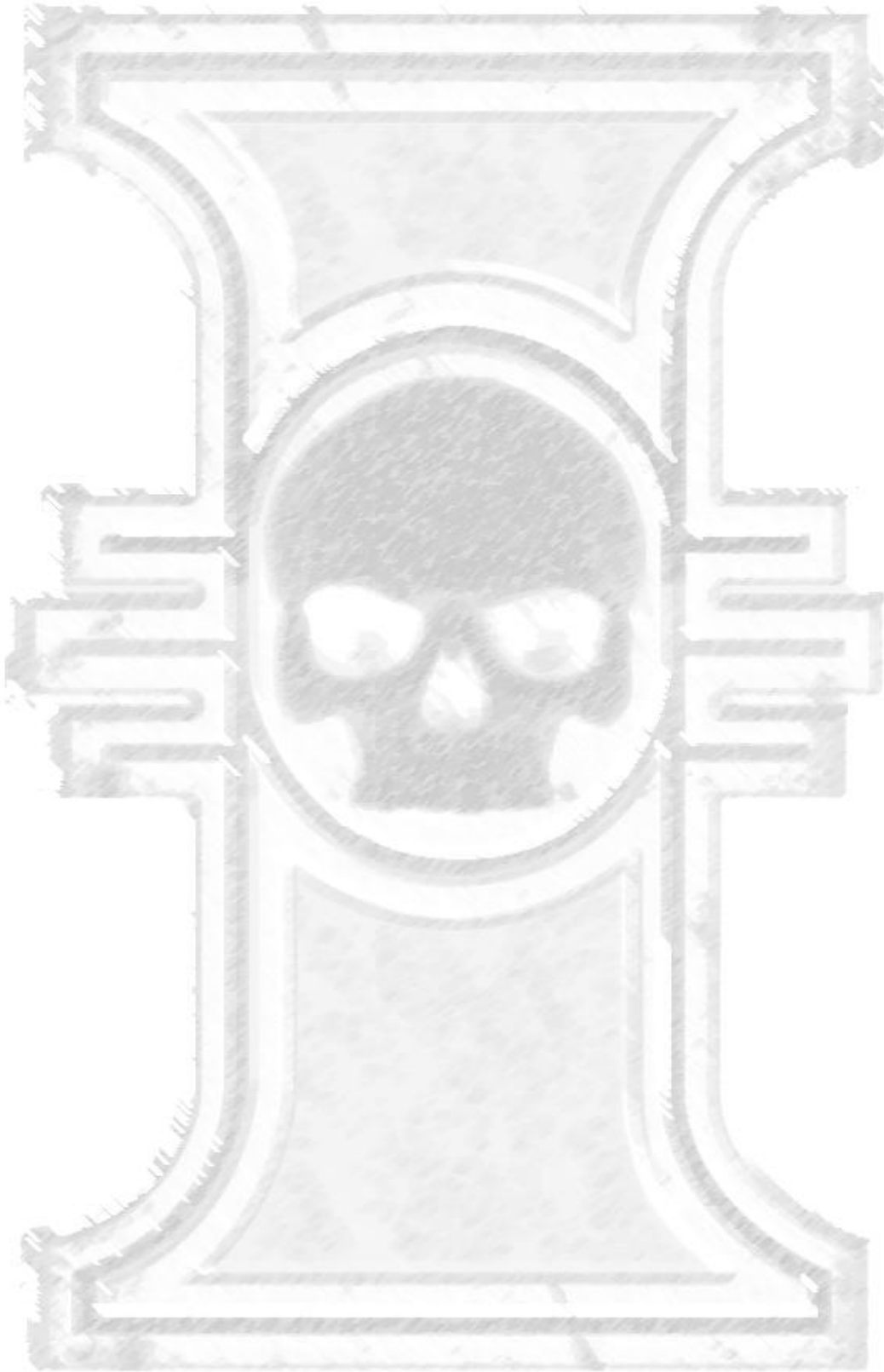




THE INQUISITOR'S
MAP BASED
CAMPAIGN
PRIMER

Inquisitor Lord Aki
<http://inquisitorlordaki.blogspot.com>



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The Inquisitor's Map Based Campaign Primer, version 1.01

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Introduction



Playing one-off games of Warhammer 40K and pick-up games at a store are fun. But there are some players who simply want *more*. They want their individual games to mean more than just a chance meeting, a short, single engagement with an enemy force.

Some players want their small plastic, resin, and metal army to face the ultimate challenges in a long-term engagement. They want leaders to emerge, even if it means they may die in the overall conflict. They want to think about the strategy between battles and how their army is reinforced or watch their resources get depleted in the crucible of war.

They do not want just a battle. They want a crusade.

These players are not necessarily concerned about a fair battle on a balanced battlefield because war does not offer such comforts. They are not interested in seeing the same objectives being fought over time and time again.

They are interested in the story that is unfolding before their eyes. The story that cannot be told in a single battle.

It is for those people I offer you this work: The Inquisitor's Mapped Based Campaign Primer.

This booklet will provide you with the rules necessary to play in, or run, a mapped based campaign. As a player, this supplement will describe the technical rules for the campaign. As a campaign coordinator, it will provide you with the means to put together a campaign with

minimal time and effort so you can focus on playing rather than the mechanics of the rules.

The first part of this booklet, The Campaign Rules, should be read by all players as it describes how battles are chosen, fought, and what effect the results will have on the overall campaign.

The second part of this booklet, Organizing a Campaign, is for the campaign organizer. This section will describe the steps necessary to create and run the campaign. This section does not need to be read by each player.

These rules are a compilation of rules based on Games Workshop's Planetary Empires and Good vs Evil Games and Comic's Siege of Exodus Prime campaign. I would be remiss if I did not acknowledge and thank them.

Check my blog from time to time for updates to this campaign primer and for other campaign tools. It is my hope that this is only the first of many campaign primers that players and campaign coordinators can use over and over again.

