The Grand Crusade

40k Campaign Rules

Version 0.50b

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Overview

The purpose of this ruleset is to provide you and your group with a vehicle for creating epic battles that go beyond pick up games or narrative scenarios that are set in stone. Map campaigns give you an additional level of strategy as you must also plan and plot on the map where your forces will be as well as how you will fight the battle on the table.

This document has been inspired by several sources, to include the old *Mighty Empires* fantasy campaign system of the 1980s, my own version of Mighty Empires, the Battle Tech systems, and some late nights throwing in some ideas.

This document is a living document, which means it will be amended and edited often. Thank you for taking the time to read through it and employ it in your own games.

Winning the Campaign

Winning the campaign can come in several formats.

If using a turn limit, the player with the highest campaign score at the end of the last turn is the winner.

If not using turns, then victory can be achieved in one of three ways:

- Taking your opponent's Throne World
- Achieving a campaign score of 10 or more.
- Destroying all of your opponents military elements
- Player with the highest score after a set period of time wins

Creating the Map

The *Grand Crusade* utilizes several layers of maps, all of which are hex-based. There are several software packages out there that can be used to hex out space maps, or you can print out hex maps and draw them yourself. However you wish to do it should be acceptable.

There are three scales of maps that are used in a *Grand Crusade.* The first is the sector map. This is a star map showing all of the star systems in your area of play as well as outlining the safe routes from star to star via the warp. (safe is a relative word, traversing the warp is very much not safe, which you will see later in the section on *Navigting the Warp)*

The second scale of map will be each system and its planets. These are the worlds that you will be fighting for. Worlds provide resources which fuel the war machine. **These maps are optional unless you are using rules for in-system movements.**

The third scale of map will be the planetary map itself. This will detail all of the cities, factories, shield generators, and other world upgrades which provide benefits to the owning player. This will also show current location of armies. **These maps are optional unless you are using rules for planetary movements.**

Important note: Planetary Movements are not written at this time

How to Create Maps

There are a couple of ways that one can go about generating maps. The first is to simply have a Game Master generate the maps and fill in the details. If you are using an existing campaign, such as *Imperial Armour 9 and 10 the Badab War* you will already have sector maps in place, and you just need to copy them down into a format you can use, as well as detail out the planets and resources accordingly.

The second way is to generate the system randomly. The first method will allow a Game Master the ability to keep the campaign relatively balanced in the beginning whereas the random method may cause extreme imbalances in the beginning, but there is really no right or wrong way to do it.

Generating a Sector Map

To randomly generate a sector map – determine how many factions will be playing. It is strongly recommended that one player not be able to control a faction by themselves, as if that person drops out of the campaign, you will have a frozen asset on the map that no longer exists which can cause balance issues later on down the road.

Each faction should possess a *Throne World* on the map. This is a sector that totally belongs to that faction and provides that faction with benefits explained later.

From there, generate a number of additional sectors. These sectors could be owned by factions as well (just make sure that the resources generated from these sectors are not initially skewed heavily one way or the other) or they could be neutral.

How many neutral sectors depends on how big you want your map. For small games, six or so neutral systems are adequate. For middle size games, around ten systems can work, and for larger games twenty or more systems could work.

The Badab War uses over twenty systems on its map.

Once the system is drawn out, connect each system to others. These are the travel lanes that the astropaths use to travel from one system to the other. These are the safest routes of travel. As you will see, blockades can be set up to bar these routes and you may need to establish new routes through the warp which can be a terrifying ordeal for your men.

Generating a System Map (Random or Planned)

There are two ways to generate the system map. You can either run with a pre-planned map, such as the star system poster map that comes with the Badab War (Imperial Armor 9 and 10), or you can generate your system randomly.

This ruleset does not cover generating a random system currently. Feel free to come up with your own methodology for randomly generating systems. The Badab system is included at the end of this document as an example.

The most important thing to remember is that you must know how many factions will be participating, and their starting section on the map should be able to support their starting Resource Point allocation!

Planetary / Moon Roles

As noted previously, most planets and moons in the galaxy are lifeless and have no role to server. However, some worlds have resources that allow them to contribute to a faction's war effort. These roles are explained here.

Throne World – Every faction starts the campaign with one of these worlds. A Throne World is a capital world, consisting of a habitable world with a high population, cities, resources, and manufacturing. The loss of a Throne World can spell almost certain doom for a faction and as such these must be guarded at all costs.

Resource World – A world that is heavily mined. This world may or may not support life, but is mineral-rich. The resources from this world are taken to an industrial world such as a Forge World to turn into building materials and war machines.

Forge World – These rare worlds are dedicated to the production of war machines and weaponry. Control over a Forge World gives armies massive boosts to war gear and massive tanks and engines of war as well as dock yards for the creation and repair of ships.

Agriculture World – These worlds are more common and are dedicated to producing the food for the other worlds that are too heavily populated or polluted to create their own. These worlds are crucial for other worlds to survive, and while they provide no bonus in their own right, losing them will hurt production in other areas and as such will need to be protected.

Shrine World – These worlds are dedicated to the worship of the Emperor and are large scenes of beauty and cathedrals. These worlds provide bonuses to production due to happiness generated.

Fortress World – These worlds guard navigational points and are heavily militarized. They give bonuses to armies created there as well as garrisoned forces and often contain ship yards for fleet repairs.

Hive World – These worlds house massive populations. Many large cities stretch towards the heavens, and in some cases with the most densely populated Hive Worlds, the entire planet is one large city. Hive Worlds depend on Agriculture Worlds to feed them as they tend to not have any natural resources or capability to grow food on their own, but in return they provide soldiers for the war machine as well as research and development.

Other Worlds and Races

The types of worlds given above are just several types of worlds that exist in the galaxy that would be used for imperial-centric campaigns. For game purposes, other types of worlds such as Death Worlds, Feudal worlds, etc, are not included simply because they do not have any importance in the campaign structure.

There is nothing stopping your group from implementing an important Death World into your campaign however and giving it rules of your own. Feel free! The future may see necron tomb worlds, elder craft worlds, or hive fleet modifiers for various other races.

This ruleset focuses on an imperial sector of space.

Resources

One of the key components of this system is the Resource Point (RP), which is something that players will need to manage to help them win the game. Without resources, armies do not get built, fleets do not move, and planets cannot be defended.

A resource point is an abstract representation of men, fuel, ammunition, vehicles, food, building supplies, construction equipment, etc… that is used to supply your forces throughout the sector. Managing resource points is vital and playing to deprive your enemies of their Resource Points will become a game in and of itself.

Starting Resource Points

Campaigns will have various starting resource points. Fifty is a good number to begin with. When creating maps, it is important to have structures and worlds in place that can generate the starting number of resource points per side. For example, if fifty is the number you are going with make sure each side has enough worlds that will generate fifty resource points the next turn barring any events or worlds being taken.

Armies and Resource Points

Assembling armies costs resource points. Resource Points are spent to provide forces that can fight for you on the sector map. The amount of points you can buy with a Resource Point is provided in the chart below.

Battle Fleets

Armies that are purchased are limited to the planet that they were created on. To transport your armies you will also need to construct ships. It is assumed that space worthy transports exist to transport armies without fleets for no extra cost. These transports use the Transport Ship stats in the Battle Fleet Gothic rules, and are not really geared for space combat against a dedicated fleet.

Battle Fleets may be constructed following the point costs given below for resource point allocation. Note: this does not confer the ability to add in Battleship classes, only Cruisers and Escort class ships. **A battleship costs a number of resource points equal to its cost in points divided by 100 (rounding up).**

The exception to this rule is for tyranid players, who have no restrictions on hive ships due to their instinctive behavior requirements.

Special named ships may only be fielded if the army contains the appropriate special character. For example, a Planet Killer type Battleship may not be fielded unless the player is also fielding Abaddon (and Abaddon would be aboard this ship at all times when he was not conducting planetary raids). These ships are unique and should not be purchasable as a normal ship.

Battle Fleets must still conform to Battle Fleet Gothic list constraints and restrictions in regards to Battleship numbers.

Garrisoned Forces can be transformed into mobile armies by building a fleet and attaching the fleet to the army.

Time To Construct

The time to construct ships or armies will depend on the structures building the resources. That information is found below in the planetary upgrade section but typically is available as soon as resource points are allocated at the start of a turn.

Force Organization

Armies bought with Resource Points follow a standard Bound Force Organization Chart with the exception that the Resource Points do NOT include HQ units. These cost additional Resource Points.

Lords of War may NOT be included unless the Lord of War cost is paid.

Fortifications may be purchased as normal for no additional Resource Points. However Super Heavy fortifications occupy the Lord of War slot.

Sustain

The concept of SUSTAIN is that on a map, when an army is defeated it will normally lose levels, representing it becoming ground down and casualties. Sustain allows an army to stay at 2000 points and suffer a defeat before beginning to lose its effectiveness.

For example, if four points are spent on an army, that will give 1500 points. If that army is defeated, they can fall down multiple levels depending on how the controlling player rolls after the game (refer to the battle sequence for more information). If an army spends six resource points they will have a 2000 point army and if they are defeated they can fall down up to four levels, putting them potentially at 1500 points (Level C). A class D army falling four levels down would be totally destroyed.

Barring apocalypse matchups, 2000 points is the maximum size of an army.

Element Level	Resource Points	40k Army Points	Battle Fleet Points	HQ Slots Available
A	2	500 (kill team)	500	0
B	4	1000 (patrol)	1000	1
C	6	1500	1500	2
D	7	2000	2000*	*
E	8	+1 sustain		
F	9	+2 sustain		
G	10	+3 sustain		

Example: player spends 5 resource points on a force. This will either give him 1,500 points of a 40k army or 1,500 points of Cruisers and Escorts to transport them with. If he wishes to include a Battleship in his force, he must pay the additional cost to have one built.

**2000 point forces are only restricted by the normal 40k rules.*

Class C armies may field allies but only have 2 HQ slots available total. This means if they run allies, that one of the HQ slots must go to the allied HQ slot and the other can be used for their primary detachment.

Class A or B armies cannot ally as they either have no or only one HQ slot available.

Additional Force Modifications

As noted above and repeated here – the above points cost allows the player to filed a bound standard force org chart for 40k with the exceptions of HQ slots. HQ slots are restricted based off of size of element, and HQ characters must be kept track of in terms of which army they are attached to (a captain cannot be fighting on one system and then somehow be fighting on another system at the same time, for example)

Modification	Resource Cost
Battleship (Fleet)	+3 RP
Named Character	+3 RP
Lord of War Slot	+5 RP

A fully supplied army (containing no named characters) and a Lord of War slot costs 15 Resource Points.

*note – for armies that do not follow traditional 2 HQ force org (space wolves), allow the point to cover the multiple HQs. For ex, Space wolves can have 6 HQ. 1 point therefore equals 2 HQ for them.

** if a named character IS a lord of war slot (for example: Draigo) then an element that has paid for the Lord of War slot OR a special character slot may field Draigo.

If a named character slot is available, players may field any named character that is on the element's character list (set up upon creation of the element)

An element can have any number of named characters available to fight within that element once the named character cost is paid for in resource points.

Note named characters still take up whatever slot they occupy. In the cases where they take up an HQ slot, those come out of the overall HQ slots within the element, they are not free.

Planetary Upgrades

Your held worlds may also be upgraded using Resource Points. Some worlds will come with upgrades already present. Where this is the case, it will be listed on the World Entry.

Designer Note: It is my intent to allow players to upgrade planets. For right now these costs will be on hold pending testing of the campaign without upgrades to monitor resource pools.

