

SOLONS VAULT



40K Campaign PLAYERS GUIDE

on the dangerous Eastern Fringes of the Imperium, a Dark Mechanus Forge World that has laid in Quarantine for millenia is in danger of falling into the hands of traitors and vile zenos. Can you defend this dark secret and protect the Imperium, or are you a Traitorous Warlord intent on claiming an ancient weapon of god-like power? If so, contact us and help create a fun and exciting campaign:

solonsvault@live.com

SOLON'S VAULT



40K CAMPAIGN PLAYERS GUIDE

Welcome to what we hope will be an interesting and engaging campaign that will allow you and your fellow campaign gamers the opportunity to decide the fate of the Solon System. During this campaign we hope you will contribute to the documentation and flushing out of characters, regiments, brutal overlords and loyal astartes, that will take part in this desperate and bloody war.

HOW THE CAMPAIGN WORKS

The structure of the campaign is relatively simple; there are 2 moderators or GMs that will act as the hubs of the player wheel. One GM will represent the forces of Order and the other the forces of Disorder. Players will align themselves with one of the GMs, although they may change their allegiance later and may play games against players on the same side. Working with like aligned players and the aid of their GM, players will decide their sides overall strategy.

Players will then play games, which can use one or more special scenarios generated specifically for that phase of the campaign. Players then report their results to the GM (and hopefully contribute stories, photos etc.). GMs then compile the results of that phases battles and based on the strategies decided earlier will calculate an outcome and set up the next phase of the campaign based on these results.

GMs may also assign specific players to play each other (in an effort to introduce players to each other) but these games will be optional. Rewards will be offered to encourage players to complete these type of games.

SOLON'S VAULT Campaign flow

The War for Solon is broken down into CAMPAIGNS
Each campaign is divided into 3 or more PHASES.
Each Phase is tentatively set as ONE MONTH in length.

1. Each Phase is prefaced by a COUNCIL OF WAR at which the sides have a brief period of time to decide strategy and tactics for that particular phase and for the campaign in general.

2. Once the Council has been completed the GMs convene to lay out that phases scenarios and to decide if any additional assets are to be gained or lost by each side (More on assets later). GMs distribute the phases scenario package to players upon completion.

3. Games are played over the course of the phase with GMs distributing assets, assigning player specific challenges, invoking natural disasters-phenomenon and arranging any special events that are needed.

4. At the completion of games players submit a report as detailed under the Players Responsibilities Section.

5. At the completion of the Phase the GMs collate the data collected and compare it to the edicts laid out in the Councils of War and decide the results of that phase.

A brief document is prepared outlining the results of that phase and any highlights, prizes or trophies will be given out and the cycle begins anew.

CAMPAIGN COMPLETION

After the phases of a campaign are complete a larger document including art, fluff, stories, photos and anything else submitted by players (edited at the GMs discretion). will be distributed, lauding the glories of players and outlining feats of heroism! An effort will also be made to arrange an Apocalypse game to culminate the campaign and possible decide the ultimate outcome.



Players Responsibilities



As a Player your responsibilities and opportunities are only limited by your time, desire and enthusiasm.

Initially we will require some contact info to help us keep in contact with you and to arrange games and any events that we can manage. If you are interested in contributing to the campaign the following information is required (please note that we will be distributing a player contact list to other players with this information on it):

- 1. Email and Phone number:** the phone number is optional but recommended if you want to be able to be reached for any necessary information and to greatly enhance our ability to arrange games with other players outside of your regular play group.
- 2. The side you have chosen:** This will most likely be decided by your choice of your primary army. Note that this is flexible and that you will be able to change your allegiance later but that it might require that you be left out of a Council of War.
- 3. Armies Played:** A full list of armies you intend to play during the course of the campaign. Please indicate which will be your PRIMARY army. This list will also help when arranging team games or events.
- 4. Location:** A general idea of where you live (ie South Burlington) so as to aid us and other players in knowing how far they may have to travel to play a game with you.
- 5. Availability:** A general sense of your availability, like any weeknight after 7pm, Saturdays between 12 and 5, etc... .

Beyond this, all that is required of you is to play some games, meet some new people and have as much fun as you can! Players are highly encouraged to submit photos, stories, battle reports, Sector History, scenario ideas, campaign ideas, special character ideas and anything else that gets you excited (please try and relate all material to the Solon's Vault Campaign).