For everyone who organizes and participates in a campaign that is generated based on this booklet, I wish you luck and hope you enjoy it thoroughly. Please feel free to let me know how the campaign played out by sending me an email at inquisitorlordaki@hotmail.com.

~Inquisitor Lord Aki April, 2011
<http://inquisitorlordaki.blogspot.com>

The Campaign Rules

The objective of the campaign is to gain more territory on a hex-based map than your opponents. Each player will start the campaign with an equal number of territories.

The Campaign Coordinator will define the following aspects of the campaign:

- Number of players
- Winning conditions
- The base points each battle will be fought at

The campaign will be played in rounds and each round will consist of multiple steps that will allow you to purchase items, determine your opponent, determine the type of battle you will be playing, then, based on the results of the battle, gain or lose territory and prepare for the next round.

Each round will be played at a time when all players are available to play at a location that is big enough to accommodate all of the players playing at once. There will be preparation steps that will take place between the actual games, but those steps can be done between meeting times. The Campaign Coordinator will define how communication will take place between meeting times (usually via email or forums).

Each Campaign round will consist of the following steps:

- **Maintain Territories** (pg 8) - You will spend Resource Points to maintain the number of territories and buildings you control.
- **Construction** (pg 8) - Use Resource Points to construct Power Stations, Shield Generators, Command Bastions, Manufacturums, and Spaceports. Each building provides a different tactical advantage.
- **Select Stratagems** (pg 9) - You can also use Resource Points to select stratagems to use during the next game.
- **Create Your Army List** (pg 13)- The number of points in your list will be based on the territories you control, the buildings you have, and other factors. Your list may be larger than your opponent's (or smaller!).
- **Choose Territory to Attack** (pg 14)- You will choose which territory you will be fighting for.
- **Determine the Attacker and Defender** (pg 14)- The attacker has may have certain advantages, but those can be neutralized by careful planning and selective stratagems.
- **Determine the Scenario** (pg 15)- The scenario you will be playing depends on the attacker and the territory being fought over.
- **Set Up the Battlefield** (pg 16)- The battlefield will be a representation of the Campaign map. If you are fighting in a swamp, your battlefield will have water.
- **Fight Your Battle** (pg 16)- Victory will depend on more than being more tactical than your opponent. It will depend on everything you have done to prepare for battle.



- **Determine Territory Gained** (pg 16)- Just because you won the battle doesn't mean you instantly gain a new territory.
- **Apply Commander Experience and Modifiers** (pg 17)- Each Commander will gain experience which will provide him with certain advantages. He may also die or be wounded in such a way that his performance will suffer for the remainder of the campaign.
- **Calculate Resource Points Gained** (pg 21)- This is your payday! You will determine how many Resource Points you gain to build assets and purchase stratagems.

Each of these steps are explained in detail in the following sections.

Requirements

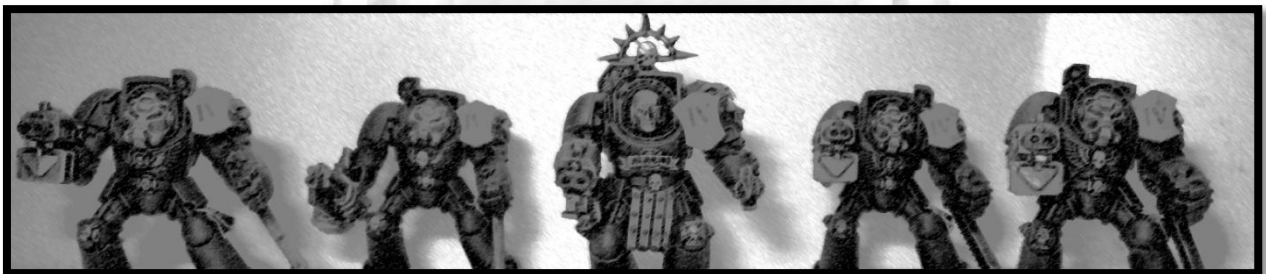
To play in this campaign you will need the following:

- An assembled army that consists of about 20% more than the base points each battle will be fought at.
- The codex for your army
- The Warhammer 40K Rulebook
- A copy (or access to a copy) of the Battle Missions supplement
- Free time to play against your opponents

You will need to declare who the Commander of your army is. This will be a single character HQ choice that will serve as the army's general for the duration of the campaign. Each character should be given a name. Commanders may not be vehicles, though they may be mounted on bikes or cavalry.

The Commander will gain experience throughout the campaign that can be translated into additional skills and bonuses. There is also a chance that the commander will become injured or even die.

It is suggested that you have a different, additional HQ choice available in case the Commander becomes injured during the course of the campaign and cannot participate in a game.



The First Round

The first round of the campaign will differ from all the rest of the rounds. All you need to bring is an army big enough to field the number of base points defined by the Campaign Coordinator. You will also need an army list, codex, rulebooks, etc.

Step 1 - Determine Turn Order

Each player will roll-off to determine the Turn Order. The turn order will be used throughout the entire campaign. There is no advantage to having a higher turn order as all players will be rotated through the positions throughout the campaign.

Every player will roll 2D6 to determine their Turn Order. If two people roll the same number, then they will reroll to determine who will get the higher order between them.

Step 2 - Select Territories

Starting with the player that is in the first turn order position, each player will select one territory. After every player selects one territory, you will follow the same order and select subsequent territories. The Campaign Coordinator will determine how many territories all of the players will select.

After a player selects their first territory, each territory selected by that player must be adjacent to a territory that they already have claimed, if possible. If it is not possible to claim an adjacent territory, then any free territory on the map can be selected.

Typically, based on the number of territories each player is allowed to claim and the size of the map, there will be unoccupied territories.

Once the turn order and territories are defined, you will continue with Step 5 of the Campaign Round.



The Campaign Round

After the first round, the remaining rounds of the campaign will include the steps listed below.

Step 1 - Maintain Territories

You must maintain your territories and pay for the upkeep of any buildings that are in those territories. This is accomplished through Resource Points (RP) that will be accumulated at the end of each round (discussed further on page 21).

