



THE MAELSTROM RAID AND RUIN

One Day Campaign

Sunday 31st May
Dice Grounds
10:30am – 8:00pm
3x 1000pt Games



OVERVIEW

We are hosting a one day narrative *Warhammer 40,000* campaign based on the *Raid and Ruin* campaign system recently released in *The Maelstrom Lair of the Tyrant*. There will be three games with 1000 point armies. During each game players earn *Notoriety Points* for completing challenges, such as killing the enemy warlord, invading the enemy deployment zone, etc, and for winning battles. Players also earn *Spoils of War* by holding objectives at the end of games, each of which give an army a random enhancement to take into the next battle. The player with the most *Notoriety Points* after the three games wins the campaign. Prizes will be awarded to the player with the most *Notoriety Points* and the player whose army is voted best painted.

DATES AND TIMES

24th May: **Army list submission deadline**

31st May: **Campaign day**

- 10:15am: Briefing
- 10:30am - 1:00pm: Game 1
- 2:00pm - 4:30pm: Game 2
- 5:00pm - 7:30pm: Game 3
- 7:45pm: Prize giving

COST

Dice Grounds Members: £6

Non Members: £12

ARMY BUILDING RULES

Players must muster an army of 1000 points as described in the [Warhammer 40,000 core rules](#) (p55-56), with the following additional restrictions:

- Only a single **Epic Hero** character may be included
- Each **Character**, **Monster** and **Vehicle** unit may only be included **once**
- Each **Battleline** and **Dedicated Transport** unit may be included up to **four** times
- All other units may be included up to **two** times.
- **Legends** units may be included when their inclusion does not break the above restrictions

The Maelstrom expansion includes a system called *Crucible of Champions* for creating custom characters for your army. You may include a single *Crucible of Champions* character in your army, following the above restrictions. That character must be represented by an appropriate original or kit-bashed model with the correct wargear. If you do not have the *Crucible of Champions* rules, you can come to Dice Grounds ahead of the event to read the store copy.

Your army list should be submitted via email to hello@dicegrounds.co.uk by the 24th of May. Your army list should include your faction, detachment, any enhancements taken including their points value and a complete list of units including their points value.

ARMY PAINTING AND MODELLING

All models in your army must be complete with no missing parts and should match the wargear and load outs on their corresponding datasheet. Fully painted armies are encouraged but not required. Armies in which every model is painted to [Games Workshop's Battle Ready standard](#) will make a single *Spoil of War* roll (see below) before the first mission begins.

MISSION SEQUENCE

Pairings will be announced immediately before each game is due to begin and each pair will be allocated a table. Terrain will be preset on each table, and terrain rule guides will be provided. Players should not alter the terrain without permission from Dice Grounds Staff. Players decide which will be player A and player B, then each player secretly chooses one of the following schemes to represent their army's approach to the battle:

- Rapid Raid
- Planned Strike
- Ambush
- Hold Prize

		PLAYER A			
		RAPID RAID	PLANNED STRIKE	AMBUSH	HOLD PRIZE
PLAYER B	RAPID RAID	LOOT THE DEAD	TO THE VICTOR <i>Player A is the Attacker</i>	TRAPPED <i>Player A is the Attacker</i>	HOLD AT ALL COSTS <i>Player B is the Attacker</i>
	PLANNED STRIKE	TO THE VICTOR <i>Player B is the Attacker</i>	RISK AND REWARD	EXTRACTION <i>Player A is the Attacker</i>	DAWN RAID <i>Player B is the Attacker</i>
	AMBUSH	TRAPPED <i>Player B is the Attacker</i>	EXTRACTION <i>Player B is the Attacker</i>	HIGH STAKES	HEIST <i>Player B is the Attacker</i>
	HOLD PRIZE	HOLD AT ALL COSTS <i>Player A is the Attacker</i>	DAWN RAID <i>Player A is the Attacker</i>	HEIST <i>Player A is the Attacker</i>	CHANCE ENGAGEMENT

Players consult the table below, finding the intersection of their chosen schemes to determine the mission they will play.

Players then proceed through the following mission sequence:

- **Declare Battle Formations:** Including attached units, transported units and reserves.
- **Deploy Armies:** The mission will state which player begins deployment first
- **Redeploy Units:** Starting with the Attacker
- **Place Objective Markers**
- **Determine First Turn:** Some missions will predetermine the first player, otherwise players roll off
- **Resolve Pre-Battle Rules**
- **Begin the Battle**

Each mission will end after 5 turns. Even if a player has no models remaining on the battlefield at the start of their turn, players continue to play out their turns until the mission ends.

GAINING NOTORIETY POINTS (NP)

During each mission players should note on their campaign tracking sheet all the challenges they achieve during a mission. The same sheet is used for all three missions in the campaign. The first time a challenge is achieved the player receives 3 Notoriety Points; the second time it is achieved the player gains 4 Notoriety Points; the third time it is achieved the player receives 5 Notoriety Points. When a player wins a mission, they should note this on their campaign tracking sheet and receive 1 Notoriety Point.

ADDITIONAL MISSION RULES: RANSACK AND RAVAGE

The missions in this campaign use objective markers to represent prizes and plunder that the players are fighting over - whether valuable archeotech, crucial intelligence or supplies vital for survival. The following rules are used in all missions.

