Galaxy
of
Damnation

Purge the alien. Burn the heretic.
Smash the Imperium. Consume the galaxy...

A campaign system for
Warhammer® 40K

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Gamesmaster's Guide

Draft 1.5

1 INTRODUCTION

This campaign system is designed to help organise a series of 40K or (Epic 40K) games in an unfolding narrative style. It is intended to be simple enough to avoid getting in the way of gaming, but rich enough to spawn some interesting game play.

The system is aimed at clubs and gaming groups that have to cope with players of differing ability and experience. Most narrative campaigns are so structured that they require players to play certain games in a timeframe, or exclude players who get 'knocked out'. We have tried to avoid these pitfalls and design a system that:

- avoids the 'run-away leader syndrome'
- will pose a challenge to experienced and introductory gamers
- allows players to join in at different levels
- is not dependent on players playing every meeting
- allows other game systems - such as Epic 40K and Battlefleet Gothic - to be 'hooked in'

1.1 The approach

The system has been inspired by a number of things including the Battlefleet Gothic campaign system and Net/PC exploration games like 'Stars!' and 'Planets'. A map is generated with a number of star systems. The details of the system - what type of planets it has, how the occupants will react and so on - is generated by the first player to get there. You may have to fight the natives for control of it, win it from other players, or if you are lucky the inhabitants might accept your occupation (though they may send out a distress call and reveal your position to everyone else!). The star system will gradually be mapped out as players explore and annex more planets. In doing so they gain the ability to control passage around the star map and build up an empire of planets. But the players do not know where their opponent's fleet is, or the locations of their developing empire. They can only deduce this through exploration, technology rumor and bribery…

The rules presented here are a 'core' rule set, and can be expanded with more advanced rules as the gamesmaster sees fit. We encourage you to send us your ideas for rules add-ins.

1.2 The campaign background

It is always more fun if there is a background story to set the scene for a campaign. This is a bit of a problem if you have lots of Imperial players in your group (as you probably will have) because Imperial armies wouldn't normally fight each other. If the numbers permit it you could always let the Imperial players form an alliance against the alien races, but this isn't always entirely satisfactory for the Imperial players because they'd like to have an overall winner.

Our suggested background for Galaxy of Damnation is that the Imperial fleets have been drawn out of warp space unexpectedly by a massive disturbance in the warp. They have no idea why they have ended up in this galaxy, which is at the extreme edge of charted space. They find a system of unexplored worlds and alien antagonists. Suspecting that the hand of Chaos has been at work the Imperial fleets decide that they can trust no one, not even those with the appearance of loyal Imperial troopers.

As Gamesmaster you can embellish this basic theme in any way you like, or add optional sub-plots and mission objectives for extra interest.

1.3 The Gamesmaster's role

Galaxy of Damnation is designed to be run by a Gamesmaster (GM). This person sets up the campaign, manages the movement of the player's fleets and developing empire, tells the players what they can or cannot see and do, and what games they need to play. The GM has a God-like knowledge of the game universe…which is a bit of an advantage where he to play himself. However, he can still join in with a rebel fleet and by playing the defender during invasions of neutral worlds or taking the place of absent players. The GM's role is to:

- Set up the star map
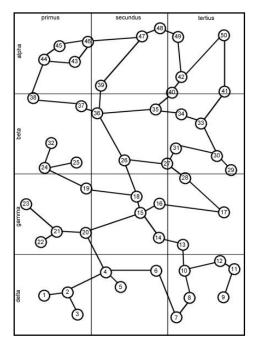- Allocate starting locations

- Manage player movement and work out the consequences
- Help players organise games where invasions and conflicts occur
- Introduce extra interest with events, special locations and sub-plots.

2 SETTING UP

2.1 The star map

Galaxy of Damnation is played out on a star map representing a sector of space. The first task for the Gamesmaster is to draw up the map. An example star map with 50 locations is shown below. Each location is represented by a numbered circle that may be connected to one or more other locations by a solid line. The lines represent stable warp routes, and fleets may only move from location to location along a line of travel (unless the advanced rules for warp jumps are in play – see later). Making some locations key gateways to other star clusters (such as locations 20 and 36) can stimulate strategic gameplay (since players in control of the location may control passage through it).

Not every location need be a normal star. Some can be designated as special locations such as warp gates or black holes. The sector grid is mainly for effect but can also help players find and refer to locations or other phenomena.

This map was drawn up using Paintshop Pro, but most graphics editing programs should be up to the job. If (like Paintshop Pro and Photoshop) your graphics program supports layers it is a good idea to place the circles, numbers, lines and grid on different layers – this makes it easier to recycle the same map with new numbers and routes. Each player will need a copy of the star map to mark on their planets, enemy planets, warp jump locations and other intelligence as they explore and discover. You will also need one as the Gamesmaster, and another to pin up in your games room. This map is reproduced at full size in Appendix 1. If you can it is a good idea to use a photocopier to make an enlarged version for wall display.

2.2 The Book of the Universe

Once you have a map the next task is to populate it with locations and set up a method of tracking the details of each place. There are a number of possible ways to do this. You could use a book with a page for each location (which we affectionately refer to as the Book of the Universe or BotU). Number a page for each location. As the details of a location become known, or you as Gamesmaster define them, you turn to the appropriate place in the BOTU and enter the details.

An alternative method is to use a box of index cards with a card for each location. The advantage of this method is that you can hand the appropriate card out to a player who arrives at a location.

Finally perhaps the easiest way is to use a simple computer database to keep track of locations. We have developed a database in Microsoft Access that tracks location details and performs other functions to make the Gamesmaster's job a little easier. This is available from the same web sites as this manual.

A completed location card or BotU page for a standard planet will look something like the example below.

It doesn't really matter how you set out your cards or pages. This card is for a location called Alpha Centauri (not a very original name!) that is in position 20 on the star map. You can see that it is a dead world that is worth 0 campaign points, and has a 2% points penalty (these details will be explained later).

Dave Capon annexed the planet on campaign turn 6, and he has not installed planetary defenses or jammers (also explained later).

Remember that you can use the back of the card too to record changes of ownership or other details and you can always start a new card if the original gets crowded. Players will find it helpful to make copies of the cards for the locations they own. This makes it easier to add up the total value of their empire and keep track of how many planets have defenses or jammers installed.

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Alpha - Centauri                              20

Dead World: 0 Campaign Points, 2% Points Penalty

Annexed by Dave Capon on turn 6

Defenses:           No
Jammer: No
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Most of your cards will be blank at the outset of the campaign except for their location number. They will be filled in when a player visits the location and generates their details. This is explained a little later. However, you will probably want to pre-complete some of the cards with special locations.

2.3 Special map locations

As the Gamesmaster you are free to make up any location you like, however off-the-wall, and with special instructions to the players. All you have to do is decide where you'd like them and to fill in their cards with the appropriate details. When a player arrives you will retrieve the card complete with instructions for the player and hand it over (unless there are some details you'd prefer to keep secret for the time being…). Some examples of special locations are given in the advanced rules section.

2.4 Warp Gates

Most maps will benefit from warp gates at some stage in the campaign. Map based campaigns like this can get bogged down if players find themselves a long way away from the action or unable to get past a location owned by a strong player. A warp gate joins two distant locations and allows a fleet to 'jump' a huge distance in one go. In the example map above I might connect locations 2 and 42, for example. This would be written on the location cards ('Warp Gate connecting with 42' on card 2, and 'Warp Gate connecting with 2' on card 42). You may want to wait until the campaign gets underway for a few turns before opening the gates. In this case just write 'This location appears to be empty space' or something similar on the cards when you begin the campaign. When you want to open up the warp gate just swap the cards for substitutes with the warp gate details written on them. Players are not allowed to own locations with warp gates. When they arrive at one they may enter the gate on their next campaign move, or move past it normally to the next connected location. There is no reason why you should necessarily tell the players where the gate will take them – that's for them to find out! And there is no reason why you should leave the gates open all the time if you don't want to – if it improves gameplay (perhaps by making life difficult for the player who has a strong lead) then just swap the cards back again to 'close' the gates!