Players Responsibilities



Battle Reports

The Following information is required when submitting a Solon's Vault Battle Report:

1. Players involved and their allegiances.
2. Size of Game Played (in points).
3. Scenario used (Please specify if a phase specific scenario was used).
4. Results of battle: Who lost and who won at a minimum.
5. Assets used: if any assets were designated to a player by a GM for use and it was used, it must be noted.

Players are encouraged to submit as much material as they want when filing a battle report; photos, stories, artwork, anything cool that flushes out the campaign. Prizes and trophies will be awarded for things like, best photo of the phase, best short story etc... .

GM Responsibilities

1. Head up and mediate Councils of War.
2. Collaborate with other GM(s) to collate data from battle Reports and Council edicts to plan upcoming phases. This is to include a list of assets for GMs to dispense to players as they see fit (the Councils may outline guidelines for the usage of Assets).
3. To provide a Phase scenario package which outlines the general thrust of this phase of the campaign, complete with any Phase specific rules or phenomenon and scenarios.
4. To compile a brief document at the end of each Phase outlining the results and any noteworthy events.
5. Upon the completion of a Campaign work with other GM(s) to compile a document outlining the results of the campaign, noteworthy events and include as much player generated material as possible.

GM Responsibilities

ASSETS AND OTHER DEFINITIONS

At the outset of the campaign the GMs will convene and draw up a list of assets that they feel would represent the typical types of things the warring sides have at their disposal to reinforce their armies with. This list of Assets will diminish and increase as they are used and as the alliances meet with success or failure.



Here are some examples of the types of Assets currently under consideration:

1. Reinforcements: The player may spend 10% more points than he is allowed for the mission being played. If you fail to win the primary AND secondary objectives you immediately suffer a MAJOR LOSS.
2. Close Support: This is a reserve asset that is treated as an indirect fire weapon with the following stat line: S 5 AP 4 Large Blast.
3. Sacred (or Profane) Artifact: A weapon of immense power; the artifact increases the users Strength by +2, is a power weapon and confers a 5+ invulnerable save (or +1 to their existing inv save). This weapon may be given to any unit upgraded character or any independent character. If the character is killed, your opponent counts as having 1 more objective (or kill point).
4. Extensive training: choose a unit from your army, it gains the preferred enemy, tank hunters and infiltrate special rules. It is now worth 3 kill points and cannot contest objectives.
5. A challenge cannot go unanswered: choose one of your independent characters after deployment. your opponent must choose a character of equal or more points (or the most expensive). Your character gains preferred enemy, +2 strength and +2 initiative when fighting this character in hth. The enemy character is at -3WS -3 A (to a min of 1) and no unit may benefit from his leadership until such time as he fights your IC in hth. If your character is killed by anyone else but the chosen model the enemy character will suffer the characteristics for the rest of the battle.
6. Supply Strain: The demands of war have strained the supplies of both sides. Anytime a Vehicle or Monstrous Creature (friendly or not) moves it must make a dangerous terrain test



SOLONS SYSTEM

History, Geography and the Vault

Solon's System was liberated and brought into the Emperor's glorious light during the Great Crusade by the Imperial Fists and elements of the Yokatar Crusade wing. The existing population of the system had retained much of its terran heritage and quickly signed treaties of compliance.

Shortly after compliance the Adeptus Mechanicus began construction of a massive forge planet designated "V46-GS242" whose purpose was rumoured to be the production of technologies retrieved from

