



Enduring Chaos

Grow your Crusade Army
Play 4 games over 12 weeks
Starts Saturday 12th April

Format:	Crusade Campaign
Duration:	12 weeks
Game System:	Warhammer 40,000 (1500 points)
Number of Games:	Four
Location:	Black Dragon Games 17 Burton Street, Melton Mowbray, LE13 1AE
Game Master:	Richard (<i>listed as "Richard" on the Discord server</i>)



Narrative

The world of Tarsak IV is besieged. A Tyranid hive tendril enveloped the system only days after Imperial reinforcements arrived to fortify the world. Meanwhile, the forces of Chaos run amok across the planet's oceanic platforms and rampage through the orbital ring, and T'au raiders strike seemingly at random.

Beneath the surface an ancient Necron tomb slumbers and Greenskins continue to multiply unchecked.

Imperial Forces have thus far held out against the Encroaching Shadow, keeping Gloriana City and Hallas Forge safe from the invaders. But the southern continent has been ravaged by war, with Tertius Bastion barely withstanding Xenos and Heretic assaults.

This campaign is Act 4 of our grand narrative setting, *The Scouring of Tarsak IV*, where the plans of the Xenos and Heretic invaders become apparent as they try to capture, control or destroy specific regions of Tarsak IV. Our Crusade Armies will grow as our narrative journey continues...

Narrative Events

Narrative events are all about telling a story!

These events focus on enjoying a collective story as we play through themed missions. In battle you may find yourself making decisions which are not tactically sound because they progress your narrative goals. The primary focus in narrative play should be on both players having fun whilst telling an engaging story, rather than focusing on winning games.

Campaigns

Warhammer 40,000 uses the Crusade system for building a narrative army list that will gain experience between missions, acquiring new Battle Honours and Battle Scars. In narrative play you are expected to focus on building a thematic army and deploying your favourite units, rather than building a well-balanced list tailored towards winning games.

Your battles will be strung together as part of an overarching story, where your contributions will affect the overall narrative.



Getting Started

Joining the Campaign

1) Sign up for the campaign on our website

2) Build/expand your Crusade Force

a) If you are building a new Crusade Force then follow the rules in the Core Book for building a Crusade Force, with the following changes:

i) Change your **Supply Limit** to 1500 points.

ii) After creating your Crusade Force, award 6XP to two different Battle-ready units.

You will need to fill in an Order of Battle for your Crusade Force and a Crusade Card for each unit. Printed copies of these are available to collect from Black Dragon Games. Please contact the Gamemaster on Discord if you require assistance.

b) If you are expanding your Crusade Force:

i) Purchase the **Increase Supply Limit** requisition until your **Supply Limit** is at least 1500 points.

ii) If you have insufficient Requisition Points to increase your Supply Limit to 1500 points then you may purchase the Increase Supply Limit requisition anyway and take your Requisition Points into negative numbers. You may not spend any further requisition points until you have a positive number of Requisition Points.

3) Play 4 games over 12 weeks

You can play games anywhere, but your campaign entry fee will include 4 gaming sessions at Black Dragon Games. You can come along to Warhammer Club on a Saturday afternoon to find an opponent or arrange a game at any time on our Discord server.

Tell Your Story

Players are encouraged to write a narrative background for their Crusade Force. You can share these in *#the-scouring-of-tarsak-iv-narrative* channel on Discord if you wish.

You are also welcome to share battle reports in the *#the-scouring-of-tarsak-iv-narrative* channel.

The Story So Far

This campaign is Act 4 of our narrative campaign: The Scouring of Tarsak IV. You can read all about Tarsak IV and the events of the first three acts on our website:

www.blackdragongames.co.uk/Tarsak



Rules

Source Materials

Core Rules: We will be using the **Core Rules** with the latest **Balance Dataslate** and **Munitorum Field Manual** (all of which are available from Warhammer Community).

Crusade Rules: We will be using the **Tyrannic War** crusade mission pack for missions, campaign-specific Battle Honours and Agendas. You may also use any faction-specific Battle Honours, Agendas and campaign content from your faction's **Codex**.

The Tyrannic War crusade mission pack can be found in the Tyrannic War campaign book or the Leviathan Core Book - a store copy is available in-store for your use.

Army Lists: You should use your faction's Codex to build your army (or their Index if no Codex is available). You are also allowed (and even encouraged!) to use units from **Warhammer Legends** and **Imperial Armour** - these unit lists are available from Warhammer Community.

Warhammer Community documents may be downloaded from:

<https://www.warhammer-community.com/en-gb/downloads/warhammer-40000/>

Point Changes

Games Workshop publish point changes from time-to-time in the Munitorum Field Manual.