Warp gates can be stable or unstable. A stable gate always connects to the same place. An unstable gate sends the player to a random location. You can write a list of target locations on the location card and roll a D6, say, to choose one, or you can make a D66, D1010 roll or whatever to generate a completely random location.

When a player reaches a warp gate they are told what it is and given the option to enter the gate or move on to a normal location beyond. A player can never own a warp gate, and his fleet never stays at the warp gate location. If the player enters the gate and is relocated to another warp gate (by chance or because it is a stable warp gate) then they immediately move off the receiving gate to a normal location.

2.5 The Common Knowledge Map

Each player will have a different knowledge of the star map. They will know about locations they have visited and pick up other bits and pieces from other players in trade, bribe or barter. In Galaxy of Damnation knowledge is power and players would be wise to guide their knowledge jealously.

Some details will be known to all players - planets can issue distress calls, for example, that broadcasts a player's location to everyone in the game (yes, this is explained later too…). Such things are marked on the

Common Knowledge Map (CKM). The CKM is a copy of the star map (preferably enlarged to A3 or bigger) that is pinned up in the gaming room for all to see. The Gamesmaster updates the CKM at regular intervals. You may want to fix it to a pinboard so that you can stick flags and notes in the map.

2.6 Fleets and Fleet Cards

Players move their fleets from location to location taking over neutral worlds, attacking the worlds of other players, exploring the star map and pursuing any other sub-plots or tasks set by the Gamesmaster. Each player has a fleet card on which to record the desired destination of their fleet, the worlds they have conquered, special equipment they have purchased and their current status in the game.

<table>
<tr><td colspan="3">Aaron Tunney</td><td>Imperial Guard</td></tr>
<tr><td colspan="4"></td></tr>
<tr><td colspan="4">Route: 13 > 14 > 17 > 18 >19 > 20</td></tr>
<tr><td colspan="4"></td></tr>
<tr><td colspan="3">Total campaign points:</td><td>8</td></tr>
<tr><td colspan="3">Minus probes</td><td>-1</td></tr>
<tr><td colspan="3">Minus scanner</td><td><u>-1</u></td></tr>
<tr><td colspan="3">Total</td><td>6</td></tr>
<tr><td colspan="4">_____</td></tr>
<tr><td>Planets</td><td>Cpoints</td><td>Penalty</td><td></td></tr>
<tr><td>14</td><td>2</td><td>4%</td><td></td></tr>
<tr><td>17</td><td>2</td><td>4%</td><td></td></tr>
<tr><td>18</td><td>4</td><td>8%</td><td></td></tr>
<tr><td colspan="4"></td></tr>
<tr><td>Total</td><td>8</td><td>16%</td><td></td></tr>
</table>

On the fleet card to the left Aaron started in the campaign at location 13. His Imperial Guard fleet moved on to locations 14, then 17 and 18 and it annexed a planet at each move. The fleet is currently at location 20. The fleet card also records the campaign points value and army points penalty that Aaron accumulated from each planet (these are explained later). The planets give a total of 8 campaign points, but Aaron has spent one campaign point on a probe and another on a scanner (yes, you guessed it – these are explained later!). The point about the fleet card is that it summarises the essential information about the fleet for future reference. How you lay out the card is up to you and doesn't really matter – it could be better, in fact, to list the planet details on the back of the card. You should write the player name at the top of the card or down its short edge, though, so that you can see it if it is inserted in a card index box or the BotU. If a fleet card gets full copy it onto another card and leave off redundant information such as planets that have been won but lost again. If your players could be prone to losing their cards (or you want a backup in case of disputes) it'd be a good idea to duplicate each player's fleet card details in a notebook.

2.6 Allocate starting locations

Your final task is to allocate starting locations for each of your players. Write these on their fleet cards and hand them out. You can either let the players generate the characteristics of this starting location themselves, as described below, or just allocate everyone the same type of world. We suggest you allocate each player a dead world each and find positions that will allow him to make at least one move before encountering another player. This allows players to get one or two planets under their control fairly quickly and makes the startup more interesting.

2.7 Victory conditions and the size of the star map

The example map that we have included in this manual consists of 50 locations. How large you should make your map and what you should set as victory conditions are related questions. We have some guidance on this but it will make more sense to you after we have explained how planet details are generated and what campaign points are, so we will return to star map size and victory conditions a little later.

2.8 Decide size of 40K/Epic 40K games

As you will see later the number of points available to a player to use in a battle is influenced by a number of things, but you should set a base size for your 40K games. We suggest 1500 points, which usually gives a game that is comfortably fought in an evening.

2.9 Local house rules and restrictions

You may wish to introduce some rules of your own to get the style of campaign that you would like. Are special characters allowed, for example? What about alliances (we have something to say about allies in the advanced rules section). Do you wish to impose penalties for unpainted miniatures? Are you going to insist that every player has a properly drawn up roster, and what will you do if they don't? Do models have to be a

strict representation of the unit they represent, with wargear shown on the model? These things are very much up to each Gamesmaster. For the record, these are the house rules we prefer:

- No special characters or assassins unless a sub-plot calls for one (but if *both* players really want to use them then fair enough)
- No allies except as agreed by the Gamesmaster, and definitely none for the first 4 campaign turns.
- Penalties for unpainted miniatures. One possibility is to remove the race characteristic for an unpainted miniature or a unit with one or more unpainted miniatures – so marines do not regroup when falling back, Eldar can't use fleet of foot, Orks can't waaagh! And so on. Another is to impose a leadership penalty or better still, make all leadership rolls for a unit with unpainted miniatures fail on a double (leadership penalties in terms of minus X points unfairly punish races with low leadership to start with - this is avoided with the doubles rule). The player has not taken the trouble to prepare his troops properly (paint them) so they are 'untrained' and likely to run away.
- Every player MUST have a proper roster with all troops and wargear accounted for. I hate it when my opponent has his army list 'in his head'. No roster means you forfeit the game.
- Models should be WYSIWYG (what you see is what you get) – that is, a model with a lascannon on the roster should really have one on the model. I refuse to play against players who announce 'this Battlefleet Gothic ship is my Ork warbike, OK?' (Yes, it did happen).

2.10 The campaign diary

We recommend that you get a small notebook to use as a campaign diary. Use a page per turn to record the battles that are to be fought, any tasks you need to remember to do, and make any other notes that seem helpful. If you mark the pages up in advance you can also write yourself reminders of things to do in the future, perhaps relating to a sub-plot or special location.

3 EXPLORING PLANETS

One of the fun aspects of Galaxy of Damnation is that the star map is mostly undetermined when the players start out exploring it. Players get to generate the details of the planets they discover themselves and the star

2D6 roll	Planet type	Reaction to Occupation			Campaign points	Army points penalty
		Accept	Send distress call	Resist!		
3	Gamma – class Civilised World	–	1 – 5	6	5	10%
4	Nu – class Hive World	1	2 – 3	4 – 6	4	8%
5	Phi-lambda – class Feral World	1 – 3	–	4 – 6	3	6%
6	Alpha – class Agri World	1 – 2	3 – 4	5 – 6	2	4%
7	Delta – class Dead World	1 – 6	–	–	0	2%
8	Mu – class Feudal World	1 – 2	–	3 – 6	2	4%
9	Delta-tau class Death World	1 – 5	–	6	3	6%
10	Phi – class Forge World	–	1 – 2	3 – 6	4	8%
11	Rho – class Research Station	–	1 – 4	5 – 6	5	10%
2 or 12	Alpha-omega – class Mixed worlds. Roll twice on the table, re-rolling any further 2 or 12 results.	Roll separately for each planet type and carry out each result (but do not fight two planetary battles)			The combined points of the two planet types.	The combined penalty of the two planet types.

Planet Generation Table (title spanning above)

map is gradually mapped out and locations named. At the end of the campaign you will have your own unique map of a sector of space, with names and characteristics determined for yourselves. Players generate the details of planets by rolling on the Planet Generation Table (surprise).

