

Invasion of Valencia Prime

By WarbossJosh – Updated 7/27/2014

Foreword

This document is the Campaign Player Pack containing the rules, missions and overall information you need to know about participating in this campaign. This campaign will run over the course of 12 weeks or maybe shorter/longer depending.

Objective

The objective of this campaign is to create a fun, interactive and challenging series of Warhammer 40,000 games with an ever-expanding storyline.

Important Links:

- Main Campaign Webpage
 - <http://www.warbossjosh.com/battle-valencia-prime/>
- Register for the Campaign
 - <http://www.warbossjosh.com/battle-valencia-prime/register/>
- Campaign Map
 - <http://www.warbossjosh.com/battle-valencia-prime/campaign-map/>
- Campaign News Feed
 - <http://www.warbossjosh.com/category/the-battle-for-valencia-prime/>
- Contact the Campaign Master
 - <http://www.warbossjosh.com/battle-valencia-prime/contact-campaign-master/>
- File Your Battle Plans
 - <http://www.warbossjosh.com/battle-valencia-prime/file-battle-plans/>
- File a Campaign Battle Report
 - <http://www.warbossjosh.com/battle-valencia-prime/file-campaign-battle-report/>
- Campaign Facebook Page
 - <http://www.facebook.com/valenciaprime/>
- Conquest Roll Calculator
 - <http://www.warbossjosh.com/battle-valencia-prime/conquest-roll-calculator/>

Beginning the Campaign

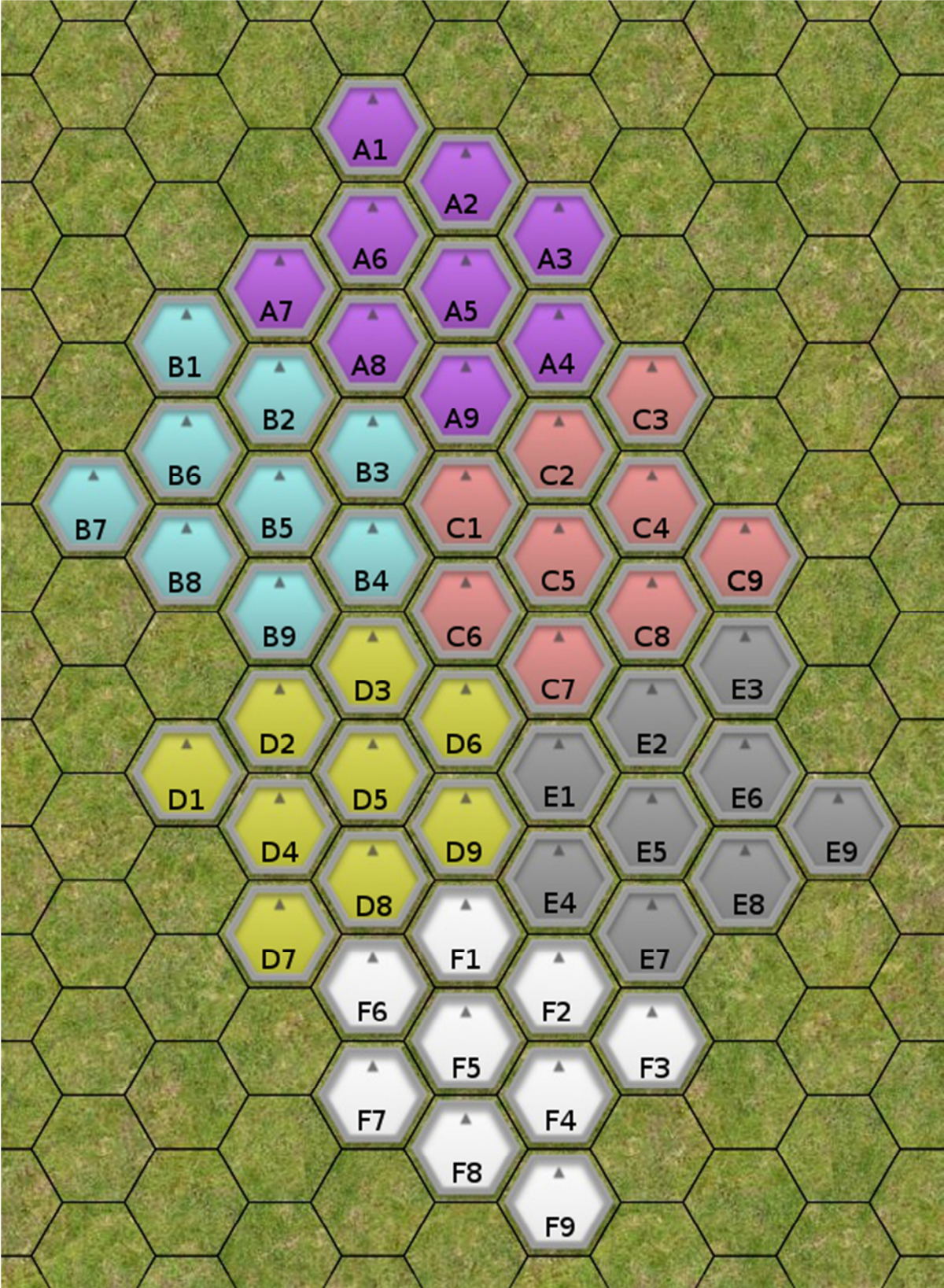
The first Battle of Valencia Prime has ended and the old alliances have crumbled as each Warlord attempts to stake out their territory and fortify their position. There is no peace among the stars and with one side driven off temporarily the brief calm on the planet is but a fleeting few heartbeats before the clash of arms resumes.

