



**B A T T L E F O R P L A N E T**  
**BLACKSTONE**  
*T T S W H 4 0 k N A R R A T I V E C A M P A I G N*

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**Campaign Author:** Mothman Zack

**Event Organizers:**

**Event Title:** *Battle for the Planet of Blackstone.*

**Type of Game:** Kill Team Narrative Campaign.

## The Story

An isolated world not whispered since the dark days of the Horus Heresy has returned to the universe. The encircling warp storm that kept it hidden away for so many millennia simply vanished in the span of a day. Now all that stands in this nearly barren region of space is a solitary white dwarf star, orbited solely by a small unassuming planet shrouded in secrecy.

What little is known of this world comes from a few incomplete records remembered by figures just as veiled in mystery. Still, these shadowy figures do remember. They remember that it was The Emperor of Mankind's fallen son Horus that originally discovered this unnamed world. In the midst of a galactic civil war to unseat his father from the throne of Terra, something about the discovery of this world caused Horus to give pause in the very heat of battle. It proved so important in fact, that he ordered a full-stop on his march toward Terra and dispatched a small clandestine force from the Vengeful Spirit to investigate the world in secrecy. Unfortunately for Horus, the Dark Angels live and breathe secrets. How the Dark Angels obtained information about this mission remains unknown. What is known, is that the Dark Angels responded by forming a kill team tasked to follow the Sons of Horus and eliminate them before they could report their findings. Both forces made planetfall on the same day. Less than 24 hours later, a warp storm emerged from nowhere and swallowed the entire star

system whole. The operatives sent by the Sons of Horus and Dark Angels were never heard from again. The mysterious world that for a short time held great importance in the fate of the war was gone... Until today.

Beyond all odds, the planet has not only returned, but it is seemingly untainted by the Immaterium. The apparent explanation for this has drawn much interest. Scattered over the world's surface are thousands of cyclopean pylons, monolithic buildings and peculiar statutes...and most importantly, all are made from blackstone. Such a large concentration of these rare warp-sensitive artifacts has not been seen since the fall of Cadia. Who or what could have built these structures? What caused this world to be hidden away for so long, and why has it reappeared now? Is it coincidence that it has arrived at such an hour of great need, or is this the orchestration of a higher power? Could it be a wartime boon or insidious trap? Taking this world could prove to be an incredible risk, but the potential rewards can't be ignored.

A small kill team must be sent to investigate and stake claim to the blackstone deposits before a larger force can be invested. This team must act fast. The return of this planet has not gone unnoticed by others. It has attracted much interest. The first scouts of Imperium, Chaos and Xenos forces are about to converge on this prized world. Some seek answers to this planet's most enigmatic mysteries. Some seek the power offered by possession of the blackstone. Some seek their next great battle, while others are just looking for something to eat. The one thing that binds them is that they all seek to fulfill their own agendas, and won't let anyone stand in their way.

Thus begins The Battle for the Planet of Blackstone!

## Rules

This event follows the Kill Team Campaign rules, found on pages 202-205 of the *Warhammer 40,000: Kill Team Core Manual*. The specifics and exceptions for this are as follows...

## Size of Game

This narrative campaign allows for 4-16 Players, each with their own faction. Matches will typically be between 2 players, with occasional 3-4-player battles.

## Length of Campaign

This narrative campaign is played over the span of 8 weeks. The start of each Campaign Week begins every Monday with the release of a Campaign Update.

## Campaign Updates

Every Monday, a Campaign Update is released. This contains the latest chapter of the narrative, details about that Campaign Week's mission, a list of assigned player matchups, as well as updated player rankings.

## Player Requirements

Each player will require access to the following programs, items, websites and digital objects in order to participate in this event....

- A working computer.
- A high-speed internet connection.
- Speakers/Headphones.
- Microphone.
- A copy of the Kill Team Core Manual (For 8th Edition 40K).
- A Google (or Gmail) account/profile.
- Blank copies of Kill Team Datasheets and Command Rosters (Provided by an Event Organizer via Google Sheets document).
- An updated copy of Steam.  
<https://store.steampowered.com>
- Access to TTS Warhammer 40K's Steam Group.  
<https://steamcommunity.com/groups/TTSWarhammer40k>
- An updated copy of Tabletop Simulator (TTS).  
<http://berserk-games.com/tabletop-simulator>
- Saved TTS models of your Kill Team with up-to-date stats included in each models summary info.
- Campaign Killzones for TTS, as they become available and/or are revealed by the Event Organizer.
- An updated copy of the Discord app.  
<https://discordapp.com>

- A profile on TTS Warhammer 40K's Discord server. (It's free and fun! Why wouldn't you join?)  
<https://discord.gg/PTDJDrT>
- Access to TTS Warhammer 40K's Reddit.  
<https://www.reddit.com/r/TTSWarhammer40k>

## Frequency of Matches

Players battle in one match a week. These matched players have a seven day period to meet and play that week's narrative mission. If a player can't arrange to meet for a match during that time, they count as losing that week's match by Strategic Withdrawal (pg 203).

