

THE SPIKY CLUB



PRESENTS:

THE GREAT CRUSADE



A Warhammer 30,000 Campaign Weekend

It is a time of legend...

Mighty heroes battle for the right to rule the galaxy. The vast armies of the Emperor of Earth have conquered the galaxy in a Great Crusade – the myriad alien races have been smashed by the Emperor's elite warriors and wiped from the face of history.

The dawn of a new age of supremacy for humanity beckons.

Gleaming citadels of marble and gold celebrate the many victories of the Emperor. Triumphs are raised on a million worlds to record the epic deeds of his most powerful and deadly warriors.

First and foremost amongst these are the Primarchs, superheroic beings who have led the Emperor's armies of Space Marines in victory after victory. They are unstoppable and magnificent, the pinnacle of the Emperor's genetic experimentation.

The Space Marines are the mightiest human warriors the galaxy has ever known, each capable of besting a hundred normal men or more in combat.

Organised into vast armies of tens of thousands called Legions, the Space Marines and their Primarch leaders conquer the galaxy in the name of the Emperor.

Chief amongst the Primarchs is Horus, called the Glorious, the Brightest Star, favourite of the Emperor, and like a son unto him.

He is the Emperor's right hand, subjugator of a thousand thousand worlds and conqueror of the galaxy.

He is a warrior without peer, a diplomat supreme.

As the flames of war spread through the Imperium, mankind's champions will all be put to the ultimate test.

Welcome to Spiky Club's 1st Warhammer 30,000 campaign event!

The Great Crusade takes place on the weekend of the 6th & 7th October 2012, held at the Post Office Sports and Social Club, Richfield Ave, Reading, RG1 8EQ.

Minimum entry age is 16.

Entry is £30 if paid more than a month before the date, £33 if within the last month, and includes lunch on both days. **Please let us know if you have any special dietary requirements, or any allergies or other special needs we need to accommodate for.** We will have at least 20 places for Imperial forces and 20 places for the Aliens and the Outcasts that will form the two sides in this campaign weekend

When you enter, please e-mail ben.w.may@gmail.com and make sure you indicate whether you are paying for a place on the Forces of the Imperium or the Aliens and the Outcasts. We will also use this e-mail address to contact you to let you know which version of the 40K rules we will be using on the day, given that 6th Ed is sneaking up on us. Our intent is to use 6th edition unless this causes a dramatic shift in the way the various rule packs operate, in which case we will use 5th edition.

Please make any cheques payable to the Spiky Club, and post to:

Spiky Events,

221 Thirlmere Avenue

Tilehurst

Reading

RG30 6XG

Alternatively you can pay by Paypal at spikydavid@gmail.com.



Time Table

SATURDAY

09.00 Registration

09.30 War Council Phase

10.00 Round 1 Game Starts

12.00 Bar Opens! (possibly earlier.....)

12.30 Rounds 1 Game Ends, Lunch Break,
Initial Painting Judging, & War Council Phase

13.15 Round 2 Game Starts

15.45 Round 2 Game Ends & War Council Phase

16.00 Round 3 Game Starts

18.15 Round 3 Game Ends

SUNDAY

09.00 Registration

09.30 War Council Phase

10.00 Round 4 Game Starts

12.00 Bar Opens! (If you've left them anything from Day 1)

12.30 Round 4 Game Ends, Lunch Break,
2nd Round Painting Judging & War Council

13.15 Round 5 Game Starts

15.45 Round 5 Ends

16.00 Awards!



The Campaign

The campaign will involve playing the variations on the standard missions in a variety of different environments, which will hopefully pose some interesting challenges.

Games during this campaign, forces will be chosen from either the Age of the Emperor campaign pack, or the Alien and the Outcast campaign pack. Only forces in the AoE pack marked with this symbol may be chosen



Forces from the Alien and the Outcast have been written with the Great Crusade era in mind, so all forces from that pack may be used.

Here's how it works:

The campaign is composed of two sides – the Crusading Forces of the Imperium and the Aliens and the Outcasts. You should have signed up for one of these two sides when you purchased your ticket.