We are using a modified version of the Planetary Empires rules. The map tiles will be set up in advance, including a number of special tiles and pieces already in place.

There will be 6 sides vying for control of the planet.

Each player will be assigned a color with corresponding banners that are used on the map. The Campaign Master will assign 9 map tiles to each player in no particular order with one pre-placed spaceport. Each player will place 1 of the following: Command Bastion, Manufactorum, Shield Generator, Power Station. All remaining tiles without structures on them are considered Occupied.

Sample Campaign Map



Campaign Rounds

Every 2 weeks or once all battles in a round have been fought, whichever comes first, represents a single Campaign Round.

Invasion!

Each player will have the opportunity to invade 1 adjacent hostile tile per enemy each Campaign Turn. Tiles can only be invaded once per campaign turn. Once the attacker has made his intentions known, both players must inform the Campaign Master so he can make note of it on the Campaign Map. Any battles that were fought without the prior knowledge of the Campaign Master will be considered as border skirmishes with no impact on the campaign.

Fighting Battles

Players should make arrangements with their opponents directly and report scheduled games to the Campaign Master as well as the after-battle report details. If there is a conflict, the Campaign Master retains the discretion to enforce game size and time allotted.

Battles should be fought between 500 and 2000 points a side. However players can arrange ahead of time to play any point value.

Attackers can only invade enemy tiles that are adjacent to their own. Spaceports are considered adjacent to other spaceports.

Joining Forces

There may come times when two or more players wish to join forces to smackdown a particular enemy. There are several advantages and disadvantages to joining forces and player will have to weigh their options when deciding to ally. These are a great opportunity to play some fun team games and can be useful when finding opponents for an odd number of players. Armies that join forces follow the Allies matrix in the 40k rulebook.

Players split up the points available as evenly as possible (ie; 750 each in a 1500 point game). Each player uses their own separate FOC, allowing the full army to potentially include a greater number of specialized units.

If players decide to team up against an opponent, then their opponent can either decide to take them on alone or join forces with another player to even the battle. This could even escalate to a three on three situation or higher. If this is the case it is recommended that you increase the game size so players can each bring a reasonable sized force.

When a force comes under attack from an alliance of other players, the outnumbered player(s) may choose their deployment zone and set up first (no roll necessary). This also means they will most likely take the first turn, as the logistics involved in mustering multiple, differing forces is greater than the speed at which a single unified force can prepare for battle. Their opponents may still attempt to *Seize the Initiative*.

If the joined up players are victorious then the primary player will count as having scored a win over their opponent. If the outnumbered player(s) win the game, then the primary defender will count as having defeated the opposing players.

