

Australis Gulf

a first unofficial sub-campaign of an unofficial fifth campaign of Warhammer 40,000

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Summary

Background

What's New (Casus Belli)

Situationturn

the Map

Rules

Rosterandinitial fleet

Commander and fame points

Factions

Game Turn

Sequence of a battle

Repairs

of the planetsControl

Factions

SkillsFaction

Chaos

Eldar

Imperium

Necrons

Orks

Tau

Tyrannies

missions faction

Chaos

Eldar

Imperium

Necrons

Orks

Tau

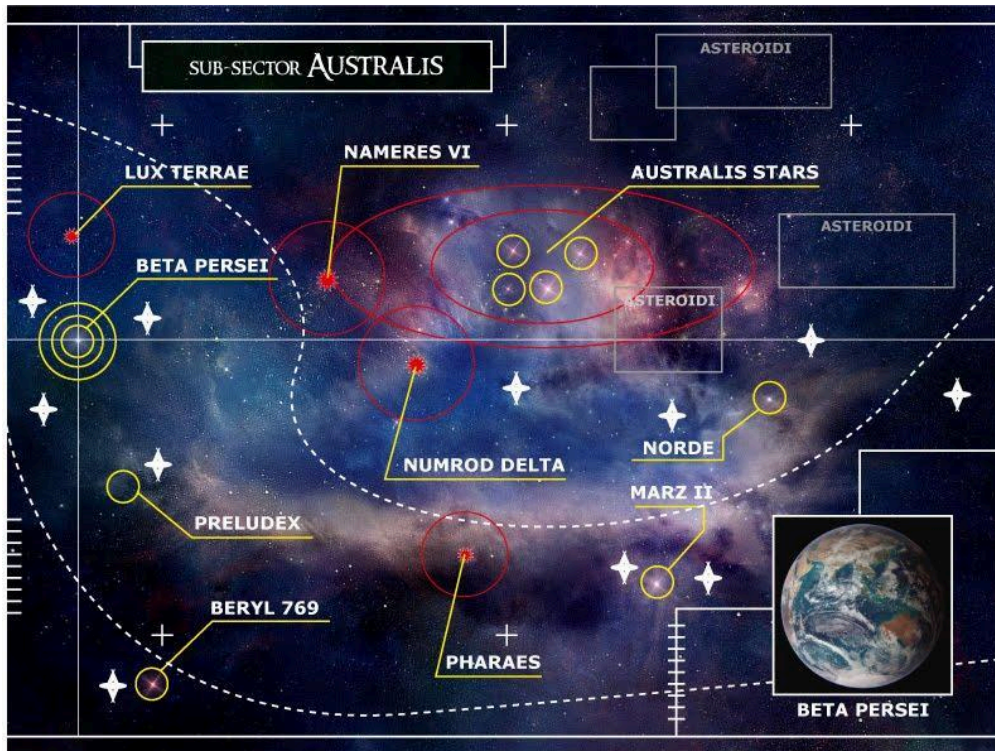
Tyrannies

Scenarios

Blue Book (Basic Manual)

Raid

Background



The case of sub Australis is an example in the academies of the slowness with which the Imperium is able to adapt to situations and is weighed down by a massive bureaucracy.

During 39M and 40M due to various Waaaaagh and numerous raids led by Eldar pirates the system started a major effort to modernize its defenses, culminating in the construction of the defensive system LNNM. Although recent decades, however, the Orkoids presence has begun to infest the adjacent sectors, strengthening the defenses of the sub did not mention to diminish but rather has been a dramatic increase in arms, munitions and men, seldom explained except by the slow imperial bureaucracy .

What nobody knows in Australis system with the exception of a few Inquisitors is the presence of a moon, codified 23445.4, officially deleted from spatial maps imperial, located inside the area with the highest rate of militarization of the area, the center of the complex LNNM . The reason for this zone is likely to be due to the presence of a conclave Inquisition or Adeptus Mechanicus numerous convoys that regularly cross the subsector.