When you arrive on the Saturday you'll be teamed up with the rest of the group of players who make up your side of this epic battle. We're hoping for at least 20 players per side.

The Forces of the Imperium must appoint a Warmaster to act as the Emperor's agent and lead them in their mighty quest to cleanse the galaxy of the unclean alien filth and the fools who deny the wisdom of Enlightenment.

The Warmaster is responsible for assigning the various Expeditionary forces to their target sectors and sending them forth to do battle against the alien inhabitants there. The various Primarchs may of course have their own ideas as to which worlds they would be best suited to, but the Warmaster has the final say.

I strongly encourage the Warmaster to consider which worlds the Expeditionary forces will be most suited to, rather than handing the warzone assignments out randomly – otherwise the Crusade is surely doomed to failure!

The Forces of the Alien and Outcast will be assigned a Commander each round of the campaign based on a random dice roll! Since there will be at least 20 players on this side, a D20 will be rolled each round and whichever player is selected in this fashion will be given the task of assigning the other alien commanders to their relevant war zones. This represents a particular Warlord rising to the top to become a pivotal figure – and also a target for the forces of the Imperium!

The Commander chosen in this fashion must do their utmost to defeat the forces of the nascent Imperium before they are completely exterminated and wiped from the Galaxy forever!

Before each battle there will be a fifteen-minute “war council period” during which the Forces on both sides can plan and conspire over their next moves. The Warmaster will assign players to a particular warzone (table) during this period, while the Alien/Outcast Commander will likewise assign the enemy forces to a warzone (table).

Once you have been allocated to a particular warzone, seek out the table with the same number as the warzone you have been allocated to and meet the opponent you have been matched up against. Introduce yourselves, show each other your army lists so that there are no misunderstandings and briefly discuss what each piece of terrain represents.

The different warzones represent parts of different planets across the galaxy, which wait to be conquered. Each planet will have slightly different environmental conditions ranging from howling dust storms, boiling jungles, or even dreaded Death Worlds. The warzone card you will be allocated will set out all of the circumstances for the game you will play. At the end of the mission, record who won, together with the number of victory points you have won on the record slip you will be given.

At the end of each round the results from each battle will be collated to determine who has won control of the relevant warzone. This will be updated on a big map so everyone can see the progress (or lack thereof) of the Crusade. Victories in a particular warzone are worth pins in the map. Each world will have a set margin of victory which must be reached in order for a world to be declared Compliant. Once a world has been declared Compliant, the Crusade moves on and new warzones are fought over.

At the end of the weekend the winner will be determined based on how much territory has been claimed by the Imperium versus how much has been retained.

Remember – it’s only toy soldiers!



Awards

The more eagle eyed amongst you will have noticed that there are two stages to the Painting judging. This is because there are going to be several awards for painting and the painting itself will be judged by both the organisers and the players.

There will be the following awards:

The players of the winning faction will receive a certificate, and there will also be spot prizes for other achievements such as the most kills!

Best Army – this will be judged on the first day by the organisers and will be assessed on the appearance of the army as a whole. We are looking for armies that are both beautifully painted, have unique and interesting conversions, are appropriately based, and most importantly **fit the theme and look of the period!**

Player's Choice – this will be judged on the first day by the players who will have the opportunity to vote for which army is their favourite. We won't be telling players how to vote, we'll leave it up to you what criteria you use to pick your favourite army.

Best Single Miniature – this will be judged on the second day by the organisers. Players can submit their favourite miniature from their army to be judged. Once again miniatures will be judged on painting, conversion, basing and theme.

Shattered Mirror – this will be judged on the second day by both the organisers and the players. The Shattered Mirror universe is the exact opposite of the regular 40K universe. Perhaps Dorn fell to the forces of Chaos and became the leader of the Heresy. Perhaps Guilliman was named Warmaster and then seceded from the Imperium. Imagine Horus as the loyalist Defender of the Emperor's Palace, or Curze as the saviour of the Emperor.

Players (from either faction) wishing to enter this category must paint one Space Marine as their Shattered Mirror counterpart – so either a loyalist legion from the existing 40K timeline painted as a Chaos Space Marine, or a chaos legion from the existing 40K timeline painted as a loyalist chapter (or their successor chapter!).



