AT18 NARRATIVE CAMPAIGN SYSTEM

Rev 1a

GRAHAM SANDERS

SEPTEMBER 2020

FOREWORD

This supplement started life as a personal project for myself, to develop and write a simple-to-use, generic campaign system which could be used multiple times with different outcomes each time.

The campaign system presented here still requires input from the players, in terms of world-building and narrative development. It is up to the players to create a world, or a system of worlds, to battle over, and to concoct a convincing reason for the Loyalist and Traitor forces to be fighting there in the first place.

It is my hope that others may enjoy this campaign system, and make use of it in any way they see fit. The main aim, as always, is to have some fun!

Graham Sanders
September 2020

REVISION STATUS

Revision 1a	First draft (Sept. 2020)

DETERMINING FACTIONS

This narrative campaign system is intended for two players to take part in. Each player should choose a Faction – either Loyalist or Traitor. Ideally one player would take the Traitor side and the other would take the Loyalist side. Of course, it is entirely possible that you could develop a narrative where two Loyalist or Traitor war groups battle each other.

Each player rolls a D6 (re-rolling any ties). The player who rolls highest becomes Player A. The other becomes Player B.

SETTING UP THE CAMPAIGN MAP

Prior to beginning the campaign itself, the players first generate a map over which to conduct their battles.

Each player rolls a D6 (re-rolling any ties). Then, starting with the player who rolled highest, each player takes turns in placing one of the 'feature' locations listed below on any numbered space on the map shown below. Once all the 'feature' locations are placed, all remaining spaces on the map (the shaded 'starting' spaces) are designated as 'Wastelands'.

'Feature' locations:

- Starport
- Power Station
- Hive City #1
- Hive City #2
- Orbital Defence Emplacement
- Imperial City
- Forge Complex
- Agri-Farm #1
- Agri-Farm #2
- Agri-Farm #3
- Agri-Farm #4
- Transport Nexus
- Astronomicon Relay Station
- Munitions Manufactorum

CAPMPAIGN OBJECTIVES

Once the campaign map has been completed, each player should then secretly draw a single Campaign Objective at random * from the appropriate set of Campaign Objectives. There are different Campaign Objectives, depending on whether you have chosen to represent the Loyalists or the Traitors. Each player should then write their name on the selected card, and then both cards are sealed inside an envelope. This envelope is not opened until the very end of the campaign.

(Players are strongly recommended to make a note of which Campaign Objective they have drawn, as it will be very important when selecting victory conditions for the actual campaign games).*

