

MEGA 40K (VERSION 1.0)
WARHAMMER 40,000™ UNIVERSAL CAMPAIGN RULES
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Introduction

These rules are used to conduct a comprehensive campaign within a sector of the galaxy in the Warhammer 40K™ universe. Players control the forces of a particular Imperial or Chaos Lord, Space Marine™ Chapter, Independent or Renegade Human Confederation, Ork Warlord, Eldar™ King, Dark Eldar™ Lord, Necron™ Lord, or Tyranid™ Hive Mind to eventually conquer or defend the entire sector. Players will use the models and rules of Battlefleet Gothic™ (BFG), Warhammer 40,000™ (WH40K), Epic 40,000™ (E40K), and even Necromunda™/Gorkamorka™ (N/G) to develop strategy and prosecute their designs to fight and survive in the war-torn universe of mankind's distant future!

Below are found the rules that will guide players through the campaign. Mega 40K is a compilation of existing rules found in the official game rulebooks and publications by Games Workshop in addition to new rules that tie the campaign together. The backbone of the rules come directly from the Battlefleet Gothic™ campaign rules and not much of an attempt has been made to rewrite or reword them. In fact, much of the text has been directly copied and inserted into these rules with only slight editing and/or modification where necessary. That said, Mega 40K is otherwise considered copyright the author.

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Getting Started

In order to run a campaign, you'll need at least two players with opposing forces. Any amount of extra players can join in at any time during the campaign. The only catch is that each player will need a minimum of a BFG fleet, and a corresponding force of WH40K (and preferably E40K) models. Additionally, players may use N/G models that they may have in order to resolve certain random events that may occur during the campaign.

Once you've got your players together, you'll need to use a sub-sector in the BFG campaign rules or generate one yourself using the rules that follow. Next you need to get all the players together for a “campaign briefing.” The most important thing you'll need to go over at this point is the rules for the campaign, to make sure everyone knows what's going on. You should then decide how long the campaign is to last.

Once this has been decided, players can pick their starting systems and design their fleets and army forces using the rules described below, then you can start fighting battles. However, it's usually a good idea to set a regular time and place for campaign meetings, and also to elect a “campaign arbitrator” who is in charge of making sure that the campaign runs smoothly. You might also want to consider putting together a campaign newsletter, in which case you'll need to decide who will be its editor.

Sector and Sub-sector Generation

If you don't want to use a pre-existing sub-sector map found in BFG, you will need to create one yourself. The following rules represent one method to accomplish this (another method is described in G-W's "Warp Storm" publication).

Sector Generation

If you like, you can generate an entire sector in which to place an ongoing campaign series. First, the number of inhabited sub-sectors is determined by rolling $2D3 + 2$ (the average size of a sector is a 200 X 200 X 200 light year cube of space with up to eight 100 X 100 X 100 light year sub-sectors). The result is the number of inhabited sub-sectors within the sector.

Next, players determine the *predominant race* within the sector. The number of sub-sectors and their planet systems that start the campaign inhabited by a certain race, as well as the player's starting force point allowance, will be affected by the predominant race of the sector. Players may simply agree upon a particular race or roll 2d6 for one on the table below:

SECTOR PREDOMINANT RACE TABLE	
2D6 Roll	Race
2	Independent Human
3-5	Imperial Human
6-9	Ork
10	Imperial Human
11	Chaos Human
12	Eldar

Sub-sector Generation

Once the sector size and predominant race have been decided, the players create the number and types of planet systems along with connecting warp channels within each sub-sector. As an option, players may roll for the predominant race for each sub-sector using the System Race table that matches the sector's predominant race below to reflect sectors that have been partially colonized by a different race. If this option is taken and a different race predominates within a sub-sector, the player rolls on the System Race table of the predominant race of the sub-sector and ignores the predominant race of the sector itself when rolling for the race of planet systems within that sub-sector.

- 1) Determine the number of planet systems within the sub-sector.** The player rolls 4D3 and adds four to the result. This is the number of planet systems within the sub-sector.
- 2) Determine warp channels between planet systems.** A number (starting with "1," and increasing by one for each system) is assigned to each planet system within the sub-sector. For each planet system, 2D6 are rolled. The result indicates the planet system that is connected to that planet system via a warp channel (re-roll if the result is the same as the planet system being rolled for, or if no other planet system is indicated by the result).
- 3) Determine the race of each planet system.** Roll on the System Race table that matches the predominant race of the sector or sub-sector below for each planet system in the sub-sector. If an entry has multiple races, roll a D6; on a roll of 1-3 the system is inhabited by the first race listed, on a roll of 4-6 the system is inhabited by the second race listed.

ORK	
2D6 Roll	Planet System Race
2	Independent Human
3	Imperial Human
4-10	Ork
11	Chaos Human
12	Other*

IMPERIAL HUMAN	
2D6 Roll	Planet System Race
2	Other*
3-4	Independent Human
5-10	Imperial Human
11	Chaos Human
12	Ork

INDEPENDENT HUMAN	
2D6 Roll	Planet System Race
2	Other*
3-4	Imperial Human
5-10	Independent Human
11	Chaos Human
12	Ork

CHAOS	
2D6 Roll	Planet System Race
2	Independent Human
3-4	Imperial Human
5-10	Chaos Human
11	Ork
12	Other*

ELDAR	
2D6 Roll	Planet System Race
2	Imperial Human/Other*
4-6	Eldar
7-9	Uninhabited
10-11	Independent Human
12	Chaos Human/Ork

*Roll 1D6 again: On a result of “1-2,” the system contains a Static Defense structure (roll again to determine race, there can be only one Static Defense structure per sub-sector); on a result of “3-4,” the planet system is an Eldar Exodite system; on a result of “5,” the planet system is an ancient Necron Tomb Planet, and on a result of “6,” the planet system is Tyranid-infested.

- 4) **Determine the planet system type.** Players roll 2D6 on the Planet System Type table for each planet system in the sub-sector. The number of warp channels emanating from the system influences the planet system type. All Tyranid systems may eventually become Dead World systems (if there are no Tyranid players in the campaign, treat all initial Tyranid systems as Dead World systems). Dead World systems have no repair/replacement value. Their game value (if any) lies solely on their strategic value as a warp channel conduit. In addition, all Eldar Hive and Forge world results are treated as Civilized worlds instead. Non-human Penal world results are considered enslaved human Civilized worlds. “Uninhabited” systems are systems with an insignificant industrial population.

PLANET SYSTEM TYPE TABLE											
System Warp Channels	2D6 Roll										
	2	3	4	5	6	7	8	9	10	11	12
1	C	P	P	A	A	A	M	U	U	U	C
2	H	A	A	M	M	M	C	A	A	U	H
3	F	A	C	H	M	C	M	H	C	M	U
4	H	M	M	F	H	H	F	F	C	C	H
5+	F	F	F	F	H	H	H	F	F	C	H

A= Agri-world; C= Civilized world; F= Forge world; H= Hive world; M= Mining world; P= Penal world; U= Uninhabited world

- 5) **Static Defenses/Eldar Craftworlds.** If rolled for, players may agree to allow up to one static defensive structure (such as a Blackstone Fortress or Ramilles Star Fort) to be assigned to one system per sub-sector. The position of the structure is noted on the campaign map and is controlled by the player who controls the system. Likewise, if an Eldar player wishes, up to one Eldar system per *sector* may include an Eldar Craftworld

Starting Systems

At the start of the campaign, all non-player planet systems within the sub-sector are considered either neutral or belligerent, depending on the races of the forces involved. As the campaign progresses, this will change, and players will gain control of systems that will pay them tithes and help repair and replace their forces.

Players may start with one planet system under their control if there is an unclaimed system of the same race as the player's forces available within the sub-sector. Roll a D6 to decide the order that players pick their systems, and record who controls which system with colored pins on the campaign map, or by keeping a written record. Player's without an available planet system start with a hidden pirate base instead, and should write down secretly which system it is hidden in (they can even pick a system controlled by another player!)

Starting Forces and the Force Registers

Players who control a planet system at the start of the campaign begin the game with 2000 BFG fleet points and 3000 army points (1 army point equals 1 WH40K army point and 1 E40K army point); all other players begin the game with 1500 BFG fleet points, and 2250 army points (they are considered to be marauding "pirates"). *Important:* you must have models to represent all of the ships and units in your registries, in case they all end up in a big battle! If your available forces do not add up to the maximum allowable points for your force, then just use what you've got (don't worry – you will get to add new ships and units to your registries during the course of the campaign as you buy and paint new models for your collection).

No registry is required for Necromunda/Gorkamorka models. These figures are used to resolve planet system rebellions and the size of the gang and type of equipment employed is based on the size of the rebelling force. See "Rebellions" in the random event section that follows.

The Fleet Registry

Each player has his own fleet registry. He uses it to keep notes and dates of when a capital ship or escort squadron was commissioned (i.e., bought) along with class of ship, etc., when it takes its fleet trials (i.e., it's assembled, painted and its Leadership rating is rolled for), its campaign history and experience rating, and its loss if and when they occur. If a vessel is used in battle before its fleet trials are complete (i.e., it's not fully assembled and painted), it will suffer a critical hit on a D6 roll of "1" every time it uses special orders.

New ships which are added to the fleet register after the start of a campaign (excluding mercenaries) suffer a "-1" modifier to their Leadership due to their hasty training and less experienced officers.

When players fight battles, they must pick their forces from their own fleet register.

The Army Registry

In addition to a fleet register, each player has his own army registry. He uses it to keep notes on his army units and detachments, such as accrued experience, in much the same manner as he records his ships. The army registry lists the type and number of units/detachments available for both WH40K and E40K armies in addition to the total amount of army points he is able to field for any single engagement. One army point equals one point in either WH40K or E40K. All players are required to have at least one "standard force" detachment of WH40K models in order to participate in the campaign. Players also have the option of including E40K models in their army registries in addition

to any WH40K models they may have. If he has the models, a player may have as many WH40K units and E40K detachments as he wishes as long as his total WH40K unit points or his total E40K detachment points do not exceed the army point limit of his registry.

Units/detachments made up of unpainted or unassembled army models may not be entered into the army registry. Players who are unable to fill their allowable points in their registries at the start of a campaign still have an army point limit equal to the allowable starting points of their registries, however, they begin the campaign with a number of casualty points recorded in the Casualty section of their registries to satisfy any army point discrepancy. New models/units added to the army registry after the start of a campaign (including reinforcements and mercenaries) are considered replacements and may dilute the experience of any existing E40K detachments or WH40K units that they join.

The total number of army points in a player's active army registry may never exceed the army point limit of the player's registry. The army point limit of a player's army registry equals the player's starting army points *plus* any Reinforcements received through a successful appeal *minus* any prisoner points in the player's "Troops Held Prisoner" pool and *minus* the casualty points he has recorded in the "Casualties" section of his registry.