What's New (Casus Belli)

At the turn of the fourth war Faaris the system started to suffer extensive damage to neighboring planets but still managed to be kept under imperial control. However, communications with the space station Beryl 769 are suddenly lost. The station, which acts as a hub for communications not respond to any communication neither traditional nor psionic. Alarmed at the Council of Ten of Preludex sends a fleet to restore what is believed a heavy failure to communications systems.

Fleet emerges from the Warp, only to find itself a asteroid belt where before there was a powerful defense system. What may have caused the annihilation of over half a million square miles of

defenses?

Situation to turn

Australis is essentially isolated. Although intra-communications system work most of the scanners and communications between systems or do not exist or are in the process of reactivation and expansion, making many areas of space completely free of supervision.

There have been cases of psychics died while performing scans of areas considered uninhabited, which is why you start to suspect a strong presence psionic alien to the sector.

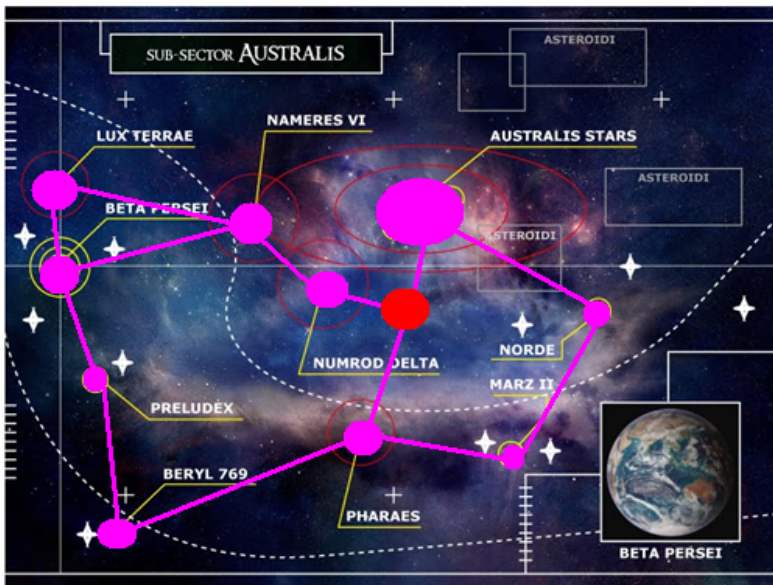
Remains of the asteroid belt meanwhile is guarded by a fleet of the Imperial Navy, in order to cover an area of space now too large for the few remaining vessels in the area. Although clashes with Tyrannids go intensified in the meantime making it increasingly difficult to defend the space, the scans have not yet revealed what energy has destroyed Beryl.

Due to a decline in space defense agricultural planet Pharaes is hit by a Waagh led by the tremendous Kapo Orko NunUzoNavitorazziEMiZonPerzo, which destroyed of 4th and 6th Husmaritan Regiment of the Imperial Guar. Rescuers sent from the near pole Marz II get the effect of a drop in Orkoid interest for Pharaes and an intensification of attention to the pole LNNM. Marz II then begins a painful Orks siege, which cuts it to the outside from the rest of the system. By the time the Orks have not yet made inroads in the outer defenses of the system, but raiding prevent any transport supplies to the planet.

Several convoys logistics and transport in the meantime are besieged and captured, starting to make more and more problematic supply skilled labor from Namares VI for the whole system.

Defensive node Australis Stars still stands between Faaris IV and a threat to nest within the industry, while both capital Namares VI Beta Persei that were considered sufficiently manned. What about the rest of the system?