DEPLOYING YOUR WAR GROUPS

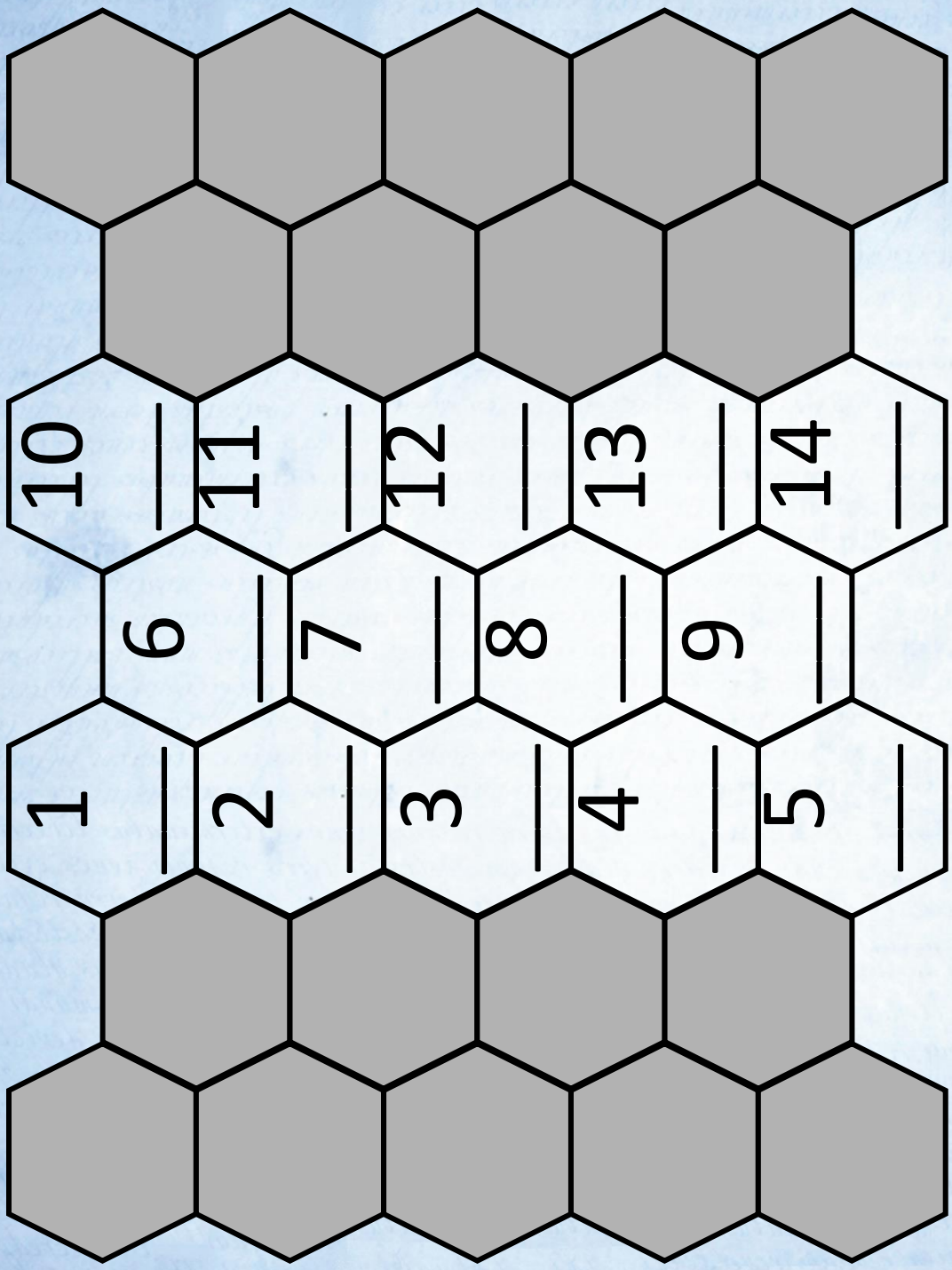
Once the players have selected their overall Campaign Objectives, each player now takes turns in deploying their War Groups. Each player has eight War Groups at their disposal.

Each War Group represents a mighty force of Titans, Knights and support elements. In the game, each War Group is represented by a token.

Each player rolls a D6 (re-rolling any ties). Then, starting with the player who rolled highest, each player takes turns in placing one of their eight War Group tokens on any free grey-shaded hexagon in their appropriate Mustering Area (A or B).

Each hexagon on the map may only ever contain a maximum of one War Group token from each side.

SIDE ‘B’ MUSTERING AREA



SIDE ‘A’ MUSTERING AREA

LOYALIST CAMPAIGN OBJECTIVE #1

Defend the Planet – eliminate at least three of the Traitor's Battle Groups.

LOYALIST CAMPAIGN OBJECTIVE #2

Decapitation Strike – destroy the Traitor player's Princeps Seniores and/or Knight Seneshals in at least five games.

LOYALIST CAMPAIGN OBJECTIVE #3

Scrap Metal – Destroy at least 120 'scale' points of the Traitor forces.

LOYALIST CAMPAIGN OBJECTIVE #4

Vital Assets – Control the Starport, Power Station, Imperial City and Orbital Defence Emplacement.

LOYALIST CAMPAIGN OBJECTIVE #5

Area Denial – Hold at least four of the Traitor's starting positions.

LOYALIST CAMPAIGN OBJECTIVE #6

Imperial Honour Maintained – Hold the Imperial City and any three adjacent locations

LOYALIST CAMPAIGN OBJECTIVE #7

Citizens Rejoice – Hold both Hive City locations and at least two Agri-Farm locations.

LOYALIST CAMPAIGN OBJECTIVE #8

Uphold the Alliance – Hold the Forge Complex, Transportation Nexus, Astronomicon Relay Station and Munitions Manufactorum.

LOYALIST CAMPAIGN OBJECTIVE #9

Crush the Traitor's Spirits – Destroy the Traitor's most expensive unit in at least four games.

LOYALIST CAMPAIGN OBJECTIVE #10

Not One Step Back – Prevent the Traitor player from getting any units into your half of the board in at least four games.

TRAITOR CAMPAIGN OBJECTIVE #1

Break the Loyalists' Will – Destroy the Loyalist player's Princeps Seniores and/or Knight Seneshals in at least five games.

TRAITOR CAMPAIGN OBJECTIVE #2

Scorched Earth - Area Denial – Hold at least four of the Loyalist's starting positions.

TRAITOR CAMPAIGN OBJECTIVE #3

Obilterate the Resistance - eliminate at least three of the Loyalist's Battle Groups.

