

The Vogen Campaign

Games Workshop Studio Cityfight Campaign

"We thought it was over. We couldn't have been more wrong. Turns out the Night Lords left us a little present during the first war. The presence of so much death, confusion and panic lit up like a firecracker in the warp. Chaos was irresistibly drawn back to Vogen, hoping to feast on our pain. As it turns out, so was everybody else; right now just about every other heretic, alien and scumbag in the sector is fighting for a piece, either for or against Chaos. They want our city bad. But they ain't getting it."

Veteran Sergeant Hessel, 122nd Cadian Regiment

The Vogen Campaign is based on the Imperial city of Vogen on the planet of Khai-Zhann, predominantly because a lot of detail has already been sorted out for the beleaguered capital during the production of the Cityfight book.

The campaign is map-based; some of the locations within Vogen are of varying strategic importance and hence have a Victory Point total allocated to them according to their status. For instance, a hab-block may be worth 1 VP, the Palace Grounds 4 VPs, etc. Some locations, however, will earn you no VPs at all.

Basic Rules

The way the campaign is played is as follows:

- I. Each player has a number of coloured indicator pins (available from any stationery store) which should bear their initials. The pins can be colour-coded depending on which army the player uses, green for Orks, blue for Eldar, gold drawing pins for NPCs, etc.
- II. Each player starts with one pin at a random square on the map's edge; the place where your forces have breached the walls, their HQ, etc. This will be determined by the campaign organisers in the first week of the campaign. A square with one of your pins in is occupied by your forces.
- III. At regular intervals during the campaign (every week or so), each player may place another pin in a square next to one of their existing pins, even if the border between them is very small.
- IV. If two pins of different colours are in the same map square, play a game of 40K with the owner of the other pin. The loser removes his pin altogether, the winner claims that square by leaving his in place. If there are already two pins of different colours in a square, you may not move into it (no three- or four-player games unless the campaign organisers specifically say so...)
- V. If you lose all your pins, you're out of the campaign!
- VI. Games are of any agreed points value, and use a randomly determined Cityfight mission unless specified otherwise in the location information (See Vogen Locations on the website at www.checkwithOwen.com).
- VII. If your pin occupies a location with a Victory Points value and there are no opposing pins in that location, you can claim those points to add to your total.

- VIII. If you wish, your troops can gain experience points as outlined in Warhammer 40,000 and Codex: Cityfight. It is up to you to keep track of these; they will affect play as time goes on and the campaign organisers can't be expected to monitor every squad.
- IX. At the end of the campaign (decided by the campaign organisers), the player with the most Victory Points in total is the winner.

That's the basic premise. This ensures everybody fights over locations of strategic importance. However, not everybody is available whenever someone else feels like having a scrap, so these rules are adjusted as follows.

Advanced Rules

- I. Instead of adding another pin, you may FORTIFY one existing pin. Add a dot • (clearly marked) to the pin you have fortified. When fighting a game in this location, you have an extra 100pts to spend on equipment from the Defender's Armoury in Codex Cityfight (p21). This may be done more than once, adding 100pts per fortification and another dot to the pin, but no more than three times in any one location. Some of the locations already have fortifications, eg (•••) would mean someone defending that square may spend 300 extra points on equipment from the Defender's Armoury.
This can be used as an alternative to aggressive tactics if you're simply too busy to play.
- II. If someone is contesting a square with you but you cannot play them for any reason (holiday, too chicken etc.), simply arrange for them to fight someone else who is on the same team as you (the same colour peg). It is assumed that your allies have stepped in to defend your line.
- III. Certain critical areas of the map have certain special rules and scenarios (a cathedral may give Sisters players more Faith points per battle, a Gun Tower automatically means the High Ground scenario is played, etc.). These are listed on the separate document detailing Vogen's important locations (see the website address above).
- IV. No assassins may be used unless specified in the location brief.
- V. If you are not present for a while, tell the campaign organisers and they will fortify one of your squares every campaign phase. If you just can't be bothered, forget to make a move or to tell the organisers, you miss out, as you cannot have a 'backlog' of turns and do them all at once.
- VI. If two or more of your pins have been moved into the territory of the same enemy, all of these contested squares can be resolved by the same battle. This allows you to push forward in the surrounding zone if you are doing well in a protracted battle; the game is representative of a larger struggle. If a game is already in play in an unfortified square, fortifications in other squares resolved by the ongoing game are ignored (forces have broken through the weak point in the line).

FOR EXAMPLE: Adi and Graham are playing against each other. Due to the fact they cannot play often, the game runs on for a couple of campaign turns. Normally, another pin would be placed in this time, but the players are anxious not to take on any more opponents just yet. Adi is doing well in the game. Therefore, Adi decides to put a pin in another, different square occupied by Graham's forces (this must be next to Adi's uncontested territory). Graham, playing defensively, decides to fortify (•) a nearby square. The game they are already playing decides the fate of ALL contested squares between Graham and Adi.

VII. You may not attack members of your own team unless you play Chaos or unless it is the last week of the campaign (every man for himself...). Feel free to make alliances with nearby forces, for instance if you need to unite against a common foe. Use your common sense here, although some guidelines are laid out below. Dark Eldar may do exactly as they damn well please, but backstabbing is to be encouraged. Kroot Mercenaries may ally with any force. Tyranids may only ally with other Tyranids.

ALLIES WITH	Chaos	Orks	Imperials	Eldar	Tau
Chaos	X	Yes	No	No	No
Orks	Yes	X	No	No	No
Imperials	No	No	X	Yes	Yes
Eldar	No	No	Yes	X	Yes
Tau	No	No	Yes	Yes	X