GRAB THE PLUNDER

Each time a unit from your army (excluding **VEHICLES**, other than **WALKERS**, and units in which each model has an Objective Control characteristic of 0) ends any kind of move, if it is within range of an objective marker, and your Level of Control over that objective marker is higher than that of your opponent, you can remove that objective marker from the battlefield. If you do, that unit picks up that objective marker and is now carrying it. While doing so, your unit is within range of that objective marker and you control that objective marker. A unit cannot pick up an objective marker if they are already carrying an objective marker.

A unit carrying an objective marker cannot be removed from the battlefield unless it is destroyed or it has secured the plunder (see below). Each time a unit carrying an objective marker is selected to make a Normal, Advance or Fall Back move, until the end of that move:

- If that unit has the **FLY** keyword, that unit does not have the **FLY** keyword.
- Subtract 2" from the Move characteristic of each model in that unit (to a minimum of 4").

DROPPING THE PLUNDER

A unit carrying an objective marker can choose to drop it at the start or end of any kind of move, but cannot choose to drop it in a turn in which it picks up an objective marker.

If a unit carrying an objective marker becomes Battle-shocked, it must drop the objective marker. If a unit carrying an objective marker is destroyed, it must drop the objective marker before the last model in that unit is removed from the battlefield.

Each time a unit drops an objective marker, that unit's controlling player picks a point on the battlefield that is within 1" horizontally of and visible to that unit, and not on top of any other objective marker or model, or inside impassable parts of terrain features. That player places that objective marker so that it is centred on that point.

SECURED THE PLUNDER

A unit carrying an objective marker can leave the battlefield at the end of your opponent's turn or the end of the battle, whichever comes first, if it is within 3" of a battlefield edge and not within Engagement Range of any enemy units.

When it does so, remove that unit from the battlefield. It will take no further part in the battle, but it is not destroyed.

The objective marker carried by that unit is not placed back on the battlefield, and it remains under your control until the end of the battle, after counting how many objective markers each player controlled at the end of that battle.

LURKING REAVERS

The battlefields of the Maelstrom swirl with motes of warp energy, and the distorting effect on time and space is such that a warrior can never quite trust their eyes when they catch sight of the foe. Amidst this miasma, determined raiders can prowl unseen by their rivals as they hunt for the greatest plunder.

The following units have the **LURKING** keyword:

- **INFANTRY** units
- **BEAST** units
- **SWARM** units
- All other units, if their controlling player has not yet had a turn this battle

LURKING units cannot be targeted by ranged attacks unless the attacking model is within 18". If a unit Remains Stationary in its controlling player's Movement phase, does not declare a Charge in its controlling player's Charge phase, and does not make any attacks during its controlling player's turn, at the end of that turn, it gains the **LURKING** keyword. If it moves for any reason, or makes one or more attacks, it loses the **LURKING** keyword unless it would have it otherwise (as shown above).

POST MISSION SEQUENCE

Each player counts how many objective markers they controlled at the end of the mission, this is the number of *Spoils of War* rolls they have earned. If a player did not control any objective markers at the end of the mission, they earn one *Spoils of War* roll. Players then make their rolls on the *Spoils of War* table. After making all their rolls each player selects one of the results and gains that *Spoil of War*. The *Spoil of War* gained should be noted on the player's campaign tracking sheet. Each *Spoil of War* gained is in effect for all subsequent campaign missions. After completing the post mission sequence each player will show their campaign tracker sheet to the Dice Grounds staff to record their progress.

CAMPAIGN CONCLUSION

After all three missions have been played the player with the highest number of Notoriety Points will be announced as the winner of the campaign and be crowned *Tyrant of the Maelstrom*. Prizes will be awarded to the *Tyrant of the Maelstrom* and to the player with the best painted army, as voted on by the other players throughout the day.

CONDUCT

This is a friendly narrative campaign and all players are expected to participate in a sportsmanlike manner, being honest, polite and respectful at all times. Offer to explain your army rules to your opponent before starting a mission. Dice should always be rolled in a way that is visible to your opponent and should not be picked up until your opponent has had a chance to see the results. Make your intentions clear when moving and positioning models. Any disputes between players that they cannot resolve will be settled by Dice Grounds staff, whose decisions are final.

Dice Grounds strives to create a friendly and welcoming environment for players of all ages and we ask all players to keep their language and behaviour suitable for a family friendly setting.



THE MAELSTROM RAID AND RUIN



PLAYER	FACTION
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SPOILS OF WAR	
1	
2	
3	
4	

ROUND	1		2		3	
MISSION						
OPPONENT						
OUTCOME	WIN: 1NP	LOSS	WIN: 1NP	LOSS	WIN: 1NP	LOSS

CHALLENGES			
Your Warlord's unit destroyed 1 or more units in the Fight phase	3NP	4NP	5NP
The Enemy Warlord was destroyed	3NP	4NP	5NP
You are the victor of a mission for the second or third time	3NP	4NP	
At the end of a mission each enemy unit is below half strength or destroyed	3NP	4NP	5NP
At the end of a mission your Warlord is in the enemy deployment zone	3NP	4NP	5NP
At the end of a mission you control more objectives than you opponent	3NP	4NP	5NP
In a mission your Warlord Secured the Plunder	3NP	4NP	5NP