TRAITOR CAMPAIGN OBJECTIVE #4

Bring Them to Ruin - Destroy at least 120 'scale' points of the Loyalist forces.

TRAITOR CAMPAIGN OBJECTIVE #5

Fall From Glory - Destroy the Loyalist's most expensive unit in at least four games.

TRAITOR CAMPAIGN OBJECTIVE #6

Hearts & Minds Despoiled – Hold the Imperial City, both Hive City locations and the Astronomicon Relay Station

TRAITOR CAMPAIGN OBJECTIVE #7

For the Warmaster – Hold the Orbital Defence Emplacement, the Transport Nexus, the Munitions Manufactorum and the Starport.

TRAITOR CAMPAIGN OBJECTIVE #8

Glory to the Dark Mechanicum – Hold the Forge complex, the Power Station, the Munitions Manufactorum and the Starport.

TRAITOR CAMPAIGN OBJECTIVE #9

Blood for the Blood God – Destroy at least 75% of the Loyalist's starting units in a game, at least four times.

TRAITOR CAMPAIGN OBJECTIVE #10

Step by Bloodied Step – End at least four games with units with a combined Scale of at least 15 wholly within the Loyalist's deployment zone.

PLAYING THE CAMPAIGN

The campaign is played out in a series of Campaign Rounds. There is no limit to how many rounds your campaign can last, though typically 8-10 rounds are envisaged. You carry on playing Campaign Rounds until one player achieves their Campaign Objectives.

PLAYING A CAMPAIGN ROUND

Each player rolls a D6 (re-rolling any ties). The player who rolls highest is the Attacker for the duration of this Campaign Round. The other player is the Defender for the duration of this Campaign Round.

The Attacker chooses one of their War Group tokens. That War Group can attack any other hexagon that does not already contain one of their War Group tokens (each hexagon on the map may only ever contain a maximum of one War Group token from each side). You may of course attack a hexagon which contains an enemy War Group token! You may attack any hexagon which is up to three hexagons away. The War Group token is moved to the hexagon to be attacked.

The Defender may now choose to defend the attacked hexagon, if they so wish. If they do, then they may move one of their own War Group tokens, up to 3 spaces, onto the attacked hexagon. If both Attacker and Defender have a War Group token on the same hexagon, a game of Adeptus Titanicus is played to determine the result of the battle (see 'Playing a Battle').

If the Defender does not move a War Group token onto the attacked hexagon, the Attacker now controls that hexagon. The Attacker's War Group token is left on the attacked hexagon and the Campaign Round ends, and another may begin.

RESULTS OF A CAMPAIGN ROUND

If the Defender does not move a War Group token onto the attacked hexagon, the Attacker now controls that hexagon. The Attacker's War Group token is left on the attacked hexagon and the Campaign Round ends, and another may begin.

If both Attacker and Defender have a War Group token on the same hexagon, a game of Adeptus Titanicus is played to determine the result of the battle, as follows:

- If one (or both) sides' army in the battle is reduced to less than 25% of it's starting units, that army is, for the purposes of the campaign, effectively destroyed. Immediately remove that player's War Group token from the Campaign Map. Note that it is perfectly acceptable for both players' War Group tokens to be removed from play after the game if both armies are reduced to less than 25% of their starting units!

- If only one War Group token is left on the Campaign Map at the end of a game (even if the player whose token was removed actually won the game) then the player whose token remains on the hexagon now controls that location.

- If both player's War Group tokens remain on the Campaign Map at the end of a game, then the winner of that game keeps his War Group token on that hexagon and the loser of that game immediately falls back. The losing player moves his War Group token to any adjacent hexagon which does not currently have any War Group tokens on it (from either side). If it is not possible to move the losing player's War Group token to an unoccupied hexagon, that War Group is routed and immediately removed from the Campaign Map.

- In the unlikely event that a game ends in a draw (that is, both players both score the same amount of Victory Points) then a second game should be played (counting as a new Campaign Round).

PLAYING A GAME

Once the Attacker and Defender have been determined, and the location to be fought over has been determined, a game of Adeptus Titanicus is played. The following sequence is used to start the game.

PRE-GAME PROCEDURE

1. Roll a D6 to randomly determine the points level for game using the table below, and choose armies (as per page 84 of the rulebook). Alternatively, the two players can, if they wish, choose any mutually agreeable points value for the game.
    1. 1,000pts
    2. 1,200pts
    3. 1,400pts
    4. 1,600pts
    5. 1,800pts
    6. 2,000pts

2. Determine Underdog Rating and Stratagem points (as per page 84 of the rulebook).

3. Roll a D10 to randomly determine a deployment map (see following pages). The Attacker chooses which side of the board they will take.