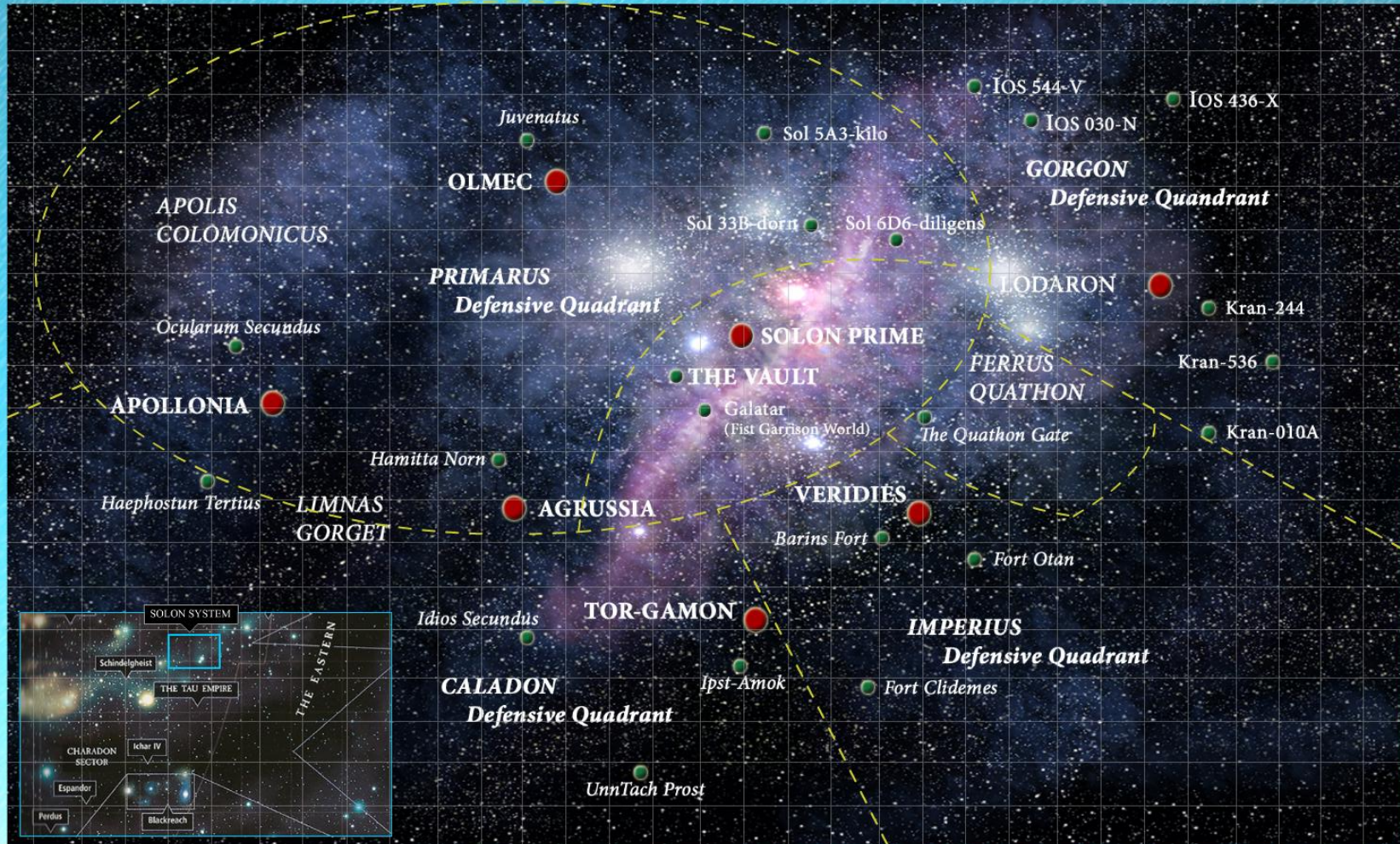
Eastern Fringe crusades. After only two centuries of construction the project came to an immediate halt when the Horus Heresy broke out

It is written in the Histories of Solonicus that the Mechanicus Adepts had thrown in their lot with Horus and his traitors. With the the Furious Abyss' failure to destroy Macgragge, the Garrisons of Solon laid siege to the forge planet, which loyalists called "The Vault". The battles for the vault lasted for 3 years, well after the death of Horus and during this time the Adepts displayed their heresy fully. Deploying ancient and vile technologies The Vault held out against everything the loyalists could muster until a crusade rumoured to be led by none other than Rogal Dorn and the Imperial Fists arrived in the system.



With the pride of the Emperors Legions at their doorstep the twisted Tech Adepts fled into the blackness beyond the Eastern Fringe leaving The Vault locked down and inaccessible. It is claimed that Rogal Dorn, Primarch of the Imperial Fists, still berift with grieve and guilt at his failure to protect the Emperor led the initial assault force into the infernal Forge World. The Primarch and his assault team were out of contact for several hours and just as a second assault team was preparing to enter 'The Vault', Dorn emerged with his team, gaunt and of grim disposition.

