THE SCATTERING

PLAYER FIELD PACKET • VESPER REACH • LAUNCH EDITION

A nine-phase, eighteen-week narrative escalation Crusade for Warhammer 40,000, Eleventh Edition, followed by a separate Apocalypse finale.

Bring a force. Name a Warlord. Fight for territory. Build a legend.

Your first five steps

1. Complete the separate fillable registration form, including faction theme, Warlord, two signature units, and ambition.

2. Submit a legal starting roster and a model or credible proxy for your custom Warlord.

3. Choose whether to register independently or as part of an approved two-to-four-player shared command.

4. Receive a randomly assigned permanent home-base hex after registration closes and the atlas is issued.

5. Prepare for Phase I: a 500-point Void Skirmish, a legal Boarding Patrol, or an approved Kill Team engagement.

Campaign at a glance

PHASE	WEEKS	POINTS
I — The Breach	1–2	500
II — Planetfall	3–4	750
III — First Conquests	5–6	1,000
IV — War of Positions	7–8	1,250
V — The Offensive	9–10	1,500
VI — System at War	11–12	1,750
VII — The Great Offensive	13–14	2,000
VIII — The Shattered System	15–16	2,000
IX — The Final Campaign	17–18	2,000

The Apocalypse finale is scheduled separately. The Campaign Master will publish dates, venues, the atlas, and opening coordinates.

How a campaign week works

Each week: two offensive strategic operations and one separate construction operation. Accepted, timestamped operations follow FIFO.

Each two-week phase: at most two Crusade-progression battles. Additional sanctioned games can influence the map or objectives, but do not generate extra normal XP or RP.

From Phase II: at least one eligible engagement must be normal 11th-edition 40K at the phase points cap. The second may be a specialist mission.

Phase I formats

FORMAT	WHAT TO BRING
Boarding Actions	Legal 500-point Boarding Patrol; current specialist rules and terrain.
Kill Team	Current Kill Team rules and team; organizer specifies campaign conversion.
Void Skirmish	500-point conventional 11th-edition 40K on an approved smaller board/mission.

No one is required to own Kill Team or Boarding Actions terrain to participate.

Your army charter

• Register a coherent army theme and two signature units.

• Field your custom Warlord when the format and a legal configuration permit; specialist exceptions apply.

• More than two copies of a non-Battleline datasheet require CM approval and a narrative reason.

• Primarchs, Ghazghkull, Abaddon, and similarly godlike characters are excluded from normal campaign games. Lesser Epic Heroes need approval.

• Alliances cannot combine models into an otherwise illegal mixed-faction army.

Your Warlord and veterans

Your custom Warlord is **one person with multiple unlockable configurations**. Career XP follows the character; each configuration tracks its own equipment, XP, Honours, and Scars. Each uses its full legal datasheet.

CAREER XP	RANK	NEW OPPORTUNITY
0–5	Battle-ready	Starting configuration
6–15	Blooded	Second configuration or equivalent
16–30	Battle-hardened	Another configuration or project
31–50	Heroic	Another configuration or higher-tier advancement
51+	Legendary	Further configuration or culmination

Trial by Fire: a new configuration gains +2 Configuration XP after each of its first two eligible appearances, without adding Career XP.

Regular units: retain compatible 10th-edition Crusade XP and promotion rules, including participation, applicable kill XP, and Marked for Greatness.

Crucible Enhancements and relics: see *Volume II: Champions & Relics*. Some interactions remain subject to playtest rulings.

Territories, alliances, and resources

The final atlas and randomly assigned home bases are issued after registration. A home base may be raided or sabotaged, but not conquered.

Alliances normally comprise **two to four players**, sharing territory and a home base, while maintaining individual XP, RP, Salvage, relics, and VP.

Salvage storage is normally capped at 8 per player (9 for Tzeentch-aligned forces). Passive territory income is capped at +1 RP and +1 Salvage per player per phase.

Secret objectives and victory

Each phase brings secret personal objective options and an assigned objective. Uncompleted scored objectives expire at phase end, except separate ongoing quests or vendettas.

OBJECTIVE DIFFICULTY	VICTORY POINTS
Standard	2 VP
Challenging	3 VP
Heroic	5 VP

Individual Champion: most personal VP. **Victorious Command:** highest mean individual VP. Contestable territory is a tiebreaker.

After each eligible game

■ Record opponent, mission, result, and date.

■ Update unit XP, Warlord Career XP, and active Configuration XP.

■ Record Battle Honours, Scars, and Crusade Points.

■ Report verified objectives, territorial results, and resource transactions.

■ Submit a narrative recap if desired; qualifying reports can earn a storytelling reward.

Bring to each game

■ Current legal roster and points

■ Warlord configuration record and relevant Volume II pages

■ Unit Crusade cards and XP records

■ Mission rules and agreed terrain

■ Secret objective details for organizer verification

■ Accepted operation declaration and campaign map

The books

Core Rulebook v2.2: map operations, FIFO, alliances, Salvage, construction, missions, veteran units, scoring, and adjudication.

Volume II: Warlord configurations, loadouts, Enhancements, Supporting Champions, and relics.

This packet is a quick-start companion, not a replacement for either rulebook.