Upgrade	Description	Cost in RP
Command Citadel I	+100 points of Fortifications	*Coming soon*
Command Citadel II	+250 points of Fortifications	
Command Citadel III	+400 points of Fortifications	
Command Fortress (IV)	+750 points of Fortifications to include super heavy fortifications	
Barracks	Allows the creation of an army element	
Command Center	Troops created can gain an elite status.	
Starport	Commercial center allows more efficient transporting of goods and services, providing additional resources and allowing both importing and exporting of resources to occur. Also allows fighters on the surface to engage ships in orbit	
Orbital Docks I	Maintenance docks for fleets. Can provide repair facilities. Fleets docked at a dock may repair 500 points of damage on the roll of a 4+ (cannot exceed original size of fleet).	
Orbital Docks II	Provides the ability to construct and retrofit light escorts and fighter starcraft. As Docks 1 on repair except that can roll two dice and repair 500 points for each roll of a 4+ (not to exceed original size of fleet)	
Orbital Docks III	Provides the ability to construct and retrofit cruisers. As Docks 1 except can roll three dice to repair 500 points for each roll of a 4+ (not to exceed original size of fleet)	

Orbital Docks IV	Heavy facility able to construct and retrofit all types of ships. As Docks 1 except can roll four dice to repair 500 points for each roll of a 4+ (not to exceed original size of fleet)
Orbital Defence Network I	Provides defence around a planet (150 points)
Orbital Defence Network II	Provides bolstered defences around a planet (a space station and 150 points of defenses)
Orbital Defence Network III	Provides bolstered defences around a planet (a Black Stone Fortress (non activated) and 150 points of defenses)
Orbital Defence Network IV	Provides the most powerful defences around a planet in the form of an activated Black Stone Fortress and 150 points of defenses
Shield Generators I	Protects the generator. While active, no enemy bombardment rules can be used or employed. Owner designates upgrade tile protected.
Shield Generators II	As I except up to three upgrades are protected
Shield Generators III	As I except protects the entire planet
Shield Generators IV	As I except also protects orbital defences and platforms, which makes them immune to being fired upon by enemy fleets (assaults can still be made)
Manufactorum	Army elements created on a world with a manufactorum may apply a total of 100 points of vehicle upgrades for free (ex: extra armor, dozer blades, etc)
Farmland	Provides a food resource to feed people
Cathedral	Provides morale boost to planet, granting D3 leadership re-rolls per game
Grand Cathedral	Provides morale boost as above only to the system it is contained in as well as two additional systems that must be touching each other (player chooses)
Town	Provide a small amount of resources (5)

City	Provide a moderate amount of resources (10)
Hive	Provide a large amount of resources (15)
Comms Relays	Provides intel on enemy forces in system
Command Relay	Provides intel on enemy forces outside of the system (see scouting)
Ground to Air Defence	Ground to air defence platforms capable of striking ships in orbit around the planet (100 pts of low orbit defences)
System Defense Network	A more expensive and expanded defense network around an entire system (builds off of orbital defense network only protects the system) consisting of two space stations and 150 points of defences that must be defeated before moving further in system

Bonuses that give points for upgrades (ex: citadel +100 points fortification)

This gives an element a bonus 100 points that must be spent only on fortifications. You can spend more points on fortifications from the army's point total as normal.

Ex: if a fortification cost 250 points, 100 points of the 250 could be spent from these bonus points and the other 150 points would come from the army roster.

You still follow the rules for how many fortifications can be fielded, determined by force organization or special scenario rules.

Starting the Campaign and Tracking Turns

At the beginning of the campaign, the Game Master should ensure that the map is divided equally amongst factions and that scoring sectors are distributed evenly and fairly.

If multiple players exist, they will be assigned a faction. All map movements take place at the faction level. For example, if there are three players within a faction, each element icon represents a force shared by all three players (and each player will have a force of the points reflected by the icon)

It is important to note that the size of your forces are not known to your opponents until they have successfully scouted your forces or have identified your elements via events or a Communication/Command Relay.

Pre Campaign Start

The starting number of Resource Points will be given to each faction and the players within each faction will agree on how to spend them in terms of creating:

- Army sizes
- Battle Fleets
- Number of HQ elements
- Lords of War present
- Battleship cost if one exists in the Battle Fleet

Armies are represented by an abstraction (points). The only thing that must be consistent within each player's army is the HQ elements he chooses to attach to them. HQ elements do not have to be fielded in games, however. For example, an army element has bought two HQ slots and the player has recorded his two HQ elements. The army element is listed as 1500 points in size. The player may field a 1500 point army without using the HQ elements (or they may be dead and cannot be fielded) if he so chooses (or is forced).

When an army is defeated in combat, it loses an element level of effectiveness under normal conditions. When two full armies with Lords of War engage, an *Apocalypse Battle* may be fought, and both armies can lose significantly more than that.

Battle Fleets are bought at a points level . When a Battle Fleet is defeated, it loses points just as an army element does. Also note in Battle Fleet Gothic, having your ships totally destroyed gives more points to your opponent. It is very important to know when to stay and fight or when to retreat and prevent your ships from being damaged to the point of not being combat-ready.

Transporting Armies – A fleet element of any size may transport a single army element of any size. Additionally – armies do not require fleets to be transported.

HOWEVER – army elements with just transports will automatically be destroyed if they are attacked by an enemy battle fleet.

Battle Fleet Without Playing BFG – it may be that your group does not wish to use Battle Fleet Gothic rules. In that instance, keep track of fleet points and treat them like army points. Defeats will be determined by rolling on a table or simulated by the Game Master and players will keep track of the size of their fleet registry and that is all.

Elements

An "element" is an abstract force that represents a battle fleet or an army. Elements that are on the ground are armies. Elements that are in transit are represented by transports or Battle Fleets.

Players will organize their armies into elements and their battle fleets into elements. They will record the sizes and details but do not tell their opponents what an element contains. They will then deploy their elements within their starting territory.

Stacking

Fleets may stack in space. For example, you can have two or more fleets in the same star system. (Space is large after all). On a planet, armies may not stack within the same hex or area (but multiple armies can be landed on a planet)

IMPORTANT NOTE: an element can only ever be attacked by another element (single), so in the case of stacked elements, all that the stacked elements will be able to provide is support.

Garrison

Armies may be deployed within a fleet, or may deploy on a planet as a garrison force. It is recommended that you keep important worlds defended with a standing garrison. Some worlds will come with a garrison that is part of an upgrade (where this is the case it will be noted)

Preparing to Start the Game

Once all forces have been deployed, the campaign is ready to get underway. We now look at the Turn Structure and how to score points.

Turn Structure

A campaign turn is divided into a Beginning of Turn sequence, and then a series of sub-phases. For our purposes, there are **four** sub-phases that make up an entire turn. The number four comes from the average number of weeks in a month, which allows the group to meet once a week to determine the sub phase battles.

Beginning of Turn (all turns except for the first turn) Summary

- Each faction may attempt to RESTORE BALANCE if they meet the criteria
- Each Faction rolls on the Events Chart
- Collect Resources from Resource Generators
- Import and export resources
- Feed your worlds. Worlds that cannot be fed do not generate bonuses and cannot use their upgrades.
- Pay upkeep costs for armies, fleets, and other items that require upkeep. Upkeep is the amount of resource points used to create the element. If an element does not obtain enough resource points, it will begin to lose points as troops run out of supplies, vehicles run out of fuel, and ammunition becomes scarce. Upkeep also represents maintenance and technical teams keeping equipment up to date and maintained. *Refer to the rules on Importing and Exporting Resources*
- Spend resource points to create new elements. Elements are deployed around systems that contain facilities that can create them. **A facility may produce ONE element in this phase.**
- Spend resource points to upgrade facilities on worlds.
- Spend resource points on Special Agents
- Each faction rolls initiative
- Each faction moves into the Strategic Sub-Phase – of which there are four that make up an entire turn. It is these sub-phases where elements move and battles are waged. **Elements move one at a time, each faction moving one element in turn.**

Strategic Sub-Phase

- **Fleets are issued orders.** Fleets may attempt to move up to three systems in one jump, though the farther the jump attempt is, the greater the chance for an unfortunate incident happening in the warp. Fleets may not jump over other enemy fleets on the map.
    - **Move** – Fleets given orders to move will attempt to move up to three systems. The farther you attempt to move via the warp, the more dangerous things can be. Fleets attacked while attempting to move will count as DEFENDING and the BLOCKADE RUN scenario will be played.
    - **Repair** – Fleets given the order to repair will not move and will attempt to repair existing damage. If the fleet is in a system with a dock, they will dock at that

world. Fleets repairing may attempt retro fits per the BFG campaign rules or may attempt to repair one fleet.

- **Scout** – This order can be given to fleets when they occupy a system that is also occupied by an enemy fleet. Fleets given orders to scout will send a part of their force forward to ascertain enemy strength. Scouting forces will fight in RAID scenarios if attacked. Otherwise they will not engage the enemy.
- **Attack** – Fleets given the order to attack will attack an enemy fleet and count as attackers. If both they and the enemy attack, randomly determine who is attacking. Fleets that are composed of nothing but Transports cannot issue an attack order against a full fleet. Transports that are attacked by fleets are destroyed. **Fleets may only be attacked if they are in the same system as the enemy fleet at the beginning of that fleet's phase (example if a fleet wins initiative and jumps into a system with another fleet, that fleet may issue attack orders – though they may not know the size of the enemy force if they lack recon upgrades in the system).**

  If any fleet is 750 points or less, then a RAID scenario will be rolled.

- **Defend** – Defending fleets prepare to receive incoming attacking fleets. They are considered the Defender for any scenarios. **Fleets that are defending may utilize planetary defense units and stations if their faction owns the system.**

- **Patrol** – Defending fleets patrol a system and will automatically attack any enemy fleets that appear in system. Fleets on patrol do not use planetary defense units and stations.

- **Insert Ground Forces** – fleets carrying army elements will attempt to insert ground forces on the target planet. If there are no enemy fleets in the system, this is done automatically, though if the planet has active defenses those can still attack landing forces. If there is an enemy fleet in the system and it is attacking or defending, then play the scenario PLANETARY ASSAULT from the BFG Core Rulebook. If the attackers win, they insert their force onto the planet. If they lose, they are able to insert 250 pts of their force per assault point scored. **Ground forces inserted may NOT act on the turn they are inserted**

  Stacked fleets in a system may only provide SUPPORT in the Planetary Assault

scenario to one main fleet. In the case where they are carrying multiple armies, their fleet must either win the scenario to insert all forces, or insert enough assault points to insert all of their forces.

Forces not inserted remain on their fleet and can be attempted to be inserted the following turn.

Fleets that lose the Planetary Assault mission still lose a level of effectiveness, but are not knocked out of the system.

Fleets that are on Planetary Assault orders that are ATTACKED by an enemy fleet (Garrison fleets only defend) will switch their orders to DEFEND and if they lose will be knocked out of the system per normal rules.

- **Orbital Bombardment** – fleets may be issued the Orbital Bombardment special rule. If an enemy fleet is in system, play the EXTERMINATUS mission from the BFG Core Rulebook. When given the orbital bombardment order, the fleet will pound an area of the planet, **rendering the chosen upgrade useless the next turn**. **Opposing players may repair this damage in their upkeep turn by spending D6 resource points on the following turn**. Alternatively the bombardment may be used on an enemy army element, in which case the Planetary Bombardment special rules may be used. PLANET STRIKE scenarios may use the Planetary Strike Bombardment rules instead.
- **Reorganize –** fleets given the Reorganize order may consolidate or split their element up with another or create other smaller elements.
- **Support –** fleets given Support orders will attempt to support a friendly fleet element, giving them +250 points. Fleets that themselves are engaged in combat may not give this order.