3.1 Planet types

There are 10 types of planet. In order to generate the planet's details a player makes a 2D6 roll to find out what kind of planet he had discovered. If a 2 or 12 is rolled then a mixed world has been discovered (this is either a single world with the characteristics of both planet types, or a star system with two different planets). In this case two further rolls are made to determine the component planet types. If mixed worlds happen to be rolled again then ignore it and re-roll. The availability of planets varies with dead worlds being the most common and civilised worlds, mixed worlds and research stations the rarest. The following pictures are from the Warhammer 40K rulebook (used without permission).

Civilised Worlds are going to have dwellings, factories, roads, bridges.

Hive worlds are heavily populated and polluted. You could use Necromunda terrain – there should be lots of dense buildings.

Feral worlds are brutal and crude. Use no modern buildings and try limiting the native army to large masses with primitive weapons.

Agri-worlds are geared up for intensive agricultural production. They will tend to be very open, with few buildings. Forested worlds may also count as Agri-worlds.

Dead worlds are devoid of most life. They include desert worlds, ice worlds, and rocky planets. Use craters, hills, rocky spires.

Feudal worlds are primitive. You could always use some WHFB terrain! Try limiting the use of high-tech weapons when natives defend these worlds.

Death worlds are inhospitable boiling pots of jungle and feral beasts. Some house rules for monsters (dragons, lizards, Tyranids?) could be fun.

Forge worlds are industrial facilities. Use factories and industrial buildings. If you have the models, try using super-heavy vehicles and titans in these games.

Research stations are specialised facilities. You might want to use some within-building fighting rules or a special scenario.

3.2 Reaction to occupation

There is no guarantee that the natives will be friendly! (With the exception of dead worlds, where there are no natives or conditions are so grim that they are happy to see anyone…) The second roll that is made will determine the reaction of the local populace to the player's forces. This will either be to accept them, to begrudgingly give in without a fight but send a distress call, or to resist them. The way in which natives react varies depending on the planet type. A civilised world will never willingly accept enemy occupation (unless cultists have been busy amongst them…), and they will also be reluctant to resort to force and risk getting their civilised lifestyle trashed. So the most likely reaction of a civilised world is to send a distress call. Feudal worlds, on the other hand, are most likely to resist and fight tooth and nail against the invaders. There is a slim chance that a feudal world will accept occupation but no likelihood at all of it sending a distress call – it just wouldn't have the technology.

If a planet resists the player is going to have to fight to win it. By this stage the army is committed – a player is not allowed to roll up the reaction to occupation and then decide to run home to mummy if he gets into a spot of bother. Another player takes on the role of the defending natives and a game of 40K is played to determine the outcome of the invasion. More on this later.

3.3 Campaign points and army penalty points

It a player succeeds in annexing a planet (by force or because the natives accept or send a distress call) he will gain some campaign points for it. The rarer and more desirable planets generate more campaign points than the common ones. The player should add the planet to his fleet card and give it a name. He should also note the campaign points and penalty points that he has accrued as a result of owning the planet. Should the planet ever be lost the campaign points and penalty points are removed from the player's totals.

Campaign points are, in effect, victory points for the campaign. Normally the campaign will be won by accumulating a predetermined number of campaign points. Campaign points are also the currency of the campaign and may be used to buy planetary defenses, probes, scanners and other goodies. They can also be used in trade for information or other barters subject to the *Campaign points as currency* advanced rule being in use, and the Gamesmaster agreeing to each transaction.

Penalty points reduce the number of *army selection points* available to the player when putting together their army for a game of 40K. This is an important balancing factor in the campaign system that is designed to make it difficult for very strong players to make cowardly attacks on weak players who have a lot less planets (and are possibly less experienced or younger gamers). This is explained in more detail later. Penalty points are cumulative and can never be bartered away or removed (except when a planet is lost).

3.4 Distress calls

If a planet sends a distress call the full details of the conflict is broadcast to one and all. Every other player in the campaign will be alerted to the position of the player's fleet, and the type of planet that is under attack – this information should be pinned up as a message to all players and the details added to the common knowledge map by the Gamesmaster. (Just the player's race is revealed, not the player's name. If there is more than one player of the same race then at least some degree of mystery is retained – except from the other player of that race, of course!). In Galaxy of Damnation having everyone know your business and where you are is usually A Very Bad Thing. If the imaginatively named advanced rule *Fight mission to prevent distress call* is in use players might be able to prevent a distress call getting out.

3.5 Detecting the type of planet - scanners

This part is very important. Fleets cannot tell what type a planet is just by looking at it – normally they will have to land on the surface first. Most players will therefore commit themselves to landing (and therefore attacking) a planet *before* they know what type of planet it is or what the chances are that the natives will accept, send a distress call or resist them. For the cost of one campaign point players may buy a scanner. A scanner allows players to roll up the type of planet *before* deciding whether to attack it. This is very advantageous – players can decide whether a planet is worth the effort of a land battle, and what the likely reaction of the natives will be. If a player buys a scanner mark this on their fleet card, and knock one campaign point off their total permanently. Every time a scanner is used there is a chance that it will malfunction and break down. Roll a D6, and on a roll of 6 the scanner is broken and the player will have to pay a further Campaign Point to replace it.

4 RACE CHARACTERISTICS

Each race in the 40K universe has a different style and characteristics, and is motivated by different objectives. In Galaxy of Damnation this is represented by race characteristics.

4.1 Tyranids

Ravage! The Tyranids are not interested in annexing worlds – they are motivated by their insatiable desire for new genetic material, and nothing else. Tyranids therefore never 'own' planets – they just strip them bare for the genetic material they contain and move on. All worlds yield full campaign points and since Tyranids strip the planet and move on they can never lose campaign points by losing planets. Once a Tyranid army has captured a planet it becomes a dead world – cross out the original type on the location card and write in 'Dead World' instead. Reduce the campaign points and penalty points to that of a dead world for the rest of the campaign.

Tyranids cannot buy scanners but they have an innate ability to detect biomass and so can tell if a planet is inhabited or dead (but, if inhabited, they cannot tell what type of planet it is beyond the fact that it is not a dead world). Instead of rolling on the planet reaction table Tyranids roll 1D6 and on a roll of 1 the planet accepts. No planet would willingly accept assimilation by the Tyranids, and planets that accept have obviously been infiltrated by cultist activity!

If a Tyranid army fights and loses against an occupied planet (neutral or owned by another player) they *lose* campaign points equal to those they would have got had they won (this represents the loss of biomass in the battle). A Tyranid army can never have less than zero campaign points.

The Tyranids have more complex race characteristics than any other army does. This reflects their unique nature. To summarise, the race characteristics for Tyranids are:

* Never own planets
* All worlds yield full campaign points and become dead worlds if the Tyranids win an invasion
* Campaign points are not lost, because planets cannot be lost
* Can detect dead versus occupied worlds, but otherwise cannot obtain scanners
* If they lose a battle, lose campaign points equivalent to those they would have gained had they won.

4.2 Eldar

The advanced technology of the Eldar allows them to create superior scanners. Eldar scanners never malfunction.

4.3 Imperium

Imperial armies have the technology to block distress calls. If a 'send distress call' result is rolled as the reaction to occupation roll a D6. On a 5+ the distress call fails to get through and is not announced to other players or marked on the common knowledge map.

4.4 Orks

Ork fleets are brutal and crude, and not in the habit of slowing down to get permission to pass an occupied planet. When wishing to pass a planet owned by another player which has defenses installed roll a D6. On a roll of 5+ the Ork fleet may pass unimpeded even if the owning player objects.

4.5 Dark Eldar

Dark Eldar are most interested in occupied worlds (for prisoners) and therefore get one extra campaign point for heavily the occupied worlds: civilised worlds, hive worlds, and feudal worlds.

4.6 Chaos

Chaos armies use cultists, subjugation and temptation to influence the worlds they wish to invade. Chaos armies subtract 1 from all reaction to occupation rolls.

4.7 Necrons

Almost nothing is known about the Necron race – they mysteriously appear and disappear apparently at will. When the Necrons invade a planet the battle is never reported and distress calls never get through. It is very difficult to detect Necron activity!