The army register is organized into WH40K units and E40K detachments. Each WH40K unit should have a unit roster card referenced in the player's army registry; likewise each E40K detachment should have a detachment roster card referenced in the player's army registry. When playing a game, players simply field a representative force from units/detachments in his registry up to the limits of either the agreed upon point limit of the scenario being played, or the player's active army points total, whichever is the lowest.

When a player fights a WH40K engagement, he must build his army from units within his army registry, while still obeying the force organization requirements of the scenario being played. He may not create new units to use in an engagement unless the scenario specifically allows it (such as the Meat Grinder scenario). Likewise, when a player fights an E40K battle, he selects a number of detachments to fill his ranks up to the points value agreed upon for the battle or his active army registry point total, whichever is the lowest. The players are therefore urged to develop different units/detachments that fulfill particular battlefield roles, so that they are ready for any battle situation. The composition of units/detachments can only be changed in the Aftermath phase, so players need to plan their detachment and unit components ahead of time.

Example: A player starts the campaign with the standard army point limit of 3000 army points. He may include up to 3000 points of WH40K units *and* 3000 points of E40K detachments in his army registry, if he has models to represent them. He makes unit and detachment roster cards for each unit/detachment he includes in his army registry.

During the course of the campaign, he loses 300 points in casualty points and 100 prisoner points, leaving his active army registry point total at 2600. The most army points he can field in a single engagement are 2600. At the end of a campaign turn, he receives 100 Replacement points and makes a successful appeal for reinforcements and receives 50 reinforcement points. He may use the reinforcement points to create new units/detachments or to refit existing units that couldn't be fielded due to his reduced active army registry point total. The next turn he may field a WH40K or E40K army of up to 2750 points.

Designer's Note: In an effort to provide some greater unit consistency between Epic 40K and Warhammer 40K, I have devised modified "Advanced Epic 40K" rules and an army list for each army in the "Advanced Epic 40K Codices." Certain units have been deleted from the lists, others have been added, and unit costs have been based on "standard" WH40K unit costs (essentially 1/5th the cost of a "standard" WH40K unit). In addition, the codices use the advanced rules for E40K battles, and can only be used for force organization when the new Epic 40K campaign rules are employed. Players who wish to use the original E40K army lists or create their own lists (squats for example) are free to do so, but all players should agree

before the start of the campaign which lists/rules they will use to generate their army registers during the campaign.

The Commander

Each player's force (except Tyranid and Necron forces) has an overall commander (or an appropriately named leader for their race) who represents the player himself. Over the course of the campaign, your commander will collect renown and gain in rank (except Tyranid and Necron players, who collect "victory points" only). At the end of the campaign, players convert their commander's renown points into victory points. The player with the highest victory point total is the winner.

Designer's Note: Since this is a combined fleet/army campaign, players will more than likely wish to include their commander in land engagements as well as fleet engagements. In fact, for certain forces and races combined leadership roles are expected. Space Marines and Chaos Marines routinely employ independent, combined taskforces of both fleet and land forces during their campaigns of conquest and retribution. Similarly, Eldar, Dark Eldar, and Ork pirates rely on combined leadership roles if for no other reasons than efficiency of scarce leadership resources or internal rivalries (no self respecting Ork Boss would rest comfortably on board his ship while the rest of the Boyz were sloggin' it out down below! Asides, sumwun else might git all da glory!).

The glaring exception is the distinct separation between the Imperial Navy and the Imperial Guard officer corps. In this case, the player must decide whether the commander will pursue a Navy or Army career when he is created. If an army career is desired, the player must pay for a fleet commander from the BFG rulebook to include him in his fleet registry.

To model this, commanders will receive command skills that will enhance their battle prowess as they gain in rank and stature according to their renown. Likewise, Commanders' skills will be lost if their renown decreases (reflecting a loss of confidence associated with the shame of demotion).

Once a player has filled in his registers, he'll need to fill in the details of his commander. He'll need a name and starts off with one point of renown and the skills listed in the Commander Skills table listed in the Promotions and Demotions section of the rules. In addition, the player must pick one ship in his fleet as his commander's flagship. If this ship is involved in a battle, then his commander is there, and the player may use his commander's re-roll or any other special abilities he may have in the battle as well as have him participate in a land engagement, if the player so desires. If the flagship is not there, then the player may not use the commander's re-roll or abilities, nor may the commander be used in a land battle that turn.

If his flagship is destroyed or if his wounds are exceeded in a land engagement, an overall commander may be wounded or even killed (see Leader Casualties rules below). A commander whose flagship has been destroyed may not participate further in that battle. A commander whose wounds are exceeded in a land engagement is removed from play. Check whether the leader is killed at the end of the engagement. If he survives unscathed, or if he is wounded, the player may choose a new flagship for his overall commander from a ship in his fleet registry once the battle is over. If he is killed, then the player must create a new overall commander (with a renown of "1") and choose a new flagship for him. A dead commander's renown total is converted into Campaign Victory Points at the moment of his death. So although a player may lose a good commander or two during a campaign, the successes he has garnered will remain on the record!

A player's overall commander's WH40K and E40K army rank/unit equivalent, skills/abilities, and point value depend on his renown and any upgrades given him. All overall commanders are Independent Characters, and they may be accompanied by a Bodyguard and given any allowable wargear or upgrades according to their equivalent army rank.

Overall commanders who participate in land engagements are treated as a headquarters choice or command unit choice in WH40K and E40K armies, respectively. If the commander is of insufficient rank to warrant a command position, he is taken as a second HQ choice or additional command unit in WH40K or E40K, respectively. Commanders taken as a second command unit within a command detachment in E40K may not exercise the “Command” special ability unless they subsequently assume command during the battle. In order to command a force or detachment, a commander’s rank must equal or exceed the rank of all the other leaders (or special characters) within the force or detachment.

The player must pay the appropriate points value in order to include his overall commander in a land engagement. An overall commander who participates in a land battle will not gain “experience” in addition to renown, and any battle honors won or characteristics gained are solely as a result of his renown total.

Each overall commander starts the game with a renown of “1.” The player consults the appropriate Commander Skill and Army Rank tables found in the Promotions and Demotions section of the Aftermath phase to determine his initial characteristics and abilities.

In addition, the player may roll once to see if his commander has a special skill. The player rolls one D6: if a 5 or 6 is rolled, the player may roll again on the Commander Special Skills table below to see which special skill his commander possesses. A special skill costs an extra 15 points in WH40K and an extra 3 points in E40K engagements. Once rolled, the skill is permanently attached to the leader and the extra points cost must be paid for each land engagement in which the leader participates.

COMMANDER SPECIAL SKILLS TABLE		
D6 Roll	Special Skill	Description
1	Strategist	Add 1 to his strategy rating in E40K and WH40K scenarios which use strategy ratings; otherwise, player may choose who sets up first and who takes the first turn.
2	Charismatic	At the start of the first battle in which the commander is present, roll a D6+6. The result is the range in inches/cm that any unit within that range of the commander may use his Leadership rating for any Morale or Pinning checks. The leader’s charisma range is determined once for his entire career.
3	Motivator	Any unit that is joined by the commander may move an extra D3 inches/D6cm in <i>any</i> movement activity before modification (this includes normal movement, assault, retreat, or pursuit).
4	Trailblazer	Any unit that is joined by the commander rolls an additional difficult terrain die and takes the better of the two rolls.
5	Logistician	Add one to all reserve rolls by a force <i>commanded</i> by the commander.
6	Well-informed	After both sides have deployed at the start of a game, the player may reposition D3 units/detachments in his army. No unit can be repositioned outside its normal deployment zone, and may only be moved up to 6 inches/centimeters from its original position. In addition, you may add +1 to a single reserves roll each turn (declare before rolling the dice).

Army Leaders

Like other units, army leaders and HQ characters must be listed on a player's army registry in order to be used in a battle. Players keep track of the leader's experience, stats, and battle honors as the campaign progresses.

Leader promotions: When a ranking leader is eliminated, a surviving subordinate leader may be promoted to the killed leader's position. Note: a player's Overall Commander may not be promoted; Overall Commanders increase in rank and ability only by gaining renown! When promoted, a leader's characteristics are increased to those of the new rank (as found in the appropriate Army List) and he retains any battle honors and experience points previously earned. In addition, he must lose D3 X 100 experience points for assuming a new and unfamiliar leadership role. Leaders may also be promoted by making appeals during the Aftermath Phase of the campaign turn.

For example, a Space Marine "Commander" is killed during a battle. The player elects to promote an existing "Leader" with two battle honors and 2500 experience points to "Commander." The new Commander will retain his battle honors and all 2500 experience points (although he loses D3 X 100 experience points). You will note that leader promotion is an excellent way to improve the quality of your ranking leaders!

Leader Casualties: Whenever a WH40K leader (including a player's overall commander) model, E40K leader unit, or his BFG flagship is removed from play/destroyed during an engagement, there is the possibility that the leader is actually killed and removed from the campaign. Player's must roll to see if a leader is wounded or killed on the appropriate Leader Casualty table below whenever a leader or his flagship is removed from play during a game. Wounded leaders are out of action for a number of campaign turns during which time they cannot participate in an engagement, whereas leaders who are killed are removed from play permanently. Leaders who suffer "instant death" in a WH40K engagement are killed automatically and do not roll on the WH40K Leader Casualty table. Leaders who are killed are removed from a player's fleet/army registry.

Leaders who are wounded roll a D6. On a roll of "1" the leader permanently loses one point of one of his characteristics (determine randomly); on a roll of "2-5" he loses D3 X 100 experience; on a roll of "6" the leader's wounds *enhance* one of his characteristics by one (determine randomly).

BFG LEADER CASUALTY TABLE	
D6 Roll	Leader Disposition
1-3	Wounded for 1 turn
4-5	Wounded for 2 turns
6	Killed

WH40K LEADER CASUALTY TABLE	
D6 Roll	Leader Disposition
1	Wounded for 1 turn
2-3	Wounded for 2 turns
4-6	Killed

E40K LEADER CASUALTY TABLE	
D6 Roll	Leader Disposition
1-2	Wounded for 1 turn
3-4	Wounded for 2 turns
5-6	Killed

Fighting Battles

In order for things to happen in the campaign, players must fight battles. At its simplest level, all players have to do is challenge any other player that is in the campaign to a game, and if they agree, then the game uses the additional campaign rules which follow as well as the rules used for a normal game.

