

# 40k Campaign Rules 1.0

- **Army Restrictions**

- 1500 Points
  - List for campaign battles should be Battleforged and cap at 1500 points.
  - Each Army point cap may grow based on territory controlled.
  - Stratagems that provide relics are not active. Instead, relics are gained by controlling territory.
  - Note: Detachments are still limited by HQ requirements.  
*i.e. an army without a city or outpost terrain in its realm will not be able to create a Battleforged Vanguard Detachment because it will not have access to a third HQ choice that is needed.*
- One Codex
  - All armies must be built from one Codex or the same Index Entry.
- Your Army MUST include a minimum of 1 Battalion.
  - Armies that control a Forgeshrine may ignore this rule.
- Armies may not include named characters.
- Each Army must be led by 1 Custom Warlord HQ
  - The Warlord is an HQ Hero character created using Chapter Approved 2018 Custom Character Rules in the following manner:
    - The Player first chooses one attribute from the Custom Character Abilities chart for their warlord.
    - The Player then rolls 2 times for 2 additional attributes on Custom Character Abilities chart that are assigned to their warlord.
    - The Player then rolls 1 time on the Weapon Improvements chart **or** if they are a Psyker they may instead opt to roll on the Psychic Enhancements chart.
    - The player then assigns a warlord trait from the main rulebook or their army codex.
    - The warlord retains these same abilities across the entire campaign and must be your Warlord HQ selection for every campaign game.
- Each Army may include 1 additional HQ selection.
  - Other HQ may be added as the player gains control of outposts and cities.



- Psykers
  - Each army may include 1 Psyker or Psyker Unit.
  - More Psykers may be added by controlling leylines and forest shrine territories.
  - If your warlord is a Psyker it does not count against this allotment.
  - Psykers may be non-warlord HQ choices but count against this allotment.
  - Psykers who are troop selections do not count against this allotment.
- Relics
  - Each army can include 1 relic for free.
    - More relics can be added as players gain control of ruins to a **maximum** of 3.
    - Army lists facing Necrons can not use relics for that battle due to Necron's technology countermeasures.
- Lords of War
  - Each army can include 1 Lord of War.
    - More Lords of War can be added as players gain control of manufactorums.
- High Flyers
  - Each army can include 1 High Flyer.
    - More High Flyers can be added as players gain control of airfields.
- Allies

Ally Chart
Adeptus Custodes, Imperial Knights, Astra Militarum, Adeptus Mechanicus, Adeptus Sororitas, Deathwatch
Space Marines, Blood Angels, Dark Angels, Space Wolves, Grey Knights
Craftworld Eldar, T'au
Harlequins, Ynarri
Drukhari
Chaos Space Marines, Death Guard, Thousand Sons
Chaos Daemons, Orks
Genestealer Cult
Tyranids



- A player's army can ally with another player's army on the same line or one line adjacent above or below them on the Ally Chart.
- Necrons can **not** have allies.

## • Territory Chart

- Players must keep a record of their territory from the beginning of the campaign. To generate territory roll 2D6 one after the other and match the roll to the chart. Each player generates three initial territories from the Territory Chart below, with the following exceptions:
  - Imperial and Renegade Knight Armies start with a special territory called a Forgeshrine explained below. They roll more starting territories as normal.
  - Eldar, Harlequin, Ynarri and Drukhari armies begin with one Webway Gate territory and roll two more starting territories as normal.
  - Adeptus Mechanicus armies begin with one Manufactorum territory and roll two more starting territories as normal.

