

The Pillaging of Istara: A PATH TO GLORY CAMPAIGN

THE STORY

THE CICATRIX MALEDICTUM slices across the galaxy like an open wound, Chaos and uncertainty spreading across the system, effecting all of the sentient races. A now divided Imperium struggles to maintain control, the mysterious Aeldari seek to turn back the tides of Chaos to save their race no matter the cost, and the young Tau Empire continues its desire for expansion. Hordes of Orks and Tyranids scour the galaxy, looking to fight, or consume, anything in their path.

However, in the anarchy caused by the Great Rift, new opportunities have arisen. Warpstorms that have cut off worlds for millennia have been cleared by the passing of the Rift, providing new worlds rich with treasures to those who seek them. Istara is one such world. Obscured in the Ultima Segmentum region of the galaxy since before the Great Crusades by a host of warp anomalies, this ancient world is now a shining beacon on the other side of the rift.

Rich in “Blackstone”, a newly discovered material that can either dampen, or enhance, the power of Chaos, has become of great interests to the great powers of the galaxy. As travel beyond the rift is difficult, the races have sent small, forward operative to establish footholds on the planet before committing large amounts of resources. The less “sophisticated” races are keenly aware of the gathering at Istara, and seek to partake in the fighting as well.

For twelve weeks the forces of the galaxy will strive to assert dominance over Istara, and plunder her precious resources. The story of this planet will be shaped by the generals who wage war on her surface, reaping not only terrestrial gains, but everlasting Glory.

HOW TO PLAY

WHERE?: To count towards the campaign, all games must be played at a Victory Gamers event in the area. There is a regular 40k night every Saturday at Victory Comics from 6-9 pm, but players are welcome to play on other days and times, space permitting and at the Dojoang Victory Gamers rents out on the weekends. For times and locations of Victory Gamers events outside of Victory Comics, contact the club through the “Find a Game” page of the club’s website (victorygamers.org).

WHEN?: The Pillaging of Istara campaign starts with a kick-off session from 1:00pm – 6:00 pm Sunday, November 11 at the Dojang in Falls Church. Each week of the campaign runs from Sunday through Saturday. The campaign ends at 11:59 pm on Saturday, February 02, 2019.

HOW?: Select a beginning warband using the rules below. Send an email to the campaign organizer ryanlavoie85@gmail.com with your name and beginning warband to confirm your participation.

Starting a Warband:

Each player selects their faction keyword and then begins to construct their warband. Each player starts with 30 power level with which to build their army. Players have the following restrictions:

- Players **must start** the campaign in a patrol detachment and fill the requirements (1 HQ and 1 Troop).
- No special characters allowed in this campaign.
- Units added to your warband may not be removed unless you change detachment type and the new detachment no longer allows that unit type. In this case, remove that unit from your roster

and gain back the power spent on that unit.

- Once a unit is purchased, you may **NOT** later alter their equipment or increase the size of the unit. If a player wishes to purchase a unit larger than starting size, they must do so at the time of the initial purchase. (Example: A player that wants a 10 man Space Marine Tactical Squad would have to spend 9 Power Level at the time of purchase. The player could **not** purchase a five man Tactical Squad week 1 and then spend 4 Power Level the next week to increase the squad size to 10). The intent of this rule is to mitigate potential abuses of the Power Level system, and to force players to be more strategic in their warband development.

Growing a warband:

After players have completed a game their warband grows by increasing the total Power Rating of the warband:

- Each Player may only play 1 game per campaign week.
- For competing in a game, both players gain 3 +D3 power to their warband's Power rating.
- The player that won the game gains an additional D3 power to their warband's rating.
- If one player has at least 25% less Power Level rating than their opponent, they are the **Underdog**. Underdog's gain an additional 3 power after the game's completion when rolling for warband growth. *Note* this will allow players who enter the campaign late or miss several weeks get back into the fight.
- Players may also spend resources to further grow their army as explained below. Note that excess power is cumulative and players do not have to spend their power immediately by adding new units to their roster, thus allowing players to save up for expensive units.

Resources:

Instead of glory points, each faction has resources. Each player begins with 30 resources.

- Players lose 3 resources at the start of each round in the campaign before any battles are played.
- If a player wins a battle in that round, they gain 2 resources.

The following is table that can be used for keeping track of resource points:

Resource:	Starting amount:	Amount Lost per game played:	Amount Gained per game victory:	Total
	30	-3	+2	

Additionally, after a battle has been played resources can be spent in the following ways by both players.

- A player can spend one of their resource points to re-roll a single dice when determining how much power is gained after a battle. (A re-roll cannot be re-rolled).
- A player can spend 3 resource points to add a D6 to their roll when determining how much power is gained after the battle.
- A player can choose to spend 5 resource points to not roll any dice for determining power level increase and instead gain a flat 12 power.
- The player can spend 5 resource points to change detachments. Any units that cannot fit in the detachment are removed and the power cost refunded.
- A player can spend 10 resource points to change one their faction keywords.
- Once a player reaches 0 resource points, their warband is in **TOTAL WAR**, as described below.

