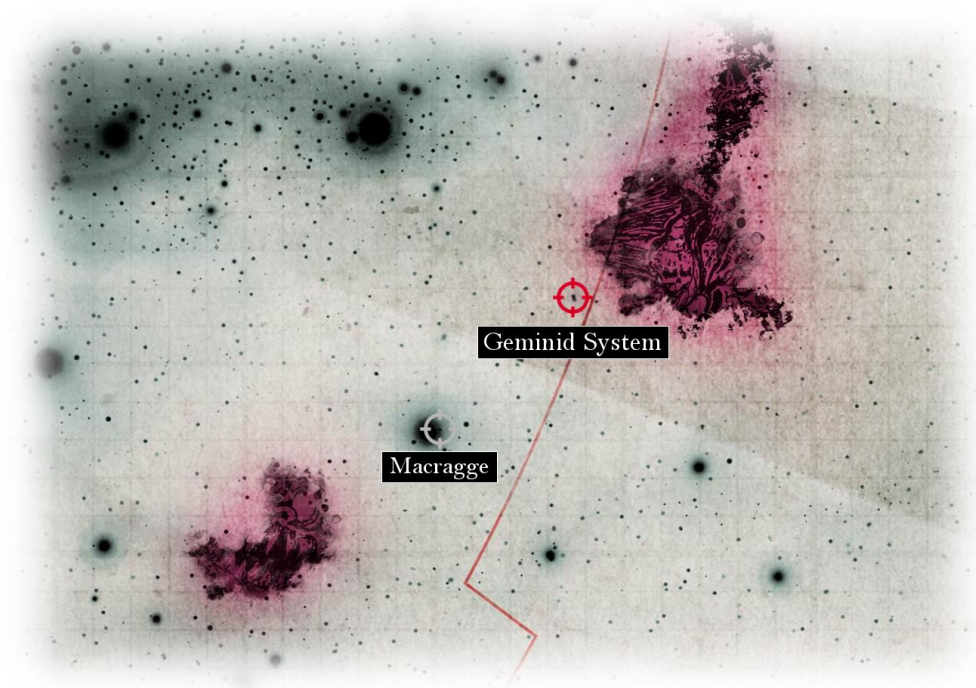# WAR FOR THE TWINS

119.M42

Over a century has passed since reality ripped apart. Over a century since Guilliman was saved from the precipice of death millennia in the making. Over a century since the Indomitus Crusade - the Imperium's first death spasm - began.

The Realm of Ultramar, home of the last Primarch, has fought off countless invasions during this time by myriad forces of the heretic and xenos. Each conflict has seen the warriors of the Imperium victorious, but every battle saps their strength bit by bit. The Black Crusade, the Plague War, the Vengeance Campaign. In spite of all, the core of Ultramar remains secure but even this mighty Realm-within-the-Realm crumbles at the edges.

One such afflicted region is known as the Geminids, a binary star system in the east of the Ultramar sector. These twin stars orbit each other, close enough for sub-light travel in reasonable time but far enough for each to harbour their own system of planets. Two of these planets are actively inhabited: Acragas orbits Gemina-A, and Himera orbits Gemina-B.

Both worlds were once paragons of the Ultramar realm, housing a mixture of cultural sites, production facilities and military installations. They nominally remain in Imperial control, though in reality several strategic sites across the twin system have been seized by hostile forces looking to turn the system into a base of operations in the Ultramar sector.

THE RULES

ENJOY THE STORY

Players are encouraged to take a step back every now and then and think of the narrative. If a rules question comes up, think about how things would actually happen in a 40k novel or video game. If a battle/mission/dice/matchup is going against you, imagine how a hero in the 40k universe might react to the situation. It's a crazy setting; crazy things are going to happen!

FORCES OF ORDER AND DISORDER

At the start of the campaign, players will be split into two teams: the forces of Order and Disorder. The forces of Order are working for the broad goal of bringing the binary system back under full Imperial control, while the forces of Disorder are working to sever it entirely. They are not necessarily "allies", but at least share similar broad goals.

Each player should use the same Army Faction for the duration of the campaign.

STRATEGIC ASSETS

Control of the Geminid binary system is represented by Strategic Assets. Each Asset has a value associated with it, ranging from 1-3, representing its importance to the ongoing war effort. Control of these Assets will determine the eventual victor of the campaign and will be gained or lost in battle. Some will be designated as Home Assets - these are Assets that cannot be lost.

CAMPAIGN SETUP

At the start of Week 1, players taking part in the campaign will be issued with:

- One Home Asset, value 3
- One value 1 Strategic Asset
- One value 2 Strategic Asset

At the start of Week 2, players taking part in the campaign will be issued with:

- One value 3 Strategic Asset

Players are free to join the campaign at any time. When they do so, they will be issued with a Home Asset, value 3.

Lunar munitions depot		**Consumer goods manufactorum**	
Acragas orbit		*Acragas*	
Strategic Value: 3		*Strategic Value: 1*	

FIGHTING BATTLES

Crusade forces are encouraged for this campaign and you can use an existing Crusade force if you wish. However, players are welcome to play any kind of game set in 40k that could reasonably affect the outcome of the campaign, such as Matched Play 40k, Kill Team, Apocalypse, Battlefleet Gothic, and so on.

Players are welcome to challenge any player at any time. At group meetings, any player who has not already agreed to a challenge battle will be randomly matched with another player (from the opposing team where possible). If two players with only Home Assets are matched in this way, they will be re-matched against other players instead.

Players can fight as many battles as they like over the course of the campaign, and battles can be fought between players of the same team.

BEFORE THE BATTLE

Immediately after determining the mission being played, each player chooses one Strategic Asset that their opponent controls. This is the Asset the controlling player is defending. Each player gains a bonus number of CPs for that battle equal to the Value of the Asset they are defending.

If the players are using a game system that does not use CPs, the players must choose Assets that are worth the same Value. Home Assets cannot be chosen unless the player has no other Assets to defend.

AFTER THE BATTLE

Immediately after determining the victor of the battle, the victor gains control of the Asset their opponent was defending unless it was a Home Asset. If the game was a draw, no player gains or loses an Asset.

ENDING THE CAMPAIGN

The campaign ends at the end of the fourth group meeting.

Once the campaign ends, each player tallies up the total Values of their Strategic Assets except Home Assets. Teams then tally up the total combined Values of all Assets controlled by their players.

The team with the highest total combined Asset Value determines whether the Geminid binary system remains in Imperial control or not.

The player with the highest combined Asset Value on each team is the Champion for that team and gains full bragging rights.