The only problem with this is that it can lead to some odd situations where Imperial forces attack other Imperial forces to gain control of systems, and because of this, it's best if the Imperial players are encouraged not to attack each other (at least not without a "legitimate" reason) and if the Chaos and Eldar players restrain themselves, if possible, from attacking players of their own race and/or affiliation. For instance, if there are a lot of Imperial players in the campaign, then it is best to split them into *Imperialists (those loyal to the Imperium)*, *Renegades (those who have gone over to the dark forces of Chaos)*, and *Independents (those who simply want to be left alone by everyone else)*.

However it is decided, players need to challenge other players in the campaign to a game. The game is arranged in exactly the same manner as a one-off game; players simply agree on a time and a place and go for it. Players can play as many or as few campaign games as they like, all one needs to do is find an opponent.

Note that opposing players do not have to agree to play just because they are challenged to a battle. However, players that refuse to play games with anyone for long periods of time may be penalized. For example, if a player doesn't play any games for a couple of weeks, then it may be decided that they lose a point of renown, and if they don't play any games for a month, then one of their systems (randomly selected) rebels and is turned over to another player.

The Campaign Turn

Campaign games include a number of extra steps that take place at the beginning and end of each game which are described below. Unless otherwise stated, all of the normal BFG, E40K, and WH40K rules apply in a campaign game.

Each time that two players have a game, they both get what is known as a *campaign turn*. The turn uses the following sequence of play:

1) Build-Up

- Determine Initiative
- Roll for incoming orders
- Select target system if necessary
- Select Forces from Fleet and Army Registries

2) Fight Primary Engagement (BFG battle/raid)

3) Fight Secondary Engagement (E40K/WH40K)

4) Aftermath

- Random Events
- Spoils of War
- Adjust Renown
- Commander Promotions and Demotions
- Repairs, Replacements, Withdrawals, and Detachment Reorganization
- Ship/Unit/Detachment Experience
- Hire/Discharge Mercenaries
- Make Appeals

Phase One: Build-Up

The build-up stage takes place at the start of the game, before either player deploys or picks his forces. In this stage, you decide where the battle will be, what type of scenario to play, and what size forces to use. There are a number of steps that need to be carried out in the following order:

- 1) Determine Initiative
- 2) Receive Orders
- 3) Pick Forces

1. Determine Initiative

Roll 1D6 to see who is the attacker and who is the defender (the player who rolls the highest is the attacker). If one player has more systems than the other does, his forces are stretched more thinly, so the player with the *fewer* systems gains a +1 bonus to the die roll. You may want to incorporate the attack ratings from the scenario's introduction, where you roll a number of dice, picking the highest one, to determine the initiative.

2. Receive Orders

Although overall commanders have a large measure of autonomy, higher command still sends down the orders telling them what they must achieve next. In effect, the players get to decide what happens in the battles, but receive orders that direct the strategy they must follow, and the type of battles they will fight. To reflect this, the player who won the initiative roll must roll a D6 to determine what type and size of the scenario is to be played.

INCOMING ORDERS TABLE	
D6 Roll	Orders
1-2	Raid (500-750 points)
3-6	Battle (750-1500 points)

If the player has 21 renown points or more, he may choose whether to fight a battle or a raid.

Decide Location: The attacker must select the system in which the scenario will take place. The system must be connected to one already controlled by the player via a warp route. If no systems are held (e.g. pirates), any neutral system or system controlled by the opposing player may be chosen. If an uninhabited system is chosen, the defender must reduce his fleet points value by 100 points. Other types of systems can affect the number of planetary defenses as described elsewhere in the BFG rules. If the system is neutral, one player may be aided by the system's neutral forces.

Determine Primary Planet's Physical Characteristics: The first time a system is fought over, the players should generate the location, size and terrain type of the primary planet. Once generated, this information should be either mapped or logged for future reference during the campaign. Once a primary planet has been generated, its physical characteristics and location cannot be voluntarily

changed for the rest of the campaign. If the system is unnamed, the player who wins the primary space battle has the honor of naming the system. *Note: The primary space battle does not necessarily take place near the primary planet. The battlezone location and space terrain is determined normally as per the scenario setup rules. All land battles and "Planetary Assault" scenarios, however, are assumed to take place on or about the system's primary planet.*

- 1) Determine the planet's distance from the sun. The primary planet of an inhabited system is always found within either the Inner Biosphere or the Primary Biosphere. The player rolls 1d6 on the table below to find out in which battlezone the primary planet is located:

PRIMARY PLANET BATTLEZONE			
D6 Roll	Uninhabited, Mining or Penal World	Civilized, Hive or Forge World	Agri-world
1	Inner Biosphere	Inner Biosphere	Inner Biosphere
2	Inner Biosphere	Inner Biosphere	Primary Biosphere
3	Inner Biosphere	Primary Biosphere	Primary Biosphere
4	Primary Biosphere	Primary Biosphere	Primary Biosphere
5	Primary Biosphere	Primary Biosphere	Primary Biosphere
6	Primary Biosphere	Primary Biosphere	Primary Biosphere

- 2) Determine the primary planet's size. The player rolls on the table below to determine the planet's size characteristics.

PRIMARY PLANET SIZE TABLE	
D6 Roll	Planet Size
1-3	Small
4-5	Medium
6	Large

- 3) Determine the primary planet's predominant physical characteristics for Uninhabited, Mining, and Penal systems. Each Civilized, Forge, Hive, and Agri- world has a single corresponding Random Terrain Generation Table to determine battlefield terrain features for land battles. Uninhabited, Mining, and Penal worlds must roll to determine the predominant terrain of the planet. Roll 1d6 on the following table to determine the Random Terrain Generator to use:

UNINHABITED, MINING, AND PENAL WORLD PREDOMINANT TERRAIN		
D6 Roll	Uninhabited World	Mining or Penal World
1	Desert world	Desert world
2	Ice world	Desert world
3	Jungle world	Ice world
4	Temperate world	Ice world
5	Primaeval world	Primaeval world
6	Death world*	Death world

* If inhabited by Chaos, treat as a Daemon world.

Decide Scenario: Roll on the tables below to determine which scenario is to be played, or if both players agree, one can be picked from those listed for the type of scenario (either a Raid or a Battle).

RAIDS	
D6 Roll	Scenario
1	Cruiser Clash
2	The Bait
3	The Raiders
4	Blockade Run
5-6	Convoy

BATTLES	
D6 Roll	Scenario
1	Exterminatus!
2	Surprise Attack
3	Planetary Assault
4	Escalating Engagement
5-6	Fleet Engagement

Pirate Fleet Scenarios: Pirate fleets (those players that start the campaign without control of a planet system) only ever make BFG raids, they never take part in BFG battles. If a battle is rolled up on the Incoming Orders table, then it is treated like a major raid instead. Roll for the major raid scenario on the Raids table, but the size of the battle is increased to 750-1500 points.

Decide Size of Battle: Once a mission has been generated, players agree to the points value of the game and select their forces. The players can agree on the exact number of points for a game within the limits listed on the Incoming Order table. If one player holds more systems than the other does, their forces will be spread thinly, giving the player with the least number of systems an advantage. Each extra system a player holds over his opponent reduces his fleet size by 10 points.

3. Pick Fleets

Both players must now pick their fleets using ships from their fleet register. The total value of the ships picked may not exceed the points total that has been decided for the scenario to be played. Note that players can't change the details of ships on the register or adjust their points value at this stage – the ships players pick must come from their respective registries and may not be changed in any way.

In addition, if the system being fought over is neutral, one player may be aided by the system's neutral forces. Both players may roll on the Neutral System Diplomatic Status table (found in the following rules below). Neither player *must* roll, however, if a player does roll, he must take the consequences of his result. If a single player receives a "Control Granted" result, then the system has sided with that player and the player may consider any planetary/system defenses under his control during the Primary Engagement. If both players receive a "Control Granted" result, then any planetary/system defenses are "offline" and do not attack either player (mines will still detonate if contacted, but they will not "home-in" on any ship). If both players roll "Control Refused," then the planetary/system defenses will attack both players' ships!
find it as above).

Phase Two: Fight the Primary Engagement

With the build-up completed all the players need do now is roll for a sub-plot and then get fighting (hurrah!). The winner of the Primary Engagement decides whether or not to attempt to control the planet system fought over during the engagement. Note that control may be temporary or permanent depending on the type of Primary Engagement fought (primary "battles" can result in permanent control whereas primary "raids" can result in only temporary control of a system-- see the Aftermath section for further details).

Attacking Pirate Bases: Pirates never get to capture systems, but instead have a secret pirate base. If a pirate player's opponent with a rank of Admiral (or the equivalent rank of 21 renown points for other races) or higher (note: Tyranid and Necron players may never attempt to locate a pirate base— they simply don't care about these "insignificant" renegades!) gains the initiative for a scenario, then he can attempt to attack the base instead of playing a normal scenario.

The attacker must, however, first find the base: roll a D6 and multiply the score by 10. If the result is less than the pirate's renown, then the attacker has tracked down the base and the system

that it is hidden in must be revealed. If the attacker fails to find the base (i.e., fails to roll under the defender's renown) then play a normal scenario as above, but re-roll the initiative to determine the attacker (the original attacker may have lost the initiative searching for the pirate base!). Once a player knows the location of a particular pirate base, then he doesn't have to find it again (a player may "officially reveal" the location to other players if he wishes; players who unofficially know the location of a base must still roll to find it as above).

Once the base is found, a player may attack it if he controls the system, or if it is in a neutral system. If neither of these conditions apply, then play a normal scenario instead (do not roll for initiative again, the attacker remains the attacker). Assuming the attacker finds a pirate base and it is in a location where he can attack it, then play either the Planetary Assault or the Exterminatus scenario (the attacker decides). If a pirate base is destroyed, it can no longer be used by a pirate player and a new base in another system must be selected; in addition, the pirate commander loses 2D6 renown points for losing a base (renown may never be reduced below "1"). A pirate base is NEVER located on the primary planet of a system; it is always located on another planet or asteroid within any battlezone of the system.

Determine System Diplomatic Status: The winner of a Primary Engagement must establish control of a system before he can receive repair and replacement points from the system. If another player controls the system, the attacking player must fight a Secondary Engagement against that player in order to establish control of the system, unless the system was rebelling (see Random Events rules). If the player who controls the system is not present for the Primary Engagement, then a Secondary Engagement cannot be fought (the fleets are recalled before a landing operation can get underway).

If the player already controls the system, control remains established and no Secondary Engagement is fought.

If no player controls the system, the player rolls on the Neutral System Diplomatic Status Table to determine the control status of the system. A result of "Control Granted" means that the player has successfully negotiated control of the system without resorting to the use of "stronger methods." A result of "Control Refused" means that the system has refused the player's demands for resources and/or administrative control and the player must attack the primary planet in a Secondary Engagement and take the system by force if he wishes to control it.

A previous result of "Control Granted" during the Primary Engagement adds 1 to the D6 result.