There will be a document box with scorecards in the store, along with Missions assigned for each week,

which will come from a variety of sources included, but not limited to, Open Play, Narrative, Eternal War, and custom missions specifically created or modified for the campaign. (If both players agree to use a different mission than the one assigned, this is allowed. However, if an agreement cannot be reached, players **must** use the recommended mission)

At the end of each battle, take a photo of your scorecard (provided at the end of this package) and send it to the campaign organizer at ryanlavoie85@gmail.com. A dedicated email chain will be set up each week to send in results. At the end of each week, results will be tabulated and posted on the www.victorygamers.org website and the Victory Gamers Falls Church Facebook page.

ADDITIONAL RULES

- **Secondary Objectives:** If players use the assigned mission for the week, players may attempt to score the “Secondary Objective”. Generally, the reward will be achievable by either player during the course of the game, and will reward additional Blackstone (resources).
- **Bounties:** Players should keep an eye out for posted bounties that will provide awards to those able to achieve them.
- **TOTAL WAR:** When a player reaches 0 Resource points, they are in TOTAL WAR. While the player can continue to play in the campaign, they will find that expending their resources so readily in the course of a battle has consequences. A player in TOTAL WAR has the following additional rules:
 - A player may continue to play in the campaign even if they do not have the necessary 3 resources before the game starts. However, a player cannot gain the +2 resources for winning a game.
 - A player in TOTAL WAR can no longer add Power Level to their army (The player does not roll 1/2D6 Dice after the completion of a game)
 - Players can no longer score “Presentation” points outside of the points for painting a new data sheet each week. (See below)
 - A player may still score Bounties and Secondary Objectives. This may bring a player out of TOTAL WAR.

NOTE This rule is in place to stop players from trying to curb a player from spending all of their resources at the beginning of the campaign to outpace other armies. A player may still do this, but will likely find it hard to win the “BEST WARLORD” prize.

- **The Meek Shall Inherit:** If a Player is an “Underdog” (as described above), that player has the ability to use a “Ruse” card from the Open War deck. Additionally, if that Underdog is playing with an army that has a Power Level at least 50% lower than his opponent, he may use a “Sudden Death” card from the Open War deck in addition to the “Ruse” card.
- **Temporary Armistice:** I fully understand that this campaign will overlap the holidays which can lead to weeks where a large amount of people cannot play. If during the weeks of the major holidays, if 75% of the participating generals agree to it, we will temporarily postpone the campaign one week, and continue on at the same point in the campaign in the following week.

WHY?: There are several rewards for victory: an individual award for winning the campaign (Best General); an award for the best overall performance of the campaign (Best Warlord); an award for the best painter (Best Artist); and an award for the warband with the best overall narrative story (Best Storyteller).

The prize for Best Warlord is a \$50 Victory Comics gift card. The prize for each of the other awards is a \$25 Victory Comics gift card. Prizes will be awarded in January 2019.

PATHS TO GOLRY

BEST GENERAL PRIZE

The winner of the Best General prize will be the player that amasses the most Resource points at the end of the 12-week campaign. If at the end of the campaign there is a tie as to the number of resource points left, the player with the most total wins from the campaign will take the prize. If still tied, these players will have one final game against each other to decide the best general.

BEST WARLORD PRIZE

The winner of the Best Warlord prize will be the player that amasses the most Victory Points at the end of the 12-week campaign. Victory Points are earned from achieving following Quests:

Quests:

- Perservance. 1 point for every game played during the campaign.

- Performance. 1 point for every victory during the campaign (6 max).
- Painting. 4, 3, and 2 points for first, second and third place winners in the painting competition. 1 additional point for a fully painted datasheet during the campaign to tabletop standard (1 point max per week) (player must email a photo of the datasheet painted to ryanlavoie85@gmail.com and attests that the models were painted during the campaign).
- Presentation. 4, 3, and 2 points for first, second and third place winners in the Best Storyteller competition. 1 point per week for having a printed list for your opponent of models in your warband every week, including names for all heroes and units in your warband. 1 point for having an army that is fully WYSIWYG (what you see is what you get). 4 points for building a thematic display tray matching your warband before Week 11. 3 points for writing a backstory for your warband within 3 weeks of your starting. 1 point for converting a model to represent a unique hero in your army before Week 11 (3 points max).
- Promotion. 2 points for bringing a new player to the game (no max). A new player is one that has not played Warhammer 40,000 prior to the start of the campaign or who has never played at a Victory Gamer's event, and who plays at least one game in the campaign.
- Participation. 2 points for being a new player to the game (as defined above).
- Patronage. 2 points for each purchase of \$25 of merchandise from Victory Comics (4 points max). Player must email photo of receipt to ryanlavoie85@gmail.com. (*Examples*: single \$50 purchase earns 4 points; a \$35 purchase earns 2 points and the \$15 left over is lost and cannot be used and aggregated later).

