

WARHAMMER 40K

CAMPAIGN RULES USING MIGHTY EMPIRE HEXES.

By Jarod Leonard

“Report Sergeant.”

“Sir, Eldar have been spotted in the east, there are Orks gathering in the north, the Tau have fortified themselves to the west, and there are whispers that that they have been fighting either Deamons, Necrons or both.”

“That isn’t all, brother. We just recieved a report from our Battlebarge that the Tyranids are coming to claim this planet as well.”

“Emporer’s Throne! What makes this planet so important to the Xeno Scum?”

“We will find out Sergeant. Make contact with the other Chapters on this planet. We go to face the Tau. We will make the lesson that this planet and all planets within this universe belong to the Emporer and not to alien scum such as they!”

“The humans have no idea what is on this planet, but that does not explain why they cling to their own doom so tenaciously.”

“Farseer, we have located the temple. The Orks are using it as a base camp, a frontal assault is the only way reach the interior.”

“No, I have seen the winding paths of fate before me and we would be doomed if we were to face the Orks directly. We must use our enemies against our enemies. We attack the Tau and draw them into conflict with the Orks.”

“What of the humans?”

“They will be there as well. They will react as they always do, with unthinking violence and fear.”

Overview

The intent of these rules are to give a structure to a campaign game for the Warhammer 40k game. Such a game is meant to be played over the course of several weeks and to give a narrative structure to the game of Warhammer 40K.

The majority of the campaign action will be spent on the map, with armies moving against each other in a desperate bid to grab as much land as possible. Battles will be fought as normal games with some added elements that come directly from the Campaign and the actions of the players.

The final outcome of the Campaign is tied to how well each player does on the map, but the final winner can steal victory from the jaws of

defeat by taking advantage of our Campaign victory point system.

The game will be played on a set of tiled hexes from the Mighty Empires game. Players will start out on one of the many hexes and attempt to expand their empire out from their command base. Players will have opportunities to add features to the Hexes they control and make them more difficult for the other players to defeat them in combat, or more valuable at the end of the campaign.

Players are encouraged to write battle reports at the end of each battle, to give the campaign its narrative structure.

Set up

At the beginning of the Campaign use the tiles provided from the Might Kingdom's boxed set to create a map. Determine the order of players and have each player choose a hex and establish where their army's Command base is located.

Named Characters and Units

Players are encouraged to create at least two HQ choices and any number of unit choices that they would like to name. Named units do not have to be particularly creative, but they must have a designator and a set profile. Those units so named may take advantage of the Veteran Skill special rules found on page 263 of the Warhammer 5th edition Rulebook.

Special Characters and the Campaign.

Special characters contained within the codex's of the various armies will not be allowed to be a part of the campaign except maybe as part of Apocalypse size battles. The reason for this is the campaign is to encourage players to get more creative regarding their armies and the reasons they fight. It is also an opportunity for players to create new characters and develop them to be used during the course of this and future campaigns.

There are some special characters that provide or replace special rules in an army, such as the Salamander Commander who replaces Combat Tactics with twin linked meltas and flamers for his army. Many have come to base their armies around that feature, so in an effort to allow them to use their army without forcing them to change their style of play, those special rules can be conveyed to their army and not require that special character to be present on the battlefield.

If a player wants to have a unit or independent character to gain Veteran abilities, then that unit must have a roster entry posted with the Game Master (GM), and cannot change from game to game unless with the approval of the GM.

Named units and squads will earn experience points during each battle. Once a named unit has acquired five experience points, they may then roll on the appropriate table for advancement.

Healing

If the character has access to proper medical facilities or personnel, then they may be healed of all injuries acquired during the course of the game. They must not be used for one full Campaign turn and then roll a D6. On 4+ the unit makes a full recovery. This includes any effects from the Serious Injury roll from above.

Named squads

Named squads do not roll on the character advancement table, but rather when they reach the five experience points, they may then pick one of the Veteran Ability tables and roll on that for their Veteran ability. Once they have chosen one of the tables then that is the table they roll on from now on.

Units that are gaining veteran skills may only gain one veteran ability per Campaign turn. After everybody is set up with a Command Base, they then begin play as normal.

Vehicles may also gain veteran abilities. If such a vehicle is destroyed during a battle, roll a D6. On a roll of 1 the vehicle is destroyed permanently. 2-4 May be used again next campaign turn. 6 minor damage and can be used as normal next game.

Named units gain experience by accomplishing the following actions:

- * Kill an independent character or Monstrous Creature.
 - * Wipe out an entire unit.
 - * Hold an objective at the end of the game.
 - * Survive the battle and take no wounds and not fail any break tests (independent characters only).
 - * Survive the battle above half strength, (squads only).
- Units will lose one experience point during the battle if they:
- * Are reduced to half strength or wiped out.
 - * Flee beyond the board edge

Slain Independent Characters

After each battle is fought as part of the campaign, roll a D6 for any named independent characters that were reduced to 0 wounds during the battle. If you won the game, you may add a +1 to the roll.