Rogal Dorn ordered that 'The Vault' was to remain a forbidden zone and that it was not to be destroyed (if such a thing was possible). He assigned an entire company of Imperial Fists to take up guard on a moon bestride 'The Vault' to ensure that none dare enter it.

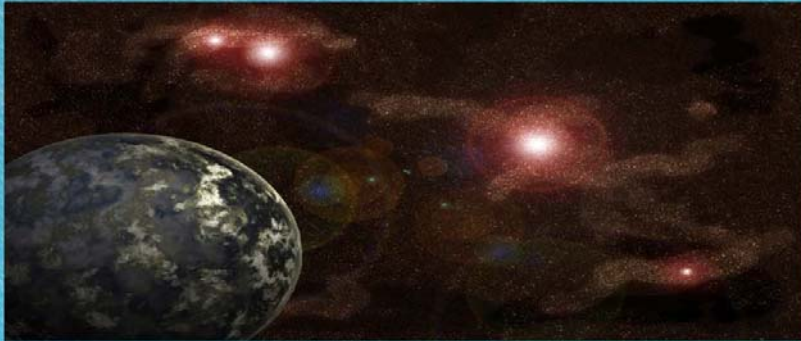


SOLONS SYSTEM

Sector map

SOLONS SYSTEM

Areas of Interest



Solon's System has seen its share of wars and sedition over the millenium, several of them aimed directly at breaching into The Vault and uncovering its secrets.

After Hive Fleets Kraken and Behemoth have ravaged the systems defensive networks

and rendered much of the outer sectors undermanned several forces have decided that Solon's System and The Vault are ripe for plunder. It is this point that the Campaign begins, with the vultures circling and the few defenders readying themselves for the end.

FERRUS QUATHON: A dense asteroid belt that contains a large quantity of metal composites. This area is largely thought impassable due to communication and navigation equipments' inability to function through or in it.

DEFENSE QUADRANTS: Each of these areas was at one time a heavily defended and modern defensive system. After Behemoth and Kraken these systems are now a pale shadow of their former selves. Understaffed, in disrepair or outright destroyed these defensive quadrants are more of a sieve than a bulwark against aggression.

GALATAR: The home of the the 8th Company of the Imperial Fists Chapter and guardians of The Vault. None remain who were present that day millenia ago when Dorn sealed the Dark Forge World. None save for perhaps Brother Antigines, now incased in sacred Dreadnought armour.

LIMNAS GORGET: A swirling mass of gaseous vapour and silicon particulate, the Gorget is another difficult area to traverse as sensors and guidance equipment is scrambled and mis-directed. It is rumoured vessels centuries or millenia old still ply the Limnas, forever lost.

SOLON PRIME: A busy hive world and the epicenter of Solon's System, Solon Prime is home to some 160 billion souls ruled over by a distant and self absorbed familial hierachy

IOS DEFENSIVE STATIONS: Once state of the art automated defense worlds, the Ios stations are now mostly derilct and in danger of being condemned as unfit for service.

LODARON: Being one of the most Eastern hab Worlds in the Imperium has made Lodaron a battleground for Millenium. After Behemoth left it a ravaged hulk, Tau colonist moved in and it took several centruies to root them out. Once Kraken was broken rebuilding of Lodaron started but it moves at a slow pace, plagued by beaurocratic red tape.

SOLON'S VAULT

Forces of Order Campaign Brief

"Our enemies circle us like a carcass, believing we are now easy prey. We shall show these pernicious traitors that this carcass still has talons!"

Commander Gerhoud Vansakal

120th Agrussian Heavy Infantry

As a player for the forces of Order you represent one of the many agents of the Imperium tasked with the defence of Solon and the protection of the archaic and deadly secrets contained in The Vault. These are desperate times and some of the defenders have begun to believe that they must open The Vault and use its deadly and potentially heretical contents against the enemies of the Imperium.

"Dorn knew that this time would come! Why else would he not order the destruction of The Vault! No, Dorn knew that we would need this lethal weapon to defeat our enemies! I say open The Vault now and let our enemies cower!"

Captain Yohanus Velt

Emperors Scythes 4th Coy - Under Inquisitorial Censur

The forces that make up the Forces of Order will be Space Marines, Imperial Guard, Witch and Daemon hunters, Tau and Eldar (although Eldar can be either).

