Meridia Ablaze (Summary)

Meridia Ablaze (working title)
Warhammer 40K narrative campaign
Start date: 24 June (killteam)
1 July (40K)

The campaign will be set in what is known as the Meridia sector, a main hub in the galactic center just south coordinates-wise of the Cicatrix Maledictum. The campaign will be set in the aftermath of the Indomitus Crusade and during the beginning of the Leviathan hivefleet's incursion deep into imperial territory.

There will be a Galactic map with 7 planetary systems featuring two planets apiece except for the Meridia system which has three. This is to allow for flanking maneuvers, reinforcements as needed, and more. The hope is to name and describe all planets and systems within the Meridia sector before the campaign starts. Note: conflict will start out localized to Meridia. The battle space may grow if we get more players or as the battle goes on.

Key Notes:

Roster:

The Roster will be soft-locked on May 15 to allow for proper planning around the list of people who have signed up. However, it is not hard-locked. Additional players can be added at any time, even after campaign start, but will only be added in blocks of two (one imperium and one chaos, or one imperium and one xenos) to ensure faction balance. This is true for both halves of the conflict (40K and Killteam)

Rulebooks:

This is a Crusade-driven narrative, but it is not 100% adherent to Crusade. It will feature a homebrewed series of game mechanics at the strategic level to simulate a major factional war. For 40K: Codexes, core rules, and the Nachmund book are required (digital is fine). I am able to offer the Nachmund book as a free PDF to anyone who needs it. For Killteam: any rulesets or core rules that your forces require. You will not need Nachmund for obvious reasons.

Theater-Wide Conflict:

This campaign is two-pronged, consisting of planetary conflicts across the sector (the Ground War), and boarding actions in ship to ship combat or special forces raids in vital points around the sector (Killteam). Effective communication will be key! Although special forces play a secondary role, their actions and successes or failures may turn the tide of war to their faction's advantage or detriment.

Axes of Conflict:

Key battlefields that spring up across the sector, wherein victory or defeat will be far more important than other areas. These are areas, assigned monthly on the map by the DM in a

way that makes strategic sense, where the Ground War commanders will be assigned to fight by their respective Warmasters. In faction-on-faction conflict, the faction that wins the most axes of conflict in their theater (imperium-xenos, xenos-chaos, and chaos-imperium) will make progress and gain ground.

To quickly and efficiently schedule opponents, the DM must be informed of commander assignments to each axis of conflict within 48 hours of the monthly status report's issuance. Warmasters will be heavily encouraged to allocate commanders, rather than delegate to the DM. The DM will still publish opponent lists.

Strategic Surprise: (see tab 7 for specifics)

as a faction loses ground, that faction's Warmaster may communicate with the DM on the idea of initiating surprise flanking maneuvers to bypass axes of conflict. Because of the potential awesome bonuses that stem from a successful flank, the DM must be informed of any such ideas before a new month starts. Because of this requirement, it is imperative for the Warmaster to communicate effectively with faction members and figure out if they are currently winning, losing, or drawing in a theater.

Warmaster:

before the campaign starts, the title of Warmaster will be assigned to one of the Ground War commanders in each faction. This commander may take the mantle, or refuse it and designate one other commander in their faction. That commander must assume the mantle.

The Warmasters, in addition to communicating with their faction commanders (40K players) and special forces advisors (killteam players), are to respond to axes of conflict and assign forces based on priority, will also be able to communicate with the DM for any ancillary information they would be privy to but was not disseminated in the monthly status reports.

Warmasters will also have a special pool of Requisition Points that are not spent on Crusade boons, but can instead be spent on calling in support on the battlefield for specific axes of conflict, or be spent on providing bonuses to special forces in the following Special Forces phase.

40K-Killteam Integration:

The Killteam campaign is set to begin on 24 June. The Warmasters will also therefore begin the campaign in effect on 24 June. How this will work is the DM will give Warmasters, who will then give their Killteam half of the faction a list of critical strategic objectives, whose capture will lead to assorted boons for their ground war counterparts (which will be assigned by the Warmasters).
—edit: originally meant to be assigned by the DM, this has been shifted to Warmasters. Any special effects will still be assigned by the DM (who will do so randomly via dice roll if the effect would target his faction or the faction opposite his own to maintain fairness)

There will be a multitude of types of strategic objectives assigned. Some will be space-oriented and some will be ground-oriented. In every case, victory at these strategic

objectives by special forces will make life easier for the victor's faction in some way, shape, or form.

I recommend that special forces advisors communicate with the Warmaster clearly with respect to strategic priorities so everyone is on the same page.

Killteam players will have one week to complete those objectives (i recommend one match, or a best-of-three between two opponents due to time constraints) and report success or failure to their warmasters, who will then inform the DM.

Warmaster secondary requisition points:

This points pool can be spent to give special forces operatives better equipment or more manpower for an attack on a critical objective, and can also be spent building up infrastructure in the form of system-level architectures that can provide their faction with in-game bonuses, but also become critical objectives for enemy kill teams to neutralize.

Rules Changes:

all errata, FAQs, rules changes, and point values established before 1 July (24 June in the case of the killteam half of the campaign) will be binding. Any new codexes (or killteam forces) that come after 1 July (or 24 June) will be valid and binding. All other rules changes, points changes, errata and FAQs after 1 July (or 24 June) will be adjudicated on a case by case basis.