The Map



Below are the planets used in the map. Each planet is classified by two factors explained in the section "Rules"

- Recovery/ Resources / Repair Points (PR): the number of structure points generated for each shift
- Campaign Points(PC) the number of victory points generated at every turn

Lux terrae (PR5,PC5):Western Outpost system LNNM. The small size and the rotation period long have heavily characterized the evolution of the human system. The Volkiani, as we continue to define the planet from the ancient name of the planet Volkian are people skilled in making and basically autonomous. The heavy militarization has indeed fulfilled the dual purpose of the defense sector and suppression of independence movements that characterize the history cyclically

Beta Persei (PR7,PC3):Capital of the system, Beta Persei is the seat Administratum and primary source of labor specialized system. More than half of the planet's surface is covered by imperial colleges of various kinds. The school provides the best naval officers cadets in the sector, while the Mechanicus tend to use the first few levels of the city as ant labor pool.

PreludeX (PR4,PC6):Sacred Planet Ecclesiarchy dedicated to Santa Eusteflia. The legend and the cult of Eusteflia they began to form in the M35 after a series of lucky finds of relics that led to the fulfillment of various miracles. The most sacred place on the planet are the remains of the ancient city of Frisart totally burned for his impiety after some of its inhabitants failed to respect the Holy. The form of government of the planet, which can be considered a world knight, is based on a complex ritual that governs every aspect of the city and is' governed by a board of ten kings, the sacred number of the Holy, one for each city on the planet

Beryl 769 (PR2,PC8):Imposing station detection and defense system. The station is placed at the entrance of the system from the external desolation in a position of forced passage for the routes from the desolation. Built to be fully autonomous subsequent additions have increased the size up to the point of assuming its own gravity and a small asteroid belt. The staff here has totally military.

Numrod Delta (PR5,PC5):Planet part of the group LNNM

Pharaes (PR7, PC3):Planet leading manufacturer of agricultural and food resources of the sub-sector. With the construction of the system LNNM governors have preferred to leave the disused planetary defenses and prefer a less complex structure of social estates. The abundance of cheap labor has quickly regressed automatic intervention in huge greenhouses algae favoring

an input in increasingly younger age of the inhabitants. The mineral resources of the planet and have been left semi-abandoned mining complexes are the stuff of legend. Currently the planet is subject to Waagh Orkesca in domains 1 and 3.

Nameris VI (PR8,PC2):Planet forging of the subsystem located at the end of the system. Its location adjacent allowed poor militarization of the planet by enhancing the extraction of resources and the productivity of different materials. With the beginning of the War of Faaris its proximity to the conflict did change the plan militarizzandone production. The nearby Waagh began to create the first problems for the food supply, as the planet is not autonomous alimentarmente. For some reason the Necrontyr seem interested in his possession

Australis Stars (PR3,PC7):Last checkpoint sub and gateway to the central sector Faaris IV. Despite the impressive capacity of the resources allocated to defense are minimal and the system is basically self-sufficient.

Norde (PR5,PC5):Planet LNNM part of the group. At the time of the Great Crusade was completely uninhabited but the bearer of large amounts of xenon technology. The archmagos Kreonos chose it as a base and initial prototype system capital. The frequent attacks Eldar led to a rapid expansion of the world and the movement of capital in Beta Persei.

Marz II (PR5,PC5):Planet LNNM part of the group, is currently under siege by the Waagh that has invaded Norde. The waves orkesce, thanks to their inherent stupidity have not yet found a way to break through the outer ring, and are implementing a strategy to raid that proves exhausting for the population.

23445.4 (PR2,PC8):Luna subject to strict control Inquisition . The activities that are carried out on the surface and in the subsurface are highly classified. Archaeologists imperial attribute most of the findings in technology eldar, ignoring the real complexity and the delicate balance that distinguishes the moon, since it is a Necron tomb world in recovery phase.

Rules

Each player can register with only one fleet to a particular faction. There is no limit to the number of games each player may participate in only limitation is that you can only play games with registered players.

Roster and fleet

Each player must make a roster of 2000 points regardless of race.

Leader and fame points

Commander starting with 1 Fame Point (FP). You need to know the name of the commander. The scoring reputation follows the basic regulation (Blue Book).