- **Armies on planet surfaces are issued orders.** Garrisoned elements (those elements that are given as bonus by a world) will only ever receive DEFEND orders. Planetary elements are abstract in their location on the world. Flying transports allow elements to be moved across the planet quickly.
    - **Attack** – army elements given the order to attack will engage enemy units on planet. Attacking elements will first engage other attacking elements. If no attacking enemy elements exist, they will attempt to engage enemy Supporting elements. If no supporting elements exist, they will attack Defending elements. If none exist, they will attempt to attack Recon elements. If none exist, they will attempt to attack Raiding elements. If none exist, they will attack Withdrawing elements. Only ONE element may attack another element, though additional elements may provide support.
    - **Defend** – army elements will dig in and fortify an area. Fortifying an area will grant the element an additional 100 points of fortifications if they are fighting on a world that does not already have defenses. This is the default order. **Armies given Defend Orders have fiat on which attacking elements they engage**
    - **Recon** – army elements will gather intelligence on force sizes without engaging the enemy. Army elements that are attacked will use RAID scenarios.
    - **Raid** – army elements will conduct a kill team mission against a chosen target on the planet. Army elements that are attacked will use RAID scenarios. Army elements that execute a Raid will use Kill Team scenarios. Successful Raid scenarios enable specific planetary upgrades to not provide their benefits for the duration of the entire turn until the next resource phase **(and as bombardment, the player that wishes to have their upgrade returned must spend D6 resource points)**
    - **Withdraw** – army elements will attempt to avoid enemy forces. Withdrawing forces attacked will use a RETREAT or BREAKTHROUGH scenario.
    - **Support** – Army elements will provide support to an attacking or defending element. Support elements grant +250 points to the tabletop battle, but these forces must come in as RESERVES. The reserve element counts as a bonus allied detachment. Should a force with support lose a battle, the element that provided support loses a level to their element to account for the losses that they incurred. Should a force that is supporting come under attack, their force size will be lowered a level to represent their forces aiding the main battle.
    - **Reorganize –** Army elements Reorganize may consolidate into other elements or break up into smaller elements.

- Planetary systems with comms relays may attempt to discern the size of any elements within the same system. On the roll of a 3+ enemy forces are scanned. Planetary systems with command relays may attempt to do this for fleet elements up to three systems away. If the fleet element is three systems away, this is successful on the roll of a 6+. If the element is two systems away this is successful on the roll of a 5+, and if the element is one system away this is successful on the roll of a 4+.

  If a world has no communication relays or command relays it may attempt to discern the size of an enemy force on a 5+.

Battles

Any battles that need fought will be scheduled and fought before the next sub-phase can begin. A variety of scenarios and missions can be generated depending on the type of battle that needs fought. The Game Master should have a table of prepared missions to generate from. The charts provided here are only a reference, you are free to come up with your own scenarios for your group.

It is recommended that normal battles be fought between two evenly matched forces. In the common case where one side has more points than another, RAID type scenarios should be used. Otherwise fighting battles with a large point discrepancy becomes a foregone conclusion.

Taking a Planet

To successfully take and hold a planet, an attacker must accomplish one of the following:

- Land ground forces on a planet that has no defenders. This will automatically claim the world for their faction.
- If defenders exist on a planet, then the attacker may declare the first mission is a PLANETSTRIKE mission if they are attacking into the heart of the enemy defences. Otherwise, they may opt to land away from enemy forces and not use a Planetstrike scenario. In the instance where their fleet is being attacked by an enemy fleet, roll a D6. On the roll of a 4+, opting out of Planetstrike is successful. Otherwise, the fleet is rushed to insert its troops and Planetstrike must be used. Inserting troops via Planetstrike sets that army element's orders to ATTACK for that turn. Otherwise, the army element's orders are to DEFEND.
- After the initial planetstrike mission, missions will be generated based off of the random mission rolls OR by playing a pre determined scenario in the case where a narrative campaign system is being used (such as Badab Wars).
- Special Agents may be sent to undeclared worlds to try and coerce them into siding with the player without having to resort to violence. **Special agents may only attempt one mission before they are expended.**

Each world will have a **defense number**. This is the number of battles that must be won in order for that world to be controlled. For every victory that the attackers gain AGAINST CONTROLLING FORCES, they add a point to the planetary score. In a given cycle only ONE point may be earned no matter how many elements are involved.

This means after a time a planet's defense score will be whittled away to 1 which means any victory against the controlling force from that point on will flip the world.

For example: note under the DEFENSE score of a planet an example value of 3/8+. The first number is the defense number. The second value is used for attempting to coerce the planet to join your side via special agents (noted later).

Planetary defense scores will range in value from 1-5, with one representing a very weakly held world and five being reserved for tightly controlled fortress worlds. The average world will have a defensive score of one or two, and all of these values will be established before the campaign begins.

Multiple army elements can attack a planet. However, to earn a point a side must win a battle against the CONTROLLING FACTION. The maximum points that can be scored by a faction is one, barring a special event that may be worth more points (such as an end of chapter special scenario). **Battles on a world involving two sides that do not control the world do nothing for earning points to control the world.**

Scoring

Planets that are worth victory points will have this noted on their profile.

The Site of the Battle

Where the battle is fought is important. Elements choosing to DEFEND or WITHDRAW that are attacked may elect to choose where on the planet the battle is taking place and against which attacking element. If the battle is a RAID scenario conducted by a Kill Team, the attacker chooses the location (as that is their target). Otherwise, both sides roll off to determine who chooses the location and the side with initiative chooses which elements they are engaging.

The location is typically only important for narrative purposes. However, if a fight takes place within a city, the City Fight rules will be used for that battle and scenario generation.

Apocalypse

Apocalypse matchups occur when two full size elements that both have LORDS OF WAR involved meet on the battlefield. The attacking player may declare an Apocalypse battle. Apocalypse battles are more dangerous because they do much more damage to the elements involved as opposed to a normal battle.

Armies involved in apocalypse battles that win will always lose a level of effectiveness, representing expending large amounts of ammunition and resources.

Armies that lose an apocalypse battle will fall D3+1 levels of effectiveness, representing catastrophic losses.

Armies that are involved in a draw in an apocalypse battle will lose D3 levels of effectiveness each (roll once and apply the result to all elements involved)

Winning and Losing Battles

When a fleet loses a battle, it will be forced to retreat to a friendly or neutral sector. If it cannot retreat to a friendly or neutral sector, it will be considered destroyed. It also drops down a level of effectiveness.

No warp roll is required to move the fleet back a system.

THE EXCEPTION TO THIS ARE GARRISONED FLEETS – these never move at all and cannot leave their system.

When an army element loses a battle, it drops down in level of effectiveness but stays on the world. For example, a Class D fleet or army would now be a Class C fleet or army after being defeated.

Destroying Elements

When an element is destroyed, it is removed from the map. Any veteran units that were a part of that element are removed as well.

Any veteran characters or named characters may have survived and can be moved to a new element. For each veteran character or named character, roll a D6:

1	The character has been killed or driven out of the system. They are removed completely from the campaign
2	The character has been injured. Roll twice on the injury chart. The character is removed from the campaign for four cycles, after which they return to the nearest element from their former
3	As #2, except only roll one injury and the duration is reduced to three cycles
4	The character is removed from the campaign for two cycles, after which they return to the nearest element from their former.
5	As #4 except the duration is one cycle.
6	The character survives and is relocated to the nearest element

Turn Phase Explained

Each faction may attempt to RESTORE BALANCE if they meet the criteria

The concept of restoring balance is simply that in many campaigns, it can be easy for one side to get a really large advantage which the other side simply cannot recover from. In the interest of keeping things fun, RESTORING BALANCE allows a faction to even the odds a bit if they fall far behind in the campaign.

This should not be an easy thing to do, nor should it be allowed to happen often. It is recommended that RESTORING BALANCE can only happen once in the entire campaign and only under certain circumstances.

A faction can declare that they are RESTORING BALANCE if

- No one has restored balance yet
- One faction has scored 7 or more campaign points and the other factions have scored 3 points or less

When RESTORING BALANCE, the faction that is winning immediately rolls on the CATASTROPHIC EVENTS chart for their event, and the faction(s) that are at 3 or less points roll on the GLORIOUS TIDINGS chart.

The Game Master may set a condition or effect when Restoring Balance as well, depending on the disparity in the campaign.

Each Faction rolls on the Events Chart

Each faction rolls on the event chart below.

2D6 Random Event Chart

2	**Roll on the Catastrophic Events Table**
3	**Communications Failure –** Elements in your force have not received their orders. Attack lanes were left open to the enemy inadvertently. Factions that roll up this result will always move last as if they rolled the worst initiative score of the turn. If two or more factions roll this result then those factions may roll initiative as well to determine who really goes last.
4	**Bad Food –** The harvests were bad, creatures got into the grain silos and wreaked havoc, or that chaos spawn with nurgle's rot got out of its pen and touched some of the carrots. Either way you spin it, food output was hurt this turn. For each tile of farmland that would generate food, roll a D6. On the roll of a 1-3 that food is ruined and cannot be used.
5	**Corruption –** Your revenue collectors are skimming off the top for their own purposes. For every resource point your faction receives this turn roll a D6, and on the roll of a 1-2 the point is lost.
6	**Warp Storms –** The warp is perilous this turn for your faction. When performing warp checks for your fleets, treat the distance that you moved as one more than normal.
7	**All is Well –** There is nothing to report this turn for your faction
8	**Roll on the Munitions and Arms Table**
9	**Roll on the Exploration Table**
10	**Expanded Revenue –** Your resource centers have had a great turn producing and manufacturing for your sector. For every resource point you would earn, roll a D6 and on the roll of a 5+ you receive an additional resource point for your faction.
11	**Mercenary Allies –** You have attracted the service of a mercenary band. They will fight for you this turn and have level C fleet and army. You do not pay the upkeep for this force this turn. If you wish to keep them in your employ beyond this turn, you must pay for their upkeep. The mercenaries may be any race that your faction desires that would be at least Allies of Convenience.
12	**Roll on the Glorious Tidings Table**

2D6 Catastrophic Events Chart

2	**Plague –** Plague sweeps through one of your worlds. Randomly determine which world is affected by this result. Throne Worlds cannot be affected unless the Throne World is the only world remaining. Worlds that are stricken with plague are effectively destroyed. Any elements in orbit around the planet or on the planet are removed. *Followers of Nurgle are immune to this*
3	**Open Revolt –** Enemy operatives have sown the seeds of dissention in your system. All resource points this turn are cut in half (rounding down) as the rebellion is dealt with.
4-9	**Enemy Fleet –** An enemy fleet appears in a random sector controlled by you. The fleet is a level C fleet and has a level C army. The race is randomly determined by any race from any opposing faction. This enemy fleet can be controlled by your enemies and desires to take over the system that they have appeared in.
10	**Psyker Flux –** The warp is unstable and dangerous. Tapping into its powers for your psykers is more dangerous than normal. Perils of the Warp rolls are generated on the roll of any doubles this turn for your psykers.
11	**Warp Storms –** A powerful warp storm has enveloped one of your systems. Determine it randomly. No fleet or resource transports may enter or leave this system for the entire turn.
12	**Tomb World –** One of your worlds is revealed to be an ancient Tomb World. A level E necron army rises from the earth and their goal is to attack any of your forces contained within. If your group has no necron models or forces, substitute this result with a suitable enemy force.