Meridia Ablaze (Lore)

In the aftermath of the opening of the Great Rift and the coming of the Cicatrix Maledictum came a host of horrendous monsters, daemons, worshippers of Chaos and the heretical fallen Astartes that rebelled against the God-Emperor of Mankind. The Meridia sector, where our tale is told, was nearly totally occupied immediately following the opening of the Rift by the notorious Night Lords and their cult followers. Much damage was done. Billions slain, many of which were flayed, skinned, or worse, their bodies strewn about the sector.

Then came the Indomitus Crusade. Though the Crusade had reached its culmination point along the axis overlapping Meridia, there was enough impetus left in the forces of the Imperium to fight street by street, city by city, and planet by bloody planet to evict the Night Lords and restore imperial order to the Meridia Sector.

Several years have now passed since the end of the Indomitus Crusade, and the Adeptus Administratum has impatiently pushed refugees back towards the Meridia sector to restart colonies, production lines, exports, mining efforts and more in service of the Imperium. A Planetary Defense Force, based on the planet Volgus in the Meridia system itself and led by the war hero Colonel Kolm Kyser, a former Castellan of the Cadian 192nd Mechanized Infantry Regiment, was established as the main point of protection and responsibility for the resettlement of Meridia. Colonel Kyser elected to keep the honorific title of Colonel when appointed to the role of Meridia's military governor.

Shortly after organizing on Volgus and in the middle of reclamation efforts, Imperial scouts within the Planetary Defense Force started to make note of strange occurrences coming from the Purasi Sha and the Therum systems. On Kyser's order, they moved in to get a closer look. None returned. That was when Colonel Kyser decided to deal with these anomalies personally. As a precaution, the Colonel sent an urgent message to the local Astropath Choir requesting reinforcements to Meridia, his message: 'All Hands To Meridia'. Then, after requisitioning what civilian transport and trade vessels were available to him, he opted for a reconnaissance in force in both Purasi Sha and Therum directly, bringing the entirety of the Planetary Defense Force out, save a token garrison to remain on Volgus.

What he found disgusted him and left him with a deep sense of revulsion. In Therum, a gathering force of disparate warriors and worshippers of Chaos had been invoking warp rituals on the planet Vista VII, and had amassed a massive chaotic horde ready to burst like a barely contained dam across the sector. Scores of Chaos vessels, including some as large as the terrible Despoiler Class Battleship, lay in wait, teeming with activity.

In Purasi Sha, he confirmed what imperial envoys had been suggesting for months now: xenos had appeared on the planet surface of Gudrunn, and they were rapidly fortifying it. The disgusting blue-skinned T'au, and even more abhorrent, the renegade imperials who dared call themselves independent - the so-called 'Votann Kin' abhumans engaging in what had to be nefarious activity both on Gudrunn and on its sister planet Venture. They too were amassing a fleet that could cause trouble for the still-weakened sector, and so Colonel Kyser knew he would have to do something drastic.

The Meridia Planetary Defense Force, without warning, threw itself almost fully into the morasses of threats befalling them, a suicidal maneuver to be sure, but shocking enough that the action caught the forces of chaos AND the perfidious xenos unawares. For several

days the Planetary Defense Force bled and bled hard on the twin threats. Thousands of casualties turned to hundreds of thousands, turned into millions as the PDF wasted away at great speed. But their role was never to repel the interlopers. No, it was only to buy time…

Meridia Strategium Overlay

For the record, the **compendium** of the Meridia Sector can be found here:

https://sectorswithoutnumber.com/sector/nYu7HX7kezooMpd38syJ

Warhammer 40,000 Killteam Generic Rules:

All games will be played in:

-the Gallowdark format (for objectives clearly intended to be located on naval vessels);
-the Great Gun Fires format (for objectives intended to be located on ground-based fortifications or urban landscapes); or
-the Volkus Compound format (for objectives not apparently fitting either of the above categories)

As for which mission is set up per the campaign rules, this will be clarified by the Operation type and will not need to be rolled for.

All other Campaign rules apply for Killteam participants. See the Spec Ops Narrative section Killteam Second Edition. However, because all players are funded by their Warmasters, they cannot be reduced to a guerrilla faction and will always be considered a full strength force. This is important so that no one is in a lose condition.

Killteam Strategium Participation:

On the Strategium Overlay, Killteam players will have access to two types of Special Operations, which will be set to clash with an opponent from the start:

-Secure Operations (seize control of a neutral site to provide the ground war with a one time but sizeable boost)
-Neutralize Operations (degrade, then destroy, a critical objective that an enemy Warmaster has built using their unique Logistics Points)

Winning a Secure Operation is straightforward: the winner provides their faction's Warmaster a one time bonus to assign to their faction that will either provide a minor faction-wide bonus or a one-army substantial bonus.

Winning a Neutralize Operation against a critical objective will first degrade the critical objective. A degraded critical objective will only provide a partial bonus until it is repaired using Logistics Points, or destroyed, in all subsequent Phases. During this time, it is also vulnerable to destruction. An attacker victory over a degraded objective will destroy the objective (its partial bonus will apply for the next Ground War Phase), and remove the objective from the Strategium Overlay.