Factions

Factions are provided for the following:

- Chaos (including renegade fleets)
- Eldar (Eldar craftworlds, dark eldar and eldar pirates)
- Imperium (Any list containing inside Imperial space marines, admech, inquisition etc etc)
- Necrons
- Orks
- Tau
- Tyrannids

You can play with renegade ships without changing the composition of the list, or use Imperial models such as chaotic but only for the Imperial Navy. You cannot then use Ad-mech nor Space Marine fleets and play for Chaos.

Game Turn

The turn of the game is defined as all the matches for which the report is sent between midnight Monday and 23:59 on Monday next (Italian Time).

There are no restrictions on the number of battles that can be fought in a turn.

The turn sequence is as follows:

- The system assigns the planets to the faction that controls them (see below)
- The system assigns resource points (PR) of planets to the faction that controls them. The resource points thus generated are shared between all the players of the faction that have at least one game in the two previous rounds.
- System calculates the reputation of the commanders
- The system calculates the experience of ships. If a ship has fought more battles does not matter, is still considered a single fight. This also applies to the penalty for crippled ships.
- Players communicate by mail desired refits, and in what order. The staff communicates if they were obtained.
- Players ask limited scenarios.
- Players make repairs, play games and report the results
- Turn closing

Limitation scenarios

Some scenarios are classified as "limited scenario" For example, it is not credible that in turn there are 5 space hulk, 3 exterminator etc etc. .. All scenarios with a (*) next to their name in the chapter scenarios are limited to 1 per turn. To do that kind of scenario you have to ask the staff and if the

scenario was not played, and is **credible in the history of the** campaign, you can play. If the same scenario is asked by more than one player is favored players who played less special scenarios.

Conducting a battle

All battles must involve at least two different factions. There is no limit to the score of the game, but all ships have to be chosen from the player roster. You can play on every planet in the map regardless of the deployment. At the end of each battle victory points are calculated according to the FAQ2010. Who gets the most victory points wins.

At this point there are a number of impacts.

Who wins	who loses to
+ 100% PV in the area where they fought - 50% PV in the territory where it is deployed every PR +1 75PV ship enemy destroyed	- 50% PV in the territory where it is deployed every PR +1 75PV of enemy ships destroyed

EXAMPLE

Horus is deployed at Alchibia, Leman in Hades. Battle takes place at Lontanolandia. Horus makes 800 points of which 200 points scenario, Leman makes 200. Horus wins. This resolves

- Horus makes -400 at Alchibia
- Horus makes +800 at Lontanolandia
- Leman makes -100 at Hades
- Leman gets $600/75 = 8PR$
- Horus gets $300/75 = 2.6 \rightarrow 3 PR$

Repairs

After each battle, each player can immediately repair vessels with PR obtained from the planets and the wreckage. Repairs should be communicated to staff in order to keep the database

Planets Control

Each planet generates each round two fundamental resources for the campaign: the resource points (PR) and campaign points (PC). While PR are those used for the repair of ships and purchases, PC are those that determine the outcome of the campaign, will win the faction with the most points countryside.

Every planet generates 66% of its resources to the faction that has the most victory points allocated and the remaining 33% in the second. So if a planet has such 3000PV with Chaos, the Imperium with 2500PV and Tyrannies with 500PV and generates 5PR 5PC and in turn, the Chaos will 3PR and 3PC and the remaining will be the Imperium

Faction

As background we start with the imperium that has a fragile control over most of the planets according to the following table.

	Chaos	Eldar	Imperium	Necrons	Orks	Tau	Tyrannid
Lux terrae		2250	6000			4800	450
Beta Persei			5400		1350	2400	1800
Preludex	4050		5400			1800	450
Beryl	3450		3000		1,350		3600
Numrod Delta	3500		5400	1350		1800	
Pharaes		2250	5400		2,250		1350
Nameres VI:			5400	900		600	1350
Australis Stars	3000		5400	900	1350		
Norde		4350	5400	1350		600	
Marz II		2600	2400	1800	2700		
23445.4	1500	2300	3500	2700			

Faction Skills

Each faction has additional rules in the country. Skills are divided into the following categories:

- **Match:**The ability applies to every player at the end of each game.
- **Units:**denotes some improvements to the ability of the individual units of the roster. This means that each player chooses a unit and the ability applies only to that unit. If the unit was destroyed, the player can assign skills to the next replacement (you can then move the skill to a team already on the roster). A single unit can not have more skill
- **Round:**The ability to apply at the end of each round, regardless of the number of games played in the round

Chaos

- **[Round]Slavery:**In the turn that chaos faction wins a planet conquers twice of PR today. This ability can only be used once per planet (ie you can not lose and regain the planet alternately). If the Chaos retains control of the planet for three consecutive rounds the planet definitely rate the gods pernicious. At a time when the planet will change faction will gain a permanent-2PR.
- **[Unit]TotalDevotion:**the greed of its mission goes beyond the reasonable doubt. The unit of stocks has a +1 to discipline up to the maximum of 10. This bonus is not to be 'considered for advancement and refit.

Eldar

- **[Game]TheNetwork:**Thanks to the network is much less difficult to have effective replacements. Repairs to every squadron (both stocks and line) cost-1PR

- [Unit]**Solar BoostedEngines**:thanks to the specific spatial location of the subsystem principles may decide to reuse the old engines of the time of the Exodus. The squadron stocks gain +5 cm in all his movements

Imperium

- [Game]**To the lastman**:Every day could be the last, to represent the ultimate sacrifice of every planet under imperial control system provides extra +0.5 PC turn
- [Unit]**Crew BetaPersei**:The Academy of Beta Persei provides the best cadet of the system. Imperial unit of inventory (non-marine, not admech) earns a raise free. Note that this recovery is determined by the determination of the crew and its characteristics, so it can only be used for the drive in question and must be declared

Necron

- [Round]**Sacredness ofSoil**:The purposes of Necrotyr are obscure to most people. When you conquer a planet all that is available to them. When a planet is under control Necrotyr it gets +1 PR up to a maximum of 5 and -0.5 per turn PC to represent the increase in resource extraction on the planet
- [Unit]**Favourite ofC'tan**:Some servants are the favorite their masters. The unit of stocks chosen for the repairs do not pay double the repair points but the normal cost.

Orks

- [Game]**GrandiRotamiNelloSpazio**:The ability to recycle mek is known in space. Orks earn 1PR 50PV every scrap opponents instead of the usual 75PV
- [Unit]**PiùVelozeeeee**: there is nothing more exciting for a orko a Waagh in progress. Some Orks however lose the low self-control that distinguishes the breed and begin to covet beyond all logic, the skin does not get close to the green as quickly as possible. These Orks are collected by the chief war more "wise" in-band in order to limit their effectiveness. Each player can choose a unit of orko stocks when the unit is under the command "full speed ahead" can add an additional die, moving instead of +3 d6 +2 d6 to that. However, there is also the "SuperPulzanteDellaVelozità" that allows you to move a +4 d6. As a orko fast is a happy and distracted orko there is not anything that can do this speed to go against the Orks something too big (other ships, asteroids, ..). When you decide to use the SuperPulzanteDellaVelozità, roll 1d6. With the result of 1 Squadron lost a ship at random.

Tau

- [Game]**mercantilearistocracy**:The Air caste effectively supports the efforts of the greater good, every planet in the control provides a +1 PR
- [Unit]**Superiority**strategicwarheads missiles are enriched with an alloy radiation that interferes with the shields. Each model unit gets +1 to its missile capabilities. If the unit is not equipped with Gravitic Launcher ability has no effect.

Tyrannies

- [Round]**The GreatDevourer**:When a planet is under the control of tyrants it loses-1PR in turn on a permanent basis, the Tyranid faction gains in addition to 7PR PR prior to the decrease.
- [Unit]**Lord are toomany**:The proliferation of tyrannies in the presence of food has no limits. The unit of inventory choice may add 3 more models than the maximum normal paying the cost as normal (so if the unit could have 12 models now I can have 15).