- * 1 Dead.
- * 2 Serious Injury: The character has survived the battle but is seriously injured. For the duration of the Campaign, the character permanently loses 1 wound and 1 toughness and cannot participate in the next two games.
- * 3 Slow Recovery: The character survives but must miss the next game.
- * 4+ Full Recovery

Independent Character Advancement (2D6)

2-5 New War gear. The character may choose a free piece of equipment or bio morph from their army list worth up to 25 points. This additional wargear does not count against the character's final point cost or limitations.

6 Characteristic Increase*
Roll again 1-3 = +1 Strength
4-6 = +1 Attack

7 Characteristic Increase*
Choose either: +1WS or +1BS

8 Characteristic Increase*
Roll again 1-3 = +1 Initiative
4-6 = +1 Leadership

9 Characteristic Increase*
Roll again 1-3 = +1 Wound
4-6 = +1 Toughness

10+ Legendary Ability. The independent Character may pick one of the abilities found in the legendary abilities list. Picking the same ability twice allows the Independent character to convey that ability to any unit that it joins.

* Note that a character's profile may be increased up to a maximum of 10. Reroll if that advancement would result in a profile of over 10.

Legendary abilities

Counter Attack: As in the Main Rulebook.
Eternal Warrior: As in the Main Rulebook
Fearless: As in the Main Rulebook
Feel No Pain: As in the Main Rulebook
Fleet: As in the Main Rulebook
Furious Charge: As in the Main Rulebook
Hit and Run: As in the Main Rulebook
Infiltrate: As in the Main Rulebook
Rage: As in the Main Rulebook
Relentless: As in the Main Rulebook
Scouts: As in the Main Rulebook
Stealth: As in the Main Rulebook
Stubborn: As in the Main Rulebook
Tank Hunter: As in the Main Rulebook
Fearsome Reputation: A unit must make a leadership test if it wants to assault this unit.

Fieldcraft Veteran abilities

- 1 Infiltrate
- 2 Move through cover or skilled rider
- 3 Stealth
- 4 Scouts
- 5 Fleet
- 6 Rapid Deployment: Unit may re-roll its Reserve rolls.

Melee Veteran Ability

- 1 Feel No Pain
- 2 Furious Charge
- 3 Counter Attack
- 4 Hit & Run
- 5 Preferred Enemy
- 6 Grizzled Veterans: The unit may re-roll failed to Wound Rolls from a single player turn of close combat

Gunnery Veteran Abilities

- 1 Night vision/Acute Vision
- 2 Relentless
- 3 Relentless
- 4 Tank Hunters
- 5 Tank Hunters
- 6 Grizzled Veterans: The unit may re-roll failed to Wound Rolls from a single player turn of shooting.

Vehicle Crew Veteran Abilities

- 1 +1 BS
- 2 Can Re-roll Dangerous Terrain Tests
- 3 Can Re-roll Dangerous Terrain Tests
- 4 Ignore Shaken Results
- 5 +1 AV all facings (max 14)
- 6 Re-roll on the Vehicle battle honors table.

Vehicle battle honours

- 1 Terrifying: The owning player may request that an enemy unit Tank Shocked by the vehicle re-roll its Morale Check. (Walkers re-roll this result)
- 2 Hardened Crew: The owning player may request that the result of a glancing hit be re-rolled against the vehicle.
- 3 Reinforced Armour: The owning player may request that the result of a penetrating hit against the vehicle be re-rolled.
- 4 Skilled Gunnery: The vehicle may re-roll a failed To Hit roll, or may re-roll the Scatter Dice.
- 5 Skilled Pilot: The vehicle may re-roll a Dangerous Terrain Test. (Skimmers re-roll this result)
- 6 Tank Killer: The vehicle may re-roll a failed Armour Penetration Roll.

Hexes

Each Hex represents a territory with features and a population of natives. To control a hex is to be the dominant force in that area, you will have access to the resources within that Hex, these are represented by Resource Points, otherwise known as RP.

Hexes can have many features but are usually dominated by one specific feature that defines that territory, such as fortifications, COM stations, industrial complexes, or even Fortresses.

Uncontrolled hexes are full of unknown elements and can have an effect on the army that invades that territory

When a hex is conquered, those features can be captured and used against the conqueror's enemies. The losing player may attempt to sabotage the feature as they make good their escape. The two players each roll a dice to see who retains or destroys the feature.

Orphaned Hexes

If you cannot connect one of your hexes to your command base, then that hex is considered orphaned and the supply lines to and from it are cut off by the enemy. Orphaned hexes do not generate RP, nor do they benefit from the defense of the main army.