Tyranid and Necron players must always fight a Secondary Engagement in order to establish control of a neutral system. Ork players must always fight a Secondary Engagement in order to establish control of an Imperial Human system. All players must always fight a Secondary Engagement in order to establish control of an Ork controlled system.

NEUTRAL SYSTEM DIPLOMATIC STATUS TABLE												
D6 Roll	Attacker Same Race as System Inhabitants						Attacker Different Race as System Inhabitants					
	Attacker's Renown						Attacker's Renown					
	1-5	6-10	11-20	21-30	31-50	50+	1-5	6-10	11-20	21-30	31-50	50+
1	CR	CR	CR	CR	CR	CR	CR	CR	CR	CR	CR	CR
2	CR	CR	CR	CR	CR	CG	CR	CR	CR	CR	CR	CR
3	CR	CR	CR	CR	CG	CG	CR	CR	CR	CR	CR	CR
4	CR	CR	CR	CG	CG	CG	CR	CR	CR	CR	CR	CG
5	CR	CR	CG	CG	CG	CG	CR	CR	RR	CR	CG	CG
6	RR	CG	CG	CG	CG	CG	CR	RR	RR	CG	CG	CG

CR: control refused; CG: control granted; RR: re-roll on next column to the right

Phase Three: Fight the Secondary Engagement

If the winner of a Primary Engagement wishes to control or raid a defiant system, then he must fight and win a Secondary Engagement on the surface of the *primary planet* within the system (note that this may be different from the planet fought over in the Primary Engagement). The type of Secondary Engagement to be fought depends on the type of Primary Engagement that was fought (or in the case of Dark:

If the Primary Engagement was a “battle” or “major raid,” then a WH40K scenario or E40K battle is fought with a minimum of 1500 army points.

If the Primary Engagement was a “raid,” then a WH40K scenario is fought with a minimum of 750 army points.

If the system is a neutral system, the opposing player uses a “neutral” army from the appropriate neutral army list given in the Appendix.

1. Decide Scenario. If the Primary engagement was “Planetary Assault,” then use the Planetfall Mission found in the Codex Space Marines for WH40K scenarios or the Planetary Assault Mission for E40K battles. Otherwise randomly decide the scenario to played using the rules below.

WH40K Scenarios:

The Advanced Mission Selection rules that follow originally appeared in “White Dwarf” issue 239, Chapter Approved, by Jervis Johnson:

These advanced rules allow players to turn up for a game with a standard force and play any of the fourteen missions included in the Warhammer 40,000 rulebook. In order to use the advanced rules simply agree on a points size for the game and pick an army using the Standard Force Organization chart. Players will also need to know their army’s strategy rating when using the advanced rules (see page 129 of the rulebook).

Important: When using the Advanced Mission Generator a player always uses the Standard Force Organization chart.

a. Decide Mission: Players roll a D66 on the Advanced Mission table to see which mission they must play (a D66 roll is two D6 rolls, the first result is the “tens,” whereas the second roll is the “ones”). In the case of a Special Mission, players each roll a D6 and add their strategy ratings to the result. The winner of the roll can decide which mission to play (of any official scenario available, including Codex and Chapter Approved missions). He may look at his opponent’s army roster before he decides what to play.

b. Decide Who Is Attacker: If a Breakthrough, Raid, or Battle scenario is being played, then players use their strategy ratings to decide who is the attacker and who is the defender. If an attacker is playing a Battle or Breakthrough and he is missing a compulsory unit choice, then there is no change to the attacker’s forces, he must soldier on without them.

Note: Dark Eldar are always the attackers in any mission they play.

c. Decide If Any Units Have Been Reassigned: Next, both players must check the Force Organization chart for the mission they are playing. If their army includes units that are in excess of those allowed by the chart (i.e. a player has more Fast Attack units than are allowed in the scenario) then these units have been reassigned. A player may choose which of his units are reassigned out of those that are affected.

Reassigned units are placed in reserve, even in scenarios that do not normally allow reserves to be used. They enter play using the normal reserve rules. Reassigned units enter play along the table edge defined in the scenario being played. If no such edge is described, they may enter anywhere along the table edge of the player’s deployment zone. If the player doesn’t have a deployment zone with a table edge (i.e. he sets

up in the middle of the table) then he rolls a scatter die to see on which edge any and all reassigned units appear.

WH40K Advanced Mission Table	
D66 Roll	Mission
11	Cleanse (Standard scenario)
12	Cleanse (Standard scenario)
13	Cleanse (Standard scenario)
14	Night Fight (Standard scenario)
15	Night Fight (Standard scenario)
16	Special Mission
21	Patrol (Standard scenario)
22	Patrol (Standard scenario)
23	Recon (Standard scenario)
24	Recon (Standard scenario)
25	Recon (Standard scenario)
26	Special Mission
31	Rescue (Standard scenario)
32	Rescue (Standard scenario)
33	Take & Hold (Battle scenario)
34	Cleanse (Standard scenario)
35	Meat Grinder (Battle scenario)
36	Special Mission
41	Night Fight (Standard scenario)
42	Bunker Assault (Battle scenario)
43	Patrol (Standard scenario)
44	Sabotage (Raid scenario)
45	Recon (Standard scenario)
46	Special Mission
51	Ambush (Raid scenario)
52	Rescue (Standard scenario)
53	Strongpoint Attack (Raid scenario)
54	Cleanse (Standard scenario)
55	Rearguard (Breakthrough scenario)
56	Special Mission
61	Night Fight (Standard scenario)
62	Breakout (Breakthrough scenario)
63	Patrol (Standard scenario)
64	Blitz (Breakthrough scenario)
65	Recon (Standard scenario)
66	Special Mission

E40K Battles:

Roll a D66 on the following E40K Mission table to determine the scenario to be played as found in the Epic 40K rulebook:

E40K Mission Table	
D66 Roll	Mission
11	Meeting Engagement
12	Meeting Engagement
13	Meeting Engagement
14	Meeting Engagement
15	Meeting Engagement
16	Fog of War
21	Escalating Engagement
22	Escalating Engagement
23	Escalating Engagement
24	Escalating Engagement
25	Escalating Engagement
26	Fog of War
31	Dawn Assault
32	Dawn Assault
33	Dawn Assault
34	Dawn Assault
35	Dawn Assault
36	Fog of War
41	Blitzkrieg
42	Blitzkrieg
43	Blitzkrieg
44	Blitzkrieg
45	Blitzkrieg
46	Fog of War
51	Ambush
52	Ambush
53	Ambush
54	Ambush
55	Ambush
56	Fog of War
61	Planetary Assault
62	Planetary Assault
63	Planetary Assault
64	Planetary Assault
65	Planetary Assault
66	Fog of War

2. Decide Size of Engagement: Once a mission has been generated, players agree to the points value of the game and select their forces. The players can agree on the exact number of points for a game as long as the minimum required points for the engagement are satisfied. If a player can't field the minimum points, due to casualties or prisoners or lack of appropriate models, then he must field as many points as he has available.

If one player holds more systems than the other does, their forces will be spread thinly, giving the player with the least number of systems an advantage. Each extra system a player holds over his opponent reduces his force size by 10 army points. Depending on the victory level of the Primary Engagement, the defender must reduce the size of his defending force:

Tactical Victory (attacker's victory points exceeded defender's victory points by 25% of the defender's victory point total). Reduce the defender's force by 10-30 (1D3) army points.

Strategic Victory (attacker's victory points exceeded the defender's victory points by 50% of the defender's victory point total). Reduce the defender's force by 40-60 (1D3+3) army points.

If a defending system is *garrisoned*, increase the defending force by 10-60 (D6) points. See Garrisoning Systems rules for details.

3. Pick Forces: Both players must now pick their armies using units/detachments from their army register. The total number of forces picked may not exceed the points total that has been decided for the scenario to be played. Note that players can't change the details of units/detachments on the register or adjust their points value at this stage-- the units/detachments players pick must come from their respective registries and may not be changed in any way.

4. Set up the Battlefield: Players place terrain on the battlefield that is appropriate to the type of planet that is being fought over. The planet's size and physical characteristics generated in Phase One (or as logged in a previous campaign turn) correspond to the Random Terrain Generation tables found in the appropriate rulebooks.

5. Fight the Secondary Engagement. Players fight the engagement. A single battle decides the fate of the planet! It is assumed that the Secondary Engagement is the decisive battle that causes the losing force to give up and/or retreat away from the planet and out of the system altogether. In the case of a raid, it is the battle that either forces the raiders off-planet or that causes the raiders to be able to raid the planet's resources and make repairs to their ships before they disappear from whence they came.

Players must keep track of any casualties they sustain during the engagement. All casualty points suffered during an engagement are removed from the player's active army register and recorded in the Casualties section of his army roster. It doesn't matter if the engagement was fought with WH40K or E40K models; it is assumed that the engagement played was representative of the entire conflict. Casualties may be redeemed during the Aftermath phase with Replacement points in order to purchase replacement models/units. War engines that receive damage points, but are not destroyed must be repaired just like BFG ships, except that 1 repair point repairs 2 war engine damage points.

The winner of a Secondary Engagement gains control of the system (either permanent or temporary depending on whether the engagement was a battle or raid, respectively); in addition, depending on the victory level of the Secondary Engagement, the winner may capture prisoners from the loser's remaining force as they retreat away from the planet, as outlined in the rules below.

6. Roll for Prisoners. After the Secondary Engagement has been fought and a winner declared, the winner rolls for captured prisoners. The number of prisoners taken depends on both the size and the level of victory of the engagement just fought.

Marginal Victory (winner's victory points exceeded the loser's victory points by less than 25%): No prisoners taken—the losing side successfully evacuated his forces from the system.

Tactical Victory (winner's victory points exceeded the loser's victory points by 25%): 10 percent (rounding fractions up) of the loser's casualties (in points) are taken as prisoners.

Strategic Victory (winner's victory points exceeded the loser's victory points by 50%): 25 percent (rounding fractions up) of the loser's casualties (in points) are taken as prisoners.

A number of points equal to the required points value are entered into the "Troops Taken Prisoner" section of the player's army registry. These points are taken in addition to any casualty points removed for the

engagement. A player may not replace prisoner points with replacement points; he may only redeem prisoners through a prisoner exchange with another player.

Prisoners are held by the winner simply as a notation in the Prisoners of War (POW) section of his army registry reflecting the total points value of the captives and from whom they were taken. A player may execute or hold prisoners for future exchange. Holding prisoners costs 1 Replacement point per 100 Prisoner points held, rounding up, during each Aftermath phase of each campaign turn (including the turn the prisoners were taken). If this cost is not paid in full, reduce the total number of prisoner points held in the player's POW camp by 10-60% (1D6 X 10%), rounding fractions up.