Faction missions:

Each side has the opportunity to generate points satisfying some extra campaign objectives faction

Chaos

Name	PC / Round	Condition
All Burns	+1	Preludex is Chaotic
The mere presence of the Sacred World Preludex is idolatry of the False Emperor. It need not be between fire and flames		

name	PC/ Round	Condition
You are ours	+1	Australis Star is not imperial
To reach Faaris Australis Star must falls		

Name	PC / Round	Condition
Blood for the Blood God	+2	At least 6 ships of the line of any deployment and in any game in which he took part in the Chaos have gone faulty
Pernicious Godscare little about the origin of sacrifices, just that they are abundant and violent		

Eldar

Name	PC / Round	Condition
Access to the network	+1	isNorde Eldar
Access to the network is too exposed to allow you to remain active. Becomes the primary objective of the safety of the portal		

name	PC / Round	Condition
Tears of the Ancients	+1	23445.4 is not Necron
Tomb The world does not have to wake up		

name	PC/ Round	Condition
The Iyasha Outpost	+2 /	PCcontrol 2 planetsneighboring
The ancient Eldar planets return to their masters		

Imperium

Name	PC / Round	Condition
Epurate Them All	+1	Beryl is Imperial
should not be able to allow other scum to invade the imperium.		

Name	PC / Round	Condition
LNNM or death!	+1	All the planets LNNM are imperial
system LNNM plays a role too valuable to limit the damage of the fall of Beryl. Must remain imperial.		

Name	PC / Round	Condition
For the Emperor	+2	At least 60% of the planets are imperial
control of the system must be maintained at all costs		

Necron

Name	PC / Round	Condition
The time has come	+1	23445.4isNecron
theawakening has come and the world's Tomb woke		

Name	PC / Round	Condition
Ancient Grudge	+1	Nameres VI is notimperial
the wars of the ancientRemori Necrotyr require the possession of their ancient outpost		

Name	PC / Round	Condition
Draws Rare	+2	A planet subject to "Sacredness of Soil" is 2 times Necron
necessary infrastructure have been completed and you can start to extract materials for the long term		

Orks

Name	PC / Round	Condition
LittleFunnyMenz	+1	Phaeres is orkesca
To many menz to play with!		

name	PC/ Round	Condition
You Are to Loud!	+1	Numrod Delta is not imperial
Waagh Bozz decided that all those cannons are to loud ..		

Name	PC / Round	Condition
We Are many more!	+2	Planets orkesci produce 10 + PR
WAAAAAAAAAAAAAAAAAAAAA GH!		

Tau

Name	PC / Turn	Condition
Right of Commerce	+1	LuxTerra is Tau
The inhabitants of Lux Terra are willing to accept the greater good.		

Name	PC /Round	Condition
Pre-emptive Right	+1	Beta Persei is not tyranny or imperial
The inhabitants of Beta Persei may join the cause, but not until they are subjugated or eaten.		

Name	PC / Turn	Condition
Right of Way	+2	Two planets are Tau
The Greater Good is expanding, the planets come together joyfully to us		

Tyrannies

Name	PC / Round	Condition
GnamGnamBurp	+1	Beta Persei is tyranny
How can not catch sight all that food?		

Name	PC / Round	Condition
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Psychic Beacon	+1	Marz II is not orkesca
The Waagh of MarzII is releasing too much psionic energy. We must stop		

name	PC/ Round	Condition
The Hive expands	+2	if fleets tyrannies have made at least 600 points in victory wrecks
Many wrecks bring as much food		

Scenarios

All scenarios of core rulebook and Armada and Book of Nemesis are freely playable the following limitations

Blue Book (Basic Manual)