A faction Warmaster may also spend Logistics Points to provide temporary boosts to their faction's killteam members, giving them an advantage in an upcoming mission of high importance.

In the same vein as the 40K ground war, axes of conflict are established. ‘Axes of Conflict’ are points of combat, owned by a Warmaster, that are assigned along any potential lines of conflict. Warmasters who own an Axis of Conflict will place an axis of conflict where they deem necessary and will allocate Killteam players as they see fit. An axis of conflict can only include one friendly and one enemy player. If the faction in an axis of conflict that does not own the axis of conflict wins (or draws) their battle, that faction’s Warmaster will own that axis of conflict. In essence, this showcases the concept of strategic initiative.

Every time in the Ground War that a planet is captured by the forces of chaos or xenos, or retaken by the Imperium, the Warmaster of the victorious faction may award a Commendation to the Lead Operative in one Special Ops force. That commendation is worth 5 Leader Points and, the next time a Casualty test must be taken for that operative, it is ignored.

Every time a faction wins more than 50% of its Killteam battles each month, a Minor Commendation may be awarded to a single Killteam player’s Top Operative that is worth 2 Leader Points. This commendation can only be awarded to the top operative of a force that won their battle.

Warhammer 40,000 Generic Rules:

Foreword: every time Warhammer 40K rules mentioning battles occur (***Including End of Battle***), please presume it to mean both battles in a conflict. Recall that victory, stalemate, and defeat along an axis or conflict comes from a match and rematch.

This means that only after two games does a battle conclude. For crusade experience and any requisition points or faction awards (such as Military/Diplomatic points for the T’au) are averaged between the two games, rounding up.

However that also means that if a unit was destroyed in one battle but not the other, then as long as they participated in the second battle, roll a D6. On a 4+ they do not have to take an Out of Action test.

Example: a squad of Tempestus Scions took part in both battles. They were destroyed in one, but not the other. While on the field they destroyed 3 enemy units in one but not the other. They were also marked for Greatness in the game they succeeded in. In this case, the formula for experience gain and Out of Action Tests would work like this:

Participated: 2 battles = 2XP / 2 = 1XP
Killed 3 units: 3+0 =1XP / 2 rounded up = 1XP
Marked for Greatness: 3+0XP / 2 rounded = 2XP
The unit was granted the right to roll a D6 and rolled a 5 before taking an Out of Action Test, therefore avoiding the Test. And they gained 4XP for the battle.

Actual battles and missions will be determined by the rules found in the Nachmund Gauntlet book. A PDF is freely available upon request.

Only one change to the way crusade battles are fought will apply. Reinforcement waves for a player's given formation do not have to be under the magic number. As long as each reinforcement wave constitutes roughly half of your remaining points (+/-100 points), then that will be fine. Do your absolute best to keep the waves as close to equal as possible, but use your models.

Any codexes or detachments released by GW will be valid for the campaign once actually released. Players may not change their detachments for existing codexes unless a new detachment is released, and even then they may only switch to that detachment.

Requisition Points are still going to play a role in building a ground war commander's army, but RP will not be spent on supply points. Instead, rosters will start at up to 1500 points and also escalate by 250 points every 2 months. This means that no one is married to their starting 1,000 points, and this is especially reasonable since battles are randomized by need according to the Warmasters. All other RP-based requisitions still apply. However use of the Rearm and Resupply requisition must be done before a new opponent is announced.

The DM reserves the right to rotate the Imperium factions in terms of their opponents, from chaos to xenos and vice versa, to keep the campaign fresh and different, at the start of any month.

Leaders (explained below in Leader Points) and any attached Bodyguard units never take Out of Action tests.

All other crusade rules apply for this campaign, for all Ground War players.

Warhammer 40,000 Strategium Participation:

In the same vein as the Killteam Special Operations focus, axes of conflict are established. 'Axes of Conflict' are points of combat, owned by a Warmaster, that are assigned along any potential lines of conflict. Warmasters who own an Axis of Conflict will place an axis of conflict where they deem necessary and will allocate Ground War commanders as they see fit. An axis of conflict can only include one friendly and one enemy player. If the faction in an axis of conflict that does not own the axis of conflict wins (or draws) their battle, that faction's Warmaster will own that axis of conflict (to make this easy for the Warmasters, these axes of conflict will be labeled Chaos Axes of Conflict, and Xenos Axes of Conflict - that way if the Imperium owns an axis of conflict they cannot overload an enemy faction). In essence, this showcases the concept of strategic initiative. At the start of the Campaign, Chaos and Xenos will own all of their theater's axes of conflict, giving them broad initiative to press the attack. It will be up to the imperium to slow them and regain initiative.

While it is understood that sufficient terrain is not always available to the players, the DM recommends that all players do their best to build out missions that use terrain correlating to the implicit type of terrain within the compendium entry (see above) for a locale, just for overall mission and location flavor.