D6 Munitions and Arms Chart

1	**Equipment Failures –** Equipment is failing, vehicles are falling into disrepair, armor is broken, and fuel and ammunition are scarce with a randomly determined army element in your force. For the duration of the turn until the next event phase, vehicles in that force run out of fuel on the roll of a "1" every time that they move. For every unit that fires a weapon, roll a D6 and on a "1" they may not fire for the rest of that battle.
2	**Equipment Boosts –** The arms and equipment of a randomly determined element are superior quality. Vehicles move an additional 1". Once per game, a unit may re-roll all of their to-hit rolls for the duration of that turn.
3	**Superior Weapons –** A randomly determined element in your force is equipped with master-crafted weapons. Every unit in the element may re-roll a set of to-hit rolls once per game that turn.
4	**Vehicle Upgrades –** Vehicle upgrades have been granted to a randomly determined element in the force. These upgrades last for the duration of the

	turn. Vehicles may either improve the armor on one facing at +1 (max 14) or may opt to upgrade the engines and may move an additional D6" per turn, or may opt to install assault ramps on a dedicated transport for +25 points per vehicle.
5	**Armor Upgrade –** Artisans have crafted master work armor for a randomly determined element in your force. The armor value does not change for the model, but the AP that it can withstand drops by a point to a max of AP 2. For example, a suit of power armor confers a 3+ save but would only be bypassed by an AP2 weapon, not an AP3 weapon as normal. This bonus lasts the duration of the turn.
6	**Enhanced Ammunition –** a randomly determined element in your force has been equipped with enhanced ammunition. This ammunition may either be used to boost the weapon's strength when it fires, or its AP value by one. AP enhanced ammunition confers the GETS HOT rule on the weapon. If the weapon already has the GETS HOT rule then the model is affected on the roll of a 1-2.

2D6 Exploration Chart

2	**Enemy Agent! –** An enemy agent has stolen valuable battle plans and information. You must reveal the point size of all elements in your forces as well as character locations.
3	**Rogue Traders –** Rogue Traders have discovered an ancient ruined outpost. For the duration of the turn, you may field any one of your race's artifacts (or items like artifacts) for no cost, representing finding the item in the ruin.
4	**Mercenaries! -** A level C mercenary fleet has been obtained with a level C army element. They fight for no additional cost to you, but if you wish to keep them beyond the turn obtained, then you must pay their upkeep cost. The mercenary race should be at least an ally of convenience to you.
5	**Rogue Trader Supply Frigate –** Rogue Traders have brought to you D6 additional resource points which may be used in this turn how you see fit. The resource points are added to your Throne World.
6	**Hidden Warpway –** Your explorers have discovered a hidden warpway which will help you move faster for the duration of the turn. Your ships may move an additional system and count as having moved one system less when rolling on the warp travel chart.
7	**Spy Network** – your spies reveal the secrets of an enemy element. You choose the element, the opposing player must reveal the size of the element as well as the characters within.
8	**Additional Men –** A level C force is raised and placed in your throne world.
9	**Fantastic Boon –** Additional resources have been discovered near one of your resource centers. The resource center may be upgraded for free.
10	**Spy Network + 1 –** As normal spy network. In addition, gain a +3 bonus to

	your initiative roll this turn.
11	**Fortifications –** Your explorers have found a defensive position on one of your worlds. You may upgrade an empty tile to a command citadel for no cost.
12	**Null Stone –** your explorers have found a null stone. This powerful item negates the powers of any psykers within 18" of it. It may be given to any psyker in your force.

2D6 Glorious Tidings Chart

2	**Secrets of the Warp –** Your faction has uncovered webways that allow them to move much faster than normally allowed. You may move one system extra than normal and in addition you count as having moved one system less (minimum of one) when rolling on the Warp Travel Chart.
3	**Increased Population –** You may upgrade one population center
4	**Increased Revenue –** Your resources have expanded mightily. You may double your resource output this turn.
5	**Gifted Battleship –** Your workers have labored on a project and it has come to fruition. You may add a battleship to your fleet for free.
6	**Espionage –** Your faction may release a spy into your enemy's ranks. He may attempt to do one of the following: • Retrieve information on element size – the spy reveals all secrets and size of any element that you choose • Sabotage – the spy may attempt to sabotage or assassinate a target within the element. Viable targets are Lords of War, or HQ elements. After choosing, roll a D6. If choosing a Lord of War, the element will lose its Lord of War slot on the roll of a 4+. If choosing an HQ element, the element will lose its HQ element on the roll of a 4+. If choosing a named HQ element, the element loses its named HQ element on the roll of a 5+. This result cannot be altered during the resource phase, the element is without these upgrades if successful for the duration of the turn. Characters that are assassinated are treated as if they were killed on the field of battle and players should refer to the casualty chart to see what happened to the character ultimately and for how long he is out.
7	**Extra Training –** One troop choice in your force may upgrade its WS or BS +1. Make a note of this as if it were a unit upgrade.
8	**Fortifications –** You may add a free command citadel on any empty tile on a world you possess for free.
9	**Inspiring Leader –** One element in the force may boost its leadership of its warlord or admiral by +1 (max 10)
10	**Lucky –** Your faction gains one re-roll that can be used in every battle during this turn
11	**Reinforcements –** One of your elements may gain a level without having to pay

	resources for it this turn.
12	**New Recruits –** A level D fleet and army have been recruited for free this turn. You will have to pay for their upkeep on the turn following.

Collect Resources from Resource Generators

Worlds that have resource generators will generate one resource point per generator. Upgraded resource generators can generate additional resources.

Importing and Exporting Resources

In order for a world to send resources like food, they must have a working starport.

Worlds that have starports can receive resources and food only if they can draw an unimpeded line from their system to the other system without an enemy fleet. If they cannot draw an unimpeded line from their system to the target system without crossing an enemy fleet, then for each enemy fleet crossed roll a D6. On the roll of a 4+ the resources exported are able to make it to their destination. On the roll of a 1-3, the resources are intercepted by the enemy player and added to their collection.

Fleets may also receive resources without being in orbit around a world that has a starport; the transports simply are received by the fleet. However, only the fleet may use the resource points obtained in this way. Troops on the ground and planetary upgrades that have no starport cannot receive these or make use of them.

Each player should note which worlds received which resources (both resource points and food points).

Feed your worlds. Worlds that cannot be fed do not generate bonuses and cannot use their upgrades.

Farmland tiles provide 1 point of food. Agri-worlds are key worlds for their ability to feed populations. Worlds that have their own farmland can spend their food points on their own world. Worlds with farmland that have starports can export their food points to other worlds with star ports.

Population centers require food. The amount of food will be denoted by the population center. Populated worlds always require a minimum of one food point regardless of if they have population centers.

Worlds that are not able to be fully fed do not generate any bonuses or provide any resources for that entire turn.

Pay upkeep costs for armies, fleets, and other items that require upkeep.

Upkeep is the amount of resource points used to create the element. If an element does not obtain enough resource points, it will begin to lose points as troops run out of supplies, vehicles run out of fuel, and ammunition becomes scarce. Upkeep also represents maintenance and technical teams keeping equipment up to date and maintained.

For every resource point that is unable to be paid, the fleet falls down a level.

Army elements first lose additional SUSTAIN points. Once the element falls below a full 2000 points, it will begin to lose Lord of War or Special Character points and then will begin to lose levels.

Spend resource points to create new elements. Elements are deployed around systems that contain facilities that can create them.

Worlds that possess barracks and other upgrades that allow for army element creation can spend resource points to create new elements. Worlds that have orbital docks capable of building fleets can be given resource points to build new fleet elements.

These elements are added immediately. **While it takes time to train new troops and build new ships, it is assumed that these orders were carried out and that the time between turns was enough to build the elements.**

Spend resource points to upgrade facilities on worlds.

Worlds may spend resource points to upgrade and build new facilities on worlds. A facility occupies an empty hex or replaces a facility on a hex. The planetary map should be updated to reflect this change **if planetary maps are being used**.

Spend resource points on Special Agents

Special Agents are skilled diplomats, saboteurs, and assassins. **They cost five resource points to train and deploy**. They operate with their own starships which are equipped with the best stealth and anti-detection devices. Only one type of agent may be sent to an individual world per turn. Multiple agents can be deployed but only one per world. **Agents are deployed during the orders phase of a turn, and may go anywhere on the map.**

- Diplomats are sent to non controlled worlds and may attempt to shift alliances to your favor or cause unrest amongst the populace for enemy controlled worlds. The campaign packet will detail a world's chance of siding with a player based on a 2D6 roll (targeting a defense score and rolling HIGHER THAN). If the world is already held by an enemy player, then the diplomat will attempt to cause civil unrest. A world seized by unrest has their defensive rating fall by one (to a minimum of one), which means that for that turn the number of victories the enemy must achieve is one less than normal. The success of this will be listed on the world's data sheet as well based on a 2D6 roll. In any case, the diplomat is expended after this attempt.
- Saboteurs are agents sent to a world to destroy upgrades or paralyze enemy fleets or armies. Saboteurs sent to destroy an upgrade must beat a 2D6 roll based on the planet's defense score given on the map sheet. If successful, then that upgrade may not be used by that planet for the duration of the turn. Saboteurs sent to fleets or enemy armies roll a 2D6. On the result of a 2-4 the agent was caught and killed. On the result of a 5-7 the agent successfully damages a ship (roll a torpedo result on each ship in the fleet) or army element (army loses 250 points for the duration of that turn). On the result of an 8-10 the result is as 5-7 but the element moves one less if a fleet or if an army element will always be a DEFENDER. On the result of an 11-12 the fleet or army element may not move the duration of the turn as their vehicles are rendered useless and repairs must be done (will count as DEFENDING in any battles)
- Assassins are agents sent to kill a particular target. The target may be an enemy named character, an enemy HQ, or a planetary governor. Slaying a planetary governor works the same as a diplomatic unrest result, it lowers the defensive rating of a world by one (to a minimum of one). Slaying an HQ or named character removes them from the campaign.
    - Named characters are slain on the result of an 11+
    - Enemy HQ (non named) slain on the result of a 10+
    - Planetary Governor slain on the result of a 9+

After this, any excess resource points are lost… converted to other side governmental projects that you may illustrate in your narrative how you wish.

Fleet Movements

When moving fleets from one system to the next, warp travel will be used. Warp travel can be a dangerous experience for both the ships and their crew. For our purposes, ships may move up to three systems per phase.

Ships may move in a route but only if there are no enemy fleets blocking their path. For example, if a fleet wishes to move three systems but there is an enemy fleet in the second system, then the fleet may only move up to the second system where they must engage the enemy fleet and move them out of the way or destroy them before being able to continue. **Enemy Garrisoned Fleets DO NOT COUNT as an enemy fleet that can block paths.**

When moving through the warp, consult the below chart for the entire fleet element. Roll 1D6 plus 1 die per system traveled (max 4D6)

Warp Travel Chart

1-2	**Boosted Gellar Fields -** The fleet's travels through the warp are successful. In addition, the Gellar fields have absorbed a strange radiation which protects the hulls of the ship, granting an additional point of armor to the fleet for this sub phase (to a max of 2+)
3	**The Warp Dances –** Your ships arrive. For each ship in the fleet, roll a D6. On the roll of a 1, that ship takes a critical hit as if struck by a torpedo. If not using set fleet rosters, for each 500 points of fleet on the roll of a 6+ that 500 points is destroyed.
4-11	**All is Well –** Your ships arrive with nothing untold happening
12-15	**The Warp Calls –** Your ships arrive. For each ship in the fleet, roll a D6. On the roll of a 1, that ship takes a critical hit as if struck by a torpedo. If not using fleet rosters, for each 500 points of fleet on the roll of a 6+ that 500 points is destroyed.
16-20	**The Warp Sings –** Your ships arrive. For each ship in the fleet, roll a D6. On the roll of a 1-2, that ship takes a critical hit as if struck by a torpedo. In addition, every ship that takes a critical hit must roll an additional D6. On the roll of a 4+ they have been boarded by daemons. Play out the result using a zone mortalis battle with the losses affecting any army elements carried by the fleet. (See ship boarding actions below) If there are no army elements carried then simply treat the result as an additional enemy boarding action via BFG rules. If not using fleet rosters, for each 500 points, a roll of a 5+ destroys that section of fleet.
21-23	**The Warp Screams –** Your ships arrive somewhat. For each ship in the fleet roll a D6. On the roll of a 1-3, that ship takes a critical hit as above. For every ship that takes a critical hit, roll a D6. On the roll of a 3+ they have been boarded by daemons (see The Warp Sings above) If not using fleet rosters, for each 500 points on the roll of a 4+ that 500 points is destroyed.
24	**The Warp Claims –** The entire fleet element has been destroyed by the warp. Not a trace remains of them or any army that they carried.