Prisoner points may be exchanged with or sold to another player during any subsequent Aftermath phase. Prisoner points returned to the original owner are used to redeem Casualty points from that player's "Troops Taken Prisoner" section of his army registry and are immediately available as additional Replacement points for that turn. The player who exchanged or sold the prisoners to another player deducts the amount of Prisoner points exchanged or sold from the POW section of his army registry.

Prisoners held by a player may be executed (permanently removing those points from the campaign) by that player at any time during a campaign turn in which he participates. Necron and Tyranid players automatically execute/experiment with/eat all prisoners taken. A player who has lost points from his army register through executed/eliminated prisoners may only recoup those points through reinforcements granted as a result of a successful Appeal (see Aftermath phase).

Dark Eldar players receive 1 Victory point for every 100 Prisoner points they hold at the end of the campaign.

7. Fight Tertiary Engagement

If either player has rebelling systems under their control, they may attempt to crush the rebellion in a tertiary engagement. If a player attempts to crush a rebellion, a second player must agree to play the rebelling force against the player. If no player will agree to play the rebelling side, then the player wishing to crush the rebellion commits a number of troops whose points value is equal to the rebelling force's points value and rolls a D6. On a result of 1-4, the rebellion is successfully crushed and D3 X 5% of the player's troop points are lost as casualties; on a result of 5-6, the rebellion continues and D3 X 10% of the player's troop points are lost as casualties. The player removes as many army points from his army register as is necessary to satisfy the casualty points.

If the player wins a tertiary engagement, then the rebellion is crushed, and he regains complete control of the rebelling system. Any casualties suffered in the engagement (except casualties from a level 1 rebellion represented by N/G models, which are not counted) are removed from the player's active army point total as casualty points. If the player loses the tertiary engagement, then the rebellion continues as per the Rebellion random event rules below.

Phase Four: Aftermath

Once you have fought one or both battles, you come to probably the most important stage of the Campaign Turn: the aftermath. This is where you find out what effect the battle(s) you have just fought has on the campaign map, as well as the effect it has had on the forces that took part. This stage has a number of steps, which need to be carried out in the following order:

- 1) Random Events
- 2) Spoils of War
- 3) Adjust Renown
- 4) Commander Promotions and Demotions
- 5) Repairs, Replacements, Withdrawals, and Detachment Reorganization

- 6) Ship/Unit/Detachment Experience
- 7) Hire/Discharge Mercenaries
- 8) Make Appeals

1. Random Events

Each player that participated in any portion of the Campaign Turn must roll for random events. The effects of a Random Event may last for the current turn only or persist for several turns. The effects of a Random Event are applied immediately. Each player rolls 2D6 and applies the Random Event as directed below:

RANDOM TABLE	
2D6 Roll	Random Event
2	Artifact Discovered
3	Inquisition
4	Plague
5	Increased Production
6-8	Mercenaries for Hire
9	Warp Storm
10	Mercenaries "Warp Out"
11-12	Rebellion

- 1) **Artifact Discovered:** The player's Overall Commander has discovered an ancient artifact that enhances his reputation and command abilities. Add 1D3 to the player's Overall Commander's renown total (Necron and Tyranid players add D6 victory points to their victory point total).
- 2) **Inquisition:** Imperial players only—all other players ignore this result. The player has come under scrutiny of the Inquisition. The player rolls 2D6 on the Inquisition table immediately and at the beginning of each Random Event segment until the Inquisition is lifted. Players may also appeal to have the Inquisition lifted in the Appeals segment.

INQUISITION TABLE	
2D6 Roll	Action Taken
2-6	Exonerated
7-11	Sanction
12	Exterminatus

If the result is "exonerated," the player has been examined and found blameless, and the Inquisition is lifted. If the result is "sanction," the player does not receive income from a randomly determined system that he controls as long as the Inquisition is in effect. Subsequent "sanction" results are rolled for each turn (note that "sanctioned systems" are included as controlled systems for each sanction roll). If the result is "exterminatus," one randomly determined system that the player controls is destroyed and becomes a dead world for the rest of the campaign.

- 3) **Plague:** Roll 1D6 for each system the player controls. On a result of "6," the system is quarantined for plague and no repair/replacement points are collected for this turn only. In addition, no player may choose a plague system as an engagement location until the player's next campaign turn. Necron players ignore this random event.
- 4) **Increased Production:** One of the player's systems (determined randomly) doubles its Repair/Replacement point production for this turn only.
- 5) **Mercenaries for Hire:** The player may hire Mercenary bands with excess repair/replacement points this turn, if any are available in the Mercenary Pool. See the Mercenaries rules that follow for details.

- 6) **Warp Storm:** One of the player's systems (determined randomly) is isolated by a Warp Storm. Indicate the location and duration of the storm on the Campaign Map. No Repair/Replacement points may be collected from the system until the storm clears. In addition, no combat may take place within the system until the storm is ended. Note that Rebellions may still occur within a Warp Storm isolated system, but no forces or Replacement points may be sent to crush or pacify the Rebellion until the storm ends! At the beginning of each Random Event segment, 1D6 is rolled. On a result of "6," the storm ends. Add one to the die roll for each *previously unsuccessful* attempt made to end the storm; natural die results of "1" however, never end a Warp Storm, regardless of die roll modification. Ignore this random event if the player controls less than two systems.
- 7) **Mercenaries "Warp Out:"** The player rolls 1D6 for each mercenary band he employs. On a roll of "6," the mercenary band is removed from his army registry and returned to the mercenary pool. For each mercenary band removed to the mercenary pool, roll a D6. On a result of "6," the mercenaries disband and are no longer available for hire by any player.
- 8) **Rebellion:** Pirates, Tyranid and Necron players ignore this result. One of the player's non-garrisoned, permanently controlled systems rebels (determine randomly). No repair or replacement points are generated from a rebelling system. A Rebellion lasts until it is Crushed, Pacified, or the system wins its fight for independence.

Rebellions are categorized into four levels depending on how long the Rebellion has lasted. All Rebellions begin as Level 1 Rebellions. Rebellions advance to the next level at the beginning of the controlling player's Random Event segment of his campaign turn. A Level 1 Rebellion is one that has just begun and is the easiest to crush; the rebelling forces are represented by a N/G gang of 1000 points *or* a WH40K force between 300 and 600 (D3 +3) points. Level 2 Rebellions are represented by a WH40K force between 500 and 1000 (D6+4 X 100) points. Level 3 Rebellions are represented by a 1000-1500 ((D6+4 X 100) +500) point WH40K force. When a Rebellion reaches Level 4, it has won its bid for independence and immediately reverts to a neutral system, and the player loses 1D3 renown points in addition to losing control of the system.

When a system rebels, the player must determine whether it is a political, Chaos-related, or Genestealer cult-related rebellion. The player rolls 1D6. On a result of "1-3," the opposing forces consist of native troops drawn from a "native" gang or Neutral Army List. On a result of "4-5," the Rebellion is spawned by Chaos and the opposing forces are drawn from a Chaos Cult gang or Chaos Allied Army List. On a result of "6," the Rebellion is a Genestealer infestation, and the opposing forces are drawn from a Genestealer Cult gang listing (level 1), Genestealer Cult army list (level 2) or Tyranid army list (level 3).

Crushing Rebellions: For most players, Rebellions are crushed by fighting the rebelling forces in a "Tertiary Engagement" after a Secondary Engagement of a subsequent Campaign Turn and winning the engagement. Imperial players (including loyal Space Marine players) may crush a Rebellion either directly by fighting the Rebelling forces and winning as above, or indirectly by successfully appealing the Adeptus Arbites in the Appeals segment of the Aftermath phase. A successful Appeal to the Adeptus Arbites automatically crushes a Level 1 Rebellion; for Level 2 and Level 3 Rebellions, the Adeptus Arbites will automatically destroy 10 to 30% (D3 X 10%) of the rebelling force and may use 200-300 (100 points per Rebellion level) points of Adeptus Arbites units, in addition to his own forces, to crush the remaining rebelling forces (the player must have the appropriate models in order to use the Adeptus Arbites in a battle).

Pacifying Rebellions: Only political rebellions may be pacified. A rebellion is pacified during the Rebellion Resolution segment of the Aftermath Phase by rolling 1D6 and multiplying the result by the level of the Rebellion and subtracting that amount from the player's Replacement point total during the Repair, Replacement, and Withdrawal phase of a player's Campaign Turn. A player must pay the Replacement point cost in full; if he can't, no Replacement points are lost and the rebellion continues!

Aiding Rebellions: An opposing player who is “allied” (he must be of the same race and/or alignment) to the rebelling forces and wins a Primary Engagement over a rebelling system ends the rebellion and gains the spoils of war for that system without fighting a Secondary Engagement. An Imperial player who aids a political rebellion against another Imperial player automatically rolls on the Inquisition table as if he had rolled that Random Event in the Random Event section.

2. Spoils of War

Whenever an attacker wins control of a system through diplomacy or a Secondary Engagement “battle,” he may establish permanent control of the system if it is connected by a warp channel to one he already controls (if this condition does not exist, then the player receives Repair and Replacement points for the current turn only, after which the system becomes neutral).

Whenever a “raiding” attacker wins control of a system through diplomacy or a Secondary Engagement, he may count the opponent’s system where the raid took place as his own for the rest of this campaign turn only, after which, the system reverts to the control of the original controlling entity (either another player or a neutral system).

Tyranid players who “control” a system will “feed” on the system, eventually exhausting all of the systems resources until it becomes a Dead World. Each turn a system is controlled by a Tyranid, a D6 is rolled. On a result of “5-6,” the system has been consumed and is a Dead World system for the rest of the campaign. In addition, the Tyranid player receives the result of the die roll times the planet’s Repair and replacement value in Repair and Replacement points (including the Repair and Replacement points for the turn in which the system was consumed).

3. Adjust Renown and Victory points

Renown is a measure of the fame (or infamy) and prestige enjoyed by your Overall Commander. Non-Necron/Tyranid players start the campaign with 1 point of renown and can gain or lose renown as shown on the Renown table. Renown is very, very important because at the end of the campaign, renown is converted into victory points and the player who has earned the most victory points is the winner! (Note that your Overall Commander can gain or lose renown even though he did not personally participate in an engagement!)

Necron and Tyranid players do not gain renown like other players. Instead they earn Victory points only. Unlike renown, once gained Victory points are never lost. Necron and Tyranid players start the campaign with zero Victory points.

