decides how the star system survives or falls.

- Do not prescribe 2,000 points per player for the finale. Final army/collection limits are announced after registration, venue size, table geometry, expected attendance, and players' collections are known.
- The CM may invite Titans, Baneblades, Stompas, Knights, exceptional Epic Heroes, and other spectacular units normally restricted during the escalation campaign. A separate Apocalypse muster document governs these exceptions.
- Custom Warlords, relics, retinues, and narrative rivalries appear prominently. Smaller collections participate without forced purchases; the CM can use staggered waves or reinforcements to keep everyone involved.
- Each player receives one final personal narrative goal, which influences their epilogue but does not award retroactive campaign ranking points. One shared battlefield means careful deployment sections, play-clock rules, and helpers will be needed.

A good campaign ends with more than winners

Read a public epilogue for every faction; display Warlord models, hobby work, completed planet maps, and the final shared Chronicle. Celebrate accomplishments such as Most Storied Warlord, Most Improved Commander, Finest Conversion, and Most Characterful Warband without turning them into mandatory competitive points.

11 | DA FREEBOOTERZ

An honest pirate takes your money before causing your problems.

The Campaign Master operates a **wandering Freebooter warband** as an NPC mercenary force. The CM is not a competing player: the Freebooterz hold no campaign home base, contest no command ranking, claim no hexes, and earn no personal Victory Points. Commanders may purchase a raid against a rival instead of commanding the hired force themselves.

Published contracts

Contract	Fee	Successful mission effect
I | Da Sneaky Job	2 Salvage	Disable one named, eligible optional installation on the target hex through the end of the following campaign phase. It recovers automatically, at no cost.
II | Da Big Boom	4 Salvage	Permanently destroy one named, eligible constructed installation whose printed Salvage construction value is **3 or less**. Rebuilding requires normal cost and construction action.

Booking a band of questionable professionals

- **Organizer discretion governs availability.** There is no fixed overall number of Freebooter contracts per phase. The CM may accept, defer, or decline work according to real-world availability.
- The CM may deputize another organizer or volunteer to command Freebooterz or an equally distinctive NPC mercenary faction. No NPC commander chooses a target, hires their own force, or scores campaign VP.
- A hiring player may commission at most **one mercenary contract per phase**; the same hex may be targeted by at most **one mercenary contract per phase**. These limits do not impose a total quota on the CM.
- The contract specifies its target territory, eligible installation, stake, and objective when accepted. The fee is paid on acceptance, not on inquiry. Mission failure forfeits the fee.

The CM chooses the battlefield

Engagement size and format are set by the CM to fit the people and time available: **Kill Team, Boarding Actions, or standard 40K**. A raid may be tiny or substantial. The NPC force must complete the published mission objective; a generic battle win is not automatically a successful sabotage.

NO CONQUEST

Mercenary raids never change territory ownership, never trigger Defensive Priority, and never destroy the permanent home base or its essential transit device. Home-base raids remain subject to existing protection and raid restrictions.

12 | THE INQUISITOR'S BLACK WRIT

By the authority of the Holy Ordos, this operation never occurred.

A less-than-scrupulous **Ordo Xenos Inquisitor** accepts secret commissions to cripple rival territories. Each accepted Black Writ becomes a **one-shot Deathwatch tabletop roleplaying adventure**, not another compulsory 40K battle. The RPG party's achievement, not the employer's wishes, determines success.

Scarce, confidential commissions

- **Exactly one available commission per two-week phase, first come, first served.** The first complete, eligible request with its posted fee paid secures the phase's sole Black Writ; no bidding or advance booking for later phases.
- **The client is guaranteed a seat.** Any other player may volunteer, **including the unwitting target**. Nobody is publicly identified as client or target; the GM provides a cover briefing and a mission consistent with this secrecy.
- The client privately identifies the real target hex. The CM records the employer and target, controls the mission, and is the sole authority on whether the RPG objective was achieved.
- **Price not yet ratified:** the CM will publish the Black Writ fee before accepting contracts. An initial balancing suggestion is 2 RP plus 2 Salvage; this figure is advisory, not an established campaign tariff.

Operation Blackout — the next-phase consequence

When	Binding effect
During commissioning phase	The party plays the Deathwatch one-shot. No existing territory bonus is suppressed yet; no immediate damage, capture, or special defender game occurs.
Next phase opening	The CM's official phase bulletin identifies the disrupted **territory** (not necessarily the employer or the RPG connection). All printed strategic benefits and optional infrastructure on that hex are disabled for the **entire new phase**.
Following phase opening	Normal benefits return automatically. No rebuilding action or RP payment is required because this contract suppresses rather than permanently destroys infrastructure.

THE EMPLOYER STAYS CLASSIFIED

A participant might help sabotage their own holdings without knowing. Client identity and the RPG operation's true connection to the territory remain secret unless the CM later chooses to reveal them in the fiction.