

**THE  
EQUINOX  
EXPANSE**

***A NARRATIVE CAMPAIGN  
FOR WARHAMMER  
40,000***

*Presented by Equinox  
Gaming Conventions*

## AN EMPIRE IN FLAMES

The galaxy burns. The Imperium has been torn asunder by the traitorous servants of dark gods, leaving humanity fractured and divided. Yet from this thundercloud of doom comes the Primarch, a demigod reborn, striding forth across the galaxy to bring the fire of the Emperor to brighten the souls of the pious and to burn the black hearts of the heretical. The Indomitus Crusade, the greatest human endeavour of arms since the Emperor's Great Crusade itself, liberates worlds by the thousand, driving back both heretics and opportunistic xenos alike, rekindling the hope of billions for salvation.

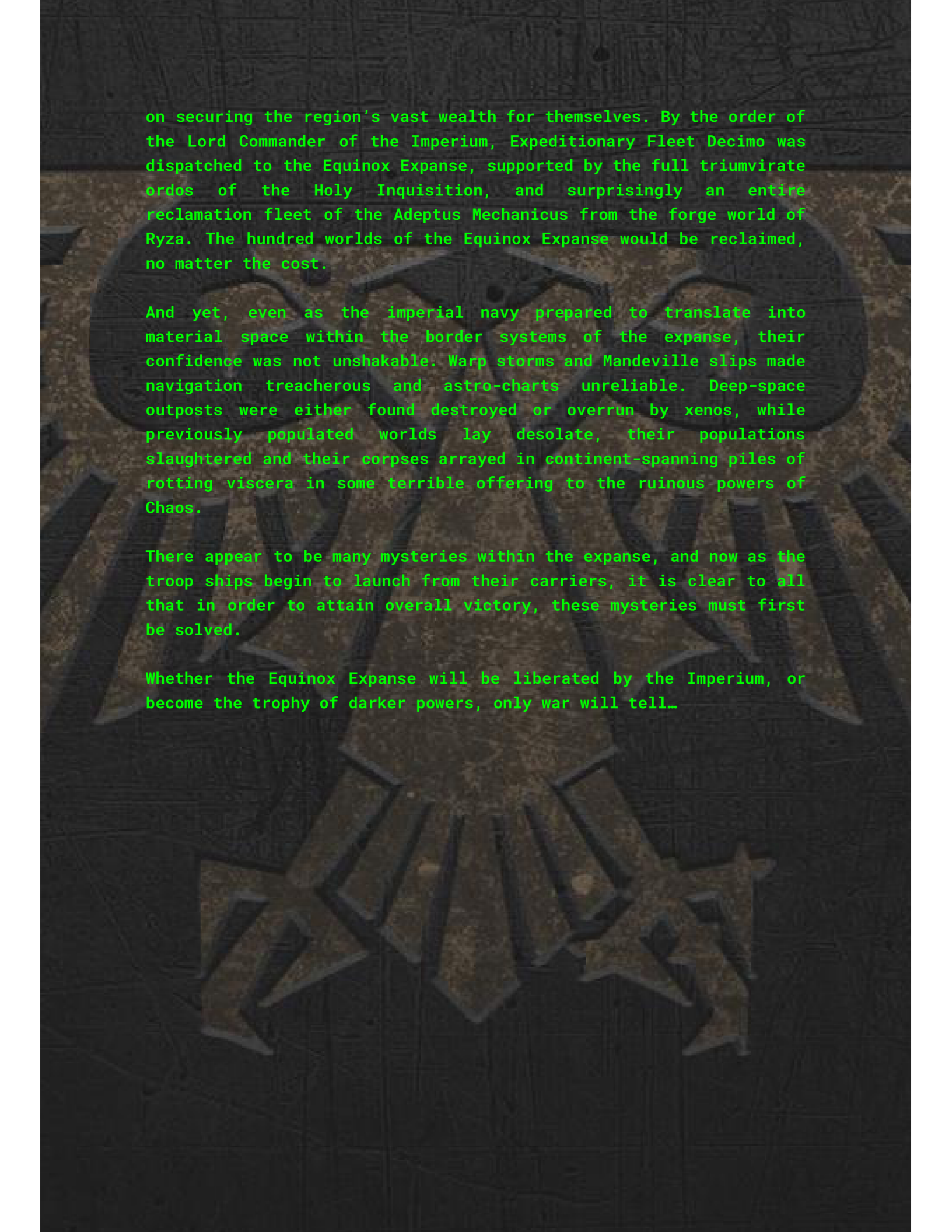
But for the hundred imperial worlds within the Equinox Expanse, no such hope has come.

Perched upon the very cliff-edge of the Maelstrom in the Ultima Segmentum, the expanse had always been a troublesome region of space to navigate, while its vast nebulae of ionising gases and asteroid fields offered safe haven to renegades and xenos pirates alike for millennia.

Yet the expanse was also rich in rare minerals and precious resources, so even in the darkest days of the 41st Millennium, humanity had continued to thrive within the expanse, defended for ten thousand years by the Adeptus Astartes Deathwatch from their fortress moon, the Argus Citadel.

Then, as the Cicatrix Maledictum spread across the Imperium, all contact with the expanse was cut off and the region was believed lost to the warp. It was not until the vanguard fleets of Guilliman's Indomitus Crusade entered the Ultima Segmentum, that their astropaths detected activity within the expanse once more. After further reconnaissance it became clear that the worlds of the Equinox Expanse had endured and were calling for aid.