Surrounded

If a tile has no adjacent friendly tiles, it is considered cut-off from reinforcements and supplies. The surrounded player must subtract D6 x 75 points (rolled when an invasion is declared or attempted) from their list until they can reestablish supply lines. Spaceports are exempt from being surrounded.

Conquest Rolls

After the battle has concluded, the winning player makes his conquest roll. The chance of capturing a tile depends on its location and how easy it is to defend. The conquest table below lists the 2D6 rolls that are required to capture tiles and the modifiers that apply to the dice roll.

Location

- Tile is adjacent to one of the winner's tile: *6+ to capture*

Capture Modifiers

- Winning player scored double the number of Victory Points as their opponent: +1
- Winning player killed their opponent's Supreme Warlord: +1
- Victorious game was played at Dark Forest Games (pics required): +1
- Victorious game was played at Two Kings Games (pics required): +1
- Tile contains a Shield Generator: -3/-1
- Tile contains a Command Bastion: -1
- Tile contains a Manufactory: -1

If the losing player has no models on the table at the end of the game ("tabled"), then no conquest roll is needed and the tile is automatically conquered by the winner.

If the winning player is the defender, said player must achieve a 2:1 ratio in victory points in order to make a conquest roll.

Territory Tiles

Occupied

Mission: Cleanse and Control (WH40K Rulebook)

Special Rules: Night Fighting, Reserves, Mysterious Objectives, Tactical Objectives.

Spaceport

Mission: Purge the Alien (WH40K Rulebook)

Special Rules: Night Fighting, Reserves

Bonus: Spaceport tiles count as being adjacent to all other Spaceport tiles on the map. A player controlling a Space Port may also add +1 to any *Seize the Initiative* rolls they make.

Command Bastion

Mission: Siege! (Custom)

Special Rules: Night Fighting, Reserves

Bonus: Command Bastions allow an army to be better prepared for a battle, collect intelligence and make strategic maneuvers. At the beginning of each game players compare the number of Command Bastions they control. The player that controls more Command Bastions than their opponent may generate an additional Warlord Trait for their warlord. If they control more than double the number of

Bastions, they may generate two additional Warlord Traits and should they control triple the number of Bastions they will generate three additional Warlord Traits, and so on.

Power Station

Mission: The Scouring (WH40K Rulebook)

Special Rules: Night Fighting, Reserves, Mysterious Objectives

Bonus: Providing the power needed to maneuver an army's resources into position before the battle. At the beginning of each game, players compare the number of Power Stations their team controls. The player that controls more Power Stations may place a single piece of Battlefield Debris (WH40K Rulebook) within their Deployment Zone after rolling for table sides is done. If they control more than double the number of Power Stations they may place two pieces of Battlefield Debris and should they control triple the number of Power Stations they may place three, and so on.

Shield Generator

Mission: Siege! (Custom, See below)

Special Rules: Night Fighting, Reserves

Bonus: Shield Generators make it much harder capture the tile with the generator and any adjacent tiles. An opponent must subtract -3 to capture a tile with a Shield generator on it and -1 to capture any tile adjacent to the generator tile. The defending player may place up to three pieces of Battlefield Debris (WH40K Rulebook) within their Deployment Zone after rolling for table sides is done.

Manufactorum

Mission: Unleash the Kraken (Custom, See below)

Special Rules: Night Fighting, Reserves, Awaken (Custom)

Bonus: Manufactorums produce the materials needed to equip and arm a force for battle. The defending player may place up to two pieces of Battlefield Debris (WH40K Rulebook) within their Deployment Zone after rolling for table sides is done.

Campaign Points

Players gain 6 campaign points for each battle they are the attacker and gain 3 points for each battle they are the defender. This point gain is not dependent on the outcome of the battle, but rather a reward for participating and moving along the campaign.

Campaign Points are calculated as follows:

Total Tiles Owned + Total Victory Points = Total Campaign Points.

Every tile owned is worth 10 points.

Campaign Victory!

The player with the most tiles at the end of the campaign wins. In case of a tie; of the tied players, the player with the most Campaign Points will be the winner.

Force Organization Rules

All players must make their army list using the most up to date Codex and Errata & FAQ for their army. Ignorance is not an excuse. Army lists follow the standard force organization charts for battle-forged, unbound and any Codex-documented formation.

