

ECHOES OF NIHILUS - CAMPAIGN PACK

Introduction

Welcome to the first limited HATE Crusade Campaign, an evolution of the previous, long running Crusade that ran through the entirety of 9th Edition 40k. In this campaign pack we aim to bring the excitement of HATE's previous crusade into, and up to date with 10th Edition 40k whilst providing more opportunities for interwoven narratives to the tabletop. We plan on running these campaigns whenever a new crusade book is released in 10th Edition.

The first of these campaigns, Echoes of Nihilus is set after the prolonged campaign from last edition and aims to provide a definitive end to the overall narrative whilst allowing both newcomers and veterans of the Nihilus crusades to enjoy balanced and fun narrative games. These narratives will be summarised at the end of each campaign phase by the Campaign Master, but will ultimately be forged by the players who partake.

We hope you enjoy!

What you will need

As all core rules are completely free to download at Games Workshop's website and through the Warhammer 40,000 app, all that players will require are the relevant codex (if available) for their army and a copy of the **Tyrannic War Crusade Book** as this will contain all the Battle Traits, Crusade Relics, Crusade Blessings, Agendas and Missions that we will be using for this campaign. If you own a copy of the **Leviathan** rulebook, this has the Tyrannic War crusade rules integrated into its pages so you will not need to own a separate copy of the Tyrannic War Crusade Book.

If players do not own a copy of this book, all mission parameters will be provided by the Campaign Master and other rules can be shared on request, however for ease of access it is highly recommended that players own a copy of the crusade book of their own.

Joining the campaign

To join the Echoes of Nihilus, there will be a thread for people to sign up (if you miss this you can PM the Campaign Master separately). You will need to submit the following information to sign up:

- The faction you will be using.
- Your faction's name.
- Your alliance (explained later).

- Your army's main goal in the campaign (if you want to hide your real goal you can provide a "public" goal and a "real" goal in a PM, the real goal will remain hidden).

The Rules

The Echoes of Nihilus Campaign utilises a slightly modified version of the Tyrannic War Campaign rules found within the Tyrannic War Crusade Books. As such the following rules apply:

- Every unit that partakes in at least one battle during the campaign receive the **Tyrannic War Campaign Badge**, and as such may take and keep Battle Honours from the Tyrannic War Crusade Book even when used in other campaigns.
- Crusade Armies can only use Crusade Blessings and Agendas listed in the Tyrannic War Crusade Book whilst playing missions in this campaign.
- All missions will be assigned by the Campaign Master from those listed in the Tyrannic War Crusade Book, using each Crusade Army's goals as a guideline.

The campaign will be broken up into 3 phases with each phase running for approximately 2 months or until each faction has partaken in an equal number of games, during which each player will be assigned 1 game per month. After each game the results of who won/lost or if the game was a draw should be reported to the Campaign Master to calculate campaign points. Alliances gain campaign points as follows:

Incursion (1000pts)	: 1 for a Lose, 2 for a Draw, 3 for a Win.
Strike Force (2000pts)	: 1 for a Lose, 3 for a Draw, 4 for a Win.
Onslaught (3000pts)	: 1 for a Lose, 4 for a Draw, 5 for a Win.

For each campaign phase each player will be limited in the maximum number of points they can play. For the first phase players may play games of **Incursion**, for the second phase players may play games of either **Incursion** or **Strike Force** and for the third phase players may play games of any size.

At the end of each phase the Alliance with the most campaign points earn a number of Strategic Points equal to the phase number that just ended (so 1 for winning Phase 1, 2 for winning Phase 2 etc). These reset at the start of the next phase. As an additional rule, to keep competition interesting from the second phase the alliance with the second highest campaign points earns 1 less Strategic Points than the alliance with the highest campaign points (so they earn 1 Strategic Point at the end of Phase 2 and 2 Strategic Points at the end of Phase 3).

At the end of the campaign, the alliance with the highest number of strategic points wins the campaign!

The Narrative

In the aftermath of the prolonged Nihilus Imperium campaign, the sector was left wracked with terrible warp storms created by the followers of Chaos. Millions of Imperial citizens and xenos creatures alike perished from the onslaught of Daemon incursions and the malefic hosts of Heretic Astartes, particularly those led by the sorcerous Thousand Sons.

Now, several solar years after the warp storms start to subside, pockets of Imperial civilians and garrisoned troops begin the long and arduous journey to rebuilding their civilisations, defending their homeworlds in an attempt to get back the lives they once had, however the vulnerable position they have been left in has invited the arrival of invading forces intent on their absolute destruction as well as raiders taking advantage of their weakened state to fulfill their own insidious goals...

The Alliances

All players must pledge their faction to one of the following alliances: **The Planetary Resistance**, **The Invading Forces** or **The Opportunistic Raiders**. Whilst these are not necessarily alliances in the truest sense of the word, each alliance strives towards a common goal, or at least strives for goals that do not directly oppose each other.

On the next page is a brief outline of each alliance as well as a selection of factions that may go well with those specific alliances. Please note that the factions listed in each alliance section are merely suggestions but if your faction would fit better in another alliance then it is highly recommended that you pledge your faction to that alliance - for example you might play a Grey Knight faction that has been sent to eradicate the remaining Imperial forces due to what they have witnessed and therefore might be better suited with the Invading Forces alliance, or you might play a T'au Sept that has pledged themselves to aiding the pockets of Imperial Resistance in the hopes of absorbing them into the Greater Good and so might align themselves with the Planetary Resistance. Whichever alliance you choose, so long as it makes narrative sense it is a-okay!



Pockets of Imperial civilians and garrisoned troops still occupy the shattered remains of the Nihilus Imperium, and with the threat of invading xenos/heretical forces it is not unlikely for the Lords of Terra to dispatch companies of Adeptus Astartes to aid with the defense of these worlds. Whatever the cause, any faction that is dedicated to the defense of the Nihilus Sector and pledge to fight for its survival are considered part of the **Planetary Resistance** alliance.

The following factions would fit well within this alliance:

- Any Imperium aligned faction as the Nihilus Imperium planets are originally Imperial controlled worlds.



The weakened state the Nihilus Imperium finds itself leaves the sector ripe for the picking, and many factions look to use this opportunity to deliver the coup de grace against the natives, rendering the sector devoid of life once and for all. Any faction that is dedicated to eradicating and destroying anything left on the sector's planets are considered part of the **Invading Forces** alliance.

The following factions would fit well within this alliance:

- Tyranids as they seek to absorb the remaining biomass left in the sector.
- Orks as they see the survivors as the strongest the sector has to offer and wish to fight them.
- Drukhari as they seek to subjugate and enslave whoever remains for their own nefarious purposes.
- Any Chaos aligned faction as they seek to eradicate every last trace of the Imperium from the sector.



War brings many opportunities to benefit from, and there are many roving warbands, raiding parties and other factions that see the weakened state of the sector or the promise of oncoming war as an opportunity to fulfill their own agendas. Any faction that neither seeks to protect nor destroy the sector or its inhabitants and instead is using the opportunity to further their own goals are considered part of the **Opportunistic Raiders** alliance.

The following factions would fit well within this alliance:

- Leagues of Votann as they look to profit from the wealth of minerals no longer so heavily guarded.
- Necrons who look to reclaim the planets from which they once had dominion.
- T'au who seek to use the sector's weakened state to expand their spheres.
- Genestealer Cults who infiltrate the Imperial settlements that remain whilst also fending off invading forces whose actions would disrupt their plans.
- Asuryani who seek to strike a balance between the Imperial survivors and the invading forces.