

# AP 1

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WARHAMMER 40K CAMPAIGN



### **Army List**

You must bring a prepared army list with you and must be made available to your opponent if he wishes to see it. No VDR vehicles will be used. No special characters will be used unless you have the appropriate territory to support it. This includes the Deceiver, the Night Bringer, Red Terror, Old One Eye, and any Phoenix Lord. Any Character that states "must be taken as is and cannot be given any extra war gear" is considered a special character. Your army list can be changed from week to week but must adhere to the unit choices available to you.

### **Movement**

You can attack up to four (4) territories away (consult the chart below for penalties). You can only make one attack per week.

1. No penalties
2. Roll 1D6 for every Elite, Fast Attack & Heavy Support unit before deployment on a roll of 1 the unit is separated during the advance and will come in as reserve using standard reserve rules. Troops, HQ and infiltrating units are not affected by this.
3. Roll 1D6 for every unit (including Troops and HQ) before deployment on a roll of 1 the unit is separated during the advance and will come in as reserve using standard reserve rules. Infiltrating units are not affected by this.
4. Roll 1D6 for every unit (including Troops, HQ and Infiltrators) before deployment on a roll of 1 or 2 the unit is separated during the advance and will come in as reserve using standard reserve rules.

### **Attacker/Defender**

The winner from the previous week will choose the territory he wants to attack. He will be the attacker as long as he keeps winning (This is to represent the momentum that a winning army has. It is possible that a player remains the attacker for the duration of the campaign).

### **Conquering New Territories**

If the battle is over a territory that does not belong to any player then new territory type will be rolled from the territory chart. Neither player has to stake a territory of their own. The winner will keep the territory and will become the attacker in the next scenario.

If a territory controlled by another player is being attacked then the following rules must be followed. Before the battle begins the attacker must stake a territory for the battle. The defender must stake the territory being invaded.

If the attacker wins the battle he will keep his territory and his opponent's territory.

If the defender wins he will keep his territory and will roll double the benefits of that terrain (e.g. Defense Depot would give you 2 Heavy support choices this effect is cumulative so the more you defend a territory the better you get at exploiting its resources). In addition the defender will become the attacker in the following week scenario.

### **Scenarios**

All scenarios are randomly chosen from a predetermined pool. All players will play the same scenario for the given week. Result sheets will be turned in to the campaign master so the information can be posted on the website.

### **Winning**

The player with the most territories at the end of the campaign is the winner. If two or more players tie for first place then the person with the most Battle Point Modifiers will be declared the winner. As a last resort a tie breaker game will be played to determine first place.

### **Capital**

The capital can never be staked in a battle unless it is being attacked. If your Capital is attacked you will receive +300 pts on your army total but will only benefit from territories that remain under your control. (This represents a last effort to defend the capital by mustering all able bodies to defend the capital). If your Capital is the only remaining territory you control you will receive two (2) Fast Attack Choices or Heavy Support Choices or a combination of both (e.g. one (1) Fast Attack and one (1) Heavy Support).

The capital gives you 1150 pts every game. It also provides

- 1 HQ Choice**
- 1 Elite Choice**
- Unlimited troop choices**

Every territory you control (except the capital) adds 50 pts to your army total. A captured enemy capital adds 200 pts to your army total. You start the game with one (1) Capital, and your choice of two (2) other territories from the list below or randomly generated from the territory chart for a total of three (3) territories and a total of 1250 pts to build your army list.

### **War Academy**

Elite - these territories allow you to take one (1) Elite choice in your army. Multiple territories can combine (e.g. you may take two (2) Elite choices if you control two (2) War Academies).

### **Dust Off Site**

Fast Attack - these territories allow you to take one (1) Fast Attack choice in your army. Multiple territories can combine (e.g. you may take two (2) Fast Attack choices if you control two (2) War Academies).

### **Industrial Factory**

Heavy Support - these territories allow you to take one (1) Heavy Support choice in your army. Multiple territories can combine (e.g. you may take two (2) Heavy Support choices if you control two (2) Industrial Factories).

## **Territory Chart** (roll 2D6)

### **2. Command Center**

*These territories allow you to use the Planetary Defenses, Satellite Uplink, Research Facility, and Space Station abilities. You may switch abilities each game but you can only use one per game unless you control multiple Command Centers.*

### **3. Temple**

*HQ - these territories allow you to take one extra (1) HQ choice in your army*

### **4. Planetary Defenses**

*Bombardment: Allows you to use a Preliminary Bombardment (rulebook page 666)*

### **5. Fortification**

*Elite - these territories allow you to take one (1) Elite choices in your army.*

### **6. Satellite Uplink**

*Infiltrate - Any one unit in your army may now infiltrate on missions that allow infiltrators except for vehicles, walkers, monstrous creatures and terminators.*

### **7. Landing Pad**

*Fast Attack - these territories allow you to take one (1) Fast Attack choices in your army.*

### **8. Space Station**

*Deep Strike - Any one (1) unit in your army may now Deep Strike on missions that allows Deep Strike.*

### **9. Defense Depot**

*Heavy Support - these territories allow you to take one (1) Heavy Support choices in your army.*

### **10. Ancient Ruins**

*Special Character - these territories allow you to take one (1) special character in your army.*

### **11. Research Facility**

*Twin Linked - One unit per game counts as having twin linked weapons and would re-roll all missed to hit rolls.*

### **12. Spy Training Center**

*Roll 1D6 before every battle and consult the chart below.*

#### **1. Compromised**

*Your spy network has been compromised you gain no benefit from it this game.*

#### **2. Observe Enemy Movement**

*You may re-deploy one (1) unit after all units have been deployed but before battle begins. . Final placement of the unit may not be outside of the deployment zone*

#### **3. Disinformation**

*After all units have been deployed you may move one (1) enemy unit up to 6" in any direction. Final placement of the unit may not be outside of the deployment zone.*

#### **4. Jammed Communications**

*On his first turn, the enemy must roll a D6 for each unit. On a 6, that unit has been unable to receive order from the commander and cannot do anything that turn.*

#### **5. Attack Plans Intercepted**

*You may re-deploy D3 units after all units have been deployed but before battle begins.*

#### **6. Industrial Sabotage**

*The enemy loses one (if available), Planetary Defenses, Satellite Uplink, Space Station or Research Facility for the duration of the battle.*