4. Place scenery, according to the Campaign Map location type (see following pages).

5. The two players roll off using a D6 (re-rolling draws). Starting with the player who rolls highest, each player places two objective markers in their own deployment zone. Each marker should be at least 6” in from any board edge, and at least 12” from each other.

6. Each player now secretly chooses and writes down two Primary Game Missions from the list on the following page.

7. Each player now secretly chooses and writes down one of the Secondary Game Missions from the list on the following pages.

8. Choose Stratagems (as per page 86 of the rulebook).

9. Randomly determine a single Game Condition (see list on the following pages).

10. Carry out any actions described as happening 'before the game begins’. Then carry out any actions described as happening 'at the start of the battle' (as per page 88 of the rulebook).

DETERMINING THE VICTOR

At the end of the game, the winner is the player who scored the most Victory Points (VP’s), determined by adding up the VP’s scored from their two Primary Missions and one Secondary Mission, plus any points gained from any other source, including Stratagem Cards.

VALOUR POINTS & THE SPOILS OF WAR

During a battle, each player may earn Valour Points for particularly glorious actions. In addition, players may benefit from The Spoils of War. See the relevant sections at the end of this document for details.

PRIMARY GAME MISSIONS (PICK TWO)

Boots on the Ground:
The enemy must be denied territory, at all costs. Every yard, every inch taken is one step closer to victory.

- Score 10VP if you have models fully within at least three of the four board quarters, with no enemy models fully or partially within those board quarters.
- Score 5VP if you have models fully within at least two of the four board quarters, with no enemy models fully or partially within those board quarters.

Die With Your Boots On:
Final victory in this long war will belong to those who make it to Terra and the Palace Walls. Preserve your forces and live to fight another day.

- Score 10VP if, at the end of the game, you still have 50% or more of your starting number of units still in play.
- Score 5VP if, at the end of the game, you still have 25-49% of your starting number of units still in play.

Destruction:
Only total annihilation of the foe will break his will and drive them screaming into the endless void beyond. Every enemy Engine slain is one less that can muster at the final conflict at Terra, to determine the future of humanity itself.

- Score 10VP by destroying 50% or more of the Defender's starting number of units.
- Score 5VP by destroying 25-49% of the Defender's starting number of units.

Headhunter:
The grand master of the enemy Legio is a mighty commander whose reputation is revered across the Imperium. Their death will resonate across the stars, quenching the spirit of the foes and bringing glory to your own dynasty, for millennia to come.

- Score 10VP if you remove at least one of the enemy's Princeps Seniores or Knight Seneshal.

Hold Ground:
The target location is of vital strategic importance to victory in this campaign. It must be held, at any cost.

- Score 10VP by holding the central 'feature' location terrain piece. To hold the terrain piece, a player must have one of their units within 2" of the terrain piece, with no enemy models closer to it than they are.

Die by the Sword:
Though to destroy the Engines of your enemy is always valorous, it is most glorious indeed to bring ruin to the foe by the might of your own hand.

- Score 10VP if you destroy at least 12 'scale points' of enemy units by using melee weapons. To score this, the attack which removes the unit must have the Melee trait.
- Score 5VP if you destroy at least 7 'scale points' of enemy units by using melee weapons. To score this, the attack which removes the unit must have the Melee trait.

Smash the Lines:
The enemy lines lay before you, proud Engines standing erect with trumpeting fanfares loudly announcing their arrival into the still morning air. To break the enemy lines and to take their position with your own Engines would bring great dishonour to your bitter foes.

- Score 10VP if you have two or more units fully within your opponent's deployment zone, with no enemy models fully or partially within your opponent's deployment zone.
- Score 5VP if you have one unit fully within your opponent's deployment zone, with no enemy models fully or partially within your opponent's deployment zone.

PRIMARY GAME MISSIONS, CONTINUED

Tactical Strike:
The enemy guards an area of vital strategic importance. Those positions must be prised from the grip of the foe, and secured for the Legio, if victory in this sector is to be won.

- Score 10VP if, at the end the game, you have friendly units within 2" of both the objective markers in your opponent's deployment zone, with no enemy models closer to the objective markers than you are.
- Score 5VP if, at the end the game, you have friendly units within 2" of one of the objective markers in your opponent's deployment zone, with no enemy models closer to the objective marker than you are.