## How Players are Matched

Matchups are random. A judge will assign a number to each player and roll dice to determine the matches each week, unless part of the narrative calls for a different method of matching players. The results and method of matching is posted in each Monday's Campaign Update.

## Finding a Replacement Opponent

Players that can't find a time to meet their scheduled opponent may challenge another player participating in the narrative campaign to a match.

If this replacement opponent is also in need of their own replacement opponent, then the match between the two players plays out as normal. If the replacement opponent has already played their scheduled match (or plans to play it), they may play this match without consequence to their kill team. This means that at the end of the match the replacement opponent doesn't make any Casualty Rolls for their kill team. All of their out of action models count as making a Full Recovery. Furthermore, their models also do not earn experience points. These rules do not apply to the challenging player. Their models continue their narrative progression.

If the challenging player wins the match, they reap the benefits awarded to winners of that Campaign Week. If the replacement opponent wins the match, they aren't awarded that Campaign Week's prize (as this is fought over in their own scheduled match).

Instead, they roll a D6. On a 4+ they may add 1 Morale to their resources. Otherwise, they just earn the satisfaction of preventing a rival from gaining that Campaign Week's prize.

## Killzones

Each Campaign Week a new Killzone is revealed and used in all matches. Each of these Killzones represents a chapter in the campaign's narrative and features a "Narrative Effect" in addition to normal Killzone Effects. These Narrative Effects are described in detail in each Campaign Update. In addition to this, when rolling for a Killzone Effect, always re-roll results of 1 and results that accomplish the same as the Narrative Effect.

**Note: Big thanks to Juscar and Lues for creating the Killzones for this campaign! You both rock!**

## Kill Team Point & Model Limits

This campaign uses Escalation Point Rules. This means that at the start of the 5th week of the campaign, the Battle-Forged Kill Team point and model limit is raised. These are the limits for the first and second half of the campaign...

- **Battle-Forged Kill Team Limits for Weeks 1-4:** Points 100, Models 12 (9 models when playing a 3-4 player match).
- **Battle-Forged Kill Team Limits for Weeks 5-8:** Points 150, Models 18 (15 models when playing a 3-4 player match).

For all other Battle-Forged Kill Team limits, refer to the Matched Play and Campaign Rules in your Kill Team Core Manual (pg 62, 203-205).

## Datacards and Command Rosters

Every player should keep up-to-date Datacards and a Command Roster of their faction. This information will not only be useful to keep track of the progression of your own team, but it will allow your rivals to know where you rank in The Battle for the Planet of Blackstone as the war wages.

Blank Datacards and a Command Roster Google Sheets document is shared with players after they sign up with the narrative campaign. These are provided by event organizers. Once players receive these documents, they must fill out their Datecards with their

starting kill team. They should then add their team to their Command Roster, along with any other models of Leaders, Specialists or Fire Team members that they wish to have in their pool. A Command Roster may have up to 20 models at one time, and player may add new models after matches provided that they follow the campaign rules found in the Kill Team Core Manual (pg 203).

All other Command Roster fields should be filled in as well (the information on Resources is provided below). In the field marked “Name,” players should write their Discord screen name followed by the next Campaign Week they will be taking part in. Players should also include their kill team’s background and quirks. This faction info can be rolled for or selected by the player, using the tables on their faction, provided in the Core Manual (starting on page 78). This background adds to the narrative’s story.

The following are examples of completed Datacards and a Command Roster.

- [Mothman Zack’s Datacards](#)
- [Mothman Zack’s Command Roster](#)

Once these documents are filled out, they should be shared via publicly accessible link with the event organizers (Google Drive makes this easy). This data should be updated and shared every week of the campaign.

## Starting Resources

At the start of the campaign, each player begins with 1 of each Resource. That area of the Command Roster should at the start of the campaign look something like this...

- Intelligence: 1
- Material: 1
- Morale: 1
- Territory: 1

These resources can’t be reduced to below 0 for any reason. Guerrilla faction rules are not used in this campaign.