You must pay 1RP for each territory you control. After this is calculated, you must then pay 3RP for each building (Power Stations, Shield Generators, Manufacturums, Command Bastions, and Space Ports). If you cannot afford to maintain your empire you will lose control of territories, beginning with territories that are undeveloped. If all of your remaining territories are developed, then you will lose a developed territory and the building that is on that territory will remain, but will be unclaimed and you will no longer be able to claim the bonus that the building provides.

Step 2 - Construction

One structure may be built each round. The player must pay the listed Resource Points and may then place the structure in any territory that they control. The cost to build is doubled on mountain territories, so a Power Station will cost 20RP to build, a Shield Generator will cost 60RP to build, etc.

Buildings

At the start of the campaign there will be a number of buildings on the map. You will be able to add more as the campaign progresses.

These pieces will have an important impact on how your army will perform in the battles you fight. Note that some armies will gain greater benefits from certain buildings than other armies will. This is based on how each army fights and means that certain pieces will be more valuable to certain players than others are. Capturing or building the right pieces is therefore vital to your success.

Only one building may be built on a single territory at a time. As each building has a strategic value when captured, destroying them is not an option.

Power Station

10 RP to build

Power Stations provide the power needed to maneuver your troops into position before the battle. For every Power Station controlled, you gain a +1 to the dice rolls for determining who the attacker is, picking deployment areas, and for reserves. Eldar, Tau, and Dark Eldar gain an additional +1 bonus to these rolls for each Power Station they control, giving them a total of +2 for EACH Power Station.

Shield Generator

30 RP to build

Shield Generators make it much more difficult to capture the territory with the generator and any adjacent territories. An opponent must subtract 3 from their Conquest Roll to capture the territory and subtract 1 from any territory adjacent to the generator (regardless of who controls that territory). These modifiers are cumulative for each territory, so a territory that is adjacent to two Shield Generators will cause a -2 modifier to the Conquest Roll.

Imperial Guard and Necrons impose a -5/-2 modifier. Space Marines and Tau impose a -4/-1 modifier. Orks impose a -6/0 modifier (the generator does not protect adjacent tiles as Orks have overtaxed the generators protecting their base). Chaos Marines, Dark Eldar, and Deamons gain only a -2/-1 modifier.

Manufactorium

40 RP to build

Manufactoriums produce the materials needed to equip and arm additional units for your army. For each Manufactorium controlled, the play may add an additional 5% to their army.

Command Bastion

20 RP to build

For each Command Bastion you control you may choose to take one additional Heavy Choice if your army is Imperial Guard, Fast Attack Choice is your army is Eldar or Dark Eldar, or an Elite choice for all other armies. Note that this bonus only effects the Force Organization Chart of the army, not the cost.

Spaceport

20 RP to build

You may Deepstrike any number of Troops and Elite choices if you own one or more Space Ports. These units must be held in reserve (regardless of the mission parameters). Space Ports are required if you are using allied forces in your army. The Airlifted Allied on page 13 describes the use of Allied Forces in your army.

Step 3 - Select Stratagems

You may request or construct supplies that may be useful in future engagements. Each stratagem requisitioned in this way may be used only once and must be used in the round that they are purchased. Defensive stratagems may only be used when you are defending. Offensive stratagems may only be used when you are attacking.

You may only purchase one defensive and one offensive stratagem per round.



Defensive Stratagems

Booby Traps

Cost: 2 Resource Points

Dark Eldar, Imperial Guard, Orks

At the start of the game, after terrain is placed, declare that you have placed booby traps and secretly write down D3 pieces of terrain that have been booby-trapped in this fashion. Each terrain piece may only be booby-trapped once. Booby-traps are automatically triggered the first time a unit (friendly or enemy) moves into the booby-trapped terrain. When triggered the traps inflict 2D6 S6 AP4 hits. Cover saves are not allowed against the traps as they strike from unexpected angles. Vehicles are hit on their side armor.



Force Pylons

Cost: 2 Resource Points

Eldar, Dark Eldar, Tau, Necron

You may place four markers to represent force pylons on the battlefield, each within 6" of another pylon. Draw an imaginary line between the pylon and the next nearest pylon. No non-vehicle units may pass through that line. Jump infantry and jetbikes are unaffected. A unit with grenades of any kind can use them to temporarily diffuse the force field and are also unaffected.

Portable Power Generator

Cost: 2 Resource Points

Eldar, Imperial Guard, Tau, Space Marines, Chaos Space Marines, Necron

Select one unit at the beginning of the game. Once per game turn that unit may re-roll any failed to hit rolls.

Trench Network

Cost: 2 Resource Points

Imperial Guard, Orks, Tau

You may place 18" of low walls anywhere within your deployment zone.

Turreted Stronghold

Cost: 4 Resource Points

Imperial Guard, Space Marine, Chaos Space Marines

You have an automated turret with the following profile: Range 48", Str: 8, AP: 3 Ordnance, Large Blast. The template will scatter 3D6" with no correction for ballistic skill. If a hit is rolled, then the template will scatter 2D6" in the direction of the arrow on the "Hit" symbol. The turret has an Armor Value of 12 and is considered an immobile vehicle with no transport capacity.

Bait and Switch

Cost: 5 Resource Points

Eldar, Dark Eldar, Tau, Necron

Through deception, camouflage, or misidentification, your army is adept at fooling the enemy. At the beginning of your movement phase before any unit has move you can switch two non-vehicle units (any units without an Armor Value). If one of the units being switched has and has used a Universal Special Rule that provides a movement advantage, such as Scouts, Fleet, Infiltrate, etc., and the other unit does not have this ability, then the switch cannot take place.

Offensive Stratagems

Darken the Skies

Cost: 2 Resource Points

Chaos Space Marines, Daemons, Tyranids

You may use this stratagem at the beginning of any turn once per game. Until the beginning of the next game turn, the Night Fighting rules apply. Furthermore, due to the pall of darkness, any Morale tests taken by the defender suffer a -1 modifier until the beginning of the next game turn.