Uncharted Warp Travel

It may happen where fleets wish to travel the warp by bypassing known shipping lanes. This is a very dangerous undertaking, but the risk can allow for fleets to move far distances and bypass enemy fleets entirely.

The eldar especially specialize in these Webways or secret tunnels through the warp.

Webway and uncharted warp routes may be noted on the sector map. When attempting to traverse the warp in this manner, roll a D6 for each fleet element. **Otherwise if attempting to unlock a route from one system to another, the GM will grant a difficulty roll to beat on 2D6**. If successful, the route can be attempted.

Uncharted Warp Travel Chart

1	**The Warp Claims -** The fleet has been totally destroyed by the warp
2	The fleet is stuck in transit. Roll 4D6 on the warp chart and re-roll any results of 1 or 2. Record any damage the fleet takes, and disregard any results stating the fleet has arrived.
3	As #2 above, except re-roll any results of a 1.
4	As #3 except the fleet has arrived at its destination.
5	The fleet has arrived at its destination. Roll 4D6 on the warp travel chart.
6	The fleet has arrived at its destination unscathed.

Note: Eldar fleets may re-roll the uncharted warp travel chart result

Warp lanes may reveal themselves as the campaign moves on

Boarding Actions

A boarding action can occur during a Battle Fleet Gothic game where one side instigates a boarding action on another, or when the scenario is rolled up during Warp Travel.

Often during a game of Battle Fleet Gothic there will be many boarding actions. For BFG purposes, limit boarding actions to one per entire game of Battle Fleet Gothic. Typically that should be when an important ship such as a Battleship is boarded.

For Warp Travel, choose the most important ship of the group that suffers the result and play out a zone mortalis boarding action. The rules for zone mortalis games are freely downloaded from Forge World's site. An alternative is to use the Boarding Action rules found in Imperial Armour 9 – The Badab War.

Unlike a typical boarding action from BFG, a boarding action victory played out this way will be more decisive. Successfully carrying out a boarding action on the table will result in the ship taking D3 critical hits.

If a ship successfully defends against a boarding action in this way, no further boarding actions may be conducted for the remainder of the game against this ship.

Size of Game: 500 points default (special scenarios may dictate otherwise)

Use the attacker and defender force org charts given in the Zone Mortalis rules. If the attacker wins, treat the result on the ship as if a successful boarding action had occurred.

Optional: The Badab Rules contain space boarding scenario. If you have that available, use that instead. Both sides have 3 strategem points for this mission.

Considerations: In a normal game of BFG, both players should only be able to launch this special type of boarding scenario one time.

Mission Generation

It would be very limiting to try to box all of a campaign such as this into a mandatory chart of missions. We will leave that up to your event organizer. However, one thing to take note of will be the cases where mismatched games happen.

In the event where one element is two or more levels below another in points value, a RAID scenario will be used. RAID scenarios are designed around a smaller force facing off against a much larger foe.

RAID scenarios can also be used when two small elements of 1000 points or less come across each other. In the case of a 500 point battle, use a PROBE mission as laid out below, or use a KILL TEAM scenario.

500 point forces (Kill Team)

500 point forces follow kill team construction rules.

Any matches that pair up two 500 point forces will always use Kill Team scenarios. **The current Games Workshop Kill Team rules will be used for these games.**

Unbalanced Forces

Whenever a force exceeds the other force by two or more levels in points AND the larger force is attacking the smaller force, the following scenarios will be used: (ex: a 2000 point force fighting a 500 or 1000 point force, or a 1500 point force facing a 500 point force)

Hold the Line – In this scenario a much larger attacking force is attacking a small defending force, and the defending force must hold at all costs.

The attacking player (the raider) gets to pick the table edge that they deploy on. After the attacking player selects the table edge they deploy on, the defending player deploys his entire army.

Victory Conditions – Victory Points. The defending player achieves victory if he can score as many points as he starts with from the attacker. For example, if a 1000 point defending force is fighting a 2000 point attacking force, he will claim victory if he scores 1000 points or more.

Terrain – the defending player should have plenty of cover. However, do not place any fortifications unless the planet being fought on has fortification upgrades that the defender can claim. The defending player has a defensive position, but not a fortified one under most instances!

Unit Experience

Part of the fun of campaigning is watching units grow and expand their abilities. Players that wish to keep track of experience must track how many experience points that they earn during a game.

Experience points are earned by the army as a whole, but are spent on an element's units. A unit that earns an experience level should then be noted in the campaign registry, taking note of how many models composed the unit at full strength during the game that they were promoted. Models may never go above this value (so it is not possible to promote a unit of five space marines and then field the unit in a unit of ten, for example)

Unit experience points can be spent after a game, or can be held. Some powers will require several games to store enough experience to unlock.

Units and characters may buy an item on the veteran ability chart **one** time. Characters and units may have a maximum of **three** veteran upgrades. Units may only receive **one** veteran bonus per phase of the campaign. (meaning you can't upgrade a unit twice after one game)

You may only promote one unit a cycle regardless of how many experience points you currently hold.

Losing Veteran Units – A unit that is completely killed loses its veteran status. A unit that is taken down to half strength or less loses a veteran ability of the player's choice.

Character Injury and Death – A character that is removed as a casualty may not necessarily be killed outright. Roll on the below chart. If the character does indeed die, he obviously loses all of his bonuses.

D6	Casualty
1	The hero has died of his wounds
2-5	The hero has been knocked unconscious and suffers an injury
6	The hero has been knocked unconscious but suffers no additional injuries.

2D6	Injury
11-15	Hero is dead and gone.
16-21	Multiple injuries. Roll on the chart D6 times. Re-roll any dead, captured, or multiple injury results.
22*	Broken leg. The model suffers a permanent -1 to any ground based movement.
23*	Arm Wound – roll a D6. On a 1-2 the arm is amputated. The character may augment the missing arm with bionics, granting him a FNP roll of a 6 (this will not stack if the character already has FNP)
24	Madness. On a 1-3 the character suffers from *stupidity.* He must roll a leadership check every turn he wishes to do something. Failure means he performs no actions. On a 4-6 the character suffers from *frenzy* and must always attempt to charge if in assault range.
25*	Smashed Leg. The character may no longer run and charge distance is only 1D6 if he is on foot.
26*	Chest wound. Character loses 1 Toughness.
31	Gouged eye. Character loses an eye. His eye becomes augmented with a bionic replacement which grants him NIGHT VISION.
32*	Niggling Injury.
33*	Spinal injury. Character loses a point of Initiative.
34	Hand injury. Character's WS is reduced by 1.
35*	Grievous wound. The character is out of action for D3 campaign phases.
36	Devastated – the character's body has been brought near death. Drop his strength and wounds by one.
41-55	Full recovery. On the roll of a 1-3 the character suffers from a niggling injury.
56	Recovery. In addition, the character now *hates* the army that injured him.
61	Coma – the character is out of action. Every phase roll a D6. On a 5 or a 6 the character wakes up.
62-64	Hardened – the character is immune to fear.
65	Scarred – the character causes fear.
66	Against the odds – the character gains a veteran honor.

Named Characters – Named characters come with their own built in bonuses. They can never benefit from veteran statuses. Named characters that are listed as dead are merely removed from the campaign. Such is their legendary status that they can never truly be killed. Just ask Draigo…

Earning Campaign Experience Points

+1 xp	Playing the game. All players earn a point for playing.
+2 xp	Winning the game. Victorious players earn two experience points
+1 xp	Drawing a game earns an experience point.
+1 xp	Killing the enemy warlord earns an experience point.
+1 xp	For every challenge won, the player earns an experience point.
+1 xp	For winning FIRST BLOOD earns an experience point
+1 xp	For playing a battle where the enemy has more points
+1 xp	For defeating an enemy that has more points

Unit and Character Veteran Abilities

3 xp	+1 Ballistic Skill (BS2 -> 3 for 20 models or less)
4 xp	+1 Ballistic Skill (BS2 -> 3 for 21+ models)
4 xp	+1 Balistic Skill (BS3 -> 4 for 10 models or less)
5 xp	+1 Ballistic Skill (BS3 -> 4 for 11+ models)
5 xp	+1 Ballistic Skill (any other)
3 xp	+1 Weapon Skill
3 xp	+1 Initiative
4 xp	+1 Attack (characters only)
4 xp	+1 Wound (characters only)
4 xp	+1 Leadership
5 xp	Master Crafted weapons. May apply to either shooting weapons or melee weapons (player's choice)
3 xp	Blade Master (characters only) opposing models are at -1 to hit the character in close combat
3 xp	Counter Attack
3 xp	Furious Charge
3 xp	Hammer of Wrath
3 xp	Weapon Specialists – the unit gains the ability to field an additional specialist weapon
4 xp	Heavy Weapon Specialist – the unit gains the ability to field an additional heavy weapon
2 xp	Enhanced Optics – the model or unit gains the Night Vision special rule
3 xp	It Will Not Die (vehicles and characters only)
3 xp	Move Through Cover
3 xp	Tank Hunters
3 xp	Adamantium Will (characters only)
5 xp	Armourbane (characters only)
5 xp	Eternal Warrior (characters only)
2 xp	Causes Fear
5 xp	Fleshbane (characters only)
5 xp	Hit and Run

4 xp	Monster Hunter
6 xp	Splitfire
7 xp	Loremaster (psyker only) – psyker may choose one of his powers

Battle Fleet Gothic Experience and Retrofitting Ships

Page 154 and on in the BFG core rules discuss BFG campaigns. The following rules will be used from that rulebook and will not be repeated here for brevity:

- Gaining Experience and boosting leadership of a ship (p. 154)
- Crippled Ships and losing experience (p. 154)
- Destroyed Ships and creating new ships (p.154) – the ship must be replaced however this will need done at an orbital shipyard.
- Escort Squadrons (p.154)
- Repairs – repairs work differently. An orbital shipyard has the capability of repairing damage ships. For each damage box, on the roll of a 4+ it is repaired that turn. For each critical hit suffered, on the roll of a 4+ it is repaired that turn. (this is if you are choosing to use the BFG more detailed campaign damage rules)
- Appeals (p.155) – these do not occur in this system. Instead, refits may be attempted at Orbital Shipyards. Refits follow the rules for REFITS on p. 155, though points increase on ships due to refits may take the element beyond the maximum of 2000 points. A refit request may be undertaken once per sub phase that an element is docked at a shipyard and is accommodated on the roll of a 4+.

Resolving Games that Have Not Been Played

Part of dealing with map campaigns is dealing with games that are not played. To keep the campaign going, some games may need to be resolved without an actual battle being able to be played. When that happens, consult the below tables.

Even match – 7+ attacker wins
500 point difference – 6+ advantage wins
1000 point difference – 5+ advantage wins
1500 point difference – 4+ advantage wins

Losing side loses a level of effectiveness per the normal rules of losing a BFG game.

The Badab War

An example of a Grand Crusade will be a replication of the Badab War. Some items will be moved around a bit to accommodate the campaign but this should provide a good example of implementing the above rules into your own narrative. Each faction starts with 75 Resource Points and a free special agent, and starting resources reflect supporting this.

Note: this campaign system is currently in BETA mode and rules can and will be changed as we find problems.