Army Selection

All games will be played with the same list of 2000 points chosen from either the Age of the Emperor supplement from the Tempus Fugitives, or the Outcast and the Alien supplement written by me!

The following codices may not be used (for obvious reasons) –

Codex: Chaos Space Marines

Codex: Grey Knights

The Age of the Emperor supplement can be found here –

<http://www.tempusfugitives.co.uk/pdf/40k/AotE%20Expansion.pdf>

All credit and thanks go to the Tempus Fugitives for creating this masterpiece!

The Alien and the Outcast supplement is on the Spiky webpage where you found this campaign pack.

Remember, the only units that can be taken from the Age of the Emperor pack are the ones marked with this symbol –



Legendary Points

As you can see in these supplements a key element of the campaign is **Legendary Points**. These are explained in detail in both supplements, but if there are any questions about how they work, please do not hesitate to contact me to enquire.

Legendary Points are used to buy characters out of myth and legend such as the mighty Primarchs. You are highly encouraged to take as many of these as your **Legendary Points** will allow.

The more cunning among you may have noticed that there are at least 20 spaces for either side, and only 18 Primarchs. Ideally we will have one of each Primarch present at the campaign, and two other forces. Given we don't live in an ideal world, if more than one player wishes to play a particular Primarch then they will have to take turns using their Primarch over the weekend. To this end, where another player is using the Primarch for a particular game, the other player will simply use their model as a Chapter Master for that game. Any player forced to do so will gain a number of re-rolls for that game equal to the number of **Legendary Points** they would have spent.

All armies must be fully painted including bases suitably painted and textured. Fully painted is a minimum of three different colours over the entire model, with the bases done as well. Undercoat does not count as a minimum colour. Non-GW models can be used.

Given the historic characters and the in depth background of the era this campaign is set, converted, themed and stunningly painted armies are strongly encouraged!

- No published material other than the main army books and the Imperial Armour books are allowed, with the exception of the Sisters of Battle list in White Dwarf, which is allowed, and the Space Marine and Ork aircraft detailed in issue 390 of White Dwarf, and the White Dwarf rules for the Nightspinner for the Eldar codex.
- Codex: Grey Knights and Codex : Chaos Space Marines may **not** be used, for obvious reasons!
- At present this campaign pack, and the supplements to go with it, are written based on the 5th Edition 40K rules. Any codex released after the 1st September 2012 will not be allowed.
- Units from the Forgeworld books **must** be represented by the appropriate Forgeworld model – no regular Dreadnoughts masquerading as Contemptors!
- Where codices have been updated, e.g. Necrons, the most up to date codex is the only one permitted.
- Please ensure that you have also checked any published FAQ for your codex.
- Rules noted as “experimental” or “requiring opponents consent” are not permitted.
- Super heavy vehicles and mass point bearing vehicles & creatures (e.g. the Ork Squiggof or Imperial Baneblade) are not allowed except where they result from the expenditure of **Legendary Points**.
- Flyers are permitted as long as they do not have structure or mass points, as are items contained within the most up-to-date Imperial Armour books subject to any additional criteria being satisfied (i.e., size of army, fitting in the standard force organisation, etc.)

Please note that certain pieces of equipment are only to be used within the relevant Forgeworld army list and as such cannot be taken unless the entire army is chosen using that army list. E.g. the Hades Siege Drill may only be taken in a Death Corp of Krieg army as set out in Imperial Armour VI.

Army Lists

Army lists need to be submitted in advance to ben.w.may@gmail.com so that I can be certain Legendary Points are being spent correctly, no later than **one week** before the campaign at the latest. You need to bring a copy of your army lists to the campaign as well so that each opponent can see what your army consists of before each round starts. Your list must include all of the models in your army, their points value, and the points value of any upgrades.