4.8 Tau

"For the greater good" the Tau aspire to build & expand their empire. Tau gain 2 extra Campaign Points for each planet they occupy that is directly connected to their Home Planet/Starting Location & 1 extra campaign Point for planets that they occupy connected to those. If for any reason the further out planets become disconnected from the Home World you loose the extra point(s) until the connection is made again. You do not get bonus Campaign Points for planets the are further than 2 links away.

5 GAME SIZE AND VICTORY CONDITIONS

These two factors are related – a larger star map will provide more planets to conquer and reduce the likelihood of having to attack other players. Setting your victory conditions will be easier, therefore, if you know how many planets the players might get without having to fight each other. For example, in a campaign with 10 players a 50-planet map provides 5 planets per player – so it is possible that someone could capture 5 planets without fighting another player (though he will probably have to fight some of the planets that resist).

The planet generation table gives, on average, 3 campaign points per planet. A player might therefore gain 3 x 5 = 15 campaign points without fighting another campaign player. Now, setting victory points at 18 campaign points will mean that, on average, a victor has to win at least one planet from another player. 21 victory points would require him to capture 2, 24 to capture 3 and so on.

As a rule of thumb we suggest working out the average number of planets per player and adding 50% to get a victory points target. So a star map providing 4 planets per player would require them to capture 4 + 50% = 6 planets, giving a victory point target of 6 x 3 = 18 campaign points. Remember probes, scanners and planetary defences will reduce a player's points total too. The Gamesmaster will still need to be vigilant in case someone does happen to roll up 3 civilised worlds in a row! And you can always hold off setting victory conditions until the campaign has run a few turns.

6 THE CAMPAIGN SEQUENCE

The campaign follows the following sequence:

Campaign startup phase

- Set up the campaign and brief the players
- Allocate starting locations
- Players make first move
- Report back to players on their new locations
- Planet types are rolled and any reactions to occupation worked out.

1 Conflict phase (normally the beginning of the meeting)

- Set up and play 40K games
- Announce conflicts and distress calls, update Common Knowledge Map (this can be done while people are playing)

2 Results phase

- Gather in results of conflicts and occupations
- Amend location details on location cards
- Amend player details on fleet cards
- Players make purchases of defences, scanners, probes and other items
- Post new leaderboard

3 Movement phase

- Increase the campaign turn number. If using the database un-check all 'turn-in' flags.
- Players hand in fleet cards to Gamesmaster (GM) with next location entered
- Players program probes and hand in card to GM
- GM moves probes and updates probe cards with new details
- GM moves fleets
- GM reports back to players on their new locations
- GM returns probe cards to players if the program is completed
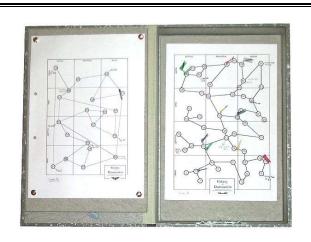- GM and players organise their games of 40K ready for the next meeting.

Some of these stages need further explanation:

6.1 Move fleets

Players write the location(s) they wish to travel to onto their fleet card and hand it in to the GM, or meet with the GM during the meeting to sort out their move. Players may move up to **three** times from location to location on each campaign turn. Each destination must be connected to the current one by a line indicating a warp route (unless advanced rules for warp jumps are in use), or be connected to the current location by a warp gate. What the GM does next depends on the system he is using for managing the star map. If a book is being used take each fleet card and slot it into the page for the new location, with the edge of the card sticking out of the top of the book. If two players move to the same location their fleet cards will both end up slotted into the same page.

Keeping track of fleet positions

It is important that the GM knows the position of all the player's fleets. The easiest way to do this is to have the star map on a piece of pin-board or cork tile and stick flags in it to represent each fleet. One effective technique is to use a box file. Place the cork or pinboard inside the box file and you can close the lid to prevent players seeing your map, and will be able to carry the map about without having to take the pins out. A second tile can be fixed to the lid of the box file to carry another map if the campaign uses two maps. The box file will be deep enough to allow you to shut the lid even with a map in the box and another on the lid.

If a card index is being used then slot the fleet card into the stack behind the desired location. Place the fleet card end-on, sticking up out of the cards or attach a paper clip to hold the two cards together and help you locate the fleet cards later.

If the database is being used enter the player's new location number into the current position box on the player's form.

It is a good idea to check the player's new location on the Gamesmaster's map immediately. If it is obvious that no other fleet is going to clash at the player's new location you can go on and let him roll up the planet type and so on and finish this player's move there and then. If it is possible that two or more fleets will end up at the same location then place the player's card in the BotU box or book, or to one side in the case of the database, until the other player's moves have been made.

6.2 Return probe cards if the program is complete

The use of probes is discussed later under advanced rules.

6.3 Roll planet types and reactions to occupation, resolve conflicts

The Gamesmaster calls each player to him one by one, looks at the location of the player and tells the player what to do next. There are six possible consequences of a move. The player will be either:

a)   At one of his own planets
b)   At a neutral planet
c)   At a planet owned by another player
d)   At a neutral planet at the same time as one or more other players
e)   At an owned planet at the same time as one or more other players
f)   At a special location

Make a list of the conflicts that need to be resolved on a piece of paper or, better still, in the campaign diary in which you use a page per turn to keep track and write yourself reminders. Also make a list of the players who are *not* going to be involved in a battle this turn. Later on you can match players up into pairs of planetary attackers and defenders.

If using the computer database then click on the events tab and enter the current turn number into the 'Battle to be fought on turn' box. These will then be listed in the battles report and indicated in the player's locations report.

a)   At one of his own planets

The player does nothing special when at one of his own planets. He may move on or hold position.

b)   At a neutral planet

When at a neutral planet the player can opt to invade it or immediately move on to a planet beyond, up to the maximum move of three locations. Doubling back is allowed, so if the player has a scanner he can move on. Look at the next planet, and then return if the first one was better.

If the player has a scanner and the planet has not been generated then he rolls on the Planet Generation Table to see what type of planet he has discovered. He writes this on the location card and gives the planet a name. He may then either invade the planet, leave it neutral and hold position over it, or leave it neutral and move on to another planet.

If the player does not have a scanner then he must commit himself to an invasion before he finds out what type of planet it is. Once committed the player must follow through the consequences of his invasion.
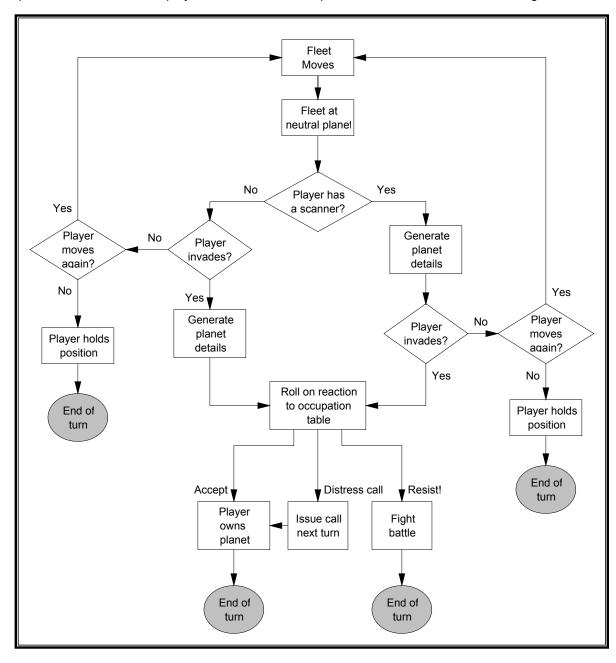
The player can decide not to invade the planet but to move on again immediately without knowing what type of planet he has passed.

If he decides to invade the planet he rolls on the Reaction to Occupation part of the Planet Generation Table. If the natives accept the occupation then the player adds the planet to his fleet card, and the fact that he is the owner is recorded on the location card for the planet. If the natives send a distress call then he still gets to own the planet, as above, but the Gamesmaster makes a note of the details and announces the distress call at the end of the main phase (see below). Make a note in your campaign diary that a distress call needs to be issued from the planet or if using the database click the event tab and set the distress call to the current turn. If the natives resist then the Gamesmaster finds a player to act as the planetary defenders and a game of 40K is played.