Point changes can disrupt your Crusade Force. You may choose to delay updating your units' points values until you next add a unit to your Order of Battle. You must update the points values of all of your units at the same time.

Painting & Modelling

Painting Requirement:

There is no minimum painting standard for this campaign. However, narrative games are always most fun with painted armies, so 10 points will be awarded at the end of the battle to each player whose entire army is painted and based to a battle-ready standard (as per the Crusade Mission rules in Tyrannic War).

Note that the narrative tournament event at the end of the season will require a fully painted army.

Conversions and Kit-bashing:

Narrative campaigns are the perfect place for conversions and kit-bashing! Wherever possible, please ensure that all miniatures accurately represent their entry on your Crusade Card (i.e. What You See Is What You Get).



Path to Victory

Controlling and Contesting a Battlefield

Each **alliance** has a control score (between 0 and 6) in each **battlefront**, which determines their influence there. By default each **alliance** has a control score of 0 in each **battlefront**.

- An alliance **controls** a particular **battlefront** if:
Their control score is 3 or more **AND** every other alliance has a control score of less than 3.
- A **battlefront** is **contested** if:
Multiple alliances have a control score of 3 or more.

A campaign tracker will remain on display in the store for the duration of the campaign

Gaining and Losing Control

When a player wins a Campaign Game they may either:

- Increase their **alliance's** control score in that **battlefront** by 1
- Decrease the control score of their opponent's **alliance** in that **battlefront** by 1

Please ask a member of staff to adjust the campaign tracker for you.

If the battle is a draw then neither player may change any control scores.

Victory Conditions

Each **alliance** is encouraged to discuss their objectives on Tarsak IV amongst themselves so that they can formulate an overall strategy. Players may wish to focus on taking **control** of a specific region or removing the Defenders from a region in order to progress the story in a particular direction.

*Alliances will be able to claim victory in battlefronts that have changed hands, while battlefronts that have become **contested** will become the focus of our next Narrative Event Day.*



Playing Your Battles

Alliances

Players will be divided evenly into one of 3 **Alliances** at the start of the campaign:

- **Defenders**, consisting mainly of Imperial players
- **Despoilers**, consisting mainly of Chaos, Tyranid and Ork players
- **Schemers**, consisting mainly of Xenos players with their own agendas

Campaign Games

The first 4 games played by each player will affect the control score of factions in the **battlefront** where their battle took place. These 4 games must meet the following requirements:

- Both players must be from a different **alliance**
- Each game must be played against a different player
- The points limit must be 1500 points (neither player may exceed 1500 points for any reason)

You are welcome to play more than 4 games and to play games that do not meet the above requirements. While these additional games will not have any affect on control scores, they will contribute to the development of your Crusade Force and we would love to see a narrative write-up for these games!

Playing Missions

1. Players will roll off, with the winner choosing a **battlefront**.
2. The other player will randomly choose 2 missions from the Tyrannic War Campaign mission pack and pick one of them.
3. Players should set up a battlefield using the terrain set for their **battlefront** to thematically represent the chosen mission.
4. If one faction **controls** the **battlefront** then they will generally play as the defender (but players may decide it is more thematic to change this or roll off). If neither player **controls** the battlefront then they will roll off to determine attacker and defender.

Battle Results

Report your first 4 battle results on [#the-scouring-of-tarsak-iv-results](#) channel on Discord.

You are welcome to publish narrative write-ups for these battles (or any others) on [#the-scouring-of-tarsak-iv-narrative](#) channel on Discord.



Battlefronts



Gloriana City Outskirts

Void shield generators protect the central regions of Gloriana City from attack, but the city's outskirts have been ravaged by Tyranid invaders. Battle rages night and day as Imperial Forces fight to retain their tenuous grip on the city's outer regions.

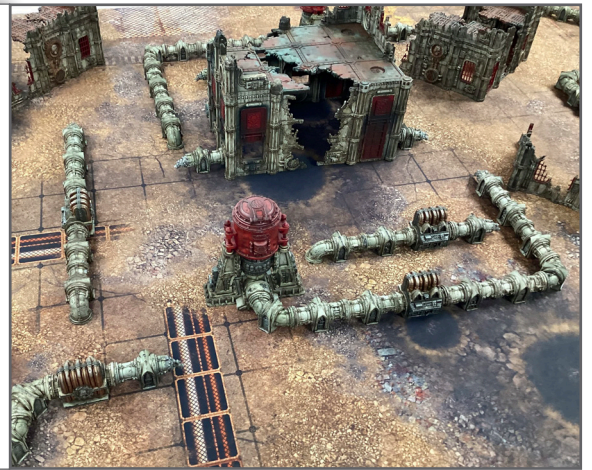
The Defenders Alliance starts with 4 control points here.