Leader Points:

As noted, there will be no named characters allowed in this campaign in the Ground War. Instead this is a means to create a new Epic Hero unique to each Ground War commander, and a grizzled veteran Operative unique to each Killteam advisor. Before a Ground War commander begins participating, they will designate one Character unit as their Leader, similar to that of a Warlord, and Killteam players may designate one Operative as their Squad Leader. All players will write a brief bit of fluff or lore for their character or operative, and ensure that the DM has access to it (preferably in a google doc). In addition to basic experience found in the Crusade (Spec Ops Narrative progression for Killteam players), a Leader will gain Leader Points, a secondary type of experience, pushing them along a specific development tree and eventually culminating in a fearsome character whose presence can turn the tide.
-DM Note: an exception to epic heroes is applied to Space Wolves players due to confusion behind keyword associations and lack of non-epic-hero characters. For all intents and purposes they are not considered named, and only a single Epic Hero may be used by the Space Wolves player as their Leader. They are not eligible for experience points or assigning of relics in keeping with standard crusade rules for Epic Heroes. They are eligible for leader points.

Leader Points work in a tiered fashion. The leader points tiers are broken out like this:

0-5LP: no bonuses
6-10LP: one datasheet bonus
11-20LP: two datasheet bonuses
21-40LP: three datasheet bonuses
41+LP: unique datasheet ability tied to overall performance

Leadership Points are earned by accomplishing deeds on the battlefield, but because every faction's characters (and indeed some characters within a faction) are widely disparate in their abilities, they are simply sorted into the following by troughs:

Melee Prowess
Marksmanship
Leadership
Tenacity

Melee prowess LP come from punching, literally, above one's station.
Marksmanship LP come from successfully engaging in ranged combat and doing (relatively) significant damage
Leadership LP come from showcasing effective leadership, be it orders, marking, personal sacrifice, battle shock tests, playing the objective, using detachment stratagems effectively on the leader, board control, or other inspiring acts
Tenacity LP comes from being difficult to kill, especially in key moments

These LP are subjective and so demand the DM to assign them. This is why players must take effective notes (at least for their Leader) and pass them to their Warmaster, who will aggregate those notes and send to the DM. Generally speaking, LP will be assigned 1-2LP at a time, but significantly heroic acts might gain as much as 4LP

Each datasheet improvement (killteam and 40K) stemming from LP is allocated by the DM in accordance to which of the four focuses the Leader got most of their LP for all previous tiers in. In this case, a truly unique character is built out. Once a character reaches tier 5 they are ineligible for more bonuses.

It is on every player to track every Leader Point the DM has awarded them. Once one of the above thresholds is hit, the player will inform the DM that the threshold was passed and will share the exact division of Leader points that the DM has assigned to that Leader.

Every player may make special requests of the DM for their leader when first offering their army fluff. They may be honored, tweaked, or negotiated on depending on the request.

Warmaster:

Heavy is the head that dons the Mantle of Warmaster. But, with great responsibility comes great power. Expected to do the m in ost in the campaign yet having the widest variety of actions to take, the Strategium is the chance for the Warmaster to outshine all others and prove themselves the right pick for the war. The Warmaster is selected by the DM, but not everyone might feel up to the task. The Warmaster first nominated may decline the honor and hold a Mournival with their fellow commanders to determine who would best lead their faction to victory.

The Warmaster is responsible for allocating owned axes of conflict, both for the Ground War and for Special Operations. They are also responsible for allocating earned bonuses, outfitting killteams with advantages, and building infrastructure meant to support the Ground War, all in addition to participating in the Ground War.

Warmasters, take heed:

Every month you may assign an XP boost for one combination of A and B of the following roles:

A.
CHARACTER
BATTLELINE
DEDICATED TRANSPORT
OTHER DATASHEET

B.
INFANTRY
MOUNTED
VEHICLE
MONSTER

any unit that falls under your faction's monthly A/B combo, if it participates in both games and survives both games, is eligible for a free marked for greatness, even if it was already given in for the battle.

I am not rescinding my XP halving requirement, but now Warmasters can set faction focus agendas

(Notice: because there are two imperium factions, the Warmasters of each Imperium faction may either agree to work together to de-conflict axes of conflict and appropriately divvy out earned bonuses (being careful to not overload the chaos or xenos factions), or one Warmaster may agree to defer to the other for one Phase of the war and allow a single Warmaster to make decisions for a full Phase, and then have the inverse occur in the next Phase.)

To do this, Warmasters are allocated two types of resources that are unique to them: the aforementioned Axes of Conflict, and Logistics Points.

Axes of Conflict:

For axes of conflict, the number of axes of conflict is equal to the number of chaos players plus the number of xenos players. At the start of the campaign, these are all owned by chaos and xenos factions. As noted above, when a faction wins a battle, the axis of conflict they fought over belongs to their faction for the next Phase. If a draw occurs, then the faction who did not own the axis of conflict being fought over now owns the axis of conflict. To keep the game rolling fairly, chaos axes of conflict can only be used between chaos and imperium, and xenos axes of conflict can only be used between Xenos and imperium. This MAY change later down the road!

For the campaign, there are Ground War Axes of Conflict, which generally are fought in typical tug of war fashion, and there are Special Operations Axes of Conflict, which can strike anywhere there is a critical objective (Neutralize) or a neutral site of importance (Secure).
—edit: removed cap on neutral objectives. It is not necessary.

To make this as easy to understand as possible, all axes of conflict will be named in the following format:

‘(Chaos or Xenos) Axis ‘N’

The Warmaster of a faction that is losing may, when the DM allows it, threaten a Daring Action. When doing so, they steal all Ground War axes of conflict from their opponent and open up a second front, in so doing gaining one time bonuses assigned by the DM.