Factions

There are three primary factions in our Badab War: The Forces of Huron (Secessionists), the Loyalist forces, and the xenos Pirate Forces.

The map was created using Campaign Cartographer and based off of the Badab Poster Map that came with the Badab books from Forge World.

Starting Worlds and Resources (Huron and the Secessionists)

The Secessionists start possessing the Badab Sector in its entirety. The Secessionist faction includes those Imperial chapters denoted in the Badab war as fighting for Huron as well as Chaos forces and Eldar forces protecting the Crimson Witch and the Prisoner artifact retrieved from Kastorel Novem.

System	World	VP	Food	Defense	Notes
Badab	Badab Primaris (II)	5	3/1	3/10+	Hive World, Throne World of Secessionists (15 RP)
	Rigeal III	0	1/0	2/10+	Dead World – High Anchorage Naval Port (Docks IV)
	Badab Secundus IV	0	1/0	1/10+	Dead World – Resource World (5 RP)
	Sigma VI	0	1/0	4/10+	Orbital Relay Station & Fortress World
	System		n/a		Protected by System Defense Network
Decaballus	V	1	1/3	2/8+	Frontier World (resource & agriculture) (10 RP)
Eshunna	XII	3	3/1	3/9+	Hive World and Resources (15 RP)
Hattusa	III	1	1/0	1/7+	Waste World & Resources (5 RP)
Archaea	IV	1	1/5	1/7+	Agriculture World
Pireaus	V	1	1/1	2/8+	Industrial World (10 RP)
	VII/II	1	1/1	1/7+	Lunar Colony (5 RP)
Isin	IV	2	2/4	2/8+	Civilized World (10 RP), City, Farmland x4

Starting Worlds and Resources (Imperials and Loyalists)

The imperials possess a wider berth of planets that are not individually worth as much, but collectively put them on par with Huron and his forces. The first move will be for the imperials to secure the center of the map and bring Surngraad and Angstrom into compliance as these are key military systems.

System	World	VP	Food	Defense	Notes
Khirab	IV	5	3/3	4/10+	Throne World – Dead World – Fortress World (15 RP)
Sacristan	III	1	1 / 2	1/8+	Frontier World (10 RP)
Tranquility	II	1	1/1	1/7+	Feudal World (5/15* RP)
	III	0/1	0	1/7+	Death Jungle World
Iblis	III	1	1/1	1/7+	Feudal World (5 RP)
Endymion	X	1	1 / 2	1/8+	Frontier World (10 RP)
Sigard	Miscellaneous	1	1/0	2/9+	Void Colonies and Naval Supply (10 RP)
Piety	II	0/2*	0	2/10+	Lost Shrine World (Warp Taint) (10 RP*)
Grief	II	1	1/1	2/9+	Death Jungle World & Orbital Naval Station (5 RP)
Galen	VI	1	1/1	1/8+	Frontier World (5 RP)
Corcrya	III	0	0	1/7+	Dead Xenos World
	XI	1	1/0	1/8+	Listening Outpost

Starting Worlds and Resources (Xenos Pirates)

The xenos factions consisting of Dark Eldar, Necrons, Tau, and Tyranids are a loose confederacy of pirates operating in the sector for their own whims. The necron fleets have chased down the remnants of the Burning Witch as she melded with the CTAN prisoner that they have pursued since Rubicon.

System	World	VP	Food	Defense	Notes
Hallow's Point	None	5	2/2	3/10+	Space Station Naval Facility (15 RP) protected by system defense network
Sagan	III	2	3/2	3/9+	Administratum Tithe World (15 RP)
	V	1	1/0	1/7+	Listening Outpost
Bale	None	0	0	1/7+	Rogue Core Fragments (resources) (5 RP)
Bellerophon's Fall	VII/II	1	1/0	2/8+	Industrial Moon (10 RP)
Gygnax	V	1 / 3*	0/0	1/7+	Dead Hive World (5 RP)
Gargathea	III	1	1 / 4	1/7+	Feral World (5 RP)
Vyaniah	III	1	2/3	2/8+	Civilized World (10 RP)
	II/III		0/0	1/7+	Cemetary Moon
	VII	1	1/0	1/7+	Listening Outpost
Phargos Hex	IV	2	2/2	2/9+	Slave World – Chaos Taint (15 RP)

Undeclared Worlds

Undeclared worlds are worlds that no faction controls at the beginning of the campaign. To take an undeclared world, players can send agents to coerce them through diplomacy or can send fleets and armies to take by force. Some worlds will be harder to take than others…

System	World	VP	Food	Defense	Notes
Khmara	X	2	1/0	2/9+	Death World Mining Company (10 RP)
Crows World	III	2	2/2	2/9+	Civilized World (10 RP)
Optera	IV	1	1/1	1/7+	Feral World (5 RP)
Larsa	II	2	2/1	2/8+	Mining World (10 RP)
Kyro	IV	2	2/1	2/8+	Mining World (10 RP)
	VI	2	2/0	2/9+	Penal Colony (10 RP)
Eridayn Cateract	None	1	1/0	1/7+	Asteroid Mining Extraction (5 RP)
Angstrom	II	3	3/1	3/10+	Forge World, Naval Facilities, Mining, System Defense Networks (20 RP)
Svrngraad	III	3	3/2	5/10+	Fortress World (10 RP)
Lamptan	V/VI	1	1/3	1/7+	Feral World (5 RP)
Rook	III	1	1/3	1/8+	Frontier World (5 RP)
Bloody Bones	V	1	0/0	1/7+	Death Jungle World – Warp Taint
Magog	Unknown	2	?	?	Demon System (???)
Calah	Unknown	2	?	?	Ork System (???)

The Secessionists

The story of the Badab War as followed by canon is that the Badab System, under the control of the Astral Claws space marine chapter led by Chapter Master Lugft Huron officially declared their secession from the Imperium of Mankind following a series of battles against loyalist armies from 901.M41 through 912.M41. This secession was met with defeat, as the Imperials were able to put down the rebellion and Huron would later return as Huron Blackheart – a champion of chaos and leader of the newly minted *Red Corsair* chaos marine faction.

In this alternate version of Badab, Lugft Huron is still at the center of the rebellion. However, the forces of chaos play a more active role in bringing him over to their fold. Cypher and his Fallen are being pursued by the Dark Angels, and the elder seer The Burning Witch has become the vessel of the CTAN Prisoner, whose goal is to ensure Huron and his Astral Claws fully move away from the Imperium.

The Thousand Sons are also present, looking to pursue the demonic artefacts left on the ruined shrine world of Piety; a world that holds many dark secrets that could seek to undo the terrible rubric that cursed the sons of Magnus.

Below are listed the starting worlds of the Secessionist forces and any secrets that they may hold for the campaign as well as any campaign specific special characters that may be fielded.

Badab

Designation: Secessionist Throne World

The Badab system is the central system of the Secessionists and holds several primary worlds that can score victory points.

System	World	VP	Food	Defense	Notes
Badab	Badab Primaris (II)	5	3/1	3/10+	Hive World, Throne World of Secessionists (15 RP)
	Rigeal III	0	1/0	2/10+	Dead World – High Anchorage Naval Port (Docks IV)
	Badab Secundus IV	0	1/0	1/10+	Dead World – Resource World (5 RP)
	Sigma VI	0	1/0	4/10+	Orbital Relay Station & Fortress World
	System		n/a		Protected by System Defense Network

The system is protected by a System Defense Network which consists of two space stations and 150 points of defenses. Fleets must defeat this outer ring before being able to assault into the system.

Planetary Upgrades

Badab Primaris is considered to have a Hive, Command Center, a Starport, Orbital Docks II, Orbital Defenses II, Shield Generator III, Farmland x1, a Communications Relay.

Rigeal III is a dead world but has an orbital Dock IV.

Badab Secundus is also a dead world but has deposits of metal and fuel which are harvested for resource points.

Sigma VI – this frozen world is a fortress world protected by a Command Citadel II, a shield generator II, and a Command Relay Array.

Special Rules and Considerations: Badab is unlike most systems which typically only have one world of note. Badab has four. Fleets present in the system must conquer two of the worlds in the system before they move into Badab Prime (though the outer defensive network must be dealt with first).

Standing Garrison: Class E fleet and army

Satelite image of Badab Prime – largely a hive world with cities stretching across its surfaces and some minor water features in its northern hemisphere (largely polluted)

Decaballus V

System	World	VP	Food	Defense	Notes
Decaballus	V	1	1/3	2/8+	Frontier World (resource & agriculture) (10 RP)

This frontier planet is mainly responsible for its agricultural output and the refining of fuel along its southern polar cap.

Planetary Upgrades: Farmland x3, Starport

Planetary Garrison: Class C army

Eshunna XII

System	World	VP	Food	Defense	Notes
Eshunna	XII	3	3/1	3/9+	Hive World and Resources (15 RP)

The hive city of Eshunna XII is run by the Banking Guild, and whose duties include managing and officiating all transactions within the Badab system itself. The bankers guild provides much in terms of resources to Huron and to the secessionists, having placed their faith and coin behind the Tyrant.

Special Rules: Once per campaign the guild leaders of Eshunna can be called upon to provide a doubling of output of their resources. This output comes at a price. The turn that this is called on, Eshunna provides 30 Resource Points, but from that point thereafter only provides 5 Resource Points until a “6” is rolled at the beginning of each full turn after.

Planetary Upgrades: Farmland x1, Barracks, Starport, Docks II, Orbital Defense Platforms II, Shield Generator III, Hive City, Ground to Air Defenses, Command Relay

Planetary Garrison: Class D army

Hattusa III

System	World	VP	Food	Defense	Notes
Hattusa	III	1	1/0	1/7+	Waste World & Resources (5 RP)

The stench of Hattusa III is said to carry itself far off many systems beyond. This world is the dumping sector of the entire region. Its garbage and trash is recycled into resources which are then sent back to Badab for use in whatever is needed.

Planetary Upgrades: Starport

Archaea IV

System	World	VP	Food	Defense	Notes
Archaea	IV	1	1/5	1/7+	Agriculture World

The farming world of Archaea IV provides the bulk of food for the Badab sector. A small starport shielded by a small shield generator provides traffic of loaded down food transports which wend their way through the sector to feed the hungry people of the Tyrant's empire.

Planetary Upgrades: Starport, Farmland x5, Orbital Defense Network II

Pireaus

System	World	VP	Food	Defense	Notes
Pireaus	V	1	1/1	2/8+	Industrial World (10 RP)
	VII/II	1	1/1	1/7+	Lunar Colony (5 RP)

A large portion of industrial output comes from the Pireaus system. Pireaus V is a dusty planet, extracting metals and providing components to the Tyrant's war efforts. Pireaus VII/II is a moon colony orbiting a gas giant providing plasma core reactors and plasma technology.

Planetary Upgrades: (Pireaus V) Manufactorum, Starport, Docks I, Orbital Defense Network I, Shields I, Farmland x1, Communications Relay, Ground to Air defenses.

Planetary Upgrades: (Moon Colony) Orbital Defenses II, Starport

Planetary Garrison: Class C army

Special Rules and Conditions

Cypher's Fallen – Cypher has made the Lunar Colony on Pireaus his primary base of operations due to its out of the way location. Dark Angels space marines raiding the Lunar Colony may choose to play the special scenario *Hunting the Fallen on Pireaus,* a Kill Team styled scenario involving Cypher to achieve a substantial amount of bonus victory points.

Isin

System	World	VP	Food	Defense	Notes
Isin	IV	2	2/4	2/8+	Civilized World (10 RP), City, Farmland x4

Isin is a jewel in the sector, providing both material to the war effort as well as feeding the populace. The capital city of Isin is Rollingrad, located on the eastern most land mass and nestled at the foot of the mountains which provides natural cover for its armies.