Take the Hard Yards:
Honour dictates that the enemy lines must be crushed and over-run. Drive forwards in fury and valour, and bring dishonour to the foe.

- Score 10VP if, at the end the game, you have at least 15 'scale points' of units fully within your opponent's deployment zone.
- Score 5VP if, at the end the game, you have at least 8 'scale points' of units fully within your opponent's deployment zone.

SECONDARY GAME MISSIONS

- Score 5VP if there are no enemy units in your own deployment zone at the end of the game.
- Score 5VP at the end of the game if there are no enemy models partially or fully within 24" of your board edge.
- Score 5VP at the end of the game if you have the unit closest to the centre of the board at the end of the game.
- Score 5VP at the end of the game if you have destroyed your opponent's most expensive unit.

CAMPAIGN MAP FEATURE LOCATIONS

Each hexagon on the Campaign Map portrays a particular location, with their own particular features.

When placing terrain, players should alternate placing scenery pieces (starting with the Defender).

Players are encouraged to play the Advanced Rule allowing buildings to be destroyed, however if a Feature Location has a single large structure in the middle of the table (i.e. the Power Station, Orbital Defence Emplacement, Astronomicon Relay etc) then that central building cannot be destroyed.

Starport
A large landing strip, approximately 12" wide and stretching diagonally from the corners of the board, should be marked out. Then, place D3-1 buildings in each 2' x 2' section of the board to represent hangers and cargo bays.

Power Station
Place one very large and tall building (or a tight cluster of 4-5 smaller, but tall buildings) in the exact centre of the board. Then, place D3-2 buildings in each 2' x 2' section of the board, plus any ruins or smaller scatter terrain you wish to use.

Hive City
These locations are tightly packed urban environments, feature many built-up areas and large structures. Place D3+1 buildings in each 2' x 2' section of the board, plus any ruins or smaller scatter terrain you wish to use.

Orbital Defence Emplacement
Place one very large and tall building (or a tight cluster of 4-5 smaller, but tall buildings) in the exact centre of the board to represent the Orbital Defence Laser. Then, place D3+2 buildings wholly within 12" of the Orbital Defence Laser, plus any ruins or smaller scatter terrain you wish to use.

Imperial City
Place D3+2 buildings in each 2' x 2' section of the board, plus any ruins or smaller scatter terrain you wish to use..

Forge Complex
Place D3+1 buildings in each 2' x 2' section of the board, plus any ruins or smaller scatter terrain you wish to use.

Agri-Farm
These areas are mostly open fields, with very few built-up structures. Place D3-1 small buildings per 2' x 2' section of the board, plus any smaller scatter terrain you wish to use.

Transport Nexus
This location should feature many long, wide open areas to represent roads, railways or other urban travel systems. Then, place D3 small buildings per 2' x 2' section of the board, plus any smaller scatter terrain you wish to use.

Astronomicon Relay Station
Place one very tall tower or spire in the exact centre of the board. Then, place D3 buildings in each 2' x 2' section of the board, plus any ruins or smaller scatter terrain you wish to use.

Munitions Manufactorum
This location should feature several long, wide open areas to represent roads and railways. Then, place D3+1 buildings per 2' x 2' section of the board, plus any smaller scatter terrain you wish to use.

Wastelands
These areas are mostly open plains and scrubland, with few built-up structures. Place D3-1 small buildings per 2' x 2' section of the board, plus any ruins or smaller scatter terrain you wish to use.

GAME CONDITION CARDS

Perpetual Twilight
The skies of the planet are shrouded in roiling storms of ash-clouds, thrown up by the apocalyptic battles raging on the ground below.
Until a unit fires a non-Melee weapon for the first time in a game, any shots against that unit suffer a -1 To Hit. Once that unit has fired a non-Melee weapon, place a marker next to it. The Hit modifier o longer applies to that unit.

Orbital Bombardment
The mighty weapons of voidcraft lay waste to the planet's surface, smashing all below to smithereens.
Before the game begins (see step 10 of the pre-game procedure), roll a D3. This many buildings are removed from the board. Randomly select which buildings are removed. Note however if a Feature Location has a single large structure in the middle of the table (i.e. the Power Station, Orbital Defence Emplacement, Astronomicon Relay etc) then that central building cannot be destroyed.

Boggy Quagmire
The battlefield has been churned up by the tracks and feet of mighty Engines, making any movement painfully slow for all but the mightiest of Titans.
Reduce the Movement rates (basic and pushed) of all units with a scale of 6 or less, by 2" for the duration of the game.