BEST ARTIST PRIZE

This award will be given to the person who wins the painting competition that will be held during the campaign, with models on display at Victory Comics. Points will be a mix of votes received by Victory Comic's customers and a paint judge score. Models do not have to be a part of your warband, but must come from your faction and must be painted after the start of the campaign.

BEST STORYTELLER PRIZE

This award goes to the person who presents the most compelling and interesting narrative for his or her warband. This includes creating a themed army that is unique, but still respectful of the lore. (While an army full of hellblasters may be very strong, it will not score well in the storyteller category). The award will be judged by a panel of experienced narrative event organizers and/or neutral parties. Will take place in January, with additional details to come.

SCORECARDS

In order to make scoring easy and transparent, the results of each week's battles should be recorded using a scorecard. Scorecards will be provided in the campaign document box at Victory Comics, and will be available for download from the www.victorygamers.org website. At the end of each battle, each players should take a photo of their scorecard and email the photo to ryanlavoie85@gmail.com. The scorecards will be used to tabulate results for the week. Please keep the same scorecard and update it each week. A scorecard is provided on the next two pages.

PILLAGING OF ISTARA SCORECARD NAME OF PLAYER:

Week	Opponent	Result (Win, Loss)	Secondary Objective Achieved? Yes/No	Bounty A Yes/No
1 (Nov. 11- 17)				
2 (Nov. 18-24)				
3 (Nov. 25-Dec. 1)				
4 (Dec 2-8)				
5 (Dec. 9-15)				
6 (Dec. 16-22)				
7 (Dec. 23-29)				
8 (Dec. 30- Jan. 5)				
9 (Jan 06 - 12)				
10 (Jan. 13-19)				
11 (Jan. 20-26)				
12 (Jan. 27-Feb. 2)				

Victory Points Earned:

Perseverance. 1 point for every game played during the campaign.

Performance. 1 point for every victory during the campaign (6 max).

Painting. 4, 3, and 2 points for first, second and third place winners in the painting competition. 1 additional point for a fully painted datasheet during the campaign to tabletop standard (1 point max per week) (player must email a photo of the datasheet painted to ryanlavoie85@gmail.com and attests that the models were painted during the campaign).

Presentation. 4, 3, and 2 points for first, second and third place winners in the Best Storyteller competition. 1 point per week for having a printed list for your opponent of models in your warband every week, including names for all heroes and units in your warband. 1 point for having an army that is fully WYSIWYG (what you see is what you get). 4 points for building a thematic display tray matching your warband before Week 11. 3 points for writing a backstory for your warband within 3 weeks of your starting. 1 point for converting a model to represent a unique hero in your army before Week 11 (3 points max).

Promotion. 2 points for bringing a new player to the game (no max). A new player is one that has not played Warhammer 40,000 prior to the start of the campaign or who has never played at a Victory Gamer’s event, and who plays at least one game in the campaign..

Participation. 2 points for being a new player to the game (as defined above).

Patronage. 2 points for each purchase of \$25 of merchandise from Victory Comics (4 points max). Player must email photo of receipt to ryanlavoie85@gmail.com. (Examples: single \$50 purchase earns 4 points; a \$35 purchase earns 2 points and the \$15 left over is lost and cannot be used and aggregated later).

Week	Victory Points	Quests Achieved (Please Indicate the Quest and how many Victory
1 (Nov. 11- 17)		
2 (Nov. 18-24)		
3 (Nov. 25-Dec. 1)		
4 (Dec 2-8)		
5 (Dec. 9-15)		
6 (Dec. 16-22)		
7 (Dec. 23-29)		
8 (Dec. 30- Jan. 5)		
9 (Jan 06 - 12)		
10 (Jan. 13-19)		
11 (Jan. 20-26)		
12 (Jan. 27-Feb. 2)		

FAQ and ERRATA

Q: What happens when a new official GW FAQ, Chapter Approved, or a new Codex releases during the campaign?

A: Any new releases such as these will immediately take effect. Note* If any Power levels change, the change is also immediately applied. If this causes an army level to increase in overall total power level of their warband, the player must subtract the difference from their next Power Level gain role. Example: A Genestealer Cult warband has a Power Level of 50. If after the GSC book releases, and the total power level of the army immediately becomes 52, the next time the GSC player is able to gain Power Level in the course of the campaign, they must subtract 2 from that result.

Q: When do I roll for Power Level Increases?

A: Each player must roll for their Power Level increases after the match is over, in front of their opponent.