Special Characters are not allowed in this campaign.

We are attempting to forge a narrative based on the exploits of our own heroes and villains; hence we will not be allowing players to use them. If a player has an army that requires a

particular special character in order to construct it, they may submit a written appeal to the Campaign Master to state their case.

Supreme Warlord

Each player must create a Supreme Warlord for their army before the campaign begins. There is a space on your registration card to fill in the profile of your Supreme Warlord and this must be done before the beginning of the campaign.

The Supreme Warlord is the tabletop representation of the player in the campaign. This must be a non-special character that takes up an HQ slot from the Codex of the player's primary army (not ally contingents). This character's wargear and special powers/abilities are selected upon creation and cannot change throughout the course of the campaign.

When the Supreme Warlord is created players get to choose (not roll) a Warlord Trait from those in the WH40K rulebook or from among those in their Codex (if they are lucky enough to have such a thing). This Trait is fixed and never changes throughout the campaign.

Players are not required to use their Supreme Warlord in every campaign game and may choose to use other characters as normal, those characters are called "lieutenants" and they will have to roll on the Warlord Tables as normal. The advantage of having the Supreme Warlord in the army is you can plan your strategy around the chosen Warlord Trait, whereas if the army is being led by another character then you will have to make due with a random Trait as per normal.

General Rules

1. Core Rulebook
 - a. Warhammer 40K 7th edition rulebook is in effect.
 - b. All 7th edition errata and FAQs will be in effect.
2. Army Organization
 - a. Armies may be organized in the following methods:
 - i. Battle-forged
 - ii. Unbound
 - iii. Codex defined
 - b. Command traits and/or limitations for army organizations are in effect.
3. Army Lists
 - a. All players must have their complete army list available for review.
4. Supreme Warlord
 - a. All players must nominate 1 model as Supreme Warlord.
 - i. Taken from a HQ slot in the players army Codex.
 1. Cannot be taken from Allied Army Codex.
 - ii. Wargear and special powers/abilities are defined during registration and cannot be changed once submitted.
 - iii. Cannot be a named character.
 - iv. Represents the player during the course of the campaign.
 - v. 1 Warlord trait can be chosen (not rolled on) and is retained throughout the campaign.
 1. Trait can be chosen from the 40K rulebook or Codex (if defined).
 - b. Supreme Warlords are not required to be used in every battle.
 - i. May use other characters (not named) as "Lieutenants" to lead.

5. All armies may utilize up to 2 of the following sources.
 - a. Warhammer 40K Codex
 - b. Warhammer 40K Codex Supplements
 - c. Stronghold Assault
 - d. Imperial Armour
6. Not approved for this campaign
 - a. Special Characters
 - i. See "Force Organization Rules" above.
 - b. Lords of War (Super-heavy Vehicles, Gargantuan Creatures or Titans)
 - i. Not available for army list building
 - ii. Available only in Special Missions
 - c. AV 15+ structures
 - d. Escalation
 - i. Not available for army list building
 - ii. Available only in Special Missions
 - e. Apocalypse
7. Forgeworld models and most current rules may be used.
8. All Forgeworld models must be 40K approved.
9. Points
 - a. Minimum points: 500
 - b. Maximum points: 2000
 - c. Players must agree on a point level between the minimum and maximum before battles take place.
10. Allies
 - a. Up to 2 allies may defined during registration
 - i. Allies not defined during registration may not be used.
 - b. Standard 7th edition allies' rules are in effect.

Administrative Rules

Drop Outs

While the campaign organizer discourages players dropping out, we understand that it happens. If a player drops out of the campaign then this needs to be announced before Conquest rolls are made. From that point on any player that wins a game can choose to conquer one of the tiles controlled by the player they defeated or a tile that used to be controlled by the player that dropped out. The normal restrictions apply to conquering a tile controlled by a player that has dropped out; a dice roll must still be made based on the location of the tile, and the normal modifiers apply.

New Players

While the campaign is not designed to accommodate new players, we do wish to extend a welcoming hand to those who wish to participate. Any new players will be added to the map based on how the Campaign Master feels they will best fit in.