If the player invades the neutral planet and loses then on his next campaign move he must move away without attacking this time.

If the game is a draw the player does not get the planet but he may move on past it on his next campaign move.

The sequence of events when a player arrives at a neutral planet is summarised in the following flow chart:

```
                                    ┌──────────┐
                            ┌──────►│  Fleet   │◄──────────────────┐
                            │       │  Moves   │                   │
                            │       └────┬─────┘                   │
                            │            ▼                         │
                            │       ┌──────────┐                   │
                            │       │ Fleet at │                   │
                            │       │ neutral  │                   │
                            │       │ planet   │                   │
                            │       └────┬─────┘                   │
                            │            ▼                         │
                       No   ◇ Player has ◇   Yes                   │
              ┌─────────────┤ a scanner? ├──────────┐             │
              │             ◇            ◇          ▼             │
     Yes      ▼        No                       ┌──────────┐       │
      ◇ Player  ◇◄─────── ◇ Player  ◇          │ Generate │       │
      ◇ moves   ◇         ◇ invades?◇          │ planet   │       │
      ◇ again?  ◇         ◇         ◇          │ details  │       │
       │                    │                   └────┬─────┘       │
     No│                 Yes│                        ▼         Yes │
       ▼                    ▼                   ◇ Player ◇  No  ◇ Player ◇
  ┌─────────┐         ┌──────────┐              ◇ invades?├────►◇ moves  ◇
  │ Player  │         │ Generate │              ◇        ◇     ◇ again? ◇
  │ holds   │         │ planet   │                │            │
  │ position│         │ details  │             Yes│          No│
  └────┬────┘         └────┬─────┘                ▼            ▼
       ▼                   │       ┌──────────────┐       ┌─────────┐
   ╱───────╲               └──────►│ Roll on      │◄──────│ Player  │
  │ End of  │                      │ reaction to  │       │ holds   │
  │ turn    │                      │ occupation   │       │ position│
   ╲───────╱                       │ table        │       └────┬────┘
                                   └──────────────┘            ▼
                       Accept   Distress call  Resist!     ╱───────╲
                          ▼         ▼            ▼        │ End of  │
                     ┌────────┐ ┌────────┐  ┌────────┐   │ turn    │
                     │ Player │ │ Issue  │  │ Fight  │    ╲───────╱
                     │ owns   │◄│ call   │  │ battle │
                     │ planet │ │next turn│ └───┬────┘
                     └───┬────┘ └────────┘      ▼
                         ▼                  ╱───────╲
                    ╱───────╲              │ End of  │
                   │ End of  │             │ turn    │
                   │ turn    │              ╲───────╱
                    ╲───────╱
```

c) *At a planet owned by another player*

If the player has a scanner he is told the type of planet, who owns it and whether there is a garrison in place.

If the player does not have a scanner he is told nothing about the planet other than the fact that it is owned by another player (but not which player). He will have to invade to find out anything further.

Tyranids are told whether this is a dead world or some other type of world (but not which, exactly – just 'not a dead world'). They are not told whether another player owns the planet.

If the planet does not have defences installed then he may move past it without restriction. However, a player may *not* pass a planet owned by another player to reach the locations beyond *if the planet has defences installed* unless the owning player agrees. A player arriving at a planet owned by another player that has defences installed can therefore:

- Back off back to their former location
- Move on past the planet with the owner's permission. The Gamesmaster acts as a go-between to try to keep the player's identity a secret if the antagonist would have no way of knowing but it is likely to prove difficult.
- Invade the owner of the planet if they want to try to own it, or if that is the only way they are going to get past.

If a player invades a world that is owned by another player the two play a game of 40K to decide the victor (see below). If the player invades the planet and loses he *must* move away in his next campaign move.

If the game is a draw the attacking player does not win the planet but may move on past it on his next campaign move. He does not need the permission of the owning player to pass – the battle has distracted him sufficiently and the fleet slips by.

A player who successfully defends his planet from attack will gain 1 Campaign Point to represent his increased reputation and prowess, and the attacking player will lose 1 campaign point to represent the impact of the loss on his resources. Tyranid players do not lose a further campaign point in addition to those that they will lose for failing to win the battle. Players still get a campaign point for successfully defending against Tyranids.

* Battlefleet Gothic Tie-in: If the players have the necessary miniatures and agree it would make sense to play a BFG game if they just want to get past the planet, and a 40K game if they want to invade it.

d) *At a neutral planet at the same time as one or more other players*

The Gamesmaster should first speak to each player individually just as if they were the only player at the planet. This is because one player might have a scanner and the other not, or one player might be a different race and be able to detect more or less than the other player. If more than one player has a scanner then they can roll up the planet type together. A player with a scanner will therefore know what type of planet is at stake in the ensuing negotiations, but a player without one will be working in the dark.

Once the players know as much as they are entitled to know they can then decide what is to happen. One player may decide he would prefer to push on to the next location leaving the planet to his competitor. They might *both* decide to move on to a location beyond. Or they might decide to fight over the planet.

If two players are involved and they both want the planet they should play a game of 40K and the planet will go to the victor. Do not roll on the planet reaction table. The victor will not have to fight the natives as well.

If other players move on and leave just one player at the planet then roll on the reaction to occupation table and handle it as normal.

If three or more players are involved and they really all want to fight it out they should play an elimination round (two fight and the victor fights the third) or organise a special three or four way game with the Gamesmaster's help.

The point about multiple players at planets is that it is up to the players to negotiate, bluff, plead and bribe their way to the solution they would like.

* Battlefleet Gothic Tie-in If the players wish, they could play a game of BFG to decide which fleet gets to the planet first with the victor then invading and playing a game of 40K against the natives if they resist.

e) At an owned planet at the same time as one or more other players

The Gamesmaster should first speak to each player individually just as if they were the only player at the planet. This is because one player might have a scanner and the other not, or one player might be a different race and be able to detect more or less than the other player. A player with a scanner will know what type of planet is at stake in the ensuing negotiations and what player he will have to face if he invades, but a player without one will be working in the dark.

Once the players have been told as much as they are entitled to know they start negotiations with each other. They should first try to negotiate a solution amongst themselves– will one of them try to move on, do they all want to invade, is one or more of them going to back off and so on.

If these negotiations result in just one attacker invading the planet then the other fleets may move on unimpeded – the planetary owner is too busy defending his planet to try to stop them.

If negotiations result in an assault on the planet by more than one player then deal with it as for multiple attacks on a neutral planet – the attackers must play an elimination game first, or the Gamesmaster can help to set up a multiple-player game of 40K. This is difficult to do fairly in this situation though, and the owner of the planet always has the right to insist on an elimination round rather than having to take part in a three-way battle (or more).

* Battlefleet Gothic Tie-in If players wish they could play a game of BFG to decide who gets to invade the planet.

f) At a special location

Players at a special location are just instructed accordingly by the Gamesmaster. We have some suggestions for special locations in the advanced rules section.

6.4 Set up and play 40K games

We finally get to the whole point of the campaign system – playing lots of games of 40K! Before playing the Gamesmaster will have to ensure that the players are available, the right points are being played, and perhaps give some guidance on the mission.

Players

Normally it is obvious which players will be involved. Players will defend their own planets. When invasions involve neutral planets a second player is needed to take the part of planetary defenders. This might be the Gamesmaster, someone not otherwise involved in the game, or someone in the campaign that does not have a game to play this turn.

Points and army selection

Each player should work out the total points penalty that he has accumulated as he has captured planets. This is knocked off the points available to him for the game. A player with a large empire is likely to find himself at a disadvantage, therefore, if he attacks a player with a smaller number of planets. This has two functions. Firstly, it represents the ambitious player over stretching himself as his empire expands and he spreads his forces ever more thinly. Second, it is a built-in handicapping system that will make it hard for capable players to attack less capable ones. It also keeps the game challenging for the more capable players.