Logistics Points:

Logistics Points are, put simply, the resources and effort that a given faction is throwing into capturing or holding the Meridia sector. This all-encompassing system includes a wide variety of concepts including improved equipment, improved training, requisitioned building materials, reinforcements, naval assistance, economic power, financing, and even religious zeal.

Every Month, a faction gains 5 Logistics Points (LP) to spend or save as the Warmaster sees fit. There may be instances where the DM hands out additional LP to a faction, but these are usually reserved for a faction on its last legs. Additionally, there may be times where in-game performance may merit additional LP, but that is up to DM discretion. Some critical objectives may produce additional LP. Naturally these are likely to be targets of highest priority.

A Warmaster may only stockpile up to 10 Logistics Points.

LP can be spent on the following items:

1LP: Equipment Requisition: spend 1LP to outfit a Killteam squad in your faction with one additional Comms Device, Ammo Cache, and a third utility grenade, as well as one additional Wound on every model for their upcoming operation

1LP: Second Wave: spend 1LP to allow up to 33% of a Killteam squad in your faction to be returned to the mission on death, set up as normal in the player's deployment zone, for their upcoming operation. You must still roll Casualty Test rolls for slain models returned in this fashion.

2LP: Repair: spend 2LP to repair a degraded Critical Objective. Note that even doing so is not a guarantee that the critical objective is repaired, as it can still be degraded by enemy action, but it will prevent its destruction.

2LP: Rush Reinforcements: spend 2LP to retain control of an axis of conflict that you held at the start of the month but which will flip to your opposing faction following a stalemate. The axis of conflict remains in your control but a full rematch in the same location is required.

3LP: Set Up Critical Objective: spend 3LP to build a critical objective that will start giving effect in the next Phase. While being built, this Critical Objective cannot be targeted. However, only one Critical Objective can be built at a time. At the same time, however, a Warmaster can repair as many objectives as he or she desires while ALSO building up to one Critical Objective.

Critical Objectives:

Chaos-only:

—Daemonculaba (other): One army in the faction may bring an extra 250 points to their army, or every army in the faction may bring an extra 100 points to their army. Degraded: one army may bring an extra 100 points in a battle.

—Daemonic Ritual (other) : one army in the faction gains a 6+ Invulnerable Save (if the unit already possesses a 6+ invulnerable save they gain a 5+ invulnerable save instead), a 6+ FNP, and the benefit of cover, for every unit in their army. For every other army, one unit gains this bonus. Degraded: only one unit in every army gains this bonus.

Imperium-only:

—Venerating Cathedral (ground based facility): one army in the faction adds +1 to leadership, to charge rolls, and to OC to all units for their upcoming battle. All other armies in the faction gain +1 to leadership. Degraded: only the Leadership bonus applies to all armies.

—Rogue Trader Support Vessel (naval
Combat). At the end of every phase, the faction gains +1LP (for the Warmaster), and +1RP and +3XP (for one unit) for every army. Degraded: the faction gains provides +1RP and +3XP (for one unit) for every army.

Xenos:

—Webway armoury (logistics site). One army in the faction may select a free relic or battle honor for one unit at the end of their battle. Additionally, one friendly INFANTRY unit in every army adds 1 to their ballistics or weapons skill and gains a 5+ FNP against mortal wounds. Degraded: this does not confer a free relic or battle honor.

—Orbital Ion Cannon (naval combat): for all battles on a single planet, every time an enemy unit is set up in deep strike, roll a d6, or 2d6 against AIRCRAFT. On a 2+ that unit suffers D3 mortal wounds, on a 6+, that unit suffers D3+1 mortal wounds, and on a 9+ that unit suffers D6+2 mortal wounds. Degraded: unmodified 6s are treated as unmodified 1s.

Neutral (all factions):

--Teleportarium (logistics site): for every army in the faction, two friendly INFANTRY units gain the Deep Strike Keyword, or one friendly INFANTRY unit with the Deep Strike keyword may be set up on the board more than 3” away from any enemy units, but may not declare a charge. Degraded: one friendly infantry unit may gain the Deep Strike keyword. ALWAYS ON: In the upcoming Killteam Phase, one operative in each squad in the faction may be deployed anywhere on the board instead of in their deployment zone. Killteam Operatives knocked out of action may reroll their Out of Action tests.

—Void Fighter Bays (ground based facility): for one army only. Once per battle round, in your command phase, select one friendly unit that will serve as a Fire Coordinator. At the start of your shooting phase, select one enemy unit visible of and within 12” of this unit and roll a number of D6 equal to the number of wounds in the unit. For every 5+, to a maximum of 6, the enemy unit suffers 1 Mortal Wound. If the enemy unit is in cover, that unit gains a 5+ FNP against this. Degraded: roll a d6 when using this ability. On a 1-3 no fighters are launched for that battle round.

—Refractor Field Manufactorum (Logistics site): select up to three units in one army (and one unit in all other armies). Those units all gain a 5+ Invulnerable. Limit one VEHICLE or MONSTER with this ability. If the unit would gain a 5+ invulnerable from another source, this becomes a 4+ invulnerable. Degraded: one INFANTRY or MOUNTED unit in every army gains a 5+ invulnerable save.