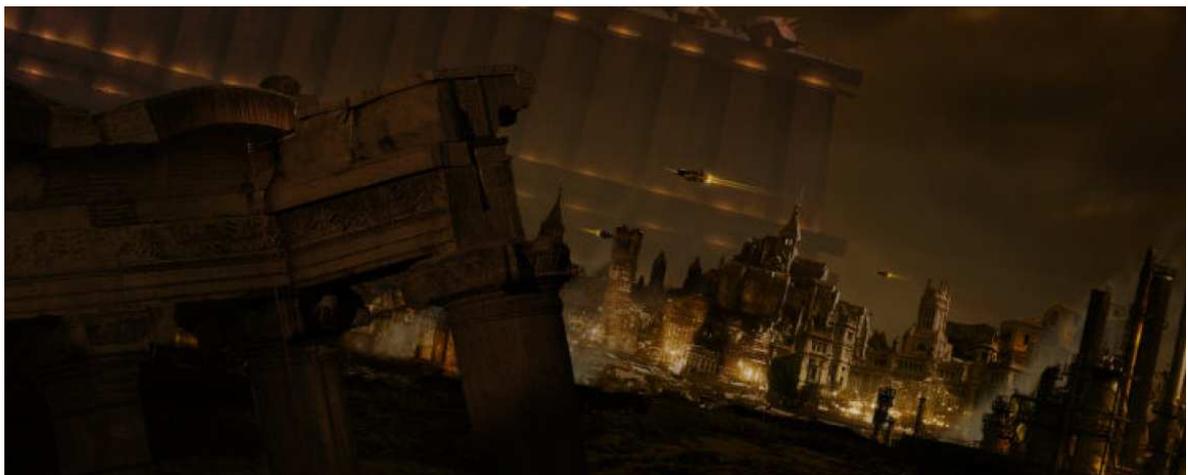
Your army must be fully painted to a minimum standard of 3 colours, detailed across the model, all upgrades and options must be fully WYSIWYG such that there is no confusion as to what units are or are armed with, appropriately based, and with all relevant squad or unit markings as required. If your opponent is using miniatures that you feel breach any of these rules to the detriment of your game, you can ask them not to use those models.

"Counts as" and conversions – due to the varied nature of the possible armies this campaign allows for, we encourage *appropriate* "counts as" and converted models within your army, as long as this is done in such a way that your opponents are not confused by what you are representing. No melta guns being both plasma and flamer weapons, or other similarly confusing mixes.

An example of inappropriate "counts as" would be using unaltered grot models as space marines, with no conversion, as this would not be appropriate "counts as", however if you wish to use Krootox models to form the basis for Exodite Eldar forces, with suitable conversions of Eldar weaponry so the army is WYSIWYG as far as possible, then this is highly encouraged. The "Rule of Cool" is in force throughout – if your conversion looks amazing then your opponent is likely to be too stunned to care!

If you have any doubts as to whether your army conversions, "counts as" or otherwise, are suitable then please email ben.w.may@gmail.com with descriptions, pictures, as appropriate, and we can help you out.

You, the players must provide all other materials. Don't forget your dice, tape measure, templates and rulebooks! As Spiky Club has a fully licenced bar available please only bring water with you, and we will also provide tea and coffee on the mornings of both days.



Rules Questions

First of all, please try and sort things out between you and your opponent if at all possible – it is perfectly ok to ask people to show you a rule in their codex, main rulebook or FAQ, and please don't be offended if people ask you to show them the rule you are relying on.

If there is a problem which cannot be resolved, only the chief umpire will answer any rules questions. If you need an outside opinion on a rules question, then you are free to call the chief umpire over. However, only the chief umpire will answer rules questions, and all of the other organisers will just redirect any rules questions to him.

You should note that the prime duty of our organisers is to make sure that the majority of players in the campaign get a nice friendly game where winning is secondary to having a good time, and that anyone who keeps on spoiling a game with picky rules questions will be asked to desist or suffer the consequences (such as being forced to run around the room singing "I'm a silly sausage!" or any other such punishments Rob cooks up!)

THIS IS NOT A TOURNAMENT. YOU WILL GET MORE OUT OF THE WEEKEND IF YOU IMMERSE YOURSELF IN THE RICH BACKSTORY OF THE PERIOD AND ENJOY THE EXPERIENCE RATHER THAN FOCUS ON THE OUTCOME OF YOUR GAMES. TRY AND PLAY WITH YOUR OPPONENT RATHER THAN AGAINST THEM.

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