Command bases

Players begin the game with their command base in one hex on the campaign map.

There must be at least one hex between each player's command base.

Campaign Turn Sequence

The Campaign shall be broken up into turns and each turn will be broken further into phases. The phases are as follows:

Events phase

Administrative phase

Orders phase

Battle phase

Conquest phase

Event Phase

Each player picks one event from the event chart, starting with the player with the fewest Hexes. You may not pick an event that another player has chosen unless all the events have been taken once each. Once all of the events have been taken once each you may pick any event you like, even if it has been taken once by other players.

Administrative Phase

During the Administrative phase, you will generate Resource Points (RP) from the hexes that you control. Using those RP you will purchase certain things that will affect the campaign. All RP must be used the turn they are generated.

Generate Resources

All but the most barren of landscapes has something to offer the war effort of the occupying army and this is represented in resource points. Since each army values something a little different than the other, the exact nature of the resource points is left to your imagination. Each Hex has a resource attribute that it contributes to a total during the Administrative phase.

Events

- * Fool's Gold: Negate the RP's generated by a player's hexes for one turn.
- * Building Boom: You may add a feature to a hex that does not have a feature already. This free feature may not cost more than 2 RP's.
- * Disaster: Pick one player, they must roll a D6 for every feature on their Hexes, on a roll of 1, that feature is destroyed.
- * Scouts: In any battles you fight this Campaign round, your opponent must deploy their whole army before you deploy your army, and you get the first turn.
- * Diplomacy: Pick one player; they may not invade your hexes this turn.
- * Elite Army: You may ignore the restrictions on troop selection this turn for your army.
- * Drop pods: You may invade a hex that is not adjacent to your hexes this turn. Next turn you must purchase a COM station for this hex or it is orphaned.
- * Assassins: After your opponent has deployed their army, you may pick one of their characters and attempt to assassinate them. On a roll of 4+, you inflict D3 Wounds on the character that may not be stopped in any way.
- * Spies: Your opponent must choose their army and show it to you before you select your own army.
- * Sabotage: Pick one feature belonging to another player and roll a D6, that feature is destroyed on a 6.
- * Double Agent: Pick one player. On a roll of 4+, you may choose where that player invades this round.

Spending resources

Resource Points must be spent as they are generated or they are lost. RP can be used to purchase features for individual hexes.

Features are added as they are purchased and may be taken advantage of as soon as they are purchased. Note that those features that generate additional resources are the exception to this rule.

Features have two general types of effects, global and local. Global special rules can be used on any hex the controlling player is fighting for or on. Local special rules can only be taken advantage of on the hex they are located on.

Features can be removed from a Hex if the controlling player so wills it. It costs 2 RP for the feature to be removed from the hex; if the controlling player wishes to add another feature then they are able to.

Orders Phase

Each player has two armies at their disposal. The only thing that needs to be recorded about the armies are the HQ choices and any units the player wishes to gain experience and which order they are currently under.

There are two orders that each player may issue to their armies; Invade and Patrol.

Invade/Attack: The army is ordered to invade an adjacent hex to the controlled hexes already in the player's possession. If that hex is already controlled then the challenge has been given and must be answered by the controlling player.

In the event that two armies invade the same unclaimed hex during the same turn, then

Feature Name	RP Cost	Special Rules
Defensive fortifications	1	Local: Player may place D6 Bunkers and/or fortifications on the table after sides have been chosen but before deployment.
Artillery Position	4	Global: After Deployment but before the first movement phase, the controlling player may perform a preliminary Bombardment on the opposing player.
Communication Station	1	Allows connected orphaned hexes to perform as normal.
Industrial Complex	3	Global: Adds +1 Resource Point during the Administrative phase.
Religious Temple	3	Global: Controlling player may reroll one failed leadership test per game per temple.
Space Port	3	Global: Controlling player may use the Drop Pod event in addition to any other event they use during a turn.
Roads	1	Local: +1 to all Reserve rolls for each player.
Bridge	2	Local: Makes the normally impassable River passable.
Fortress	5	Command Hex only. Acts as Defensive fortifications, Artillery position, and religious temple. Roll 2d6 for bunker placement.
Airfield	3	Allows the use of Flyers, with opponent's approval.
Tyranid Players		
Spore Catapults	3	As Artillery Position.
Boring Tendrils	4	Global: All infantry units can use Deep Strike.
Sentient Flora	2	Local: +1 Reserve rolls.
Hive Mind Node	3	Local: Tyranid Player sets up last, but takes the first turn.
Spore Chimneys	2	Local: After deployment but before movement, each enemy model with a toughness stat takes a S3 hit.
Digestion Pools	1	May be only feature on Hex. +1 resource per turn.

there is no defender, merely two attackers invading the same hex. Play continues as normal and the winner is the new controller of the Hex.