—Intelligence Blacksite (Ground-based Facility): one army in the faction gains the ability to redeploy up to three units in their ensuing battle. If their opponent has a similar ability, that ability is nullified for that battle. Degraded: if your opponent has a similar ability, that ability is

nullified for that battle. ALWAYS ON: In the upcoming Killteam Phase, every Killteam squad in the faction may use one Ploy for free.

Neutral Sites (one-time benefit):

The following are neutral-site objectives that special operations teams may clash over within the Meridia Sector.

1: Derelict Battlecruiser (gallowdark)
-reward: planetary bombardment for all battles on one planet
Planetary Bombardment: once per battle round, at the start of your command phase, roll a D6 for every enemy unit on the battlefield (excluding units embarked in TRANSPORTs), adding 1 to the roll if the unit is not wholly on a terrain piece, or if the unit is a MONSTER or VEHICLE. On a 6+, that unit suffers 1 mortal wound. On a 7+, that unit suffers D3 mortal wounds.

2: Ruined space station (gallowdark)
Drop Pods: one unit in your army with the Deep Strike keyword may be set up on the battlefield, using their Deep Strike rules, in the first battle round. Whenever that unit is set up on the board via Deep Strike for the first time, that unit gains a 4+ FNP against any attacks made by the Overwatch stratagem, or any other ability allowing the opponent to make shooting attacks at that unit in your turn. One battle on one planet.

3: Groundside Fuel refinery (volkus compound)
-reward: Requisitioned Fuel: during the battle, all VEHICLE units gain +2” to their movement characteristic for the duration of the battle and may add 1 to their charge rolls. Once per battle, you may use the Smokescreen stratagem for 0CP, even if it has already been used in that phase. Maximum two battles on one planet.

4: Asteroid mining complex (gallowdark)
-reward: Strip-Mined Materials: The victorious Warmaster gains 2 Logistics Points that can be saved or spent.

5: Macro Cannon Battery (great gun fires)
-reward: Battery Fire: Once per Battle Round, at the start of your Shooting Phase, select one enemy unit set up on the battlefield and roll 6D6. For every 4+ rolled, that unit suffers 1 mortal wound. One battle on one planet.

6 (only once per month per front): Settler convoy (gallowdark)
-reward: imperium wins, they get one logistics point and everyone gets two requisition or resource points in the faction.
-reward: chaos/xenos win, all non-marine imperial ground war armies are afflicted with the ‘strained’ malus - non-ADEPTUS ASTARTES units that are not led by a CHARACTER automatically fail the first battle shock test they must take, when they must be taken, for one battle (unless using a stratagem like insane bravery); marine imperial ground war armies are afflicted with the ‘overzealous retribution’ malus - ADEPTUS ASTARTES units that are not led by a Character must declare a charge if they are in range of any enemy unit, and must subtract 1 from their hit rolls in the fight phase following a charge. Factionwide.

Special: something terrible and horrible

Meridia Campaign FAQ

Meridia Rules FAQ:

Q: How does the adjusted ruleset impact army building during the loadout phase? Nachmund says there's no need to pay to swap out units.

A: The intent was to remove the rearm and resupply requisition, in addition to the supply limit increase requisition. This was an unfortunate oversight.

Q: do we have to divide our forces into three waves?

A: yes. We will be using the Nachmund gauntlet rules for our battles in 40K.

Q: How do allies work?

A: Neither imperium faction can go to war with the other. In effect this makes them allied. Chaos and Xenos forces, for the moment owing to the makeup of the sector, also cannot go to war with each other. However this may change in both cases depending on the game state.

Q: How does securing 'Secure' Objectives work? Can they be stockpiled or are they used immediately in the following Ground War Phase?

A: they are always used in the following Ground War Phase.

Q: are 'Secure' Objectives limited in availability? I.e. once per faction or repeatable?

'Secure' Objectives are repeatable but are generated by the DM prior to the Killteam phase, and so are semi-random.

Critical Objective/Neutralize Objective mean the same thing

Neutral Site/Secure Objective mean the same thing

Q: Chaos players running their crusade rules may encounter accidentally creating a chaos spawn unit in their crusade force. Is there any way to counteract this?

A: yes. For this campaign only, any such occurrence may be reversed by spending 1RP (adding an additional 1RP every successive time it happens) to immediately counter it, but the chaos blessing is also lost.

List of Critical Objectives KILL TEAM

These are all Neutralize objectives. Warmasters: only one of each of these objectives can be maintained by any given faction at this time.

Chaos-only:

—Daemonculaba: One army in the faction may bring an extra 250 points to their army, or every army in the faction may bring an extra 100 points to their army. Degraded: one army may bring an extra 100 points in a battle.
Edit: because the campaign has opted for narrative missions, these additional points are all front loaded into the first wave, and do not impact the deployment of other waves.

—Daemonic Ritual: one army in the faction gains a 6+ Invulnerable Save, a 6+ FNP, and the benefit of cover, for every unit in their army. For every other army, one unit gains this bonus. If the unit in question would have a 6+ invulnerable from another source, this becomes a 5+ invulnerable. Degraded: only one unit in every army gains this bonus.

Imperium-only:

—Venerating Cathedral: one army in the faction adds +1 to leadership, to charge rolls, and to OC to all units for their upcoming battle. All other armies in the faction gain +1 to leadership. Degraded: only the Leadership bonus applies to all armies.