Deathstorm

Cost: 2 Resource Points

Chaos Space Marines, Orks, Space Marines

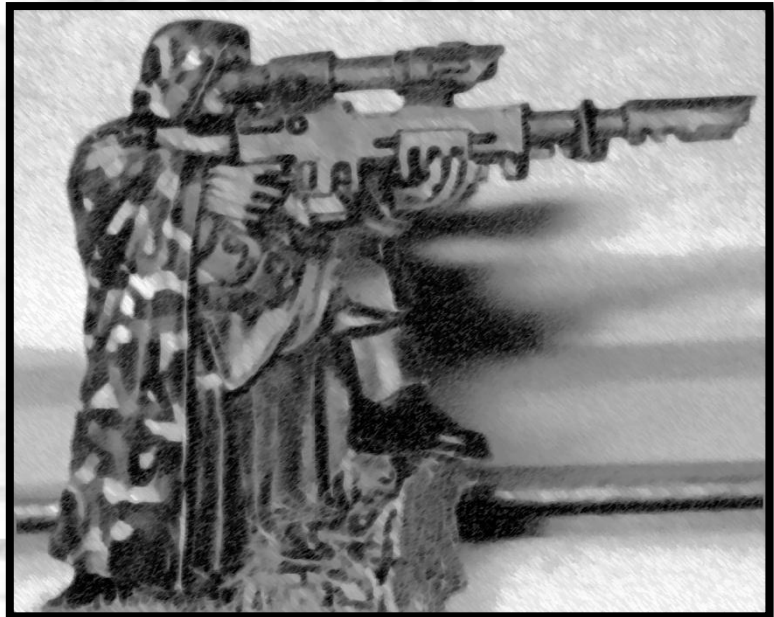
The Deathstorm is rolled for as if it were a unit held in reserve. At the beginning of the Shooting phase on the turn the Deathstorm arrives, any unit on the battlefield that is not inside a building (not a ruin, but a building), be it friendly or foe, suffers 3D6 Str 1 AP6 hits. Note that you will not roll to Hit as the unit has already be hit. Only armor and invulnerable saves are allowed.

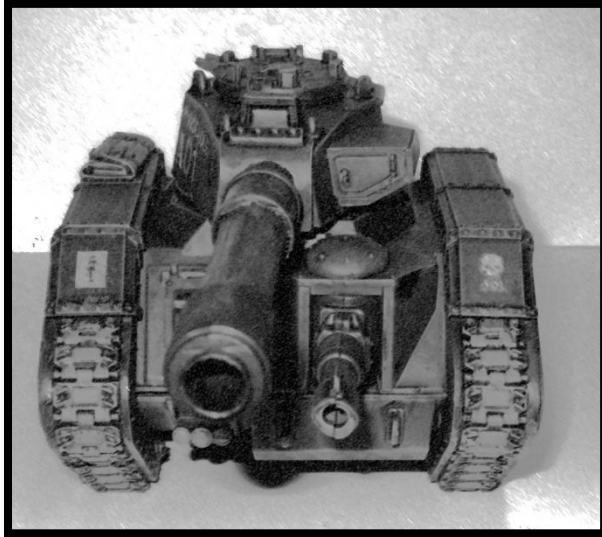
Desperate Last Push

Cost: 4 Resource Points

Daemons, Orks, Space Marines, and Tyranids

At the end of the game the attacker may choose to immediately take an additional turn. At the end of that turn, the defender will roll a D6. On a roll of 4+ the defender also gets the choice of an additional turn. Note that the defender's roll are not modified by any building modifiers.





Ground Observer

Cost: 2 Resource Points

Imperial Guard, Space Marines, Tau

Place a marker anywhere on the table after the defender has set up. This marker represents a ground observer. This marker should be a normal sized mini from the Troops section of the army list. If an enemy model comes within 6" of this marker it is immediately removed from play. While the ground observer is still on the table, the attacker may re-roll any scatter dice provided the target point is within line of sight of the marker.

Laserburn

Cost: 6 Resource Points

Dark Eldar, Imperial Guard, Tau

At the beginning of any one of the attacker's Shooting phase, place two coin sized markers within eight inches of each other. Once placed, each marker will scatter 3D6. If the "Hit" side of the scatter dice is rolled, then only scatter the marker 2D6 in the direction of the small arrow on the hit icon.

Once the markers have been placed draw an imaginary line between them. Models touched by the line suffer D3 S10 AP2 hits. Vehicles that are hit by this attack are hit on their side armor. No cover saves may be taken.

Mark the affected region as dangerous terrain that is 2" wide.

Planetquake Bomb

Cost: 6 Resource Points

Chaos Space Marines, Imperial Guard, Space Marines, Orks

The Planetquake Bomb may be dropped at the beginning of any of your turns. All non-vehicle units upon the battlefield (friendly or foe) must take a Pinning test and all buildings (not ruins) suffer a S10 hit.

Sabotage

Cost: 4 Resource Points

Dark Eldar, Imperial Guard, Orks, Tyranids

The attacker chooses an enemy vehicle (any model with an Armor Value) after the defender has set up and places a sabotage marker on it. Any weapon on the vehicle with a sabotage marker must roll D6 each time it wished to fire. On a result of 1-3 it may not fire that turn.

Smoke Shield

Cost: 4 Resource Points

Orks, Eldar, Imperial Guard, Tyranids

All models, friendly and foe, in the open benefit from a 5+ cover save on the turn this stratagem is used. Vehicles are not obscured, but also receive a 5+ cover save. In the next game turn, all models in the open benefit from a 6+ cover save before the smoke disperses. Note that models affected by this stratagem do not count as occupying cover for the purposes of assaults. This stratagem can be used only once during the game.

Terror Tactics

Cost: 3 Resource Points

Chaos Space Marines, Chaos Deamons, Dark Eldar, Tyranids

At the beginning of any game turn, the attacker will roll a dice for each non-vehicle unit in the defender's army that does not have the Fearless special rule. On a roll of 2+ that unit must take a pinning test.