11-14	Leyline	For each Leyline you control, your army may include one additional Psyker <b>OR</b> a Psyker may use one additional psychic power per turn (to a maximum of 3). <i>T'au players who control a leyline may roll a Deny the Witch test on any Psychic Test once per game.</i>
15-16	Forest Shrine	For each forest shrine you control you may reroll one psychic test per turn. <i>T'au players who control a forest shrine may roll a Deny the Witch test on any psychic test once per game.</i>
21-32	Outpost	For each outpost under your control, your army can include 1 additional HQ selection.
33-34	City	For each city under your control your army can include up to 3 additional HQ selections. You also gain 1 extra command point per game.
35-45	Ruins	For each ruins you control your army may include 1 additional relic.
46	Control Tower	You gain 1 extra command point per game.
51	Communications Hub	You gain 2 extra command points per game.
52	Ancient Relay	You gain 4 extra command points per game. <i>If you control an ancient relay, an opponent can choose to force you to stake it, instead of any other territories you control in a battle.</i>



53	Road	A road adds D6x10 points to your army. Roll when a road is generated to fix its value. If you stake a road territory in a battle and win, then the value of the road increases by a further D6x10 points. Otherwise this value does not change.
54	Bridge	A bridge adds 2D6x10 points to your army. Roll when a bridge is generated to fix its value. This value does not change. <i>Any battle with a bridge staked must be played on a 4'x4' map.</i>
55	Mountain Pass	A mountain pass adds 3D6x10 points to your army. Roll when a mountain pass is generated to fix its value. This value does not change.
56	Manufactorum	For each manufactorum you control you may add one additional Lord of War unit. Alternatively you may add one rank 1 or 2 battle honor of your choice to a vehicle unit.
61-63	Airfield	For each airfield you control you may add one additional high flyer unit. Alternatively you may add one rank 1 or 2 battle honor of your choice to a vehicle unit with the fly keyword.
64	Webway Gate	For each webway gate you control you may deep strike any one unit of your choosing. <i>When facing against a Craftworld Eldar, Ynarri, Harlequin or Drukhari army you must ALWAYS stake a webway gate if you control one.</i>
65	Lost Valley	You control a secret valley sheltered from sensors and quite valuable in resources. Roll again twice on this chart – the valley has the territory value of BOTH rolls combined. The Lost Valley is only a single territory even though it has the resources of two. A Lost Valley can not include other Lost Valleys.
66	Spy Network	You have advanced spy technology and special agents imbedded behind enemy lines. Spies are not territory so if you generate a spy network, generate another territory immediately. See Spy rules below.
<b>Null</b>	Forgeshrine	Imperial and Renegade Knight armies always start with a forgeshrine. This territory can never be staked and can never be lost, it is active even during a raid battle. The forgeshrine gives Imperial and Renegade Knights unlimited access to Lord of War units so long as an army is battleforged.



## Spy Chart

1	Your spy network is detected and eliminated. You lose your spy network.
2	Your spy network observes enemy HQ preparing for battle. Opponent must reveal ALL HQ included in their list before the battle and you may change your own list accordingly.
3	Your stealth satellites observe enemy units preparing for battle. Opponent must reveal all non-HQ in their list before the battle and you may change your own list accordingly
4	You intercept enemy communications and battle plans enabling you to be prepared for the enemies movements. You can move each of your units 6" or each of your opponents units 2" towards any one battlefield edge (but not off the battlefield) at the start of the battle and before each side takes a turn.
5	Your spy network sabotages supplies and rations. At the start of his first turn the enemy rolls a D6 for each of his infantry units. A unit which rolls a 1 is suffering from equipment failures and illness and cannot move or shoot in the first turn. Otherwise your opponent's army is unaffected. Necrons and Followers of Nurgle are unaffected.
6	An assassin agent poisons the enemy warlord. At the start of each of his turns the opposing player rolls a D6. On a roll of 1, the warlord is suffering the effects of the poison and must lose either 1 point of toughness, 1 point of strength or 1 wound (the player whose warlord has been poisoned may decide). A Warlord reduced to 0 strength or toughness falls into a coma and is removed. Necrons and Followers of Nurgle are unaffected.

- **Killteam**

- Opponents may opt to play a game of Killteam as an initial scouting strike before a Battle. Each player must use a Killteam matching their army force. Imperial Knights may use Adeptus Mechanicum or Astra Militarum Killteams. Renegade Knights may use Chaos Space Marine Killteams. The winner of the killteam strike rolls on the spy table and the results affect their enemy in the following battle.

