



## Main Objective

Play will last two months, or until one of the two victory conditions are met:

1. Any player controls 10 Locations on the campaign map; **OR**
2. One player's last location is eliminated from the campaign map.

When the campaign ends, the player with the most territories under his control wins.

## Starting Army Deployment

**First Deployment** is determined randomly. Players place a marker for their first territory in the order of deployment. They may not choose any location that has more than one special icon, or locations adjacent to such a location. They also may not place their first location within two spaces of any other player's first location.

**Special icons** are Fortifications, Critical Locations, Production Facilities, and Special Locations.

## Sequence of Play

The campaign is fought over a number of rounds; one round each week. Ideally - all players must be present for each round - although it is possible to arrange instructions beforehand if a player is unavoidably absent. In each round all players work their way through the following play sequences:

1. **Events Phase**
2. **Revenue Phase**
3. **Challenge Phase**
4. **Battle Phase**
5. **Spoils Phase**

All players must finish each phase before moving on to the next phase. Before the end of each round (evening of play), each player must play a Warhammer 40K game and resolve their spoils phase before their next round can proceed. In each phase, priority goes to the player with smaller territory (fewer victory points). Ties are won by the player with the most Resource Points.



## 1. Events Phase

Each player picks one event from the event chart (below). You may not pick an event that another player has chosen unless all the events have been taken. You may pay 20 Resource points from your treasury to pick an event that has been picked. Once all events have been taken at least once, you may pick any event of your choice, even if it has already been taken.

### Events include:

- 1) Convoy Raid: Pick a player. That player does not collect revenue this round. You may add the target player's resource dice to your treasury.**
- 2) Forward Planning: Place a Fortification or Production Facility marker in a location that you control. If you can not add either to a location you control; you may upgrade an existing Fortification to a Critical Location.**
- 3) Warp Storm: Pick a player. That player rolls a D6 for each Fortification, Critical Location, and Production Facility. On a roll of 1 or 2, that asset is destroyed and removed from the map.**
- 4) All or Nothing Assault: You receive an extra 2 Campaign points this round as long as you don't lose or draw any battles. If you lose or draw any battle, then you receive no Campaign points this round.**
- 5) Recon: In battles you fight this round, when determining first player, roll two dice and use the higher.**
- 6) Aggressive Diplomacy: You are the first player to declare a challenge this round, regardless of rank.**
- 7) Covert Acquisitions: The first location you claim this turn costs 1 Campaign point rather than the normal 2.**
- 8) Special Forces: Infantry Elites Units may hold objectives during games you play this round.**

## 2. Revenue Phase

Resource Points are added to the player's treasury each round and can be spent or saved and used in future rounds. Each player, and the coordinator, will keep a record of their Resource Points. Each player generates 1d6 x 10 Resource Points each round. If the player controls production facilities, they add an additional 1d6 x 10 Resource Points to their treasury each round.

## 3. Challenge Phase

Each player must issue a challenge to another player, starting with the player with the smallest territory (the player with the fewest victory points). The challenger and the challenged must fight a Warhammer 40K battle in the battle phase. A player who has been challenged cannot issue a challenge that round - his army is already committed to battle!

# Warhammer 40,000 Campaign v. 2.01



## Forming a Team

You may challenge a player who has already been challenged to a battle. The player who has been challenged can choose to either fight one battle against all his challengers (see team battles), or he can fight a series of one-on-one battles against each of his challengers in turn (see multiple battles). Any number of players can form a team in this way.

## Breaking up a Team

A player can challenge a player who is already part of a team - this will break up the team. *For example, if Andy and Phil formed a team against Bob, Max could challenge Andy, forcing Andy to play another game, breaking up the team.*

When this happens, the player you have challenged fights a battle with you, leaving the remaining team member(s) to fight their opponent. So, carrying on our example, if Max challenges Phil, then Max and Phil fight a battle, leaving Andy to fight against Bob.

## 4. Battle Phase

Players can agree to fight battles of whatever size they find convenient. There is no pre-set size or standard army list. Play Warhammer 40K games as you normally would between 500 pts and 2000 pts. However, point values can be altered with resource points (discussed below).

Games follow the random mission format on page 90 of the 5<sup>th</sup> Edition Rulebook. Games are played on 4 x 4 boards, unless space accommodates and both sides agree to play on a larger board. If both players agree they may use any of the store sanctioned missions, either standard or non-standard, including *Planetstrike*.

## Army Bonuses

- **Resource Points:** Players may spend up to 100 Resource Points from their treasury to generate extra points for their army. 1 Resource Points = 1 point (see Revenue).
- **Defensive Advantage:** Players who are challenged and control at least one fortification may risk his fortification to gain a 100 point defensive advantage against an opponent. This represents forces left to defend valuable positions. If you lose your battle (draws don't count), you lose your fortification. However, you do not automatically lose your location.
- **Special Locations:** Other locations on the Campaign map may modify this number, see special rules for the campaign map for details.
- **Map Locations:** Map Locations may allow players to use special rules under certain conditions, see special rules for the campaign map for details.