As one of the Commanders of the Force of Order you will endeavour to keep the secrets of The Vault from the Imperiums Enemies. You will participate in Councils of War where you can help plan out overall campaign strategy and phase specific objectives. This will require a bit of creative extrapolation of the Solon System overview. For Example, a Council might decide that their primary defensive strategy is to Hold the Line at all costs and deploy thier forces primarily on the fornt line with minimal reserves. Alternatively they might want to lightly man the front line and have a strong reserve. Another decision might be to mine the Ferrus Quathon or fortify Agrussia for example.

Other Council decisions might involve the concerted targeting of specific types of enemy units hoping to deplete the enemy of these resources. The GM may assign secret secondary objectives in this case to track your sides success. Finally the Councils may pass on guidance to the GM on how they would like to see their assets used. The only limits to your Councils edicts are your imagination!



SOLON'S VAULT

Forces of Dis-Order Campaign Brief



''The Vault is ripe for the plunder, it is only a matter of kicking in the rotten door and taking that which is ours by right of power!''

''Imagine the vast weapons of destruction that the Dark Mechanicum left there! Dorn was a fool, rally you cohorts for Solon's end is nigh!''

Dar'Vrak Warmaster

WordBearers Quillborn Host

As a player for the forces of Dis-Order you represent one of the many agents bent on penetrating the defenses of Solon's System and claiming the unknown treasures of The Vault for yourself.

The forces that make up the Forces of Dis-Order will be: Chaos Marines, Traitor Guard, Dark Eldar, Necrons, Orks and Tyranids (some players may use Tau as well). Unlike other attempts to claim The Vault, where small raiding parties or less frequently larger formations of traitors penetrated into Solon's System, this attempt is headed by a Dark Council of evil and nefarious warlords. These Warlords have affected a truce of sorts between themselves in the common interest of destroying Solon's defenders once and for all and dividing the spoils for themselves.

As one of these Warlords you will participate in Councils of War where you can help plan out overall campaign strategy and phase specific objectives. This will require a bit of creative extrapolation of the Solon System overview. For Example, a Council might decide that their primary objective in the Campaign is to penetrate the Imperius Defensive Quadrant. Their secondary objective might be to send a diversionary attack in the Caledon Sector to draw off reserves. A Primary Objective in the following Phase might be to attempt to infiltrate a small flanking forces to subvert the Imperial defenses through the apparently impenetrable Ferrus Quathon while their Secondary Objective might be to probe the defenses of the Caladon Quadrant. Another edict of the Council might be to launch terror Raids into the the areas surrounding Agrussia in an effort to draw reinforcements there.

Other Council decisions might involve the concerted targeting of enemy heavy support, elite, HQ or troop choices hoping to deplete the enemy of these resources. The GM may assign secret secondary objectives in this case to track your sides success. Finally the Councils may pass on guidance to the GM on how they would like to see their assets used. The only limits to your Councils edicts are your imagination!

SOLON'S VAULT

The Final Word



Nothing in this Players Campaign Guide is hard and fast. This is meant to be a campaign for the players by the players and the style, content and substance of the campaign is meant to be as malleable as the majority of the players demand. This document is a starting point for what we hope will be a fun and creative experience for all.

QUESTIONS:

Q: Can I play games against like aligned players and have it count towards the Campaign?

A: Of course, you have a number of options available, first you could have one of the players simply pretend they are playing the other allegiance or it could be an infighting grudge match between rival Warlords or it could be a training mission to prepare your troops for an upcoming battle. Use your imagination and give the GM as much information as possible, we will reward creativity!

Q: You said Prizes, what kind of prizes???

A: Gift Certificates, used models, painted models, scenery, dice, books, bitz, home made trophies and anything else we can come up with! We will make every effort to ensure that the prize is desirable to the player and useable by them.

Q: Is there any cost involved???

A: None, just the time and energy you want to put into the Campaign. The cost for prizes will be incurred by the current GMs as we start out but we might be able to get some store sponsorship in the future. Likewise if there is anything in particular that you feel you could contribute as a prize please feel free!

Q: Where can I play my games???

A: Anywhere, but the usual places can be contacted once you've hooked up with a friend or another player through the contact sheet; Games Workshop stores, Conspiracy Comics and The Hobby Kingdom are good places to start and anyones basement who's got some room and a free table!