There is no need for both players to reduce their forces by the full penalty percentage – just work out the difference. For example: Aaron has 20% penalty points and Gary has 8%, giving a difference between the players of 12%. In a campaign with a 1500 point base size Aaron would play with 1500 – 12% = 1320 points,

and Gary would fight with the full 1500. Obviously if both players have the same penalty percentage then they can play with the full points, and since you are taking the difference in points penalty there will always be one of the players playing with full points. Taking the difference in points like this prevents the games from becoming too small.

The simplest approach to army selection is to allow the players to rewrite an army list before each game. You may prefer more elaborate systems where players raise units at the start of the campaign and have to stick with them, perhaps developing them as they gain experience and new skills. We say a little more about this in the advanced rules section.

Mission

Feel free to play any mission you like if you both agree (within any special limitations imposed by the Gamesmaster). If you cannot decode then choose a mission by:

a) Rolling it up according to the 40K rulebook or
b) Using the D66 mission table from White Dwarf or
c) the side with the lowest campaign points rolling 2D6 and consulting the following table:

2	Player with the highest campaign points chooses the scenario, but the mission ALWAYS uses the Random Game Length scenario special rule from the 40K rulebook.
3 – 4	Player with the highest campaign points chooses the scenario
5 – 9	Play a standard scenario
10 – 11	Player with the lowest campaign points chooses the scenario
12	Player with the lowest campaign points chooses the scenario, and may choose to use ONE of the "Scenario Special Rules" as per the 40K rulebook, regardless of scenario.

If campaign points are tied each player rolls a D6 and the winner is assumed to have the higher campaign points and the loser the lower. In scenarios that call for an attacker and defender the planetary defenders will always be the defending force. If neither player is the defender (for example if two players are fighting each other to capture a neutral planet) then they decide between them who will take on the role of attacker and defender in scenarios that call for it (they can dice for it or ask the Gamesmaster to arbitrate). Scenarios that make it especially tough for either the attacker or defender should be avoided in this situation.

6.5 Absent players

Absent players and their planets

A planet may find itself under attack while the owner is absent or unable to defend it. This might happen if a player misses a meeting or is attacked on several fronts at once (he can only fight one battle at a time, after all), or if he prefers to fight a battle elsewhere rather than defend the planet against attack.

In this situation the planet is left to fend for itself. At first the planet will put up a spirited resistance but its will is gradually broken if repeated attacks are made and the owner does not defend it.

If a planet is attacked and the owner does not fight a battle to defend it the owner or GM rolls a D6 in consultation with the GM and consults the following table to find out what happens:

Self-defence dice roll table

Attack:	Planet defends itself on a D6 of	Planet reverts to neutral on a D6 roll of:
First	2+	1
Second	3+	1 or 2
Third	4+	1 to 3
Fourth	5+	1 to 4
Fifth	6	1 to 5

The number of times a planet has been attacked and not defended by the player is recorded on the location card and fleet card (or in the database). This is a running total and is never reset.

If a planet successfully defends itself it is treated as a draw – that is, the attacking player is allowed to move on past the planet on his next campaign move even if defenses are installed.

A planet can never be attacked more than once in a campaign turn, because only one fleet per turn is allowed to attack a planet.

Players can nominate a proxy governor to play their battles if they know you are going to miss a number of meetings.

Absent players and their fleet

It may happen that a player leaves movement orders for your fleet but then are not present at the next meeting to deal with the consequences. A fleet might also be holding position and be interrupted in the absence of the player by the arrival of another fleet. This is what happens in these circumstances:

- If the fleet is at one of its own planets it will hold position and it is dealt with as described above
- If the fleet is at any other location and another fleet arrives then it will *back off* as described below
- If the fleet is at a planet owned by another player it will *back off.*
- If the fleet is at a neutral planet it will hold position.

6.6 Fleets backing off

When a fleet has to back off it returns to its former location. If it has to back off again (perhaps because this former planet is also owned by someone else and the player is still absent) then on the next campaign turn it will go to the *next* previous location, and so on. This is why a fleet's path must be recorded on the fleet card. The rationale for this is that in the absence of other orders the fleet retraces its steps in an attempt to get back to a planet that it owns. This should eventually happen (provided the player has not lost all his planets by then) and at that point it will hold position as described above in the section on absent players. If the player really has lost all his planets then after retracing its steps back to the campaign starting location it will either be eliminated from the game or, if the advanced rules are in place, become a rebel fleet (rebel fleets are described later).

6.7 Slow players

We all know them – players who take forever to finish their games. Your campaign will run much more smoothly if you get through one campaign cycle per meeting, ending up with players handing in their fleet cards so you can sort out the conflicts and effects ready for the next meeting. We recommend that if players do not have a game finished by the time you need their fleet cards you move things on by:

- Adjudicating on the game as it stands and declaring one player the winner
- Allowing the defender to hand in his fleet card, but making the attacker (invader) miss a campaign move

Of course in most gaming groups you *have* to finish a game, because you need to pack up and go home.

6.8 New opponents arriving during a battle

This will never happen if you follow the guidance for slow players and keep everyone playing at the same pace. If it does happen we recommend that you give the new attacker the option of waiting until the current conflict is resolved, or passing unimpeded to locations beyond. Of course, as Gamesmaster you are free to think up more imaginative solutions if you wish!

6.9 Do players have to play every turn?

Paradoxically, one of the downsides of a thriving campaign can be that it takes over the gaming group to the exclusion of everything else. Players who are not in the campaign can find it difficult to get a game of anything else and even players in the campaign can get tired of having to play the same game week after week. This alone can lead to the campaign failing.

Players who do not want to play a game of 40K at a meeting should try to arrange this by taking a non-combative turn. They could hold position or voluntarily back off if challenged. Players who don't want the commitment of a campaign but would like to play a few games of 40K now and then would be better off helping out by playing as planetary defenders or as rebels, if the rebel advanced rules are in play.

This can lead to the situation where the winner of the campaign is simply the player who plays the most games. This is inevitable to an extent, but we think the handicapping system will reduce the chances of this happening for a long time.

6.10 Announce conflicts and distress calls, update Common Knowledge Map

When a battle takes place all players are informed of the location, but nothing more. Perhaps there is a disturbance in the warp, like a million souls crying out at once and becoming suddenly silent…anyway, pin up a notice saying: 'Campaign turn 8, battles detected at…'. Pinning little explosion markers on the Common Knowledge Map at the locations where battles have taken place is a nice way of notifying players.

If planets have sent distress calls then these should also be pinned up in the gaming room. A distress call gives more information and should be something like:

'Help. We are Alpha Beegin, a civilised world at location 23. We are under attack from an Ork fleet. Please help!'

Players should be allowed to broadcast their own messages too, and add them to the Common Knowledge Map (with the GMs permission).

Any other information, rumors or false leads that the Gamesmaster wants to broadcast should also be done now.

6.10 Resolve the conflict phase

As your meeting draws to a close you should gather in results of conflicts and occupations. If planets have changed hands or have been captured for the first time the location cards, pages or database entries are amended accordingly. They are added to or deleted from the player's fleet card (the database will create an up-to-date player record for you automatically based on the details in the location table). This shouldn't be too difficult to manage because the players will come to you together at the end of the game.

While you have their attention they should make purchases of scanners, defenses and so on so that you can mark them on their fleet and location cards.

As they do, amend the cards and make a note in your campaign diary of the campaign points of each player (amended for purchases and so on). You will then be able to draw up a new leader board to show the status of the campaign. We recommend that you post the player name, number of planets owned and total campaign points. Everything else should remain a secret unless the players decide to share information between themselves.

Post the new leader board in the gaming room for everyone to see. We recommend you wait until the campaign has been underway for a few turns before posting a leaderboard.

6.11 The movement phase

The campaign turn ends with the movement phase. This may seem a little odd at first, but the purpose is to allow the Gamesmaster to have things sorted out ready for the next meeting.

In the movement phase the players mark their desired destination on their fleet cards and hand them in to the Gamesmaster. Probes are also launched during this phase and the probe program cards handed in to the Gamesmaster (probes are discussed in the advanced rules).