Step 4 - Create Your Army List

Once you have determined who you will be fighting, prepare for the battle by creating your army list.

The number of points your army will consist of will depend on a variety of factors. You will start off with the base number of points that the Campaign Coordinator has defined (for example: 1,000 points). Then you will add the following bonuses:

Consolidated Forces

Compare the number of tiles each player controls. If one player has fewer territories they gain an additional 5% for each additional tile their opponent controls. For example, if the base points for each game is 1,000 and player A has five territories and player B has seven, then player A will create a list with 1,100 points and player B will create a list with 1,000 points.

The reason for this is as an army loses territories, the forces are consolidated into a smaller area. Conversely, an army that is spread thin will be unable to muster their forces quickly enough into a single battle.

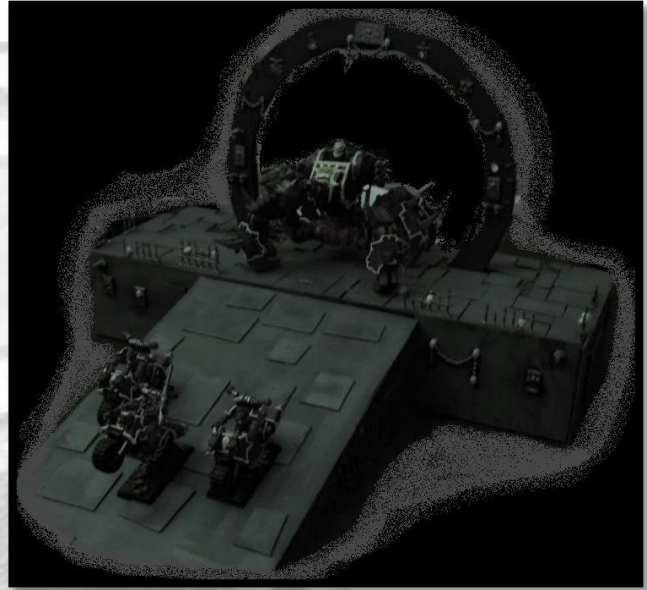
Airlifted Allies

If a player controls a spaceport he may include additional support from one of his allies (another player), providing the other player agrees. He may include an additional 10% to his army using a unit chosen from the codex of any allied force. This unit **MUST** start the game in reserve (regardless of mission or unit rules) and no modifications can be made to the Reserves roll to determine when they arrive.

Mercenaries

Players may spend Resource Points to recruit mercenaries. You may spend 1 RP for every 1% added to your army up to 15%. For example, if the base points for the battle is 1,000 points, then you can spend 5 RP to gain an addition 50 points.

Mercenaries can be taken from any codex, including your own. If you chose to select mercenaries from a different codex, then you may only choose Troop or Elite choices. Mercenaries from your own codex can be taken from any Force Organization slot.



Manufactorum

For each Manufactorum controlled, the play may add an additional 5% to their army from their own codex.

Step 5 - Choose Territory to Attack

The player that is in the first turn order for the current round will select an occupied territory that he wants to attack. This territory does not have to be adjacent to one of his own territories. The player owning that territory will then select a territory that is occupied by the player who made the challenge. Again, this territory does not have to be adjacent to one of his own territories.

The next player to select a map cell that he wants to attack will be the next person in the Turn Order that is not already engaged in a battle. He will select a territory from another player who is also not already engaged in battle.

This process will continue until all players are matched up.

Step 6 - Determining the Attacker and the Defender

On the day that the game will be played when all of the players are together, each pair will roll off to determine who the Attacker and Defender will be. The person who rolls the highest is the attacker.

Step 7 - Determining the Scenario

The scenario will be determined by the attacking player's army type and type of terrain on the territory that the attacking player chose to attack. Refer to the **Battle Scenario** table below.

Battle Scenarios

Chaos Space Marines

- Ruins - Pillage (Battle Missions pg 10)
- Forrest, Mountain, Hill - Black Crusade (Battle Missions pg 12)
- Other - Scorched Earth ((Battle Missions pg 14)

Chaos Daemons

- Forest, Plain, Swamp, River - Night Fight (Battle Missions pg 18)
- Ruins - Invasion (Battle Missions pg 20)
- Other - Fight to the Death (Battle Missions pg 22)

Dark Eldar

- Plain, Swamp, River - Dawn Raid (Battle Missions pg 26)
- Ruins - Slave Raid (Battle Missions pg 28)
- Other - Feigned Retreat (Battle Missions pg 30)

Eldar

- Ruins - Pre-Emptive Strike (Battle Missions pg 34)
- Forest, Mountain, Hill - Flank Attack (Battle Missions pg 36)
- Other - Mobile Defense (Battle Missions pg 38)

Imperial Guard

- Mountain, Hill, Forest - Prepared Assault (Battle Missions pg 42)
- Ruins - War of Attrition (Battle Missions pg 44)
- Other - Trench Warfare (Battle Missions pg 46)

Necron

- Mountain, Hill, Forest, Swamp, River - Ambush (Battle Missions pg 50)
- Ruins - Recon In Force (Battle Missions pg 52)
- Other - Implacable Advance (Battle Missions pg 54)

Orks

- Ruins, Forest - Blitzkrieg (Battle Missions pg 58)
- Mountain, Hill, Plain - WAAAGH! (Battle Missions pg 60)
- Swamp, River - Cut and Run (Battle Missions pg 62)



Space Marines

- Plain - Vanguard (Battle Missions pg 66)
- Forest, Swamp, River, Mountain, Hill - Surprise Attack (Battle Missions pg 68)
- Other - All-Round Defense (Battle Missions pg 70)

Tau

- Forest, Swamp, River - Vertical Envelopment (Battle Missions pg74)
- Ruins, Mountain, Hill - Counter-Attack (Battle Missions pg 76)
- Other - Fighting Withdrawal (Battle Missions pg 78)

Tyranids

- Ruins, Forest, Swamp, River - First Contact (Battle Missions pg 82)
- Plain - Wave Assault (Battle Missions pg 84)
- Other - Infestation (Battle Missions pg 86)

Step 8 - Setting Up the Battlefield

The type and amount of terrain is determined by the type of cell that is being attacked. The following are guidelines and may be adjusted if both players agree.

