

# BOLTGUN

Map-Based Campaign Rules for  
Games Workshop's

## Warhammer 40,000

By Rick Horton

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# *Introduction*

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## **Purpose and Intent**

BOLTGUN is a set of map-based campaign rules for Games Workshop's Warhammer 40,000. The primary goal of BOLTGUN is to facilitate enjoyable tabletop gameplay rather than function as a complex game of its own.

Like chess, the strategy of BOLTGUN can be complex, yet the rules are designed to be as lean and simple as possible. The system has been designed from the start to be flexible and extremely easy to play, while still fitting as realistically as possible into the context of the 40k game background.

*These boxes contains miscellaneous information related to the main text, explanations of why some rules work in certain ways, and how the rules relate to the world of the 41<sup>st</sup> millennium.*

*Realism is relative. 40k is a game is about green aliens with gigantic laser guns fighting slime-covered monsters in space.*

# *The 3 Principal Campaign Rules*

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## **Sportsmanship**

Players must exhibit a certain amount of integrity in order for a BOLTGUN campaign to be enjoyable. Certain elements of the campaign rules are can be interpreted subjectively. Players who seek to exploit “thin spots” in the rules will not be allowed to continue to play.

*Some readers may feel these rules are obvious and should be assumed, however the author wishes to emphasize that their importance cannot be understated. Without following these rules, a BOLTGUN campaign simply is not possible.*

When scheduling and playing a tabletop battle, players should keep in mind that their opponent is seeking the same fun and enjoyment that they themselves are seeking. History’s greatest generals have treated their enemy counterparts the utmost dignity and respect, players in a BOLTGUN campaign should act no differently. Players should strive to be humble winners and gracious losers.

Warhammer 40k was designed to be played without a referee. Players need to be able to resolve disputes on their own, and in a manner that leaves both players smiling. One concept that can help is giving an opponent the benefit of the doubt as much as possible.

Players in a BOLTGUN campaign are encouraged to speak up and tell each other when they feel their opponent is pushing the boundary between fair play and exploitation. Players are also encouraged to involve the campaign facilitator when needed so that players who develop a pattern of transgressions can be pointed in the direction of a game that better suits their personality.

## **Fun**

A substantial element of the entertainment value of playing in a map-based campaign is the deep level of involvement players are able to achieve. The game is likely to become an intense competitive struggle, so players may find themselves forgetting to do what they set out to do in the first place – have fun! Remember it’s just a game! Granted, it is an expensive and time-consuming game so players can be justifiably serious, but players should not take the game exceedingly seriously. Winning isn’t everything, fun is.

## **Responsibility**

Campaign games require that all needed battles and strategic decisions be completed according to a strict timeline. As such, all players must be timely, responsible and considerate with their game activities. Failure to participate as planned affects every other player’s enjoyment.

## *Basic Game Concepts and Terms*

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BOLTGUN is a double blind, map based campaign. Players move their armies around a large map, but are unaware of the enemy's location until encountered.

A player's armies are called *banners*.

Banners move around the map occupying territory, or *sectors*.

Each banner has an area of influence called a *footprint*. This footprint determines how far the banner may scout and fight.

Although a banner may occupy and defend a number of sectors at once, they may only *inhabit* one particular at a time.

In each turn, each player will assign each banner a *primary order* and a *secondary order* that governs what the banner is able to do in a particular turn.

Banners are designated a specific *banner level* that determines its points value in a tabletop battle.

When banners fight, they suffer *attrition* and become less powerful.

# The Game Turn

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## Overview

In BOLTGUN, a single game turn simulates approximately one day.

Each turn consists of the players and campaign facilitator trading information, as well as players fighting tabletop battles against other players.

## Typical Turn Sequence

1. Players submit action plan
  - Designate orders and details for each banner
2. Campaign facilitator calculates turns
  - Unfortify orders processed
  - Entrench orders processed
  - March orders processed
  - Fortify orders processed
  - Retreat orders processed
  - Resupply orders processed
  - Transfer orders processed
  - Relic transfers processed
  - Split orders processed
  - Join orders processed
  - Identify battles
3. Players are informed of their pending battles' opponent, mission and sides
4. Players create army lists
5. Players fight battles
6. Players submit battle results to campaign facilitator
7. Campaign facilitator completes turn resolution calculations
  - Abstract battle resolution
  - Banner level attrition calculated
  - Search orders processed
  - Intelligence gathering processed
8. Campaign facilitator posts results

*The precise sequence of the sub-steps is extremely important, as orders function quite differently in another order.*

## Typical Turn Deadlines

The real-world time period allowed for each turn may vary depending on the number of players and the pace of the game. Although the first few turns may be only a few days in length, typically a game turn cycle will last fourteen days. The central source for deadlines will always be the official campaign website.

A typical game turn will might look something like this:

[11:59pm Fri] Day 02 – Deadline for player's action plan submission

[11:59pm Sun] Day 04 – Deadline for campaign facilitator to calculate and inform players of their pending battle's opponent, scenario and sides.

[11:59pm Mon] Day 12 – Deadline for players to fight battles and submit battle results to campaign facilitator.

[11:59pm Wed] Day 14 – Deadline for campaign facilitator to complete turn resolution calculations and post public results

## Action Plan Submission

### *Format*

To submit their action plan each turn, players will complete a form as designated by the campaign facilitator. Completing action plans correctly and completely is vital. Error corrections and changes to an action plan after submission is not allowed.