The Gamesmaster then moves the fleets and probes and the game cycle starts again.

The Gamesmaster briefs the players on the consequences of their movement as discussed in section 6.3 so that they can arrange any games of 40K ready for the next meeting.

7 ADVANCED RULES

Once you and your players have grasped the basic rules and campaign mechanics you can add more interest to your campaigns by using some of these optional advanced rules.

7.1 Garrisons

Players may use 1 campaign point to establish a garrison on a planet. These allow a player to reduce their army points penalty by 10% when defending the planet. Garrisons have to be purchased separately for each planet during the conflict phase but after any conflicts have been resolved (you can't wait to see if your planet is attacked and then decide to establish a garrison). If the planet with a garrison is lost the cost of the garrison is no longer deducted from your campaign points. A player who wins a planet with a garrison from another player will have to install his own – he cannot use those of the defeated army. The cost of the planetary garrisons come off your overall campaign points. A planet's garrison doesn't necessarily have to be paid for by the campaign points from the planet itself. Planetary garrisons are a permanent purchase and may not be dismantled or traded in to get campaign points back.

7.2 Defenses

If a planet already has a garrison established then players may use 1 further campaign point to install planetary defenses. These allow a player to prevent other players passing their planet without permission. In order to pass a planet with defenses *without* the permission of the owning player you must beat them in battle. The cost of defenses come off your overall campaign points. A planet's defenses don't necessarily have to be paid for by the campaign points from the planet itself. Planetary defenses are a permanent purchase and may not be dismantled or traded in to get campaign points back.

7.3 Probes

Players may buy a probe for 1 campaign point. A probe is used to gather information about distant systems and can travel any distance across the star map. When it reaches its target sector (alpha primus, say) it will transmit a report back to the player about the planets in that sector. This won't tell you everything you want to know – it will tell you what planet types are in the sector, and how many are owned or neutral. It will not tell you exactly which is which. So, the report might be 'The sector contains four planets. Two are owned and two are neutral. There is a civilised world, a research station, and two worlds which are of an unknown type'.

Each time a probe crosses a sector line you must roll a D6. On a roll of 6 the probe is lost and no report is transmitted.

The campaign point spent on a probe is a permanent cost – if the probe is destroyed its cost of 1 campaign point is still deducted from the player's total. A player may buy as many probes as he wishes but cannot have more than one probe at a time.

If a probe visits a neutral planet that has not yet been rolled up on the planet generation table it just reports 'Neutral planet of unknown type'. Tyranids and rebels may not buy probes.

7.3 Scanners

Players may buy a scanner for 1 campaign point. The campaign point is permanently deducted from the player's total (they cannot cash the scanner in to get a campaign point back). When visiting a neutral planet a scanner allows a player to roll up the planet type before deciding whether to invade. When visiting planets owned by another player a scanner will detect the planet type, name, owning player and whether defenses are installed. Each time a scanner is used roll a D6. On a roll of 6 the scanner malfunctions before it reports to the player and is destroyed. Tyranids have their own special rules and cannot buy a scanner.

7.4 Warp jumps

Players may attempt to make a warp jump to a location. When warp jumping the player is attempting to plunge into the warp and navigate to another location for which there is no warp route laid down from their current position. Warp jumps may only be made to a location that the player owns or, with their permission, belongs to a friend or ally.

Warp jumping is perilous and there is a chance that a fleet will get lost or waylaid. When attempting a warp jump the player rolls a D6. On a 4+ the jump is completed successfully. On a 1 to 3 the fleet is lost or delayed in the warp. How long the fleet is lost for depends on the length of the jump attempted.

Count the number of sectors to the new location, with locations within the current sector counting as 1. The time lost in the warp is equal to:

Sectors jumped	Time Lost
1	D3
2	D3+1
3	D3+2
4	D3+3

The player doesn't actually miss the campaign turns (that would be too harsh – leaving a player out for several weeks!). However, during the player's absence and total lack of control his planets may overthrow him. For each time period spend in the warp re-roll on the planet reaction table for each of the player's planets. If any of the planets roll up a 'Resist' result then they have revolted in the player's absence and will revert to being neutral planets (their name and planet type will remain the same). Any defences garrisons are lost.

For example: Gary attempts a warp jump from location 21 to location 47. He makes his navigation roll and gets a 3, failing it. Counting the starting sector as 1 this is a 3 sector jump (gamma primus, beta primus, alpha secundus). Gary rolls D3 and gets a 2. He is lost for 2+2=4 periods in the warp. Each planet rolls 4 times on the reaction to occupation table to see if it revolts.

7.5 Rebel forces

Rebel forces do not own planets. They fight a guerrilla war, attacking worlds for gain or for their own arcane reasons. If a rebel force defeats a planet (neutral or owned by another player) they will gain *half* its campaign points. The planet's campaign point value will be reduced by 50% for the rest of the campaign, representing the damage to the flora and fauna, infrastructure and resources of the planet. Knowing what is coming, planets will always resist a rebel incursion and the reaction to occupation table is not used. Rebels will never attack a planet twice because they have taken the easy pickings the first time around. They may always move freely past a planet that they have previously defeated, even if it belongs to another player (the natives remember what happened last time!).

Since rebels do not own them a player does not lose a planet to rebels, but will find that it is worth half its original campaign points if it the rebels win an assault against it. Similarly, once gained a rebel's campaign points are never lost because they do not lose planets.

When compared to regular campaign fleets rebels have limited resources. To represent this they will pick up a D6% points penalty in each battle they lose. This points penalty accumulates throughout the campaign as their forces become depleted through loss. However, in every game that they *win* they will reduce their points penalty by 1% for every whole 100 victory points that they gain over and above their opponent's victory points. This represents the spoils of war.

In every other way rebels follow the normal rules for the campaign, with the exception that the race characteristics to not apply. Eldar rebels therefore do not get better scanners, and ork rebels cannot try to force their way past enemy planets.

Becoming a rebel

Most rebels will start out as such at the outset of the campaign. The Gamesmaster might consider allowing a regular army to become a rebel fleet. When this happens all planets owned by the commander revert to neutral status as he withdraws his forces, and his points penalty therefore resets itself to zero. Most of the player's campaign points will disappear too, with the possible exception of special points awarded for defending planets and so on. Thereafter the normal rebel rules apply.

Rebel mercenaries

Rebels will not normally be allowed to ally with other players, but the Gamesmaster might consider allowing a rebel fleet to play as a hired army – perhaps to defend a planet if a player is busy elsewhere. It is up to the players to agree a fee for this (a favour, or transfer of Campaign Points for example). The rebel fleet will have to be able to get to the planet involved – perhaps by making a warp jump there with the owning player's permission. The Gamesmaster should approve each instance to prevent abuse. If a rebel attempts a warp jump they must roll to see if they get lost, just like ordinary fleets.

Rebels and warp jumps

Since the rebel has no planets that will revolt during a period when they are lost in the warp the rebel player will instead gain a 1% points penalty for each time period they are lost. This represents the draw on the rebel's resources of spending so long lost in the abyss. A rebel fleet becoming lost when attempting a 4 sector jump will therefore pick up a D3+3% points penalty. Note that since rebels do not own planets they will have to have permission to jump to a planet owned by another player (the 'permission' represents the player supplying the co-ordinates for the jump).

Note well! Rebels are an advanced rule intended to allow players who cannot play very often, or players who have lost all their planets, to have a role within the campaign. If you allow very capable players to be rebels from the outset of the campaign you will find that they become too powerful. If this is the case, the rebels could be told that they have become so expansive that they have to revert to being a normal warlord, with their own planets and so on.

7.6 Campaign points as currency

Players are allowed to use their campaign points to barter, bribe and extort other players. For example, they might buy passage past a planet owned by a tough warlord, or buy the location of a tasty planet or other artefact. To avoid abuse (for example, several players paying another in order to create a false leader) barters are only allowed with the permission of the Gamesmaster for each transaction.