Forests - Should contain two or more tree bases (area terrain with trees).

Ruins - Should contain three or more buildings or ruins.

Swamps/River - Should contain at least one tree base and at least 24" of river or water hazards.

Plains - Should not contain rivers or tree bases. May contain one building or ruin and any number of small hills or minor terrain features.

Hills/Mountains - Should contain three or more hill terrain pieces. May contain one tree base and/or minor terrain features. Should not contain any river or other water hazards.



Step 9 - Fight!

Fight the battle.

Step 10 - Determine Territory Gained

At the end of the game the players see what effect the battles they have fought have on the campaign map.

The winning player may attempt to take over the territory chosen as the battlefield before the beginning of the game or any unoccupied territory. The chance of capturing the tile depends on its location and how easy it is to defend. Roll 2D6 and determine the results by comparing it to the table below:

Conquest Roll Table

3+	Territory is adjacent to one of the winner's territories or the territory is unoccupied. Spaceports are adjacent to all other Spaceports.
4+	Territory is within one territory of the winner's territory
5+	Territory is not within one territory of the winner's territory
6+	Territory is not within five territories of the winner's territory

Modifiers

The following modifiers will be applied to the winner's Conquest roll:

-1	The territory is a river
-2	The territory is a swamp or Spaceport
-3	The territory is a mountain
+1	The territory is unoccupied
+3	The opponent had no models remaining on the board at the end of the game. Note that Shield Generator modifiers will not be used if the defeated army if this occurs.

A double one for the Conquest roll always fails, regardless of modifiers.

Step 11 - Apply Commander Experience and Modifiers

The Commander's cost increases in accordance to his Experience. The total cost equals the cost of the character and any equipment that he has plus the total number of experience points spent on character upgrades.

Advancement

The Commander gains one Experience point in each game he participates in that he does not die or flees off the table. During each game the Commander can earn additional Experience if he or the unit he is attached to accomplishes one of the following actions:

- Slaying an enemy named character (special characters), Commander, or a monstrous creature
- Forcing an enemy unit to flee off the table
- Surviving the battle without suffering any wounds and not fleeing at the end of the game
- Successfully conquering a territory



Each time a Commander earns five Experience points, the player may spend these points to make a roll on the Character Advancement table. The bonus rolled is applied to that character for the duration of the campaign.

Note that there can be only one Commander of an army. You may field multiple HQ units, but only one Commander will gain Experience throughout the campaign. If the Commander dies or if the player wishes, another Commander can be designated. However, the new Commander will start with zero Experience.

Advancement Table (Roll 2D6)

2	Weapons Locker	The Commander may choose any one piece of wargear from the army's codex.
3-7	Skilled Warrior	The Commander may choose from the Skills below.
8	Characteristic Increase	Chose either +1 WS or +1 BS.
9	Characteristic Increase	Roll again: 1-3 = +1 Initiative; 4-6 = +1 Leadership
10	Characteristic Increase	Roll again: 1-3 = +1 Strength; 4-6 = +1 Attack
11	Characteristic Increase	Roll again: 1-3 = +1 Wound; 4-6 = +1 Toughness
12	Legendary Ability	The Commander may choose from the Legendary Abilities below.

Skills

Skills are useful, if common, abilities able to be taken by your Commander. Skills follow the same rules as the Universal Special Rules with which they share a name. The list of skills and any additional requirements are as follows:

Acute Senses

Counter-Attack

Eternal Warrior

Fearless

Fleet (Required Initiative 4)

Hit & Run (Requires Jump Infantry, Cavalry, or Bike)

Infiltrate (Requires Move Through Cover, Scouts, or Stealth)

Move Through Cover (Requires Initiative 4)

Preferred Enemy

Relentless (Requires Slow and Purposeful OR Str 6)

Scouts

Skilled Rider

Skilled Rider (Requires Cavalry or Bike)

Slow and Purposeful

Stealth

Stubborn

Tank Hunters



Legendary Abilities

Legendary Abilities represent truly unique abilities and skills possessed by only a handful of mighty warriors. More than one ability can be used at a time.

Note: some of these abilities grant bonuses to the army as a whole or to other units within your army. These abilities may not be used if the character is not included in the army, has to sit on the sidelines due to an injury, or on allied units.

Blademaster	Hits in close combat have the Rending special rule.
Counterstrike	For every roll of '1' to hit this character in close combat, enemy units immediately suffer an automatic hit at the users base Strength.
Bionic Strength	The character may wield initiative reduced weapons (powerfists, etc.) at their normal initiative.
Dodge	The character gains a 5+ invulnerable save.
Double Tap	The character may fire one additional shot per turn if he does not move and does not have a Heavy Weapon.
Coordinated Assault	All friendly units within 6" of this character gain +1 Attack.
Fearsome Reputation	When this character assaults a unit they must immediately make a Morale test. If they fail they must fall back.
Flurry	Instead of making his normal attacks, this character may inflict a single automatic hit on all enemy models in base contact.
Gunnery Sergeant	All friendly units within 6" of this character gain +1 Ballistics Skill.
Master Psyker	The character knows all the Psychic powers available to his army. Note that these powers must be purchased if there is a cost associated with them.
Mentor	All friendly units within 6" of this character gain +1 Weapon Skill.
Outmaneuver	After deployment, choose a single infantry or vehicle unit in your army. That unit has the Scouts special ability for the duration of the battle.
Practiced Psyker	The character may use one additional Psychic power each turn.
Regeneration	At the start of the turn as long as the character is still alive, roll a D6 for each Wound that he has lost. For every 6 rolled he recovers a single wound.
Retinue	Choose one Elite choice from the character's codex. When this character is included in the army, this unit may be included as a Troops choice.
Sharpshooter	Enemies may not take cover saves against shots from this character.
Sniper	Wounds caused by this character's Shooting attacks are allocated by the character's controlling player rather than the opposing player.
Superior Tactician	You may reroll dice rolls for picking deployment areas, seeing who goes first, and for reserves.
Tactical Precision	If this unit arrives by Deep Strike it scatters D6" less than normal.
Tank Commander	The character may replace the crew of a tank. The tank may use his Ballistic Skill. If the tank suffers a vehicle destroyed result, then this character is slain.