RENOWN TABLE	
Renown is gained for the following:	
Winning a Primary or Secondary battle or major raid (renown awarded for each victory)	+1
Winning a Primary or Secondary raid (renown awarded for each victory)	+1/2
Average victory points earned (total of both Primary and Secondary Engagements divided by 2)	+(VPs/100, rounded to nearest integer)
Sub-plots	variable
Each capital ship/hulk captured	+1
Fighting against a commander with higher renown during a campaign turn	+1
Fighting a fleet or army with a higher points value and losing (renown awarded for each engagement)	+1/2
Fighting a fleet or army with a higher points value and winning (renown awarded for each victory)	+1
Artifact Random Event	variable
Personally commanding a Primary or Secondary Engagements and winning (renown awarded for each)	+1/2
Personally commanding a Secondary E40K "battle" and winning	+1
Renown is lost for the following:	
Losing a Primary or Secondary battle or major raid (renown reduced for each loss)	-1
Losing a Primary and/or Secondary raid (renown reduced for each loss)	-1/2
Each capital ship lost	-1
Sub-plots	variable
Losing control of a system by Rebellion	variable
<i>Note: A commander can never be reduced below 1 renown point (you may be renowned as a bad commander, but you'll be renowned nonetheless).</i>	

NECRON AND TYRANID VICTORY POINT TABLE	
Victory points are gained for the following:	
Winning a Primary and/or Secondary battle or major raid	+2
Winning a Primary and/or Secondary raid	+1
Engagement victory points earned	+(VPs/100, rounded to nearest integer)
Artifact Random Event	variable
Sub-plots	variable

4. Commander Promotions and Demotions

The players' commanders gain promotions or are demoted according to their renown as shown on the tables below. It is possible to lose rank (and any associated characteristic or skill) if the commander loses renown points. Your commander's rank determines how many special skills and abilities he has in the

scenarios that you fight. Only the applicable E40K special abilities are used in “Advanced Epic 40K” (note: “hero”= “save”). In addition, rank equivalents in parentheses refer to rank titles that are not specifically mentioned in the rules (some of these title may be found in the “Advanced Epic 40K” rules).

IMPERIAL NAVY COMMANDER SKILL TABLE									
WH40K Leader Characteristics									
	WS	BS	S	T	W	I	A	Ld	Sv
Basic	4	4	3	3	2	4	3	8	5+
Maximum	4	4	3	3	2	4	3	8	5+
Renown	BFG Skills	E40K Special Abilities	WH40K Skills Earned				WH40K Base Cost		
1-5	1 re-roll, Ld 8	Hero	n/a				55 pts.		
6-10	2 re-rolls, Ld 8	Hero	n/a				55 pts.		
11-20	2 re-rolls, Ld 9	Hero	n/a				55 pts.		
21-30	3 re-rolls, Ld 9	Hero	n/a				55 pts.		
31-50	3 re-rolls, Ld 10	Hero	n/a				55 pts.		
51+	4 re-rolls, Ld 10	Hero	n/a				55 pts.		

IMPERIAL GUARD COMMANDER SKILL TABLE									
WH40K Leader Characteristics									
	WS	BS	S	T	W	I	A	Ld	Sv
Basic	4	4	3	3	2	4	3	8	5+
Maximum	5	4	3	4	4	4	4	10	5+
Renown	BFG Skills	E40K Special Abilities	WH40K Skills Earned				WH40K Base Cost		
1-5	n/a	Hero	+1 Characteristic				60 pts.		
6-10	n/a	Hero	+1 characteristic, Roll for Battle Honor				72 pts.		
11-20	n/a	Hero, Commander	+1 characteristic, Roll for Battle Honor				84 pts.		
21-30	n/a	Hero, Commander	+1 characteristic, Roll for Battle Honor				98 pts.		
31-50	n/a	Hero, Commander	+1 characteristic, Roll for Battle Honor				112 pts.		
51+	n/a	Hero, Commander	+1 characteristic, Roll for Battle Honor				128 pts.		

IMPERIAL COMMANDER RANK EQUIVALENT TABLE			
Renown	Equivalent BFG/WH40K/E40K Unit Rank		
	BFG	WH40K	E40K Unit
1-5	Commander	Captain	“Captain”
6-10	Battle Group Commander	(Major)	“Captain”
11-20	Sub-sector Commander	Colonel	“Colonel”
21-30	Admiral	(Lord Commander)	“Colonel”
31-40	Fleet Admiral	(Lord High Commander)	“Colonel”
51+	Solar Admiral	Lord Commander Solar	(“Warmaster”)

SPACE MARINE COMMANDER SKILL TABLE									
WH40K Leader Characteristics									
	WS	BS	S	T	W	I	A	Ld	Sv
Basic	4	4	4	4	1	4	2	9	3+
Maximum	5	5	4	4	4	5	4	10	3+
Renown	BFG Skills	E40K Special Abilities	WH40K Skills Earned					WH40K Base Cost	
1-5	Leadership 8	Rapid Fire, Stubborn, Hero	+2 Characteristics					40	
6-10	1 re-roll, Ld 8	Rapid Fire, Stubborn, Hero	+1 characteristic, Roll for Battle Honor					49	
11-20	1 re-roll, Ld 9	Rapid Fire, Stubborn, Hero	+1 characteristic, Roll for Battle Honor					59	
21-30	2 re-rolls, Ld 9	Rapid Fire, Stubborn, Hero	+1 characteristic, Roll for Battle Honor					70	
31-50	2 re-rolls, Ld 10	Rapid Fire, Stubborn, Hero, Commander	+2 characteristics, Roll for Battle Honor					88	
51+	3 re-rolls, Ld 10	Rapid Fire, Stubborn, Hero, Commander	+2 characteristics, Roll for Battle Honor					108	

SPACE MARINE COMMANDER ARMY RANK EQUIVALENT TABLE			
Renown	Equivalent BFG/WH40K/E40K Unit Rank		
	BFG	WH40K	E40K Unit
1-10	(Captain)	Leader (Captain)	“Captain”
11-30	(Commander)	Commander	“Captain”
31-50	(Fleet Commander)	Force Commander	“Captain”
51+	Master of the Fleet	Chapter Master	“Chapter Master”

CHAOS SPACE MARINE COMMANDER SKILL TABLE									
WH40K Leader Characteristics									
	WS	BS	S	T	W	I	A	Ld	Sv
Basic	5	5	4	4	2	5	3	10	3+
Maximum	7	6	5	5	4	8	4	10	3+
Renown	BFG Skills	E40K Special Abilities	WH40K Skills Earned					WH40K Base Cost	
1-5	1 re-roll, Ld 8	Hero	+2 Characteristics					55 pts.	
6-10	2 re-rolls, Ld 8, +1 Mark of Chaos	Hero	+1 characteristic, Roll for Battle Honor, +1 Chaos Gift					66 pts.	
11-20	2 re-rolls, Ld 9	Hero	+1 characteristic, Roll for Battle Honor					78 pts.	
21-30	3 re-rolls, Ld 9, +1 Mark of Chaos	Hero	+1 characteristic, Roll for Battle Honor, +1 Chaos Gift					91 pts.	
31-50	3 re-rolls, Ld 10	Hero	+1 characteristic, Roll for Battle Honor					105 pts.	
51+	4 re-rolls, Ld 10, +1 Mark of Chaos	Hero, Commander	+1 characteristic, Roll for Battle Honor, +1 Chaos Gift					120 pts.	

* If the player selects the “Sorcerer” upgrade, the leader retains that ability throughout his career and must pay the extra points for the upgrade each time he is used in battle. Note that the player may not give his commander Chaos Gifts unless

allowed by the table, in addition, he may declare only one WH40K Mark of Chaos at the beginning of the commander's career.

CHAOS COMMANDER ARMY RANK EQUIVALENT TABLE			
Renown	Equivalent BFG/WH40K/E40K Unit Rank		
	BFG	WH40K	E40K Unit
1-5	Chaos Champion	Mighty Champion	“Chaos Lord”
6-10	Exalted Chaos Champion	Exalted Champion	“Chaos Lord”
11-20	Tyrant	(Tyrant)	“Chaos Lord”
21-30	Chaos Lord	(Chaos Lord)	“Chaos Lord”
31-40	Overlord	(Overlord)	“Chaos Lord”
51+	Warmaster	Warmaster	“Warmaster”

ORK COMMANDER SKILL TABLE									
WH40K Leader Characteristics									
	WS	BS	S	T	W	I	A	Ld	Sv
Basic	4	2	4	4	2	3	3	8	6+
Maximum	6	4	5	4	3	4	4	9	6+
Renown	BFG Skills	E40K Special Abilities	WH40K Skills Earned				WH40K Base Cost		
1-5	1 re-roll	Hero	+2 Characteristics				30 pts.		
6-10	2 re-rolls	Hero	+1 characteristic, Roll for Battle Honor				41 pts.		
11-20	2 re-rolls	Hero	+1 characteristic, Roll for Battle Honor				48 pts.		
21-30	3 re-rolls	Hero	+1 characteristic, Roll for Battle Honor				59 pts.		
31-50	3 re-rolls	Hero	+1 characteristic, Roll for Battle Honor				70 pts.		
51+	4 re-rolls	Hero, Commander	+1 characteristic, Roll for Battle Honor				83 pts.		

ORK COMMANDER ARMY RANK EQUIVALENT TABLE			
Renown	Equivalent BFG/WH40K/E40K Unit Rank		
	BFG	WH40K	E40K Unit
1-5	Nob	Nob	“Nobz Unit”
6-10	Big Nob	(Big Nob)	“Nobz Unit”
11-20	Boss	Boss	“Warboss”
21-30	Big Boss	(Big Boss)	“Warboss”
31-40	War Boss	Warboss	“Warboss”
51+	War Lord	Warlord	“Warlord”

CRAFTWORLD ELДАР COMMANDER SKILL TABLE									
WH40K Leader Characteristics									
	WS	BS	S	T	W	I	A	Ld	Sv
Basic	4	4	3	3	1	4	1	8	4+
Maximum	5	5	4	4	3	5	1	10	4+
Renown	BFG Skills	E40K Special Abilities	WH40K Skills Earned				WH40K Base Cost		
1-5	1 re-roll	Hero, Psyker	+1 characteristic, +1 Farseer Power*				16 pts.		
6-10	1 re-roll, +1 Ld bonus	Hero, Psyker	+1 characteristic				21 pts.		
11-20	2 re-rolls, +1 Ld bonus	Hero, Psyker	+2 characteristics, +1 Farseer Power*				31 pts.		
21-30	2 re-rolls, +2 Ld bonus	Hero, Psyker	+2 characteristics, +1 Farseer Power*				41 pts.		
31-50	3 re-rolls, +2 Ld bonus	Hero, Psyker, Commander	+2 characteristics				51 pts.		
51+	4 re-rolls, +2 Ld bonus	Hero, Psyker, Commander	+1 characteristic, +1 Farseer Power*				56 pts.		

* The player selects one Farseer Power and pays the cost of the skill in addition to the base cost of the leader. Once selected, the skill is permanently associated with the leader and must be paid for each battle in which the leader participates.