—Rogue Trader Support Vessel maybe. At the end of every phase, the faction gains +1LP (for the Warmaster), and +1RP and +3XP (for one unit) for every army. Degraded: the faction gains +1LP and nothing else.

Xenos:

—Webway armoury. One army in the faction may select a free relic or battle honor for one unit at the end of their battle. Additionally, one friendly INFANTRY unit in every army adds 1 to their ballistics or weapons skill and gains a 5+ FNP against mortal wounds. Degraded: this does not confer a free relic or battle honor.

—Orbital Ion Cannon: for all battles on a single planet, every time an enemy unit is set up in deep strike, roll a d6, or 2d6 against AIRCRAFT. On a 2+ that unit suffers D3 mortal wounds, on a 6+, that unit suffers D3+1 mortal wounds, and on a 9+ that unit suffers D6+2 mortal wounds. Degraded: unmodified 6s are treated as unmodified 1s.

Neutral (all factions):

--Teleportarium: for every army in the faction, two friendly INFANTRY units gain the Deep Strike Keyword, or one friendly INFANTRY unit with the Deep Strike keyword may be set up on the board more than 3” away from any enemy units, but may not declare a charge. Degraded: one friendly infantry unit may gain the Deep Strike keyword.

—Void Fighter Strike: for one army only. Once per battle round, in your command phase, select one friendly unit that will serve as a Fire Coordinator. At the start of your shooting phase, select one enemy unit visible of and within 12” of this unit and roll a number of D6

equal to the number of wounds in the unit. For every 5+, to a maximum of 6, the enemy unit suffers 1 Mortal Wound. If the enemy unit is in cover, that unit gains a 5+ FNP against this. Degraded: roll a d6 when using this ability. On a 1-3 no fighters are launched for that battle round.

—Refractor Field Manufactorum: select up to three units in one army (and one unit in all other armies). Those units all gain a 5+ Invulnerable. Limit one VEHICLE or MONSTER with this ability. If the unit would gain a 5+ invulnerable from another source, this becomes a 4+ invulnerable. Degraded: one INFANTRY or MOUNTED unit in every army gains a 5+ invulnerable save.

—Intelligence Blacksite: one army in the faction gains the ability to redeploy up to three units in their ensuing battle. If their opponent has a similar ability, that ability is nullified for that battle. Degraded: if your opponent has a similar ability, that ability is nullified for that battle.

Neutral Objectives KILL TEAM

The following are neutral-site objectives that special operations teams may clash over within the Meridia Sector.

1: Derelict Battlecruiser (gallowdark)
-reward: planetary bombardment for all battles on one planet
Planetary Bombardment: once per battle round, at the start of your command phase, roll a D6 for every enemy unit on the battlefield (excluding units embarked in TRANSPORTs), adding 1 to the roll if the unit is not wholly on a terrain piece, or if the unit is a MONSTER or VEHICLE. On a 6+, that unit suffers 1 mortal wound. On a 7+, that unit suffers D3 mortal wounds.

2: Ruined space station (gallowdark)
Drop Pods: one unit in your army with the Deep Strike keyword may be set up on the battlefield, using their Deep Strike rules, in the first battle round. Whenever that unit is set up on the board via Deep Strike for the first time, that unit gains a 4+ FNP against any attacks made by the Overwatch stratagem, or any other ability allowing the opponent to make shooting attacks at that unit in your turn. One battle on one planet.

3: Groundside Fuel refinery (volkus compound)
-reward: Requisitioned Fuel: during the battle, all VEHICLE units gain +2” to their movement characteristic for the duration of the battle and may add 1 to their charge rolls. Once per battle, you may use the Smoke stratagem for 0CP, even if it has already been used in that phase. Maximum two battles on one planet.

4: Asteroid mining complex (gallowdark)
-reward: Strip-Mined Materials: The victorious Warmaster gains 2 Logistics Points that can be saved or spent.

5: Macro Cannon Battery (great gun fires)
-reward: Battery Fire: Once per Battle Round, at the start of your Shooting Phase, select one enemy unit set up on the battlefield and roll 6D6. For every 4+ rolled, that unit suffers 1 mortal wound. One battle on one planet.

6 (only once per month per front): Settler convoy (gallowdark)
-reward: imperium wins, they get one logistics point and everyone gets two requisition or resource points in the faction.
-reward: chaos/xenos win, all non-marine imperial ground war armies are afflicted with the ‘strained’ malus - non-ADEPTUS ASTARTES units that are not led by a CHARACTER automatically fail the first battle shock test they must take, when they must be taken, for one battle (unless using a stratagem like insane bravery); marine imperial ground war armies are afflicted with the ‘overzealous retribution’ malus - ADEPTUS ASTARTES units that are not led by a Character must declare a charge if they are in range of any enemy unit, and must not reroll any failed hit rolls in the fight phase following a charge. Factionwide.