- **The Player's Realm**

- A player may control a maximum of 12 territories. If a player has more than 12 territories he must abandon some territories, though he can choose which to keep and which to give up.
- Once two players have 12 territories, they may muster as many ally players as they would like for one final battle. There is no ally detachment limit on a final battle. The winner of that battle wins the campaign and control of the planet.



- **Choosing Warlords and Psyker Units**

- Some armies have Psykers which may also be selected as your warlord. Where this is the case, a warlord Psyker does not count against your army's Psyker allotment.
- Psyker units that are a troop selection do not count against your army's Psyker allotment.
- Named Characters from your codex are not permitted, but players are encouraged to give their warlord and other characters unique names for the campaign. Units given unique names for the campaign are able to earn battle honours (see below).

- **Fighting Battles**

- Players are free to fight each other as they wish, representing skirmishes along common borders and intrusions into their rivals domain on the planet. The number of territories held by each player indicates the size and level of influence that player is able to exert on the planet. Note that on a physical map of the planet a player's realm may not be one contiguous region. The battlefields of 40k often range across a planet in disorderly arrays of strategic importance.
- When a battle is joined, both players must stake one of their territories. Spies and forgeshrines cannot be staked in this way. Each player nominates the territory to be staked before the game begins. During setup an additional new territory is generated on the chart.

- **Battlefield**

- The battlefields staked can be used as a basis for working out terrain on the table. For example, if one player stakes a ruin, his opponent stakes a bridge, and an outpost is generated randomly then the battlefield table might include some ruins near a bridge with an outpost building in the center.
- Normally players play 1500 point games plus whatever they have access to due to territories. However, players may agree ahead of time to play a different point value game.
- Games may use Eternal War, Maelstrom of War or ITC Champions missions as agreed upon by players ahead of time.

- **Winning Territory**

- The player who wins the game retains his original staked territory and selects either of the two remaining territories to add to his own. This will be either his



rival's staked territory, or the new one generated. The loser takes the territory that is left remaining.

- **Underdogs**

- If a player has at least twice as much territory as his opponent, then his enemy is an 'underdog'. The following rules help to protect underdogs and balance the campaign:
  - If a player is an underdog, he can raid his enemy's territory. A raid is fought exactly like any other game except that both armies are limited to 1000 points.
  - Because the underdog is making a surprise raid into enemy territory, taking advantage of his smaller size, he can pick which territory his enemy must stake.
  - Furthermore, both armies are limited in army selection as if the staked territories were the **ONLY** territories either player had (with the exception of forgeshrines). This represents the fact that only local units are available to fend off the raid, and the raiders are a mobile force.

- **Allies**

- Armies are not permitted to include allied detachments from other codexes like army lists normally allow. Instead, a player can ask another player to ally with him for a battle. For example, Space Marines can ally with Imperial Knights but not Orks (except Bloody Axe Orks, who can ally with **any army**).
- The ally brings along 500 points chosen freely from his army list as a single detachment that must still follow all normal Battleforged rules. These allied troops are directly under the command of the ally player who brings along his own models for the game. A player who includes an ally can therefore field an extra 500 points which is a considerable incentive. A player can solicit the aid of several allies if he wishes, but his army must remain battleforged and can not contain more than a total of 3 detachments (and only a total of 2 detachments for underdog raids).
- An ally does not have to put up any territory at all in order to fight. On the other hand, he can not win any territory either.
- Allies are an important balancing mechanic to the campaign. If one player is sweeping over the planet they may find it hard indeed to muster allies.

- **Battle Honors**



- Named units can gain battle honors.
- Track experience points during gameplay.
- Units gain battle honors in the campaign as described in Chapter Approved 2018.
- Units in an allied force still earn battle honors.
- Remember that characters, swarms, drones and buildings can not gain battle honors.

*Based on the Campaign system in Warhammer Fantasy Battles 5e battle Book. Revised by Patrick Day.*