- Scenario 3 (The Raiders) the fleet of the defender should have a number of control points than the attacker. If the attacker wins the battle will get +100 PV
- Scenario 4 (Surprise Attack): the defender must control the system. If the attacker wins the battle will get +100 PV
- Scenario 5 (Blockade Run): This scenario can be played ONLY with a player in imperial defense Beryl, or with an Ork Marz II or in a Chaotic Preludex. The attacker must be deployed in the place where the scene takes place
- Scenario 7 (Planetary Assault): The defender MUST control the planet
- (*) Scenario 9 (Exterminatus): The scenario must necessarily follow a "The end of Macharia" won by 'attaccante.L' attacker does not have access to Blackstone. The ship must be present Exterminator still on the roster (assuming that has been modified for the occasion). The defender has to have a number of control points higher all'attaccante. In case of victory the defender will lose 300punti Exterminator for each ship and the planet-1PR
 - **EXCEPTION:**The portal of Eldar Norde may be sealed by a special weapon in the red spectrum Eldar. If the Eldar think that the condition is incurable would sacrifice access to the Internet by sealing it in a definitia. If, therefore, the Eldar were able to make the Exterminatus of Norde then the objective "Network Access" will be satisfied even if the planet is under their control. This will cause an upheaval psionic explosion of most of the living minds on the planet. Given the exceptional nature of the ship Exterminator will be considered as destroyed by the terms of the campaign.

Armada

- Scenario 1 (The vice): playable ONLY in Beryl. The player Orko is replaced with the controller Beryl
- Scenario 3 (Pelucidar): NOT PLAYABLE
- Scenario 1 (a chance meeting): Playable only as against Imperial Chaos in Preludex. In this case the player chaotic replace the Planet killer with a Ammiraglia Exterminator and a cruiser choice
- Scenario 3 (Intervention Alien): the force eldar is replaced by the reinforcements of the same player. Who wins the scenario earn additional 1D6 +4 PR
- Scenario 4 (Above Bellis Crown): Playable only against the planets LNNM and Australis and with a player like imperial defender. In case of defeat, the imperial loses 200PV. In case of victory earns more 100PV 100PV and the attacker loses
- Scenario 5 (Barricade of Chaos): Playable only in Preludex with Chaos or with Tyrannies if they control a system (in this case, the mines are spores micetiche)
- Scenario 6 (Browse through the storm): Ignore the rule transmutation. The player who serves as the imperial 2PR wins for each transport is not destroyed and not within 30cm of an enemy ship after the game but does not earn PR for wreck enemies (running away ..). The player who currently plays for the chaotic wins 1PR for each transport destroyed and the usual PR wrecks.
- (*) Scenario 7 (The end of Macharia): The attacker does not have access to Blackstone. The ship must be present Exterminator still on the roster (assuming that has been modified for the occasion) but should not be a planet killer. The point cost of the Planet Killer to be converted into other ships,

paying the former vessel terminator at full price. If the attacker wins can play a scenario "Exterminatus". The planet will not be destroyed anyway.

Book of Nemesis

- (*) Gehenna Special Scenario (Death of the Governor): Not playable on planets LNNM on Australis or Beta Persei. The defender must those who control the planet. The winner earns +500 PV
- (* 2 per turn) Gehenna Special Scenario (Guns Of Naravona) only playable in Beryl, the defender host a liner instead of Naravona. This ship will be considered inert throughout the game and NOT cost you any points. If the defender wins the ship gains an appeal for the ship, the ship is destroyed if it loses
- Gehenna Special Scenario (Shadow Of The Comet) NON PLAYABLE
- Gehenna Special Scenario (Line of Gehenna) NON PLAYABLE
- Historical scenario (Incident at kravertus II): NO PLAYABLE
- Historical scenario (The Fall Of Great Armada): NOT PLAYABLE
- (*) Historical scenario (The Longest Travel): the defender may be either an Ad-mech or Tau. If you admech is required to play the ark. The winner earns 1PC and additional 200PV.
- (*) Tournament Scenario (Titan Clash): Rule Intelligence Service is REQUIRED and ensures 1PC
- (*) Tournament Scenario (Capture the Hulk) the hulk 10PR additional guarantees to the winner, the Booty 1PC
- Special scenario (Ambush) NON PLAYABLE
- Special scenario (Gunnery Practice): obviously NOT PLAYABLE