Players with No Tiles

Players reduced to no tiles can only attack Spaceports. If they lose a battle then their opponent cannot claim a tile from them.

Sportsmanship

While some good natured ribbing and smack talk between players is acceptable, players must conduct themselves with the utmost dignity and respect for other players. Rude behavior will not be tolerated and you can be ejected from the campaign if you are found to be knowingly in violation of this or any other rule presented in this package. The Campaign Master will provide violators with a warning, and then further violations of the rules will result in expulsion from the campaign. Respecting your fellow gamers and getting your games done in a timely manner should be considered at all times.

Cheaters

Cheating is a violation of the above Sportsmanship rule. Cheaters will be expelled from the campaign and all future campaigns we conduct. Cheating can be anything from falsifying an army list to using loaded dice. The Campaign Master has final say on this matter.

Procedures

Campaign Round

- 1) All players attend the weekly Campaign Round meeting held on the last day of the Campaign Round at 9:00p via Google Hangout.
 - a. The Campaign Master will contact all players within 48hrs of the meeting date.
 - b. If a player cannot attend the meeting:
 - i. He may send a proxy to act on the players wishes.
 - ii. Skip his turn designating his invasions moves.
 1. Make-up sessions must happen via email or video conference using the updated Campaign Map (Step 4) within 24 hours or the player will be considered as not participating in the current Campaign Turn.
 - iii. Opt to not participate in this Campaign Turn.
 - c. All players who cannot participate in this round inform the Campaign Master before the meeting via email or during the video conference, becoming exempt from attack.
 - d. Moving clockwise on the campaign map, each player states their invasion intentions.
 - i. Resolve any 'Surrounded' rolls (see Campaign Round)
 - e. Players that skip their turn (be it lack of attendance or willingly skip) will be passed over for designating invasion moves.
 - f. The Campaign Master updates the campaign map for public consumption.
- 2) Players arrange battles amongst themselves and inform the Campaign Master of the scheduled battle via email.
- 3) Go to war!
 - a. If the battle cannot take place in within the round limits, inform the Campaign Master as soon as possible.
 - b. Once the battle has been fought, the winning player completes the conquest rolls.
- 4) Inform the Campaign Master of the battle results:
 - a. Victory points for each side.
 - b. Conquest roll results.
 - i. Include all modifiers used in the conquest roll.
 - c. Include any of the following optional items:
 - i. Any and all photos taken!

ii. Descriptive battle report

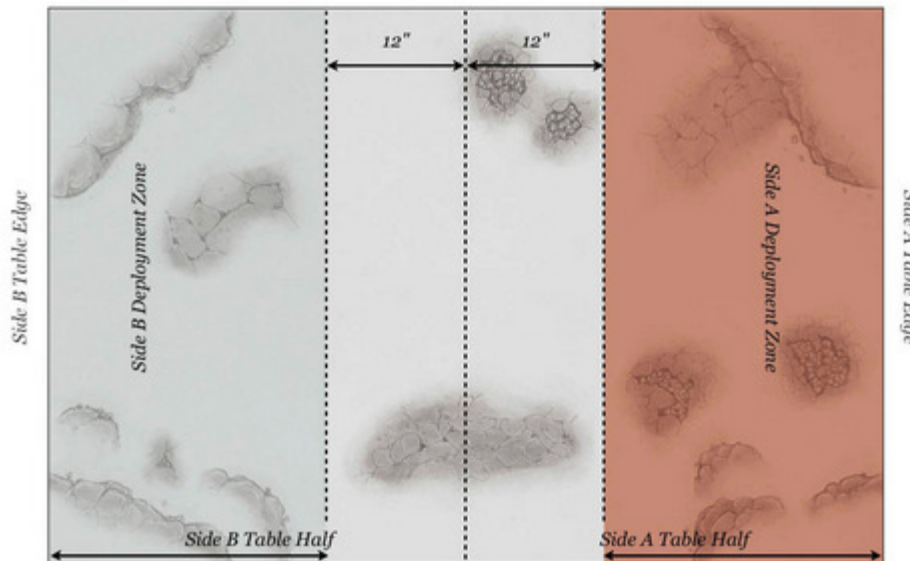
Custom Missions

Siege!

