Campaign consists of two parts

Fighting. - Battles can be fought at any time against any opponent, even if they are not part of the campaign. Only thing that matters is the armies that are played with. When fighting a battle, player can agree before the game with their opponent where it occurs on the map, or just report the battle without a location, and then the winners faction will decide. the player or the faction warmaster.

Battles effect the campaign

- players may choose where the battle s being fought, but they do not have to.
- battles without a location will be determined by the winners warmaster. (they have declared a attack direction ('s))
- Army group is destroyed if its manpower is reduced to below 1 point. the rest are captured automatically by the enemy.
- in a game where there are attacker and a defender the defender cannot capture the attackers tile, but instead gains one resource point if the winner, and does not lose any.
- casualties are counted in quarters, 0-25=25% etc. if no casualty rates are reported, 50% is used.
- casualties are deducted from the army group at the battle or from any reserve army that has been declared as such. whereas resources always taken from the reserves first.
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Supplies / resources

- each army group performs an action it loses a point of resource.

- Each game takes a point of resource
- If army group is destroyed, its enemy captures its resources.
- Tiles that a faction controls for a supply line between the first line armies and the supply depots and warehouses.
- When supply lines to the fleet or other supply provider or base are established, all resources that a army needs are taken from this provider or base and not from the army.
- When this base or connection to it is lost, the next one is used, and only if the army has no line of supply, will it be forced to use it own supplies.
- If army has no supply line, it will ran out of them in short order and then be destroyed or captured by the enemy.
- A straight line of controlled tiles between the frontline army and the main base or fleet counts as a intact supply line. Armies only have supplies with them for five rounds or games, so supply lines are paramount.
- Each game takes a one point of resources. each game round also spends one per army group, and

Campaign rounds

- lasts about a month
- as many or few games as factions play. Attacking and capturing a enemy are s only through these games.
- 3 actions per warmaster and one per additional player. these are optional.. Actions can be moving units or using some locations faction owns.
- all map locations provide resources and bonuses automatically.

Factions

Each faction will have a warmaster and one or more other players.'

Warmaster decides the attack directions, battles when player does not state where it was fought, will count towards this attack direction.

Only armies will be shown on the map, no separate serfs are used anymore.

Faction controls if an army has been there.

Each army group will automatically defend its own tile and any adjected tile of the faction.

To win the campaign by faction:

Campaign Points

are used to determine who is winning the game. They function as the fame of the general and the belief placed on him by his superiors. By the end of the campaign, who has the most CP has the trust of his superiors in such a way that he will be given such re-enforcements that all other factions must withdraw or be destroyed.

	Cp from games:
not per manpower. So even if the supply lines are intact, prolonged engagement can drain the storage dry. - With manufactorums and production installations the resources can be replenished and war can continue.	**Cp from games:** +1 winning a game per player. -1 for losing a game Sub-plots or special events. +1 if fought against a player with higher rcp value and won, no - points if lost, (If difference is 5 or more) +1 for each capital ship destroyed and +3 cp for captured. Cp. Counted periodically: Cp from tiles each tile with cp value captured intact is worth the cp mentioned. If the tile is lost. +1 for the player who controls the most intact areas with locations. Cp from other sources +1 for each enemy capital ship or escort squadron of 3 ships. including captured and salvaged ships. +1cp for each 10 army points +1cp for 20 Population points at your fleet and or sympathetic to you. 1 crew is counted as 1 population for being in the fleet but none for being sympathetic.

Supplies and army strength & Supply lines.

Manpower	Supplies	Morale	Special skills, or effects
15	30	8	has 3 units of cultists/conscripts that do not count as casualties.

Actions on all tiles:
- Loot the tile: take resources they produce. the tile is then sabotaged
- Sabotage the tile and burn the resources, tile is sabotaged.
- Destroy tile - only possible if sabotaged first or with special weapons.
- collect resources and distribute them to the troops - automatically on if nothing else is being done.
- Loot the tile and capture the population. The population is taken captive and moves with the army group. 1 tile slower per turn.

- contact high command, for re-enforcements. (gamemaster rolls a die with modifiers based on the campaign situation)
- move with a army or fleet.
- special tile specific actions.
- Land troops / embark troops: Army group of any size moves between ground tiles and the Space. You must have the fleet on low orbit to land troops.
- fortify a tile, battle at this tile reduces defenders casualties by 10% (max3) costs 3 resource.
- Fix tile, after it has been sabotaged. takes 2 rounds and 2 resources. (desroyed cannot be repaired)
- Kill captured civilians, sacrifice them t the dark Gods

Ethnic and or ideological gleansing, kill all heretics, mutants, and xenos symphatisers from the population.

create/build headquaters

Build /establish landing zone . takes to rounds, costs 2 resources. resources can be storaged at the site. it is fortified. extra action when deploying troops from fleet.

seach for artifacts, roll d6 6+ artifact is found ad must be given to a legendary hero.

Action can be declared at any time during a campaign round, and all actions will be resolved in the order of their arrival for the most part, but the game master will change the order for balance.

Listo of tiles/ Facilities	Some facilities and tiles have some special that can be performed there. Actions and or bonuses for controlling.
Habitation block	Produces 1 point of resources, can be looted for 5 and has 10 points of population as base. due to war and strife, population can rebel. moving an army to rebelling tile returns it to your side.
Food processing plant, promethium refinery, mines.	Produces 5 point of resources, can be looted for 15 and has 3points of population as base.
Manufactorum	Produces 15 point of resources, can be looted for 30 and has 3 points of population as base.
Space port	any forces landed or departing from her will get a additional action. Fleet does not have to be on low orbit to land troops or have a supply chain. moving resources and manpower between flet and ground does not cost resources.
Faction headquaters	-10% to casualties in surrounding tiles, -1 resources every turn, +1 modifier to call for reenforcements,

Military base	Train captured civilian in to soldiers, takes 3 rounds 3 population in to 1 manpower with 3 resources and 1 manaower training them. +1 to aid requests, -10% casualties within 5 tiles. Ground to air battery and a air base.

Faction specific orders and limitations

Chaos	**Summon daemons by sacrifising civilians.** **Sacrifice the captured civilians** Kill and slaughter the civilians you have captured. for your gods / as a terror tactic / as a punishment. gain benefits and drawbacks according to your faction**Daemons: and summoning them.** Civilian populations can be sacrificed to the Dark Gods to bring forth daemon legions from te Warp. This will create a new army, Per 1 Manpower doing the action, 1 point of civilians or crew can be killed, this will create a Daemon army of 0,75 manpower that has instability lvl of 2. Each instability lvl marks a campaign turn that the army can stay in the material real Each further killed and sacrificed civilian point can be used to add 2 instability lvls to one daemon army. Daemons also can kill civilians, crew and enemy armies themselves to survive. Each 25% or more final and true casualties caused to an enemy army including any prisoners, causes the daemons to either ain the same amount of manpower or instability levels. if the army is at 1 or 0 instability llvls it takes double the casualties from a battle, and if it goes below 0 the army takes 0,5 manpower casualties each campaign turn. army with 1 or below instability will alway attack the closest enemy army or go to eat the closest civilians..

Tyranids/ genestealer cult	**action: May infect population with genestealers, counts as sympathetic, but can rise in revolt.** **collect biomass,** **take biomass up to your fleet or spawning creatures, this will**

Apotechary, medic or sorcerer gransts a -5% to casualties after the game if they survive.

https://www.youtube.com/watch?v=YgLU5ncAE9M