Slain Commanders

After each battle fought as part of the campaign, roll a D6 if your designated Commander has been slain (not fleeing or have fled from the table). If you won the game a +1 bonus is added to your roll.

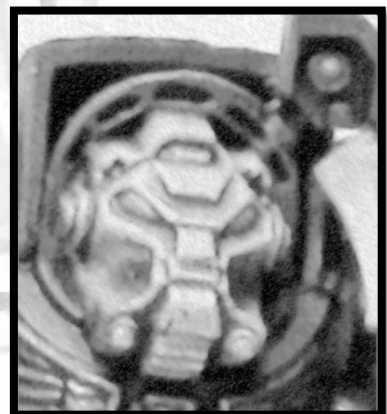
- | | |
|---------------------------------|--|
| 1 - Captured | The Commander has been captured by the enemy. You must pay your opponent the number of Resource Points equal to the Commander's total Experience before he will be returned. |
| 2 - Serious Injury | The Commander has survived but is greatly weakened by his injuries. He permanently loses one Wound and one Toughness from his starting profile for the duration of the campaign and cannot participate in the next battle. |
| 3 - War Wound | The Commander has survived but is weakened by his injury. Roll a D6 and refer to the chart below. These effects last for the duration of the campaign.
1: <i>Blind in one eye</i> - The Commander take a -1 to BS. If he gets this result again he must retire.
2-3: <i>Broken Hand</i> - The Commander takes a -1 to WS.
4: <i>Broken Foot</i> - The Commander must take a difficult terrain test for every movement and cannot run.
5: <i>Head Injury</i> - The Commander takes -1 to Initiative.
6: <i>Post Traumatic</i> - The Commander gains the Rage special rule. |
| 4 - Slow Recovery | The Commander has survived, but must rest and recover his strength before returning to the battlefield. He may not participate in the next battle. |
| 5 - Traumatized | The near death experience has shaken the warrior. He loses two Experience points but is otherwise able to return to duty. |
| 6 - Full Recovery | Despite his wounds the Commander has made a full recovery and is ready for battle in the next game. |
| 7 - What Doesn't Kill Me | The Commander gains +1 Experience points. |

If the Commander cannot participate in a battle, a different HQ choice must be taken. You may retire your Commander (losing all Experience points) and create a new one with the same unit choice or you will need to select a different HQ unit.

Recovery

After suffering a grievous injury, Commanders may be healed at the hand of an Apothecary, Medic, or other healer. If your army includes one of these healers, roll a D6 after each game the injured character takes part in. On a roll of 6, the character has been fully healed and no longer suffers any of the injuries and penalties received during the campaign. Note that the model **MUST** be present at the time this role is made. He does not have to participate in the battle, but he must be with the Commander at the time the D6 is rolled.

Necron and Tyranid Commanders may always roll to recover.



Death

If a Commander's Wounds or Toughness is reduced to zero he is declared dead. For HQ choices that do not have a Wounds characteristic (such as the Space Wolves Bjorn the Fell-Handed Dreadnought), three "Serious Injury" results from the Slain Commander table will result in death. Note that models without a Wounds characteristic cannot regain "wounds" from an Advancement Table roll.



If your Commander dies, you will need to create a new Commander to take his place. The new Commander will start with zero Experience points.

Retirement

You may decide at any point during the campaign to retire your Commander. If you chose to do this, you will need to create a new Commander to take his place. The new Commander will start with zero Experience points.

Step 12 - Calculate Resource Points Gained

To determine the number of Resource Points you have gained this round, roll 3D6 plus an additional 1D6 for each territory you control. This is your income for this round that can be spent at the beginning of the next round.

Victory Conditions

The campaign will end if any of the following conditions are met:

- One player gains the number of territories set by the Campaign Coordinator (in a typical campaign, this will be 10).
- One player loses all of his territories. In this case, the player with the highest number of territories wins.
- The set number of rounds is player if the Campaign Coordinator defined that the campaign will continue for a set number of rounds. In this case, the player with the highest number of territories wins.

If, at the end of a campaign round where one of the victory conditions are met, two players are found to have the same number of territories, then one additional round will be played between only those two players. The winner of that round will win the campaign.

Organizing a Campaign

Organizing a campaign is both challenging and extremely rewarding. The biggest challenge is to keep everything organized. If organization is not your forte, then perhaps becoming a Campaign Coordinator is not a task you should attempt to do.

This campaign primer is designed so the Campaign Coordinator does not need to worry about developing campaign rules, missions, etc. It also prevents inherent gaming imbalances that may occur when developing a campaign from scratch.

Campaign Decisions

Prior to even asking others to play in the campaign, you will need to make the following decisions:

- How many players will there be?
- How will you communicate with the players?
- What is the base battle size?
- How many territories will there be?
- What are the victory conditions?
- When and where will the players meet to play the games?
- What type of army requirements will you impose?

Number of Players

This campaign is designed for 4 - 8 players. More than eight players are difficult, but not impossible, to implement. Since the games are meant to be played at the same time you will need to ensure you secure a location where all players can play simultaneously. This will impact the number of players you choose to play in the campaign.

Try to avoid setting up the campaign where one player needs to wait for another player in order to play a specific round. This will cause delays in the campaign and will frustrate other, more available, players who are waiting to play the next round.

Not all gamers are in a position to meet on a regular basis. Keep this in mind when deciding who will be playing in the campaign. Ideally, you will want to meet once a week to play a round. Every other week is also acceptable. Once a month (or longer durations) will drag the campaign on. The longer a campaign runs, the more the players will lose interest.