Enemy Units are engaging in all out warfare to take and hold the territory. There will be no retreat and enemy fire will be heavy. The pure definition of war lies before you, grind you opponent into the dirt.

Deployment

Hammer and Anvil



Target Structure:

- Battlements
- May take 1 gun emplacement (Stronghold Assault) for the battlements for free.
- Approximate size: 10 x 10 x 10
- Must be placed at least 12" from any board edge in the defenders deployment zone.

First turn: The player that set up first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to *Seize the Initiative*.

Victory Conditions: Control the Target Structure by the end of the game. – 3 Victory Points

Secondary Objectives: Slay the Warlord, First Blood

Game Length: 6 Turns

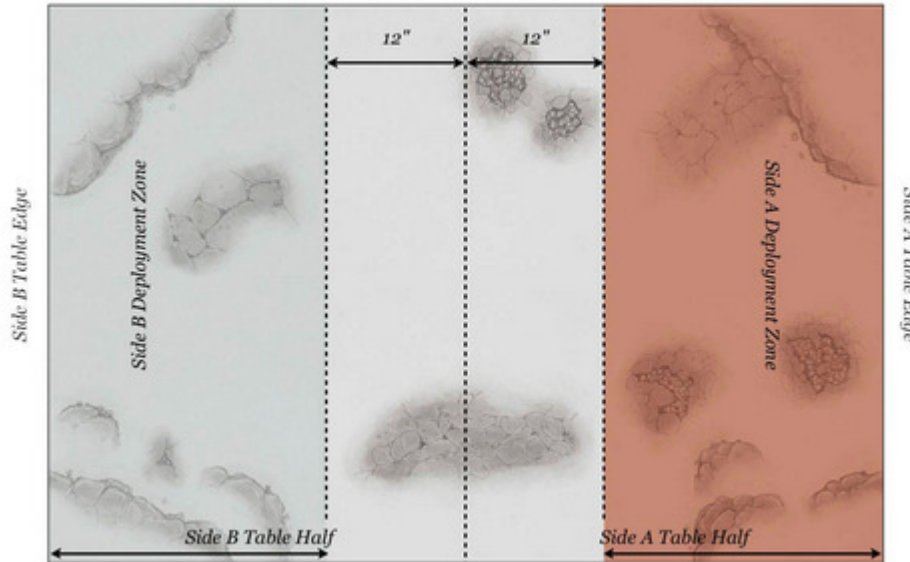
Special Rules: Night Fighting, Reserves

Unleash the Kraken!

As enemy units close in, the factory furnaces are ablaze with workers feverously attempting to finish construction of the Lord of War, it's activation your only hope for salvation.

Deployment

Hammer and Anvil



Factory:

- Approximate size: 10" x 10" x 10"
- AV 14 all around
- Hull Points: 6
- Void Shields: 3
- Access Points: 4 total. 1 door on every side; 3 small doors, 1 large hanger door.
- Must be placed at least 12" from the rear board edge in the center of the defenders deployment zone.
- Battlements
- May take 1 gun emplacement (Stronghold Assault) for the battlements for free.
- May take up to 5 building Obstacles (Stronghold Assault) for free.
- Special Rules: It Will Not Die

Lord of War:

The Lord of War is a Super-heavy vehicle or Gargantuan Creature (no Titans) that is free and must be chosen from one of the defenders sources (See General Rules #5) or Escalation with no upgrades or additional wargear as it was rushed into production.

First turn: The player that set up first can choose to take the first or second turn. If they decide to take the first turn, their opponent can attempt to *Seize the Initiative*.

Victory Conditions:

- Attacker:

Primary: Activate your Lord of War – 3 Victory Points

Secondary: The Factory must have survived – 1 Victory Point

- Defender

Primary: The Factory must be destroyed – 1 Victory Point

Secondary: Capture the unfinished Lord of War (3 Victory points) or Destroy the finished Lord of War (2 Victory Points)

Secondary Objectives: Slay the Warlord, First Blood, Linebreaker

Game Length: 6 Turns

Special Rules: Night Fighting, Reserves, Awaken

Awaken: At the start of the Defenders 3rd turn, the Lord of War is considered operation and enters play from any side of the factory the defender chooses.