## Multiple Battles

If a player must fight multiple battles in a round, they may use event bonuses they are entitled to in every battle they fight. However, Special Rules must be purchased every battle. Also, Resource Points spent in one battle are used up, and may not be used in future battles.



## Team Battles

When players fight together as a team, the team must split the total point value of their force between all the players in the team in a mutually agreeable manner. For example, in a 2,000 point game a two player team might take 1,000 points each, or one might take 1,500 and the other 500, and so on). Each player is then allowed to add bonuses to their individual total as described above.

Here are some rules and guidelines for playing team games:

- **Player Control:** Each player in a team controls his own army. Both players move their units in the movement phase, shoot in the shooting phase, etc.
- **Targeting Allies:** Units may not charge, shoot or use powers against units controlled by another player in the team, even if they are beneficial.
- **Combining Units:** Characters from one player's army may not join units belonging to a team member's army.
- **Friendly Units:** Only units belonging to the same army count as 'friendly units' for the purposes of the rules.

## 5. Spoils Phase

After a game, you earn Campaign points as shown on the chart below. Campaign points are used to take territory; build Fortifications, Critical Locations or Production Facilities, or to remove territory from a rival player. Players spend their Campaign points starting with the player with the smallest territory and working up.

### Earning Campaign points

Players earn Campaign points based on their success in battle:

- **Lose:** 1 Campaign point
- **Draw:** 2 Campaign points for each player
- **Victory:** 3 Campaign points
- **Overwhelming Victory:** 5 Campaign points  
(You must eliminate your opponent's entire force on the field or control all objectives on the board to obtain an Overwhelming Victory.)

In a team game, all players in a team earn one less Campaign point. For example, if a side wins a victory each player earns 2 Campaign points instead of 3.

If a player fights more than one battle in a turn then the player must average out the Campaign points for the battles they fought, rounding fractions down. For example, if a player fights two battles, draws one and scores a victory in the other, he would score  $(2 + 3)/2 = 2\frac{1}{2}$ , which rounds down to 2 Campaign points.

# Warhammer 40,000 Campaign v. 2.01



## Spending Campaign Points

Campaign points can be spent using the chart below. Any Unused points at the end of a round are lost.

### Spending Campaign Points

**Claim New Location (2 Campaign points):** Place a banner on a location without a banner that is adjacent to one of your own locations.

**Conquer Location (3 Campaign points):** Remove another player's banner from a location that is adjacent to one of your own locations and replace with your own. You must have fought and won a battle (*either victory or overwhelming victory*) against the player in the preceding battle phase.

**Build (1 Campaign point):** Add a Fortification, or Production Facility to a location you already control.

**Upgrade Fortification (1 Campaign Point):** Upgrade a Fortification to a Critical Location (see Builds below).

**Raids (1 Campaign points):** Add 1d6 x 10 Resource Points to your treasury.

**Fortifications:** 1 extra Campaign Point is required to conquer a location that contains a Fortification or a Critical Location. Fortifications cannot be built on Death Worlds, Factory/Mining Worlds.

**Critical Location:** There must already be a Fortification in the location to build a Critical Location. You may upgrade a Fortification in the same turn that you build it, and the Critical Location replaces the Fortification. The location counts as having a Fortification. Also, Critical Locations count as two locations when working out who has the largest territory. Critical Locations may only be built on Core/Forge Worlds.

**Production Facility:** Generates Resource Points in the revenue phase. A Production Facility may not be added to locations with other special icons. All Factory/Mining Worlds Start with a production facility, it can be destroyed just like all other upgrades (Turning them into Death worlds).

## Damaged Icons

If a location you control loses its special icon, any player controlling that territory may rebuild that special icon. Special Locations with multiple icons can recover lost icons at the cost of Campaign points as shown in Spending Campaign points above.

## Missing Games & New Players

Players who wish to play after the campaign starts will be allowed to take a single territory in an unoccupied starting space, following the main deployment rules. They will receive a number of Campaign points equal to the number of weeks the campaign has been running, plus one. This is the equivalence of drawing one game, and loosing all the others prior to play.

# Warhammer 40,000 Campaign v.2.01



Players who are missing from a weeks sessions, and do not arrange an alternate play session will bank one Campaign point, but receive no income for the week that they are missing, they may not be challenged.

## Mercenary Captains

If you are unable to play a battle, or are have multiple battles and would like to focus on one over others, you may designate a Mercenary Captain to fight your battle for you. The Mercenary Captain must agree to fight your battle for you. In addition, the Mercenary Captain must have fewer battles this round than you. Your Mercenary captain **CAN NOT** activate Army Bonuses described in the Battle Phase. When your Mercenary Captain finishes a battle you pay him Resource Points. The Mercenary Captains price is equal to the number of Campaign points won by him multiplied by ten. For example: If a mercenary captain fights one of your three challenges that night, and wins a draw, you must pay him 20 resource points.