CRAFTWORLD ELДАР COMMANDER ARMY RANK EQUIVALENT TABLE			
Renown	Equivalent BFG/WH40K/E40K Unit Rank		
	BFG	WH40K	E40K Unit
1-10	(Seer)	(Seer)	"Farseer"
11-30	(Farseer)	Farseer	"Farseer"
31+	(Farseer Lord)	(Farseer Lord)	("Farseer Lord")

ELДАР PIRATE COMMANDER SKILL TABLE									
WH40K Leader Characteristics									
	WS	BS	S	T	W	I	A	Ld	Sv
Basic	5	5	3	3	1	6	2	9	3+
Maximum	6	5	4	4	3	7	3	10	3+
Renown	BFG Skills	E40K Special Abilities	WH40K Skills Earned				WH40K Base Cost		
1-5	1 re-roll	Hero	+1 characteristic, 1 Exarch Power*				33 pts.		
6-10	1 re-roll, +1 Ld bonus	Hero, Commander	+2 characteristics, roll for Battle Honor				47 pts.		
11-20	2 re-rolls, +1 Ld bonus	Hero, Commander	+2 characteristics, roll for Battle Honor				63 pts.		
21-30	2 re-rolls, +2 Ld bonus	Hero, Commander	+1 characteristic, roll for Battle Honor				75 pts.		
31-50	3 re-rolls, +2 Ld bonus	Hero, Commander	Roll for Battle Honor, +1 Exarch Power*				88 pts.		
51+	4 re-rolls, +2 Ld bonus	Hero, Commander	+1 characteristic, roll for Battle Honor, +1 Exarch Power*				97 pts.		

* The player selects an Exarch Power and pays the cost of the skill in addition to the base cost given in the table above. Once selected, Exarch Powers are permanently associated with the leader and must be paid for each engagement in which the commander participates.

ELDAR PIRATE COMMANDER ARMY RANK EQUIVALENT TABLE			
Renown	Equivalent BFG/WH40K/E40K Unit Rank		
	BFG	WH40K	E40K Unit
1-5	Captain	(Captain)	("Captain")
6-10	Lord	(Lord)	("Lord")
11-20	Shadow Lord	(Shadow Lord)	("Lord")
21-30	Prince	(Prince)	("Lord")
31-40	Shadow Prince	(Shadow Prince)	("Lord")
51+	King	(King)	("King")

DARK ELDAR COMMANDER SKILL TABLE									
WH40K Leader Characteristics									
	WS	BS	S	T	W	I	A	Ld	Sv
Basic	5	5	3	3	2	6	2	9	5+
Maximum	7	6	4	3	3	8	3	9	5+
Renown	BFG Skills	E40K Special Abilities	WH40K Skills Earned				WH40K Base Cost		
1-5	1 re-roll	Hero	+1 characteristic				40		
6-10	1 re-roll, +1 Ld bonus	Hero, Commander	+1 characteristic, roll for battle honor				50		
11-20	2 re-rolls, +1 Ld bonus	Hero, Commander	+1 characteristic, roll for battle honor				61		
21-30	2 re-rolls, +2 Ld bonus	Hero, Commander	+1 characteristic, roll for battle honor				73		
31-50	3 re-rolls, +2 Ld bonus	Hero, Commander	+1 characteristic, roll for battle honor				86		
51+	4 re-rolls, +2 Ld bonus	Hero, Commander	+1 characteristic, roll for battle honor				100		

DARK ELDAR COMMANDER ARMY RANK EQUIVALENT TABLE			
Renown	Equivalent BFG/WH40K/E40K Unit Rank		
	BFG	WH40K	E40K Unit
1-5	(Dracon)	Dracon	("Dracon")
6-10	(Dracon)	Dracon	("Dracon")
11-20	(Dracon)	Dracon	("Dracon")
21-30	(Dracon)	Dracon	("Dracon")
31-40	(Archon)	Archon	("Archon")
51+	(Overlord)	(Overlord)	("Overlord")

5. Repairs, Replacements, and Withdrawals

In a campaign, ships, units, and detachments that have suffered damage/casualties must be repaired, and it is the number of systems a player controls that determines just how much damage can be fixed or how many casualties can be replaced by new recruits or local "volunteers." Sometimes the systems under a player's control won't be able to repair all the damage sustained to his fleet and/or war engines during a campaign turn, in which case the player can either withdraw the damaged ships and/or war engines and send them to another sector for repairs or he can let them limp on as they are until they can be fully repaired in a subsequent turn.

Army casualties can only be replaced by purchasing replacements with replacement points or by receiving reinforcements through a successful appeal. Exception: damaged war engines are repaired and withdrawn for repairs like ships. In order for casualty points recorded in the casualty pool to be redeemed, they must be exchanged with replacement points.

Players' whose Pirate Base was destroyed do not gain repair/replacement points for a Pirate Base during the turn that the base was destroyed.

BFG Ship Repairs and War Engine Repairs

Each system a player controls may repair a number of damage points. This varies depending on the type of system and the player's Overall Commander's renown. The number of damage points different systems can repair is shown below. Renown is important because it helps with recruiting/press ganging extra crew, claiming resources, and time in dock, etc. Note that all critical hits are repaired automatically, including ones that may not be repaired during a battle (i.e., Bridge Smashed and Shields Collapse). Also remember that if the attacker won a Secondary Engagement raid, he may count the enemy system where the raid took place as his own for the current turn. Each repair point repairs one point of damage from a capital ship or 3 damage points from a war engine. A player can use repair points to bring escort squadrons back up to full strength, in which case each escort ship is worth one damage point. Unused repair points may not be stockpiled from turn to turn. If they are not used, they are lost; however, in the case of war engines, several war engines may be repaired from a single repair point, as long as the total damage points do not exceed their equivalent in repair points

WH40K/E40K Replacements

Like ship repairs, each system a player controls may replace a number of casualties from damaged units/detachments. Each system produces a number of replacement points equal to the number of repair points that it generates (although a separate die roll is made for Penal systems). Each replacement point replaces 10 army points of casualties. Replacements potentially dilute the experience of existing units/detachments as they are considered "green" troops. Important: casualty points located within the "Troops Taken Prisoner" section of the player's army registry can only be redeemed with exchanged/bought prisoner points; they may not be redeemed with replacement points (see Prisoners rules for details)! Unused replacement points may not be stockpiled from turn to turn. If they are not used, they are lost.

REPAIR AND REPLACEMENT POINT TABLE						
Renown	Agri	Penal (min. of 1)	Mining	Forge, Hive, Pirate Base	Civilised	Uninhabited
1-5	1	1	2	3	1	1
6-10	1	D6-4	2	3	2	1
11-20	1	D6-3	2	4	3	1
21-30	2	D6-2	2	5	4	1
31-50	2	D6-1	3	6	5	1
51+	3	D6	4	12	6	1

Leader Replacements

Replacement leaders start with an experience level of zero. Overall commanders who are killed are replaced with another overall commander with a renown of 1. Players may roll for special skills for a replacement overall commander. Wounded leaders do not generate replacements.

Withdrawing Ships and War Engines

A player may choose to withdraw ships and war engines to get them fully repaired at a major base. Mark the fact that they have been withdrawn on the player's Fleet and Army registers. Ships and war engines

that are withdrawn are unavailable for the player's next campaign turn, after which they return to the player's force pool completely repaired (escort squadrons that are withdrawn return at full strength)

Detachment Reorganization

Players may now reorganize the composition of their units/detachments by adding or deleting models/units to any or all of their detachments or modifying the number or types of models within units. All the rules apply to detachment and unit composition as outlined in the rules. Note that reorganizing detachments or units may affect the experience value of the detachment or unit reorganized.

6. Ship, Unit, and Detachment Experience

As the campaign progresses, ships (or rather, ships' crews), WH40K units, and E40K detachments will gain experience. Experience is gained according to the applicable rules that follow:

BFG: Experience in BFG is represented by increasing a ship's Leadership characteristic, and by giving the ship special "crew skills." On the other hand, a ship that is badly damaged is likely to have lost a sizable proportion of its experienced crewmen, which will reduce its effectiveness, while a ship that is destroyed will have to be replaced by a new or salvaged vessel with a very inexperienced crew.

Gaining Experience: Ships which fought in a battle and were not crippled or destroyed roll 2D6. If the roll is higher than their Leadership rating, then either their Leadership may be improved by +1 point (up to a maximum of 10), or the ship may roll on the Crew Skills table. You may choose which option to take, unless the ship has a Leadership of 6 or 7, in which case you must choose to increase the ship's Leadership by +1 point instead of taking the skill.

Crippled Ships: Ships which were crippled in a battle lose -1 Leadership (to a minimum of 6). Note that crew skills aren't lost for being crippled, even if the ship's Leadership is reduced to 6 or 7.

Destroyed Ships: Ships which are destroyed (i.e., reduced to 0 damage points) must be replaced with a new ship. Change their name on your fleet register. The new ship has a Leadership of 6, no crew skills, and any refits that have been taken are lost.

Escort Squadrons: Escort squadrons gain and lose Leadership and skills in the same way as ships. Escort squadrons which suffer 50% or greater casualties are considered crippled for the purpose of experience, while those that are wiped out are completely destroyed.

WH40K: Units/Leaders that participated in a Secondary Engagement will gain/lose experience as found in pages 159-163 in the Warhammer 40,000 rulebook. Note that a leader who earns a Battle Honor through experience temporarily transfers that ability to any unit that he joins.

E40K: In E40K, individual units do not gain experience, rather, experience is gained or lost by detachments. The following rules are found in Epic 40,000 Firepower #1:

Starting Experience: All detachments start the campaign with D3 experience except Space Marine, War Engine, and Supreme Commander detachments which start with D3+5 experience. Alternatively, you could start with D6 or D6-1 experience rather than D3 experience allowing for the possibility of starting off with green or veteran detachments.

Gaining Experience (non-Flyers): A detachment gains experience for each battle it is involved in.

+1 For fighting in a battle.

+1 If the detachment claims a "Capture" objective during the game, or is control of a "Rescue" or "Take and Hold" objective at the end of the game.

- +1 If the detachment participates in a close combat or firefight.
- +1 If the detachment “Wrecks” or “Destroys” a war engine detachment.
- 2 If the detachment falls below half strength.

Gaining Experience (Flyers): A detachment gains experience for each battle it is involved in.

- +1 For fighting in a battle
- +1 If the detachment reduces an opposing Flyer detachment to half strength or below.
- +1 If the detachment “Wrecks” or “Destroys” a war engine detachment.
- 2 If the detachment falls below half strength.

Each of the above modifiers can only be applied once during a battle, so the most experience a detachment can gain from a single battle is 4 points. The least experience a detachment can get is 0 experience points from a battle, unless it is wiped out.