Planetary Upgrades: Command Citadel II, Barracks, Starport, Docks II, Orbital Defense Network II, Shields II, Farmland x4, the City of Rollingrad, Command Relay, and Ground to Air defenses.

Planetary Garrison: Class C army and Fleet

Special Rules and Scenarios: Deep within the vaults of Rollingrad lies secrets from the days of the Horus Heresy. Fragments of knowledge said to have been gleamed from the primarch Magnus the Red are claimed to be stored here.

Players wishing to unlock the secrets of the primarch may explore this story path by following the scenarios linked in the *Path of the Sorcerer* special scenarios. Players must devote an element with at least one psyker to unlock these missions.

The Loyalists

The Loyalists in the official Badab War were made of a mix of Inquisition units, guard regiments, and a series of Space Marine chapters of which the Salamanders were the most prominent and well known.

In this version of the Badab War, a multitude of well known space marine chapters can be represented. The Dark Angels have arrived in system in pursuit of Cypher. The Grey Knights and inquisition have arrived to secure a cache of forbidden knowledge said to have originated from the demonic primarch Magnus the Red.

The secession itself has drawn the ire of many chapters and regiments, to include the Space Wolves who are quick to put rebellion under their heel. Many guard regiments have been called up to reinforce the area and bring the Tyrant down, and the Mechanicum itself is undergoing its own civil war with members from the Forge World siding with both sides!

Khirab

Loyalist Throne World

System	World	VP	Food	Defense	Notes
Khirab	IV	5	3/3*	4/10+	Throne World – Dead World – Fortress World (15 RP)

Khirab was once a bustling center of commerce and military outpost. After a series of wars with marauding orks, Huron was able to drive them away from the region but the planet itself suffered. Now, Khirab is incapable of supporting life directly and the loyalists have refactored its ruined fortresses for their own, landing a large cache of supplies and commandeering the world for use as its capital during the civil war.

Planetary Upgrades: Supply cache (allows the populace to be fed), Citadel IV, Command Center, Starport, Orbital Defense Network II, Planetary Shields III, Command Bastion (counts as hive world), Command Relay, Starport

Planetary Garrison: Class E army

Sacristan

System	World	VP	Food	Defense	Notes
Sacristan	III	1	1 / 2	1/8+	Frontier World (10 RP)

The frontier world of Sacristan is a blue gem of a world. It provides food and resources to the loyalist armies as well as being fairly pristine and untouched by extreme industry.

Planetary Upgrades: City, Starport, Orbital Defense Network I, Planetary Shields I, Farmland x2, Communication Relay, Ground to Air defenses, Command Citadel I, Barracks

Planetary Garrison: Class C army and Fleet

Tranquility

System	World	VP	Food	Defense	Notes
Tranquility	II	1	1/1	1/7+	Feudal World (5 RP (10*))
	III	0/1	0	1/7+	Death Jungle World

The Tranquility System is a backwater system that has two planets that can sustain life. The first is Tranqulity II which is populated by a Feudal pre-industrial society. Contact with the civilizations remains limited.

The second world is Tranquility III which is a fierce jungle world inhabited by all sorts of beasts and plant life. The world is quite hostile to life due to its fierce nature. It also harbors a buried monument dedicated to the chaos gods.

Owning players may opt to launch the *Tranquility System Scenario Path* which involves a battle against the demons that dwell on Tranquility III and within its jungles. Once cleared, the world provides 1 victory point to its owner and 10 resource points instead of 5. Refer to the scenario section for more on this.

Planetary Upgrades: Farmland x1, Town, Starport

Iblis

System	World	VP	Food	Defense	Notes
Iblis	III	1	1/1	1/7+	Feudal World (5 RP)

The Iblis system is much like the Tranquility system. It possess a pre-industrial society which is left largely alone. Its planetary upgrades are identical to Tranquility.

Endymion

System	World	VP	Food	Defense	Notes
Endymion	X	1	1 / 2	1/8+	Frontier World (10 RP)

The Endymion system is a Frontier World largely responsible for the construction of industrial goods and the export of food. Its main starport is located at its northern pole on a landmass known as the Tears of the Fallen, so called because the mountains resemble the curvature of teardrops.

Planetary Upgrades: Farmland x2, City, Orbital Defense Network II, Planetary Shields I, Communications Relay, Ground to Air Defenses, Command Citadel I, Barracks, Starport

Planetary Garrison: Class C army

Sigard Naval Supply

System	World	VP	Food	Defense	Notes
Sigard	Miscellaneous	1	1/0	2/9+	Void Colonies and Naval Supply (10 RP)

The Sigard Naval Supply colony is the Loyalists top naval facility in the sector. Orbiting a gas giant (Sigard IX), the supply ring is well protected by natural defenses and an extensive defense network.

System Upgrades: System Defense Network, Starport, Orbital Dock IV, Orbital Defenses II, Command Relay, Interior Battlefield*

Ground wars taking place here are only interior battles (zone mortalis) following 1000 point zone mortalis missions

Piety

System	World	VP	Food	Defense	Notes
Piety	II	0/2*	0	2/10+	Lost Shrine World (Warp Taint) (10 RP*)

The world of Piety was once a bastion of imperial faith, boasting gorgeous cathedrals and shrines to the Emperor's Glory. However, something dark and sinister took root here and its population mysteriously vanished, leaving behind ruins that slowly crumble to nothing as the planet reclaims itself.

The world of Piety is worthless to the Loyalists in the beginning of the campaign. They must send forth an element to unlock its secrets and restore it to its former glory.

Players should refer to the Scenario Path *Faith and Iron Cleanse the Flame.*

Planetary Upgrades: Grand Cathedral, Planetary Shields IV (when cleansed)

Grief

System	World	VP	Food	Defense	Notes
Grief	II	1	1/1	2/9+	Death Jungle World & Orbital Naval Station (5 RP)

The world of Grief supports the Loyalist fleets with a massive orbital dock (in addition to the ones found on Sigard). The world itself is a massive death trap of a jungle planet, though it houses a potent shield generator which protects the station and planet from enemy bombardment.

Planetary Upgrades: Planetary Docks IV, Orbital Planetary Defenses II, Planetary Shields IV, Farmland x1, Command Relay, Ground to Air Defenses, Starport

Planetary Garrison: Class B Army

Galen

System	World	VP	Food	Defense	Notes
Galen	VI	1	1/1	1/8+	Frontier World (5 RP)

Planetary Upgrades: Barracks, Starport, Docks II, Orbital Planetary Defense I, Shields I, Farmland x1, Town, Communication Relay

Corcrya

System	World	VP	Food	Defense	Notes
Corcrya	III	0	0	1/7+	Dead Xenos World
	XI	1	1/0	1/8+	Listening Outpost

The sector of Corcrya is fairly quiet. Corcrya III is a dead rock with ancient xenos ruins scattered across its surface. Sensors indicate that there may be something of note buried under the surface and may be worth investigating. Players that wish to do so must own the system and may land an element and proceed with the *Webway Isolation Path* set of scenarios.

Corcrya XI is an ice world where a large listening outpost has been set up.

Plantary Upgrades: Citadel II, Plantary Docks I, Planetary Shields II, Command Relay, Starport

The Forces of Ruin

The Pirate faction within Badab is a collection of miscellaneous factions that serve their own needs. They are headed up by the necrons who are in pursuit of the Prisoner, captured by the Burning Witch on Kastorel-Novem (per the events of the Louisville 40k Campaign Kastorel-Novem in 2014)

The necrons have brought in a mobile station in Hollow's Point that serves as the base for the Pirates. It is not a world, but its firepower and production capabilities make it more than a match for the loyalists or secessionists.

The pirates main goal in the campaign is to disrupt the imperial sector and to obtain as many resources as they can. The necrons want to capture the Prisoner and bring it back under necron control.

Hallow's Point

System	World	VP	Food	Defense	Notes
Hallow's Point	None	5	2/2	3/10+	Space Station Naval Facility (15 RP) protected by system defense network

Hallow's Point has no habitable planets. It is a main space port that has its own travel capabilities. It counts as an inactivated Blackstone Fortress (reclaiming the Prisoner would activate it) and is very dangerous.

Planetary Upgrades: Command Center, Starport, Docks IV, Orbital Defenses III, Cathedral, Command Relay, Ground to Air defenses, System Defensive Network

All battles that take place here are either on the station itself or within it via zone mortalis

Planetary Garrison: **Class D army and fleet**

Sagan

System	World	VP	Food	Defense	Notes
Sagan	III	2	3/2	3/9+	Administratum Tithe World (15 RP)
	V	1	1/0	1/7+	Listening Outpost

Sagan is an important world in the sector, for it contained much wealth before the necron pirates emerged and through a shadowy war that did not involve conventional weapons, enslaved and took over the planet and the imperium resources that went with it.

Planetary Upgrades: Citadel II, Barracks, Starport, Docks III, Orbital Planetary Defenses II, Farmland x2, Hive City, Ground to Air Defenses

Sagan V is an icy minor planet with a small citadel about which is built the command relay.

Planetary Garrison: Class D army

Bale

System	World	VP	Food	Defense	Notes
Bale	None	0	0	1/7+	Rogue Core Fragments (resources) (5 RP)

Bale is a series of asteroids mined for their resources. There is nothing special of note other than that.

Bellerophon's Fall

System	World	VP	Food	Defense	Notes
Bellerophon's Fall	VII/II	1	1/0	2/8+	Industrial Moon (10 RP)

The moon on the green gas giant Bellerophon VII (also called the Great Emerald) produces much of the imperial resource in the western section of the sector. The pirates procured it shortly after obtaining the Sagan system.

Planetary Upgrades: Citadel II, Starport, Planetary Docks II, Orbital Planetary Defenses I, Planetary Shields II, Mining Facilities (produce RP), Communication Relay

Gygnax

System	World	VP	Food	Defense	Notes
Gygnax	V	1 / 3*	0/0	1/7+	Dead Hive World (5 RP)

The ruins of Gygnax hold a secret especially desired by the inquisition and starts in the hands of the necron pirates. This relic of ancient past holds the secrets of obtaining a safe passage through the webway and would make traversing the dangerous webway portals in the sector much easier.

To begin this quest chain, players may refer to *Webway Isolation Path*, using the ruined hive city as their table.

Gargathea

System	World	VP	Food	Defense	Notes
Gargathea	III	1	1 / 4	1/7+	Feral World (5 RP)

The feral world of Gargathea is covered in mostly deserts and rocky plains. Very little plant life grows here, though the world is populated by a vast array of fauna that have learned to adapt to the extreme environments. Crystals formed from chemical compounds that can be transformed into plasma fuel are mined here.

Planetary Upgrades: Citadel I, Town (mining operation), Starport

Vyaniah System

System	World	VP	Food	Defense	Notes
Vyaniah	III	1	2/3	2/8+	Civilized World (10 RP)
	II/III	0	0/0	1/7+	Cemetary Moon
	VII	1	1/0	1/7+	Listening Outpost

The Vyaniah System is a central listening outpost used to communicate back to the banking guilds. Its main outpost is located on the barren rock of a world Vyaniah VII, the Outcast Rock.

Planetary Upgrades (III): Citadel II, Barracks, Starport, Docks II, Orbital Planetary Defenses II, Planetary Shields II, Farmland x3, City, Communications Relay

Planetary Upgrades (VII): Citadel I, Command Relay (spots 3 systems instead of 2)

Planetary Garrison (III): Class C army

Phargos Hex – The Slave World

System	World	VP	Food	Defense	Notes
Phargos Hex	IV	2	2/2	2/9+	Slave World – Chaos Taint (15 RP)

Phargos Hex is a world that deals heavily in the slave trade. It is also heavily visited by the traitor legions for serfs and potential marine candidates. Due to its taint, mutations run rife among the populace and the veil through the warp is very thin.