Radiation Spike
Lethal squalls of exotic particles released in the nuclear fire of a hundred reactor meltdowns spell certain death to the occupants of any machine whose integrity is breached.
Once a unit has suffered any damage on it's Damage Track, any future damage rolls of a '6' on a D6, or '10' on a D10, against that unit cause one additional pip of damage, after all other damage effects have ben applied.

Electromagnetic Storm
The thin atmosphere of the world, weakened by months of colossal energy bombardments from space-borne warships, can now no longer protect the planet from the ravaging storms of ionised particles and electromagnetic interference emanating from the system's tortured star.
Any Shield saves of a '6' must be re-rolled.

Warp Instability
The Powers in the Empyrean turn their attentions briefly to the wartorn world, toying playfully with the fabric of realspace and twisting the very laws of nature for their own amusement.
At the start of each turn, roll a D6 to see the effect of the warp-induced gravity fluctuations. On a 1-2, reduce the Movement rates (basic and pushed) of all units by 2" for the duration of the turn. On a 3-4 there is no effect. On a 5-6, increase the Movement rates (basic and pushed) of all units by 2" for the duration of the turn.

Ionised Atmosphere
The nuclear fallout from dozens of reactor failures and the discharge of powerful weapons fire fills the air with ionised particles which interfere with the operation of energy shields.
All weapons of Strength 8 or more gain the Shieldbane rule.

Diminished Stockpiles
Months of grinding attritional warfare have taken their toll on the logistical support networks that keep any army fighting at optimal efficiency. Stocks of quality ammunition runs low, and subpar munitions can cause spectacularly dangerous failures in the highly specialised weapons of the Legios.
Any weapon that has a rate of fire of 5 or more dice may be prone to jamming, due to low-grade munitions. If such a weapon rolls a one or more '1's To Hit, immediately carry out a single automatic Strength 5 hit against that weapon, ignoring Shield saves.

Subterranean Caverns

The sub-strata beneath the battlefield's surface is shot through with tunnels and underground caverns of immense size. Whether they are manmade or hewn by the claws and mandibles of subterranean beasts is unknown, but the result is no different – the mighty God-Engines which stalk the surface are at constant risk of causing a landfall and plunging to an unknown fate.

Any unit with a scale of 7 or more risks causing a cave-in if it moves too fast. Each time such a unit Pushes the Reactor to move at it's boosted speed, roll a D6. On a roll of 5+, immediately carry out a single automatic Strength 7 hit against that model's Leg location, ignoring Shield saves.

Marshy Ground

The ground underfoot is waterlogged and spongy from months of monsoon conditions, spelling disaster to any Princeps foolhardy enough to move too quickly though the perilous terrain.

Reduce the Movement rates (basic and pushed) of all units with a scale of 7 or more, by 1" for the duration of the game.

Hurricane Winds

The surface of the planet is wracked by powerful cyclonic storms that punish those who do not take care to tread cautiously.

Any model that Pushes the Reactor to carry out additional turns risks being blown over by incredibly powerful winds. Roll a D6 and add 1 for each additional turn that the Titan made. If the result is 8 or more, immediately move the Titan D3" in a random direction, and immediately carry out a single automatic hit against that model's Leg location, ignoring Shield saves, with a Strength equal to the Titan's scale.

Magnetic Storm

Powerful waves of magnetic energy sweep the planet's surface, playing havoc with the cogitator machines which guide the shots of the Legio's weapons.

All non-Melee attacks suffer a -1 to Hit at ranges of 20" and over.

Extreme Flooding

The environmental onslaught caused by months of Engine war on the surface, and void war above has wrecked the fragile eco-system of the world. Mighty storms and colossal rains hammer down constantly, causing raging rivers to flow and lakes to fill every depression and valley.

Starting with the Defender, the players alternate in placing D3+2 'Lake' markers on the board. Each 'Lake' marker should be circular and 6" in diameter, and coloured a watery blue-green colour (possibly with radioactive mutant fish swimming in it). Moving any part of a model's base through a 'Lake' marker costs twice the measured distance. In addition, that unit immediately suffers one single automatic Strength 4 hit, ignoring Shield saves, for each model in that unit that moved part of it's base through the 'Lake' marker.

Ion Storm

Maelstroms of subatomic particles caused by colossal solar flares bombard the surface of the planet, wreaking havoc with the containment fields of the Plasma Reactors of the mighty God Engines.

Any time the Reactor dice is rolled, re-roll any blank results (subsequently rolling another blank result does not force further re-rolls).