7.7 Play mission to prevent distress call

If this rule is in play players may opt to play a sabotage mission (see page 149 of the 40K rulebook) to see if they can stop a distress call getting out when a 'Send distress call' result is rolled on the reaction to occupation table.

7.8 Alliances

Allies can be formed at a number of levels. At the simplest and most benign players may agree to let certain others though their space and locations, or have a non-aggression pact. Such things can be useful at the outset of a campaign. This is a campaign level alliance or agreement.

Players might also want to ally at a battle level – in other words, to fight with a combined army against a common foe in a game of 40K. This takes more management, and some alliances are out of the question within the background of the 40K game. It is up to the Gamesmaster to allow or forbid battle-level alliances as he sees fit.

7.9 Special locations

By keeping the core rules for planets reasonably simple the Gamesmaster can invent a small number of special locations to add depth and interest to the campaign. These may be new planet types, objects to find, people to rescue, or anything the Gamesmaster can think up. Here's an example:

Penal Colony

The Gamesmaster posts a distress call intercepted from deep space, stating "Help. We are being held prisoner. Big reward to anyone who rescues us". When the rescuers arrive they might discover that this is really a penal colony that is in revolt. The player has to decide whether to help the prisoners or the guards. The governer and a prisoner could both present their side of the story. If they help the prisoners play a breakout mission. If they help the guards, play some sort of capture mission. Maybe the prisoners have conned the player and they unwittingly unleash a Necron strike force on the galaxy…

7.10 Army development

For simplicity we suggest in the core rules that players just play normal 40K games. A new army list may be drawn up before each battle, and the forces might vary from battle to battle. If you wish you could use the rules in the 40K rulebook to allow the player's armies to develop new skills as their experience and renown increases. Players might also be expected to draw their armies from a core list that cannot be changed. For example, in a campaign with a 1500 point base army size, players might be asked to put together a number of units to a value of, say, 2500 points. Thereafter their 1500 point - or whatever – gaming armies have to be selected from those pre-determined units. Obviously armies with lots of low point units and characters will be more flexible than those with a smaller number of powerful units. Players have to field an army that is within the points allowance after deductions for points penalties.

7.11 Fleets defending planets

Fleets in orbit above a friendly planet will help defend it. Any planet with a friendly fleet above it counts as having planetary defences installed, and so fights at 100% of base game points. If ally rules are in place and the assisting fleet belongs to an allied army then the points shortfall is made up by troops from the allied army. If a planet already has planetary defences in place then the defending fleet may instead either make a *preliminary bombardment* or use the *deep strike* rules (even in scenarios that do not normally allow it) as explained in the 40K rulebook under scenario special rules.

7.12 Alien artefacts

One special twist that you can introduce is to place alien artefacts on some planets and then let players play a take and hold mission, or similar, to capture it. You can wait until the campaign is underway before placing the items – that way if it helps then you can place them close to players who need a bit of help, and away from those who are doing fine already! Here are some examples of alien artefacts. Others will be described in the campaign packs.

Very useful or powerful artefacts should be limited in their use or carry a chance of failing. As an added twist you could always tell the players that they have to spend a Campaign Point on research and development to find out what the artefact is and how to use it. If they don't want to do this they could always just turn it on and see what happens…

Super-weapon

This weapon is capable of destroying a planet and leaving an unstable warp hole in its place. It is designed to be used from the *next* location to the target, and *not* on the planet that the player is orbiting! If the player uses it on the planet they are orbiting they will be sucked into the unstable warp hole. Make a D66 or D1010 roll to generate the target location for the warp hole. We suggest that you only allow the weapon to be used once or twice. Tell the player this or that there is a gauge showing '1' or '2' on the weapon.

Stealth device

When activated this allows a player to move past planets unhindered. Their location is not revealed to other players. Each time it is used there should be a chance that it will malfunction and cease to work permanently – say on the roll of 6 on a D6.

Warp jump stabiliser

This improves the player's navigation when making warp jumps. The player may re-roll his warp jump rolls if the first one is failed.

Super scanner

A Super Scanner will scan and report details of the player's current location, as normal, plus all of the adjacent locations connected to the current one by a warp route. On a D6 roll of 6 the Super Scanner fails just like a normal scanner. It may not be repaired.

Warp hole generator

This generates a temporary instability in the warp and projects the player's fleet to a randomly generated location. Make a D66 or D1010 roll to generate the new location.

Warp homer

When deployed on a planet this device allows the fleet to make a warp jump back to that planet from any location with certainty – there is no chance of getting lost. The device may be deployed on any planet under the player's control. Don't worry about how it gets there – let's assume the fleet ships it there somehow. Once deployed it may not be removed. The player may hold on to the device for an unlimited period before deciding to deploy it, but may not deploy it and warp to it in the same campaign turn. It is deployed during the movement phase of the campaign turn. If the planet falls to another player then the device will come under the control of that player but may not be removed or re-deployed.

Drifting hulk

This isn't an artefact as such. A space hulk drifts into the player's location. Use the floor tiles from Space Hulk to play out a game in the tunnels and corridors of the hulk, with Tyranid Genestealers stalking around. Ban the use of vehicles in the player's army and possibly limit their points to, say, 500. Hide an alien artifact in one of the rooms and see if the player can escape with it. You could always plot a real route for the hulk and allow other players to have a go at it if the first does not succeed.

New drive technology

The device allows the player's fleet to move faster, perhaps 4 or 5 moves per turn instead of the usual three.

8 FREQUENTLY ASKED QUESTIONS (FAQ)

8.1 Won't I eventually end up with such a high points penalty that I have no points to play with?

No…you will have won the campaign long before this can happen! Remember that it is the *difference* in points penalty that matters. So if you have a 50% points penalty and your opponent has a 40% points penalty you would play with 10% less points than your opponent.

Also remember that if you lose a planet then you will also lose the associated points penalty. So if you lose a civilised world your campaign points will go down by 5 and your points penalty will go down by 10%. Your

opponent will gain 5 campaign points and his points penalty will go up by 10%. If you re-attack the planet you will therefore find that your forces are stronger – you have re-grouped – and your opponent will find his forces have been stretched to cover the increase in the size of his empire.

8.2 Couldn't a lucky player win the campaign without winning any games?

In *theory* a lucky player might win all of his planets through them accepting or sending distress calls, and never have to beat another player in game play. In *practice* this should never happen if the Gamesmaster is doing his job properly. This comes back to the fundamental way in which the campaign system works:

A game of 40K requires two players. The planet generation table is therefore designed so that, on average, just under half of the players will have to fight to win a planet, and the rest will get it through acceptance or distress calls (although these might be poor planets like dead worlds). It has to work this way so that the players who do not have to fight for their planets are available to be planetary defenders. At this point they have the advantage of having obtained their planet without a battle. However, if they want to *keep* that advantage they will have to win their game as planetary defenders. If all the planetary defenders lose then at the end of the battles each player will have one planet each.

So, although the players have not had to fight for the planet that accepted their occupation this advantage will be lost unless they win their game as planetary defenders. The Gamesmaster should ensure as far as possible that those players who have gained a planet with out a fight – especially a good planet – play as planetary defenders.

Once the neutral planets have been soaked up then players will be attacking each other and the issue does not arise.

8.3 Surely it is better to let my planet defend itself? It only has a 1 in 6 chance of losing.

Yes, at first it might be better to let a planet defend itself. It is done this way so that players can make strategic decisions about where to use their forces and go off attacking other players without their empire immediately falling apart behind them. But planets will quickly buckle under sustained attack if they are not defended, and once their self-defence capability is reduced it will never recover. Remember too that planets that successfully defend themselves count as having *drawn* and the attacker may therefore move past them and penetrate deeper into a player's empire. Players will therefore have to perform a balancing act between attacking new planets and defending the ones they have already got.

Campaign Turn Log for Turn: [　　]

Battles to be fought this turn

Loc. No.	Type	Owner	Def.	Attacker	Pts Pen	Defender	Pts Pen

Distress Signals to be posted this turn

Location	Distress signal details

Players available as planetary defenders (no game so far)

Name	Race

Galaxy of Damnation location 26