A connection to the demon world of Magog exists within an arcane fortress on the world, one which can be obtained by successfully defeating the *Through Hellfire We Reign* scenarios.

Planetary Upgrades: Citadel IV, Barracks, Starport, Docks III, Orbital Planetary Defenses II, Shields II, Farmland x2, Cathedral, Hive, Command Relay, Ground to Air defenses

Planetary Garrison: Class D Army

Undeclared Worlds

The undeclared worlds of the campaign have not thrown their allegiance in with any side. Most have standing militaries of their own and can for a time fend for themselves.

System	World	VP	Food	Defense	Notes
Khmara	X	2	1/0	2/9+	Death World Mining Company (10 RP)

The world of Khmara X is covered in volcanic ash and its atmosphere is highly toxic to breathe. It is the center for the Death World Mining Company.

Planetary Upgrades: Starport

Standing Garrison: Class D Army and Fleet

Special Equipment: None

Crow's World

System	World	VP	Food	Defense	Notes
Crows World	III	2	2/2	2/9+	Civilized World (10 RP)

Crow's World is a civilized world that sits to the south of the Badab cluster. Its military power is not as great, but its ties to its allies gives it enough clout to not choose sides early in the war.

Planetary Upgrades: Citadel II, Barracks, Starport, Docks II, Shields II, Farmland 2, City, Communications Relay, Ground to Air defenses

Standing Garrison: Fleet and Army Class D

Optera

System	World	VP	Food	Defense	Notes
Optera	IV	1	1/1	1/7+	Feral World (5 RP)

The Optera system's main world is largely uninhabited save for the abundant animal life that flourishes there. There is nothing of interest here save as a stepping stone and resupply point.

Planetary Upgrades: Docks I, Communications Relay, Starport

Standing Garrison: None

Larsa

System	World	VP	Food	Defense	Notes
Larsa	II	2	2/1	2/8+	Mining World (10 RP)

The mining colony of Larsa II holds life support facilities and even greenhouses that grow the food required for some of the populace (food still needs shipped in from off world).

Planetary Upgrades: Docks II, Starport, Orbital Defenses II, Farmland x1, Mining Station x2, Communication Relay

Standing Garrison: Fleet and Army Class B

Kyro

System	World	VP	Food	Defense	Notes
Kyro	IV	2	2/1	2/8+	Mining World (10 RP)
	VI	2	2/0	2/9+	Penal Colony (10 RP)

The System of Kyro contains two worlds that are worthwhile. The first is Kyro IV, a volcanic mining world. Greenhouses grow some food here, and large supplies of metals, fuel, and vehicles are sent from here.

Kyro VI is a penal colony located on a frozen ice world.

Planetary Upgrades (IV): Starport, Docks II, Orbital Defenses II, Farmland x1, Mining Station x2, Communiations Relay

Planetary Upgrades (VI): Starport, Barracks, Planetary Shields II, Communications Relay

Standing Garrison: Class D on IV, no fleet on VI but class E standing force of prisoners

Eridayn Cateract

System	World	VP	Food	Defense	Notes
Eridayn Cateract	None	1	1/0	1/7+	Asteroid Mining Extraction (5 RP)

Loose collection of asteroids.

Planetary Upgrades: Command Relay, Starport

Standing Garrison: Class C fleet

Angstrom

System	World	VP	Food	Defense	Notes
Angstrom	II	3	3/1	3/10+*	Citadel III, Barracks, Starport, Docks IV, System Defenses II, Planetary Shields III, Manufactorum, Farmland, Command Relay, Ground to Air Defenses

The forge system of Angstrom is the jewel of manufacturing in the sector. It is as of the beginning of the campaign divided as to its loyalties as well, with a civil war starting within the Mechanicum forces as well!

Loyalist forces attempting to negotiate with Angstrom do so on a 10+. Forces loyal to Huron do so at a 9+ as the Forge World leans slightly towards the Secessionists.

Planetary Upgrades: Command Citadel III, Barracks, Starport, Docks IV, Orbital System Defenses II, Planetary Shields III, Manufactorum, Farmland, Command Relay, Ground to Air Defenses

Standing Garrison: Class E fleet and army

Svrngraad

System	World	VP	Food	Defense	Notes
Svrngraad	III	3	3	5/10+*	Fortress World (10 RP)

The fortress world of Svrngraad is the keystone world of the entire sector. Access to it grants warp lane travel to the entire sector. As a fortress world, it is festooned with shield generators and thick citadels. Taking it by military might will be extremely difficult.

The loyalists need a 9+ to sway the world to join their side through diplomacy. Everyone else needs a 10+

Planetary Upgrades: Citadel IV, Command Center, Starport, Docks III, Orbital Planetary Defenses II, Planetary Shields IV, Farmland, Command Relay, Ground to Air Defenses

Standing Garrison: Class E fleet and army

Lamptan

System	World	VP	Food	Defense	Notes
Lamptan	V/VI	1	1/1	1/7+	Feral World (5 RP)

Nestled deep within the Maelstrom, the world of Lamptan V is a bloated red gas giant with a feral jungle moon.

Planetary Upgrades: Starport

Rook

System	World	VP	Food	Defense	Notes
Rook	III	1	1	1/8+	Frontier World (5 RP)

The warp world Rook was once a frontier world. Since being swallowed by the Maelstrom, contact with the colonies has been lost. A demonic fleet orbits the world now, and the once imperial colonists are now warp tainted daemons.

Planetary Upgrades: <unknown>

Bloody Bones

System	World	VP	Food	Defense	Notes
Bloody Bones	V	1	0	1/7+	Death Jungle World – Warp Taint

The death world known as Bloody Bones is named such because of the extreme warp taint that has turned its animal life into large predatory demonic creatures.

Planetary Upgrades: <unknown>

Magog

System	World	VP	Food	Defense	Notes
Magog	Unknown	2	?	?	Demon System (???)

The demon system of Magog is a nightmare world hosted by the Tzeentchian demon known as the Burning Memoth. There are gates in the sector that lead out of Magog and back again which could prove to be valuable shortcuts.

Planetary Upgrades: <unknown>

Calah

System	World	VP	Food	Defense	Notes
Calah	Unknown	2	?	?	Ork System (???)

The ork held planet Calah holds a minor Waaagh that every now and again ventures out of the Maelstrom to wreak havoc on Badab and its holdings. The actual number of orks are not currently known, but it is rumored that after Kastorel Novem that many survivors fled here and swelled the ranks…

Badab Scenario Generator

For all situations – Game Master sanctioned missions will always trump rolling from the below. If there are no sanctioned missions, use the below to generate your mission.

Note: Your army list should already be created and ready BEFORE you roll a mission

Killteam Scenarios – in any battle that calls for a Killteam scenario – we will be using the official GW killteam packet and scenarios. There are six scenarios in the packet – roll one up randomly using a D6.

Hold the Line Scenario – listed in planetary crusades rules – if an element is outnumbered by a size difference or two or more, the Hold the Line Scenario will always be used

Planetstrike Scenarios – during any battle that calls for Planetstrike scenarios, refer to the Red Waaagh books for those and roll a D6. If the Red Waaagh books are not available, the older out of print Planetstrike book missions may be used instead. Strategem points will be listed by the Game Master.

City Fight Scenarios – during any battle that calls for a Cities of Death battle, refer to the Leviathan campaign supplement. If that is not available, use the Cities of Death book and roll a D6. Strategem points will be listed by the Game Master.

Apocalypse Scenarios – any battles that call for Apocalypse scenarios refer to the Apocalypse book and roll a D6. Game Master will determine extra strategems / abilities

40k Scenarios – any battles that call for a 40k battle roll a D6.

1-2 – roll up a core battle from the main 40k rulebook.

3-4 – roll up a Maelstrom of War mission from the main 40k rulebook

5 – choose or roll up a mission from Altar of War or Battle Missions

6 – use the special Badab mission posted by the Game Master that is currently active

But what if there is no special badab scenario and I don't have altar of war or battle missions?

A: if you do not have these available then simply re-roll the result or make it a 50/50 roll for core and maelstrom from the core book. HOWEVER, do not just bypass the altar of war or battle missions if rolled because you don't like narrative scenarios. That's the point of this campaign.

Example

The imperial faction starts with 75 resource points. There are five players associated with the Imperial faction – Rick, Bob, Luke, Timmy, and Spike.

Rick and Bob are fielding grey knights. Luke is fielding guard, Timmy is fielding Blood Angels, and Spike is fielding Space Wolves.

They create their first element, which they name ALPHA. ALPHA is a 2000 point fleet element. (so 7 points). Spike wants to use his 600 point battleship so they pump in another 3 resource points to the fleet element – leaving fleet ALPHA at 10 resource points.

They create a 2000 point army element (A-1) with full sustain (class G at 10 points). They add a lord of war slot (5 RP). Timmy wants to field Blood Angels Captain Badass who is 240 points and Rick wants to field Draigo's Son who is 310 points. Both want these characters in this element. It only costs 3 RPs to add a named character so they add the points extra and both characters are marked on the army roster.

This army element clocks in at 18 points. So far, 28 points have been spent. This army element (A-1) will be transported by fleet Alpha.

They decide to create another duplication of this structure, creating fleet Beta with matching points and army element (B-1). B-1 however will field a special character Guard Colonel Kickass, who is 115 points. They spend the mandatory 3 extra RP for named characters. This means a total of **56** points has now been spent (2x 28 points)

These guys have 19 points remaining to create smaller fleets and army elements with. They decide to create two 1000 point fleets at 4 points a piece with no battle ships, and name them Fleet Epsilon and Fleet Harbringer. (total now is 64 points)

They create a pair of kill teams at 2 points each as well as a pair of 500 point fleets to escort (2 points each) to transport these for raid missions or just to scare their opponents who won't know whats in these ships until they are scanned. These four elements take up 8 more points, leaving just **3** remaining (72 points).

With 3 points remaining they decide to create another 500 point element at 2 points, leaving 1 point remaining.

With that, the fleet elements are then assigned a star system to start the game, and the dice are rolled…

Campaign Frequently Asked Questions

Q: Are named characters only restricted if they are HQ choices? For example, do I need to pay for a named character to field Telion in the Space Marine army?
A: Named characters are named characters no matter what slot they occupy

Q: Can web way portal lanes be used to ship resources?
A: No – they are far too dangerous for ordinary freighter pilots to attempt to navigate.

Q: If playing with full factions where you have multiple people on a side, does any one player control an element or is assigned to an element?
A: No. No player has any forces dedicated to a single element (unless they so wish)

Q: Do Imperial Knights count as Lords of War for this campaign?
A: Yes

Q: Does that mean one cannot take an entire Imperial Knight army even though that is a valid army list?
A: Yes that is correct.

Q: What about the Adamantium Lance formation?
A: The only time the Adamantium Lance formation could be used is in an apocalypse game where the restriction on lords of war is raised to 50% of the army.

Q: Can an element be purposely denied Resource Points in the upkeep phase and then a new element created on a different world after the original element has been disbanded?
A: Yes though any special characters or upgrades that that element has accumulated would be lost for the duration of the campaign.

Q: Can a super heavy walker stomp units it is not locked in combat with?
A: The rules on this are not clear as written. Stomp type attacks historically have always only targeted the unit it is engaged with. As such, on p.96 of the rules apply the caveat that stomps can only target models in a unit engaged with the super heavy walker.

Document Errata History

12/15/2004 – version .31b

* clarified worlds can only be scored for or against defense score once a cycle (week)
* added fleet support rules for multiple fleet elements
* clarified that elements MUST attack the controlling forces of a world to score on it
* clarified that enemy garrisoned fleets do not block movement
* clarified that defeated fleets can withdraw to friendly OR neutral systems