Experienced Detachments: Detachments can be one of five levels of experience: green, experienced, veteran, crack, or elite. Which level of experience a detachment has attained is determined by its number of experience points as shown below:

Experience Points	Experience Level
0	Green
1-5	Experienced
6-10	Veteran
11-20	Crack
21+	Elite

Effects of Experience (non-Flyers): Detachments work slightly differently to the normal rules according to their experience level. The following effects are cumulative:

Green	The detachment removes D6-2 blast markers (instead of D6-1) in the rally phase.
Experienced	Standard rules apply (remove D6-1 blast markers) during the rally phase.
Veteran	Detachment becomes “Stubborn” (if it wasn’t already).
Crack	Detachment removes D6 blast markers (instead of D6-1) during the rally phase.
Elite	Detachment gains a +1 dice roll modifier in Assaults and Firefights.

Effects of Experience (Flyers): Detachments work slightly differently to the normal rules according to their experience level. The following effects are cumulative:

Green	Intercept -1
Experienced	Normal Intercept rules apply
Veteran	Intercept +1
Crack	Gunnery +1
Elite (Ace)	Armour +1

Being Wiped Out: A detachment that is wiped out loses all its experience from the battle. It also deducts 1 from its experience total due to the massive influx of inexperienced troops needed to rebuild the detachment. A detachment that is wiped out is out of action until it can be rebuilt (see Replacement rules).

Alterations in Detachment Composition: The composition of a detachment can be changed once the campaign has started. However, such alterations will upset the carefully built-up coordination and elan of the detachment.

If a detachment is changed, it loses one experience point from its experience total for every “choice” altered or added. Note that you can remove choices from a detachment (and so make it smaller) without a penalty. Replacements added to a detachment as a result of casualties do not affect detachment experience other than -1 for detachments that are wiped out.

Experience and Detachment Costs: The points value of a detachment increases or decreases as a result of changing a detachment’s experience.

Green	-10% of total detachment cost
Experienced	Normal detachment cost
Veteran	Normal detachment cost
Crack	+10% detachment cost
Elite	+20% detachment cost.

7. Hiring and Discharging Mercenaries

If a player has unused Repair/Replacement points, and rolled the “Mercenaries for Hire” random event during the current campaign turn, he may buy mercenaries if any are available. Mercenaries may be placed into a “mercenary pool” if there are extra (unused) “club” miniatures that are not part of any participating player’s Fleet or Army Registers. Mercenaries may be taken in addition to and in excess of a player’s army registry point limit. The available mercenary models must be organized into squadrons, units, and detachments before they can be hired (this is preferably done at the beginning of the campaign). All models within a mercenary band must be of the same race and alignment. Necrons and Tyranids do not form mercenary bands, nor may Necron or Tyranid players hire mercenaries. Once formed, these mercenary bands remain together until they are completely destroyed or disbanded during the course of play.

Each mercenary band costs a number of repair or replacement points (Mercenary fleets are bought with repair Points, whereas WH40K units and E40K detachments are bought with excess replacement points) according to the relative strength of the mercenary band.

Mercenary fleets cost 1 repair point for each capital ship/escort squadron in the mercenary fleet. A mercenary fleet cannot have more than one capital ship in it and this ship cannot be larger than a cruiser-class ship. Mercenary escort squadrons consist of three escort ships each. The entire mercenary fleet must be purchased—individual ships/escort squadrons may not be purchased outside of the mercenary band to which the ship/squadron belongs. Mercenary fleets have random Leadership and Experience values.

Each excess replacement point will purchase up to 50 army points of Mercenary units. The entire mercenary army band must be purchased—individual models/units may not be purchased outside of the mercenary band to which the model/unit belongs. Mercenary units have random Experience values. The cost to hire a mercenary band is doubled if it is of a different race or alignment than the hiring player’s forces. Battle Sisters will only hire Imperial Human mercenaries.

Mercenaries hired are entered into the player’s fleet or army registry, with the actual BFG, WH40K, or E40K points associated with them. Mercenaries are used just like any other unit in a player’s registries, except that no casualty points or prisoner points are generated from any losses suffered by mercenary units.

Mercenary bands remained employed by a player as long as they are paid unless they “warp out” as a result of a random event. Mercenary bands must be paid each Aftermath phase they are employed. A player may discharge a mercenary band by paying 1 replacement point to the band. A discharged mercenary band is returned to the mercenary pool. If the player can’t or refuses to pay this “discharge fee,” then the player rolls to see if the mercenaries become marauders. A D6 is rolled: if the result is a 4-6, the mercenary band becomes marauders; on any other result, the mercenaries are returned to the mercenary pool.

Marauding mercenaries are placed on a random system controlled by the player. No repair or replacement points can be generated from a system with marauders present. At the beginning of the Aftermath phase of the next campaign turn played by the player, roll a D6: on a result of “6,” the marauders disband and are removed from play. On any other result, roll again to determine a random system in the sub-sector in which the Marauders are relocated. The player who controls the system where marauders are relocated is affected by the marauders as above, and rolls for marauder disbanding/relocation during his turn (it is possible that the Marauders will stay where they are, as all systems in the subsector, including the system in which they are presently located, are considered in the relocation randomization). Marauders are automatically disbanded if they are relocated to a neutral system.

8. Make Appeals

After all repairs, replacements, and hiring of mercenaries have been completed, both players can appeal to higher authorities/the gods of Chaos for aid. The amount of help you can expect depends on how well you’ve been doing, measured by your Commander’s current renown (Exception: Necron and Tyranid players always receive 2 appeals each turn). To reflect this, the number of appeals that may be made depends on the player’s renown as shown on the table below.

NUMBER OF APPEALS TABLE	
Renown	No. of Appeals
1-10	1 Appeal
11-30	2 Appeals
31-50	3 Appeals
51+	4 Appeals
Necrons & Tyranids	2 Appeals

Appeals may be made for the things listed below. If you are allowed to make more than one appeal, you can ask for the same thing two times (and may have each appeal granted), or you can ask for different things—it’s up to you! However, you must declare what you will appeal for the turn before determining whether the appeals have been granted. Having declared what you are going to appeal for, roll a D6 for each appeal to see if the appeal is granted.

TYPE OF APPEALS ALLOWED

Imperial: Refits, Reinforcements, Leader Promotion, Space Marines, Adeptus Arbites, Lift Inquisition.

Chaos: Refits, Reinforcements, Leader Promotion, Forces of Chaos.

Ork: Refits, Reinforcements, Leader Promotion.

Eldar: Refits, Reinforcements, Leader Promotion.

Dark Eldar: Reinforcements, Leader Promotion.

Necrons: Reinforcements.

Tyranids: Reinforcements.

APPEAL GRANTED TABLE	
D6 Roll Needed	Type of Appeal
2+	Reinforcements, Leader Promotion
4+	Refits
4+	Adeptus Arbites
5+	Other

Reinforcements

If the appeal is granted, the player receives new forces which are added to his fleet and army registries. Note that a player must have the models to represent the new forces—if he doesn't, then they can't be added to the force registers.

For each reinforcement appeal granted, the player rolls a D6 on the following table to see what kind of reinforcement is received.

REINFORCEMENT TABLE	
D6 Roll	Type of Reinforcement
1-2	Ship
3-4	Troops
5-6	Ship & Troops

A “ship” result indicates that the player may add one new capital ship or a squadron of up to five escorts to his fleet registry. A “troops” result indicates that the player may add up to 200 army points to his army registry point limit. The player may add the new units to existing squadrons, units, or detachments, or he may form new formations with his new forces. Note that reinforcements may affect the experience level of any formation they join. If new formations are created from reinforcements, the player rolls for random experience/leadership for each formation created (a capital ship is considered an independent formation). Players may combine the troop points from two successful reinforcement appeals to add a more expensive unit to their army registries. Unlike replacements, reinforcement troop points may be saved from turn to turn to add a particularly expensive unit to a player's army registry.

Leader Promotion

The player may select a single leader in either his fleet or army register for promotion (note: overall commanders cannot be selected for promotion). If granted, the leader is promoted to the next highest leader rank as found in the applicable codex and retains any experience he may have earned. A promoted leader's characteristics and modified points value are increased accordingly. Leaders promoted through appeals do not generate replacement leaders.

Subordinate Dark Eldar leaders which are “promoted” must *replace* a superior leader, when promoted. The superior leader is removed from play, as he has been killed by the subordinate leader! Likewise, if a Dark Eldar leader promotion appeal is not granted, remove the subordinate leader that was to be promoted.

Refits

A player who is granted a refit must choose one of his capital ships to undergo the refit, then roll a D6 to see what type of equipment system is upgraded. On a roll of 1 or 2 you receive a ship refit; on a roll of 3 or 4 an engine refit; and on a roll of 5 or 6 a weapon refit. The player then rolls on the appropriate Refit table given in the BFG rulebook (or Warp Storm publication, for Eldar players) to see exactly what the ship gets. If the player rolls a result that the ship already has, then he rolls again until he gets a result the ship does not already have. The points value of the ship is increased by 10% for each refit it has and the player updates his fleet register appropriately.

Adeptus Arbites

An Imperial player may appeal to the Adeptus Arbites to quell a rebelling system (see Rebellions in the Random Events section). If the appeal is granted, the player may assign the Adeptus Arbites to one rebelling system that he controls. See the Rebellion rules for details.

Other Appeals

Other appeals allow you to request aid of other allied forces. For example, Imperial players can call on the aid of a Space Marine Chapter or the Adeptus Arbites, whereas Chaos players may call on the power of the warp to cast arcane spells, etc. The types of other appeals a player can make are listed under “Types of Appeals Allowed” earlier, and if granted allows you to roll on the appropriate Appeal table found below or in the BFG rulebook. If you roll a result on the table that you already have, then you may roll again until you get a new result.

An Imperial player who successfully wins an “Inquisition Lifted” appeal has the Inquisition lifted and the effects of the Inquisition random event are terminated.

Conclusion

As noted in the introduction, a deadline for the end of the campaign should be set. When the deadline comes up, the players convert their renown into victory points and the player with the most victory points is the winner.

Campaigns can be linked so that the next campaign is played in another of the sector’s sub-sectors. Commanders who’ve amassed renown points may be allowed to keep whatever renown they’ve garnered from campaign to campaign (it might be more fun, if after a commander has played a campaign or two with 51+ renown points that he is retired or assassinated). In this way, players generate histories of their armies and their conquests. As the armies gain a “renown” of their own, players may not be as willing to waste their precious experienced troops on fruitless conquests as in a one-up game. Players will soon realize that they must conserve their resources (fighting to the last man may win them a battle or two, but will likely lose them the war!) if they are to eventually rule the galaxy!