Communicating With the Players

Communication is key for a successful campaign. You will want to establish some method of communicating with other players, preferably electronically. At a minimum, this can be accomplished via email. Using or creating a forum is ideal.

Steps 1 - 5 of each round (after round 1) should be accomplished through electronic communications.

The Base Battle Size

The base battle size will determine the time spent during each meeting. If the players only have 2 -3 hours per week to play (such as, if you are meeting on a week night), then you should not have the base battle size be more than 1,000 points. If all of your players have 4 - 5 hours to meet each week, then have a base battle size of 1,500 - 2,000 points.

Number of Territories

It is up to you to determine how many territories each player will start with. A good starting point is ten. If you want the campaign to last longer, then this number can increase.

Victory Conditions

You will need to define the exact victory conditions. Typically, if someone wins the number of territories they started out with, then they will be declared the winner. So if everyone started with ten territories, then when a player reaches 20 territories they will win.

If a player loses all of their territories (an unlikely event), then the campaign will end and the player with the most territories will be declared the winner.

Another option is to set the number of rounds a campaign will last. When the set number of rounds is reached, the player with the most territory will be declared the winner.

Meeting for Games

Because all of the games need to be played at the same time, you will need a location where all of the players can play. If there are six players, you will need three tables. The advantage to smaller point games (such as 1,000 points) is that you will only need to play on a 4'x4' table.

Other Requirements

You will need to decide on army requirements. This can include rules such as all models need to be painted, no proxies, no "count-as", etc.

Keep in mind that there are many types of players that focus on many different aspects of the hobby. Some players may not have a fully painted army but wish to play in the campaign. Other players may be new or don't have a lot of time to fully paint their armies. It is up to you on how lenient or stringent you want to be with army requirement rules.

Because of the different scenarios and upgrades that will occur to units in the game it is highly advisable that you do not allow proxies. This will reduce the confusion during the games as there are many other things the players will need to keep track of.

The Campaign Map

The campaign map will need to be a hex based map with the ability to differentiate terrain types, add structures (Bastions, Shield Generators, Spaceports, Manufacturums), and be able to determine who owns which territory.

The can be done manually or by using hex-map software, such as Hexographer (http://www.inkwellideas.com/roleplaying_tools/hexographer/index.shtml). Ideally you will want a map that you can produce an electronic copy of so you can distribute it to all of the players.

If you have a place to store the Planetary Empires map, then that would work, too.

You will want to have each territory marked with grid coordinates so each territory can be referred to without confusion.

The size of the map will depend on the number of players and the number of territories each player starts out with. For example, a campaign with six players each starting with ten territories will need a 8x8 hex map, providing 64 territories.

When creating the map, do not add too many buildings and you do not need to feel you need the exact number of buildings for each player. Many of the territories will be built up during the campaign.

The Campaign Booklet

After you have made the campaign decisions and developed you campaign map, you will want to create a campaign booklet. This will include all of the decisions you made concerning the campaign, how you will be running the campaign and communicating with the players, and any specific requirements you may have.

Give the campaign a noble name, such as The Siege of Gravin or The War for Krull, and develop a story that describes why the players are actually fighting on the planet.

The campaign booklet will need to be distributed with this campaign primer so the players know how to participate in the campaign.

Running the Campaign

During your first meeting, you will want to bring a printed copy of the campaign map and all of the materials a player will need (such as this booklet and your campaign booklet).

You will need to follow the steps in the First Round section. Ensure that you have a way for everyone to mark on the map which territory they claim. An easy way to do this is to bring enough colored pencils and let everyone mark their territory with a different color.

Do not forget to record the turn order that everyone is in. The turn order will remain the same throughout the campaign. During the first round, the player in first place on the turn order list will

choose first which territory he will be fighting for. In the second round, the second player will chose first. Continue this throughout the campaign.

After the first round, when every is still present, you will need to determine and record the following for each player:

- The territory won and lost
- Commander Experience or record his wounds/death
- Calculate resource points each player gained

Once these items are recorded, the round officially ends and you will start a new round.

A new round will begin with you communicating to all of the players how many Resource Points they have remaining after you calculate how much it will cost them to maintain their territories. If someone needs to surrender a territory because they can no longer afford it, you will need to ask them which one they wish to surrender.

You will then need to find out from each player if they plan on constructing any buildings, purchase any stratagem, and/or purchase any mercenaries. You will then update the map and the player's resources accordingly.

Keep all communications open for all players to read. Purchasing stratagem and mercenaries are not secrets.

When this is accomplished, you will then ask the next person on the turn order list which territory they wish to attack, then the player who owns that territory will need to select a territory of his opponent he wishes to attack. Go through the player list until everyone is matched up.

Record all of this information and communicate it to the group. Then all you need to do is meet up for the game, complete the round, and start the next round!

The next page is a sample sheet of the information you will need to collect for each player every round.

Player:

Army:

Round:	<input type="text"/>	Commander Experience:	<input type="text"/>
Resource Points:	<input type="text"/>	<u>Commander Abilities</u>	
Territory Maintenance:	<input type="text"/>		
Building Maintenance:	<input type="text"/>		
Construction Resource Points:	<input type="text"/>		
Mercenary Resource Points:	<input type="text"/>		
Mercenary RP:	<input type="text"/>		
Resource Points Remaining:	<input type="text"/>		

Army Fighting Against:	_____		
Opponent Territory Selected:	<input type="text"/>	Territory Selected by Opponent: _____	
Opponent Territories:	<input type="text"/>		
Base Points of Battle:	<input type="text"/>		
Consolidated Forces Bonus:	<input type="text"/>		
Other Point Bonus:	<input type="text"/>		
Total Points to Field:	<input type="text"/>		

Battle Outcome:	<input type="text"/>	Territory Gained or Lost:	<input type="text"/>
Commander Advancement:	_____		
Commander Wounds:	_____		
Resource Points Gained:	<input type="text"/>		
New Total Resource Points:	<input type="text"/>		

Notes: _____