Crumbling Architecture

The cities of this world date back to a bygone age. Their mighty edifices and wondrous fascias now crumble to dust as the ground trembles with the footsteps of mighty Engines.

At the start of the Movement phase, roll a D6 for any building within 2" of a unit of Scale 8 or more (but not for the single large structure in the middle of the table for Feature Locations (i.e. the Power Station, Orbital Defence Emplacement, Astronomicon Relay etc) as that central building cannot be destroyed). On a roll of '6', that building crumbles to the ground. Remove the building and replace it with a suitable ruin or crater.

GAME CONDITION CARDS (CONTINUED)

Ghosts in the Machine
The whispering voices of nightmare entities from beyond the veil of reality pierce the thoughts of even the most strong-willed of Princeps, befuddling their minds and twisting even the most well-constructed strategies with malicious glee.
All units must re-roll any 'even' dice rolls when making Command checks for Orders.

Daemonic Instability
The very fabric of reality twists and flexes as the forces of the Empyrean strain against the real world.
At the start of each turn, roll a D6 for each building on the board (but not for the single large structure in the middle of the table for Feature Locations (i.e. the Power Station, Orbital Defence Emplacement, Astronomicon Relay etc) as that central building cannot be destroyed). On a roll of '1', move that building D6" in a random direction, stopping 1" from any other building or model. On a roll of a '6', remove that building from play.

Artillery Onslaught
The battlefield is bombarded from large-calibre guns situated miles behind the front lines. Their indirect fire strafes the board indiscriminately, striking friend and foe alike.
At the beginning of the Order phase, before either player has rolled for any Orders, each player, starting with the Attacker, places D3 5" blasts anywhere on the board. Scatter each blast D10" in a random direction, or D6" in a random direction if a HIT is rolled (in the direction of the small arrow on the HIT face). The blast is at strength 9 and has the Shieldbane trait.

Fire in the Skies
Far above the planet's atmosphere, the awe-inspiring starships of the Emperor and the Arch-Traitor Horus battle for supremacy. The wreckage of those ships destroyed in the tumult fall to the surface, wreaking havoc to those below.
At the start of the game, immediately before the Orders phase of the first turn, each unit suffers D3 automatic hits at strength 2D6, ignoring shields.

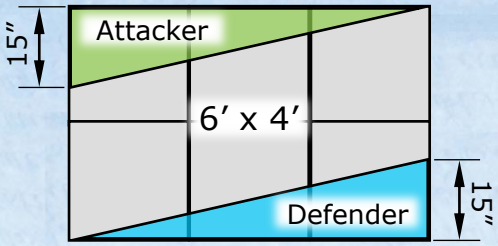
Orbital Lance
A piercing beam of intense laser energy strikes the surface of the planet, superheating matter and annihilating anything that it strikes.
Once per game, each player can unleash an Orbital Lance. At the beginning of the Order phase, before either player has rolled for any Orders, place one 3" blast anywhere on the board. Scatter each blast D6" in a random direction, or D3" in a random direction if a HIT is rolled (in the direction of the small arrow on the HIT face). The blast is at strength 14.

Supply Chains
The forces on the planet are supported by well-stocked stores of weapons, armour and even new Engines.
When a unit is destroyed, roll a D6. On a '6', a new, identically equipped unit can be brought onto the board at the start of the following turn, walking on from the owning player's board edge.

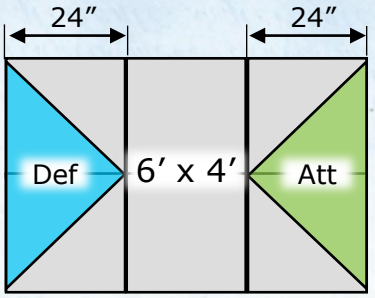
Fire Storms
The surface of the planet is assailed by fierce fire storms which leave a trail of destruction in the wake, eviscerating mortal warriors and weakening the armour of even the mightiest God Engines.
All weapons add +1 to their Armour Penetration rolls.

DEPLOYMENT MAPS

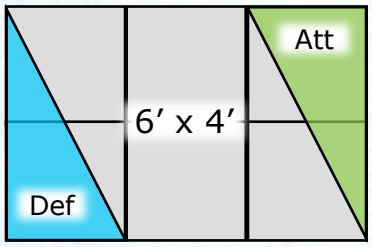
1.