However, after the numerous distress calls from the expanse were analysed by Guilliman's strategoi, it became worryingly clear that these transmissions had been broadcast far and wide across the segmentum, and even now malevolent forces were drawing near, intent



on securing the region's vast wealth for themselves. By the order of the Lord Commander of the Imperium, Expeditionary Fleet Decimo was dispatched to the Equinox Expanse, supported by the full triumvirate ordos of the Holy Inquisition, and surprisingly an entire reclamation fleet of the Adeptus Mechanicus from the forge world of Ryza. The hundred worlds of the Equinox Expanse would be reclaimed, no matter the cost.

And yet, even as the imperial navy prepared to translate into material space within the border systems of the expanse, their confidence was not unshakable. Warp storms and Mandeville slips made navigation treacherous and astro-charts unreliable. Deep-space outposts were either found destroyed or overrun by xenos, while previously populated worlds lay desolate, their populations slaughtered and their corpses arrayed in continent-spanning piles of rotting viscera in some terrible offering to the ruinous powers of Chaos.

There appear to be many mysteries within the expanse, and now as the troop ships begin to launch from their carriers, it is clear to all that in order to attain overall victory, these mysteries must first be solved.

Whether the Equinox Expanse will be liberated by the Imperium, or become the trophy of darker powers, only war will tell...

## CAMPAIGN OVERVIEW

As a task force commander entering the Equinox Expanse, you have the opportunity to either liberate the human colonies in the name of the Emperor, or exploit them for your own glory. There are many great reputations to be made within this crucible of despair, but if you wish to master the expanse, you are going to have to display both strength and cunning.

Your success within the campaign will be measured by three primary objectives:

- 1) Locating stable warp routes and seizing key planetary systems
- 2) Taking and holding resource production points across the expanse
- 3) Completing your faction's secret agenda

Obviously, in order to achieve these aims, you will need to prove yourself on the battlefield. However, ignoring your primary objectives to simply focus on killing everything in your path will quickly lead to your force running out of fuel, ammunition, or even fresh souls to sacrifice, reducing your legacy to a mere cautionary tale for those heroes who come after you. You have been warned.

## PRIMARY OBJECTIVES

### *Intelligence Gathering*

Moving ships through the expanse is dangerous, but the local population appear to have spent the last few years attempting to chart the region. Such charts are vital to your advance through the Equinox Expanse, and you must locate as many computer terminals as possible and download their contents. Receiving updated star charts will give your task force bonus campaign stratagems to use in the campaign.

### *Resource Collecting*

Every inhabited world within the Equinox Expanse boasts a wealth of mineral or material wealth, and seizing its riches will go far in securing your position within your faction. By taking resource points on the battlefield, you can exchange this precious cargo for extra requisition points during the campaign.

### *Faction Agendas*

While all factions have need of the expanse's riches, each also has their own secret motive for launching their expedition into the region. Yours is to [REDACTED BY ORDER OF THE HOLY INQUISITION! LET IGNORANCE BE YOUR SHIELD! ]

## FACTIONS

As a task force commander, you are expected to prosecute your own operations within the Equinox Expanse, and while there may be others of your faction present during the campaign, competition for personal advancement means that no alliance

should be taken at face value. You may well find yourself warring with your own comrades over vital locations and resources at times, but such trivial rivalries pale in comparison to the greater glory your faction may earn from your victories. But cooperation may still be needed, as events may occur that require the sharing or even pooling of knowledge or resources in order to further achieve your faction's greater goals. Of course, you are the commander here, and if a Conclave is called, it's your choice if you answer or not.

*Note:* Some factions are always more numerous than others, but do not fear! To paraphrase the immortal bard "The fewer warriors, the greater share of honour!" You will NOT find yourself at any major disadvantage for being part of a smaller faction.

## **SPECIAL RULES AND GAME BALANCE**

As a narrative campaign, the Equinox Expanse will include a number of special rules that may affect your games of Warhammer 40,000 in some way. These rules should have a minimal impact, and will be designed purely to further the campaign narrative and your experience. However, there 'may' be the occasional instance where a slight mismatch may occur as the result of a player or faction's decision making during the campaign. These effects may be rewards for achieving multiple primary objectives - say locating a stash of plasma weapon fuel that doesn't overheat, or a liquid metal infuser that may temporarily increase an armour save - or they may be urgent reinforcements or resupply for embattled commanders who have suffered multiple losses on the battlefield - say the temporary assignment of a squad of Grey Knights, or an orbital spore bombardment. Whatever the effect, in order to maintain game balance and ensure your experience is the best it can be, make sure to keep the narrators informed in the post battle phase.

## **WINNING THE CAMPAIGN**

As a narrative campaign, victory in the Equinox Expanse will not be decided solely on the number of battlefield victories you achieve (although victory means conquering territory which is important in its own right) but will also be based on your overall success at completing your primary objectives. Obtaining large amounts of star chart data may lead you to learning clues about hidden locations or stellar events that may benefit your faction in a narrative or in-game manner. Similarly, seizing vast quantities of resources will not only aid you in terms of requisition, but may bring you to the attention of your faction superiors and grant you special rewards or missions. As for your faction's secret agenda, you might [REDACTED BY ORDER OF THE HOLY INQUISITION! LET IGNORANCE BE YOUR SHIELD! ]].

Finally, for those few with such abundant territory, knowledge, and resources, who knows what benefits await?