Hallas Forge Outskirts

Despite constant raids by the mysterious Aeldari and opportunistic Votann, the manufacturums of Hallas Forge continue to churn out the weapons and equipment that fuel the war effort.

But on the outskirts of the forge, Imperial forces play a game of cat-and-mouse with assailants who strike and fade seemingly at random.

The Defenders Alliance starts with 4 control points here.



Tertius Bastion

Tertius Bastion stands! Under intense assault by Tyranids, Orks and the Forces of Chaos, a loose alliance of Imperial, T'au and Votann forces repelled their attackers. The infrastructure around the base of the orbital elevator suffered significant damage and many Imperial workers in the region were slain as Khornate berserkers pillaged their way through the region before finally being slain.

The Defenders Alliance starts with 3 control points here.

Kreallen District

The greenskins have once again been driven from Kreallen District, but the occupying Chaos forces are well and truly dug in. So long as their presence persists, Tertius Bastion will never be safe.

The Despoilers Alliance starts with 3 control points here.



Player Code

Evergreen Principles

Players are expected to be polite and respectful to all players and members of staff at all times.

Players should be honest with their opponents at all times.

Cheating will not be tolerated.

Narrative Play

Narrative play is most fun when everyone approaches it in the same way. This narrative campaign is designed to be played in the following spirit:

- The primary focus of narrative games is to have fun and develop your Crusade Force.
- Players should not expect games to be played at a competitive level.
- Players should build armies that they find narratively interesting. Highly optimised or "meta" army lists are not welcome in this campaign.
- Players should be mindful that their opponent is also looking to develop their faction's story. Wherever possible players should look to play battlefronts and missions which are narratively satisfying to both parties.
- Experienced players should expect to play games against new players, and should be supportive of new players who are still getting to grips with the rules or narrative play.
- When playing against opponents with far fewer Crusade Points, players should endeavour to field an army with a similar Crusade Point level to their opponent (particularly if their opponent is a less experienced player) in order to give their opponent a more engaging game.



FAQ

Can I play games larger than 1500 points?

No, all games must be played at 1500 points. You may not field a Crusade Army containing more than 1500 points.

Can I play multiple Crusade armies?

Yes, but you will only be able to contribute to objectives with the army that you register for the campaign.

Can I change the units in my army?

Units can be added to your Crusade Force up to your Supply Limit, but you can only remove units if a Crusade rule allows you to do so.

Can I use Enhancements to make my army up to 1500 points?

Yes, but note that you must spend Requisition Points to buy enhancements. Also note that enhancements are permanently added to a unit's Crusade Card, making the associated points increase permanent.

Can I Deep Strike my entire army?

Yes! The restrictions on Strategic Reserves from the Core Rules are still in play, but there are no restrictions on how many units can be set up in Deep Strike. Note that no Reserves can enter the battlefield in the first turn.

Are there any prizes?

Only the joy of watching your army grow in number and experience, and the satisfaction of serving your vile Xenos masters / your unholy Chaos God / the Hive Mind / The Eternal Emperor of Mankind (delete as appropriate) and seeing their plans come to fruition...

Will my game count if my opponent has already reported 4 games?

Yes - if you still have games to report then you can play a game against someone who has already reported 4 games. If you win then you will be able to adjust the control score of the battlefield where your battle took place, but if your opponent wins then they will not be able to adjust any control scores.

Will my Crusade Force's personal objectives contribute to the narrative?

Yes, but not directly. For example, if you complete an Oathsworn campaign as Space Marines or a Path of Ascension as Genestealer Cults then you can report this in *#the-scouring-of-tarsak-iv-results* channel on Discord (and perhaps give a narrative write-up in *#the-scouring-of-tarsak-iv-narrative* channel). Such achievements may affect later campaign events or put your faction centre-stage in unfolding events.

Can I change my detachment from one battle to the next?

Yes! You choose your army detachment when mustering your army for each battle. You do not have to stick to the same detachment for each battle. However, you must be able to comply with all unit selection rules for that detachment.

Which detachment can I select enhancements from then?

You can choose enhancements from any detachment rules that the unit could be included in.

You can include an enhanced unit in any detachment that the unit could normally be part of (regardless of which enhancements are normally allowed in that detachment). Note that this means that some enhancements will not have their full effect (or any effect, in some rare cases) if used in the "wrong" detachment.