If a player dedicates both his forces to invade and is invaded as well, then there are no defender and the hex is automatically under the invader's control. Exception: Command Hexes will always have a defense force.

Patrol: The army has been set to defend the occupied hexes and is able to respond to any and all threats that come his way. Since games of Warhammer 40k represent a small fraction of an actual army's strength, it is assumed that there are enough forces to defend the entirety of the controlled area. Patrollers are automatically the Defenders during the game.

If a player decides to play defensive on a turn and dedicate both his armies to the patrol order during a turn, then they may play the best two out of three games before losing one Hex.

Allying with other players

There may come a time where two or more players come to an understanding and decide to ally with each other against the other players. This has several different effects on the game.

In order to Ally, the players must have adjacent hexes and not have invaded any of the other players during the campaign turn. They must also not lose a battle during the turn that they are allying.

Once they have allied, then the two or more players are considered to be a team and any member of the team may defend their respective hexes. They may attack and defend as normal, but consider all the hexes controlled by each team member to be under their control as

well for purposes of invasion and defense.

Double-teaming

I haven't found adequate rules to represent the effects of one player being invaded by two other players. Please feel free to come up with something that is fair for all involved and present that system to us so we may include it in these rules.

Battle Phase

Players can agree to fight battles of whatever size they find convenient, there is no need for all battles to be fought at a pre set size or with a pre selected army list. Just play a regular game of Warhammer 40k. If you want to link the battles fought then you may as detailed within the warhammer 40k rule book.

Conquest Phase

Once all battles have been fought, and the results have been tallied, the new hexes are added to the invading player's territory.

Winning the Campaign

The winner of the campaign will be the player with the most number of Campaign Victory Points acquired during the course of the Campaign.

Losing the Campaign

If a player loses all of his hexes, then he is out of the campaign, but can still earn CVP's but is unable to play in the campaign.

There are several ways to acquire CVP's, the most straight forward and obvious way is to play and win games of Warhammer 40k as part of the campaign, but just playing the games and winning may not be enough to win the campaign.

Secret Missions

The obvious mission of each army is to conquer and control as much real estate on the map as possible by the end of the Campaign, however each commander has his own agenda to complete as well. Secret missions are additional objectives for the armies to attempt to complete before the end of the campaign. These can range from killing off a specific commander from an opposing army or building a certain number of fortifications within the hexes controlled.

Secret missions are another way for us to add Narrative depth to the game of Warhammer 40k and can be alluded to within the battle reports.

Secret missions will be given out after the first turn of the campaign.

Campaign Victory Points

Battles

Wins are equal to 2 CVP's

Draws are equal to 1 CVP's

Loses are equal to no CVP's

Playing with a fully painted army is equal to 1 CVP per battle.

Submitting a battlereport after the game is equal to 1 CVP per game.

At the end of the Campaign.

Each hex is worth 1 CVP.

Best painted army (judged by an impartial agent) is worth 3 CVP

Completing the secret mission is worth 3 CVP

Community efforts and hobby activities.

Since we are playing at the Gamer's Guild, I feel it is important for us to take care of our 'home'. Thus CVP's will be awarded for making a significant and meaningful contribution to the store. This can be anything from helping decorate the store to building additional terrain to even building the greatly anticipated Terrain shelf.

These efforts will be worth an amount of CVP's no greater than 3 apiece, but will also depend on what is done for the store.

Battle Reports

Players are encouraged to write battle reports for each Campaign turn, and do so in the character of their HQ choice character. Player's are encouraged to be as creative as possible when writing the battle reports. Even those players who are playing armies that do not normally record their battles for posterity may find a way to write out a battle report.

Each Campaign turn battle report submitted at the end of the week before the next turn begins is worth one Campaign Victory point. Battle reports must be at least one paragraph in length, be written from the point of view of your Named HQ unit, and have some narrative flavor to them.

The following example is not worth one CVP:

Tau vs Tyranids on 03/28/09

The guns beat the bugs.

Woohoo.

Name:	Ws	Bs	S	T	W	I	A	Ld	Sv
Equipment									
Weapons	Range	Strenght	AP	Special rules					
Experience				Veteran Abilities					

Name:	Ws	Bs	S	T	W	I	A	Ld	Sv
Equipment									
Weapons	Range	Strenght	AP	Special rules					
Experience				Veteran Abilities					

Name:	Ws	Bs	S	T	W	I	A	Ld	Sv
Equipment									
Weapons	Range	Strenght	AP	Special rules					
Experience				Veteran Abilities					

Name:	Ws	Bs	S	T	W	I	A	Ld	Sv
Equipment									
Weapons	Range	Strenght	AP	Special rules					
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Name:	Ws	Bs	S	T	W	I	A	Ld	Sv
Equipment									
Weapons	Range	Strenght	AP	Special rules					
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