Special: something terrible and horrible

Desperate Actions

Daring Actions And Desperate Maneuvers

There will very likely come a time within the campaign where a faction is in extreme danger of becoming overwhelmed. Therefore, every Warmaster is granted one Daring Action that they as the faction leader can take. In order to qualify to use the Daring Action, a Warmaster must:

-Be reduced to one planet fully controlled or less (two if Imperium)
-have possession of at least one Axis of Conflict token in the Ground War and at least one Axis of Conflict token for Special Operations
-have 10 Logistics Points
-be at the very start of the Killteam planning phase for the month

When the Daring Action is taken, the Warmaster will notify the DM of their intent to launch a Daring Action. Then, once the DM acknowledges the action and informs the opposing Warmaster, the Warmaster spends all of their Logistics Points and seizes control of all axis of conflict tokens in their theater irrespective of their opponent's performance. The Warmaster will automatically recover every zone in their home system and may open up another front on both planets of one neighboring system that is not their opponent's base of operations. During the first month of the offensive, every player in the attacking faction may add 25% (rounded down to the nearest 50) of what normally be maximum points to their army (i.e. for 2,000 point battles, bring 2,500), or an additional 25% (rounded down) of their Killteam force's APL to their battles. Until the surprise offensive is blunted by the opponent (i.e: the defending faction wins a majority of their battles across Killteam and 40K), or until the opposing Warmaster uses their own Daring Action following the same criteria as above, the attacking Warmaster will retain all axes of conflict even when a battle is lost.

Every month that the attacking Warmaster retains the offensive, the DM will make it harder and harder on the attacker to maintain the offensive, imposing points restrictions in battles, or removing them for the defender, until the offensive ends. This is up to the DM's discretion, but the intent is to make the offensive increasingly harder to keep up. In order to sustain the offensive, the attacking faction in a Daring Action must pour a majority of their resources into the advance, and so only gains 2 Logistics Points per month instead of 5.

Every faction may do this once. Note that because imperium 1 and imperium 2 can be rotated by the DM in occasion, imperium 1 and imperium 2 cannot double up this ability against a single opposing faction. If imperium 1 uses a Daring Action against chaos, imperium 2 is disallowed from using their Daring Action against chaos.

Tab 8

Miscommunications and the Fog of War

Because war is fluid, and all parties face significant knowns and unknowns, a lot can happen. Now that we have entered month 2, I as DM am unilaterally adding in a Wrinkle System.

These wrinkles are generally minor but help to ensure that the best laid plans can still be upended by circumstance or just bad luck. These DM-only actions are random and unannounced until the monthly 40K opponent matchup lists.

Actions I might take:

1. Logistical Struggles: one axis in the chaos and xenos front are randomly subjected to logistical struggles. On an axis with logistical struggles, no Killteam benefits are awarded to either team.
2. Miscommunicated Orders: one axis in the chaos and xenos front is flipped with a neighboring axis. If there is no neighboring axis, then it is flipped with the nearest axis. The matchups will not change.
3. Poor Operations Security: one player in each faction has their axis position sighted. Their opponent may use the rearm and resupply requisition for their army even after the opponent list is published.
4. Warp Storms: one axis of conflict on the chaos and xenos front is moved to a wholly different location on the same planet. The assigned matchup does not change.

Tab 9

Planetfall Invasions

During the course of the campaign, planets will be conquered, secured by one faction or another. When this happens, the Warmaster of a faction that completely secures a planet will be able to call a Planetfall Invasion. They can do this against either an uncontested enemy planet, or in the case of a chaos or xenos attacker, an enemy planet that is contested by the Imperium and the other non-imperium opposite. If both factions in the same axis conquer a planet in the same month, the chaos/xenos side of the axis will get first opportunity. If they choose to call a Planetfall invasion, then the following month imperium forces will be able to do the same.

Planetfall Invasions always override all scheduling for the month for a given axis.

When a Planetfall Invasion is called, the Warmaster of the attacking faction states the names and subfactions of every player in their faction. The defending Warmaster will then pick and choose which of their players will match up against acting opponent, to simulate defenders having the advantage.

All Killteam games played along the corresponding axis of conflict will impact ALL battles in the Planetfall invasion. Every win will be felt harder, every loss stings more.

If a Planetfall Invasion is called against a planet that is contested by the other two factions, i.e. chaos attacking Serenis or Xenos attacking Metaurus, etc, then the two imperium Warmasters may convene an emergency council to allocate any of their players to best face the threat, with the unassigned players facing off against the other faction.

Once the pairings are assigned, the DM will pair pairings off into 2v2 mega-battles. If there are an odd number of pairings, then a single 1v1 battle will be allowed that will serve solely as a tiebreaker. Whoever wins the majority of 2v2 battles is the winner of the Planetfall Invasion. All battles will be done via two side-by-side Beachhead Offensive mission in the Nachmund Crusade campaign book, wherein the players in a 2v2 can interact with each other's units, maps, and objectives.

No agendas may be taken in a Planetfall Invasion, and any unit that is destroyed in the battle on either side gains 0XP except a player's Leader unit.
The winner of a 2v2 is based on the combined scores of the four players.

If the attacking faction wins a Planetfall invasion, the attacking faction gains all axes of conflict against their nominal opponent and a contested front line is opened on the planet.

If the defending faction wins a Planetfall invasion, the attack is repulsed, the defenders gain all axes of conflict, and the defenders may choose to launch a Planetfall invasion on the planet they had just lost.

The loser of a Planetfall invasion is in disarray for one month. Ground war players only gain CP at the start of each turn on a 2+