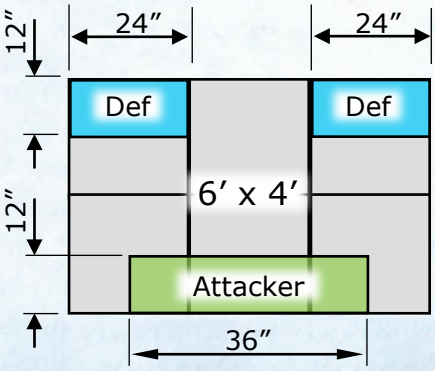
2.



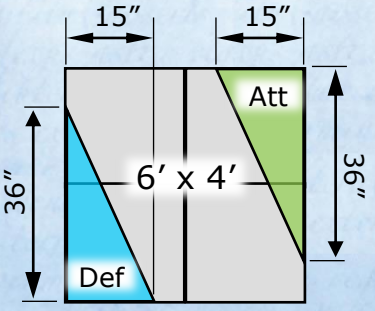
3.



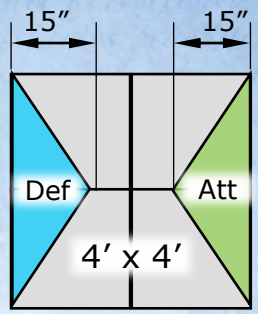
4.



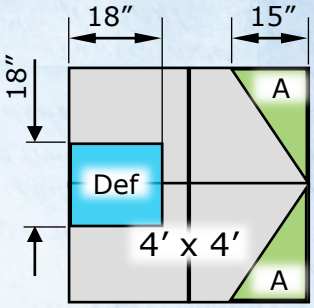
5.



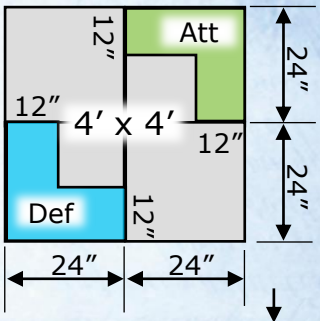
6.



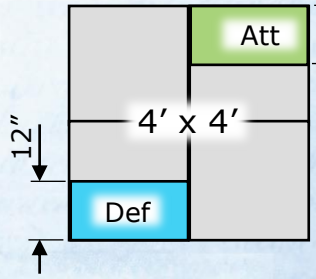
7.



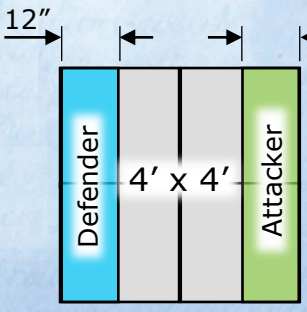
8.



9.



10.



EARNING VALOUR POINTS

During a battle, each player may earn Valour Points for particularly glorious actions. As you play your games, make a note of how many 'Scale' points each of your Titans has destroyed. In addition to the points accrued for destroying a Titan, an additional +5 Valour Points are earnt if that Titan is crewed by a Princeps Seniores.

In addition to earning Valour Points for destroying Titans, they are also earnt for destroying Knight Banners. However, due to the lesser glory of destroying Knights, compared to the destruction of a mighty God-Engine, only half-points (rounding up) are accrued for destroying Knight Banners.

To accrue the points, the particular Titan must deliver the killing blow that causes the enemy Titan or Knight Banner to be destroyed. Furthermore, secondary 'kills' may be achieved due to exploding Titans causing neighbouring units to also be destroyed. However, Valour Points are never earnt for the (hopefully) accidental destruction of friendly units!

Note that, if (or when) that particular Titan is destroyed, it immediately loses all accrued Valour Points. In future games, that model essentially counts as a new Titan (even though you may well decide to retain the former Titan's name and heraldic markings).

Note that Knight units cannot accrue Valour Points.

HOW TO USE VALOUR POINTS

For each full 25 Valour Points, your Titan gains the ability to e-roll one single dice per game. This can be used for any in-game roll – for example, re-rolling a To Hit roll, an Armour Penetration roll, a Command Check, a Reactor dice roll and so on. It cannot be used for any pre-game rolls, such as determining the mission, deployment map etc.

THE SPOILS OF WAR

During your games, make a note of the total number of 'Scale' points of destroyed enemy units by your forces (unlike with Valour Points, Knight units count as their full 'Scale' points). This represents the battlefield being looted by your support teams for any weapons, armour or other useful equipment.

From the second campaign game onward, you gain additional points to use to build your army lists. You gain 3pts extra, for every 'Scale' point you have destroyed previously in the campaign.

For example, in his first campaign game, Duncs destroys two of Graham's Warlord Titans, thus earning him 20 'Scale' points. In their second campaign game, Duncs can spend 60pts more on building his army list.