## Resource Bonuses (A New Kill Team Rule)

Unique to this narrative campaign, resources offer more than just a means of score keeping. They also grant bonuses to kill teams during matches. How this works is that for every 4 points of a resource that a player has, they generate 1 corresponding “Resource Bonus” at the beginning of the first battle round of every match (the

generation of a Resource Bonus does not reduce the total of that resource, as it works like EXP, and not currency). For example; if a player has 5 points of Material, they generate 1 Material Resource Bonus at the start of the first battle round of each match (note that this is *only* at the start of the first battle round, and not *every* battle round). If that same player wins enough Material through the campaign to bring it up to 8 points, they would generate 2 Material Resource Bonuses at the start of the first battle round. If instead they lost Material and found themselves with only 3 points of it, they would not generate any Material Resource Bonus at the start of the first battle round. Furthermore, like Command Points, unused Resource Bonuses at the end of a match can not be saved for later use.

These are the Resource Bonuses that are generated for every 4 points of a corresponding resource that a player has at the start of the first battle round of a match. They are spent during a battle just like Command Points.

- **Intelligence Resource Bonus:** Reduce the cost of one of your faction's Stratagems by 1 until the end of the phase. This may be used to reduced the cost of a Stratagem to 0 CP, thus making them temporarily free. Only use this type of Resource Bonus once per phase. Other types of Resource Bonus may still be used in the same phase.
- **Material Resource Bonus:** Add +2 to the result of psychic tests or Deny the Witch tests of one of your models until the end of the Psychic Phase, or add +1 to the hit rolls of one of your models until the end of the Shooting Phase. Only use this type of Resource Bonus once per phase. Other types of Resource Bonus may still be used in the same phase.
- **Morale Resource Bonus:** Add +1 to the Leadership characteristic of one of your models until the end of the phase. Only use this type of Resource Bonus once per phase. Other types of Resource Bonus may still be used in the same phase.
- **Territory Resource Bonus:** Change the result of one of your Advance rolls for one of your models to a 6. Only use this type of Resource Bonus once per phase. Other types of Resource Bonus may still be used in the same phase.

## Mission Types

All players play the same Mission for that Campaign Week. These are described in each Monday's Campaign Update, and includes details on the assigned Killzone, Mission type (and special rules), Narrative Effects, victory rewards and bonuses. In preparation, it is recommended that players overview the mission types listed on pages 50-59 of the Kill Team Core Manual.



## Post-Match Requirements

At the end of each match, before players go their separate ways, they must make their Casualty Rolls and apply earned Experience Points to their models. Players can then say their congrats and goodbyes for the week. Then once these changes have been applied to each player's Datacards and Command Roster (along with updated Resource totals and new recruits), a copy of the documents should be shared with the event organizers for updated rankings.

## Winning The Campaign

Throughout this campaign, players will earn and lose Resources (Intelligence, Material, Moral, Territory) at the end of each Mission. Then that player's updated Resource tally is posted publicly to show the latest rankings. After Campaign Week 8's epic battle, players will add up all their Resources for a final tally. The player with highest total Resources is declared the winner of the campaign. In the event of a tie, the tied players will face off in a Sudden Death Match. The Mission for this Sudden Death Match is based on kill-points. Winner takes all!

## The Grand Prize

The winning player of The Battle for the Planet of Blackstone narrative campaign will get to name the planet\* that they have just claimed for their faction. Preferably, this name should sound like something that would be controlled by their represented faction, but it isn't a requirement. The name for this planet, the conquest of the winning faction, as well as the standing of all other factions at the end of the event will be used in future connecting narrative campaigns. This is just the beginning of a much larger story. The actions of every participating player will shape how their faction plays a part in the first phases of TTS Warhammer 40K's epic narrative. Make your mark in the far future. Become a legend in the grim dark. Tell your story!

\*The selected name may not be sexually explicit, nor may it be derogatory toward an individual or group's race, ethnicity, national origin, religious or political affiliation, sexual orientation, caste, sex, gender, gender identity, and serious disease or disability.

## Updated Rules

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## **Pathfinder Changes**

Due to all mission types being predetermined in this narrative campaign, the Level 2 Scout ability “Pathfinder” has been modified.

It originally read...

**Pathfinder:** If this model is not in Convalescence (pg 204), you can add or subtract 1 from the result when you roll to determine a mission. If you do, this model must be included in your kill team.

The new version specifically for this campaign now reads...

**Pathfinder:** If this model is not in Shaken or Taken Out of Action, you can add or subtract 2 from the result when you roll for Initiative at the start of each battle round.

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## **Command Roster vs. Kill Team**

The Command Roster has no limit other than it can fill up to 20 models before the first match during Week 1. After the first match, players can add more models beyond the starting limit as long as these new recruits are used in their next mission's Kill Team. Kill Teams may have up to 100 points worth of up to 12 models for the first 4 weeks of the campaign. This limit will be raised on Week 5. Each Kill Team must have 1 Leader, and may have up to 3 additional Specialists as long as each is a separate type. Kill Team members are selected from their faction's Command Roster, where such restrictions don't apply. Think of it as the team's bench, while the Kill Team represents the models actually taking to the field.

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