It is the player's responsibility to make their intentions obvious to the campaign facilitator. If a player's chosen actions are ambiguous, the banner in question will be given no orders for that turn, although they may still fight battles normally. Entirely at their discretion, the campaign facilitator may contact a player for clarifications to a submission.

*There are many different ways in which a campaign facilitator might choose to exchange information. Perhaps the most efficient is the use of a website combined with email.*

## Failure to Submit an Action Plan

It is absolutely vital to the flow of the campaign that players submit their action plans consistently and on time. Players failing to complete their action plan submission by the due date and time will be penalized heavily.

### *Resulting Penalties*

Without extenuating circumstances, failure to submit an action plan will result in none of that player's banners having orders, and all battles that turn being forfeited.

## Other Turn Information

There is some flexibility for player's circumstances during a game turn. The campaign facilitator will attempt to make every possible accommodation for a player's schedule and real-life emergencies. However, once a game turn is complete and the final turn deadline has passed, there can be no alteration of turn results for any reason, including campaign facilitator error. This is absolutely necessary to maintain the integrity of the game's flow and schedule.



# The Map

## Size

The map is divided into squares called sectors. Each sector represents approximately 10 square miles.

## Terrain

Each sector is designated as having one of three types of terrain:

### *Normal*

Normal sectors are made up of terrain types that the armies are normally able to move across, including plains, forests, tundra, mountains, swamp and other typical Earth-like topography. Normal sectors may be marched into normally

### *City*

The massive metropolises of Warhammer 40k are made up of city sectors. Aside from affecting the type of tabletop battles fought, City sectors are identical to normal sectors.

### *Impassable*

Some terrain is either physically impossible to inhabit or too harsh to brave even for the armies of the 41<sup>st</sup> millennium. For the purposes of a BOLTGUN campaign, water is also considered impassable. Unless altered by a special rule, banners may not inhabit or occupy impassable terrain.

Impassable sectors that are overlapped do not actually count as overlapped for the purposes of determining battles or for gathering intelligence. Sectors on the other side of a narrow area of impassable terrain that are under the banner's footprint are treated normally.

## Sector Features

Each sector may have certain unique features. These features can be anything from hidden resource caches or ancient communications arrays. Such information is detailed on the occupying player's turn report. Generally, these features are secret to all players but those that occupy the sector and some may also require the occupying player to search before it is found.

*Sector features may not seem important at first, but some victory objectives are based on attaining control of a particular sector feature.*

## Sector Occupation

Any number of friendly banners may inhabit the same sector, but two enemy banners may never inhabit the same sector.

Any sector within a banner's battle range is considered occupied, unless overlapped by an enemy banner's battle range. In that situation, the banner is designated as disputed. A sector remains disputed until one banner marches, retreats out of range or is destroyed. No player may gain the benefits of a disputed sector's features.

*Occupied sectors are assumed to have a small garrison that gathers intelligence and such, but is too small to put up a resistance.*

As a banner marches, all sectors within its battle footprint become occupied by that player. These sectors remain occupied even after the banner moves elsewhere, at least until an enemy banner's battle footprint passes over the sector.

Only the player who occupies a sector may utilize any special benefits granted by a sector's known features.

# Banners

## Banner Level

A banner's level, a rating between 0 and 20, measures its level of power and directly relates to the number of points a player is able to use to fight in a tabletop battle.

Only banners with a level between 10 and 20 are eligible to fight in battles. Any banner with a banner level of 9 or lower will always lose any battle it must fight, and be completely destroyed in the process. If two level 9 or lower banners are forced to battle, they are both destroyed. Otherwise, level 9 and lower banners function normally in all respects.

*A banner is an autonomous army that could be compared to a modern Corps or Division of the US Army.*

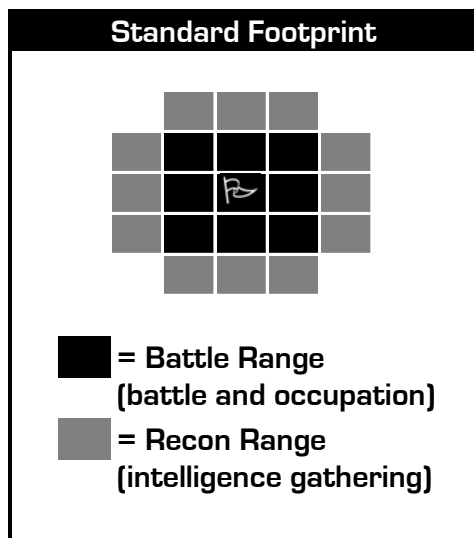
*Banner level may seem arbitrary to some, but it is in place to ensure that the battles are at least somewhat playable. 2500 versus 400 point battles are simply not fun.*

## Footprint

Although each banner inhabits only one specific sector at a time, each banner has a footprint - the range in which they can perform reconnaissance, attack and or defend. The footprint is divided into two ranges, battle range and recon range.

Recon range is used to scout an enemy banner's level, but is not used to determine when battles are fought. A battle only occurs when two banner's battle ranges begin to overlap.

Banner Levels Table		
Level	Tabletop Points	Split Banner Levels
20	2000	9/9
19	1900	9/8
18	1800	8/8
17	1700	8/7
16	1600	7/7
15	1500	7/6
14	1400	6/6
13	1300	6/5
12	1200	5/5
11	1100	5/4
10	1000	4/4
9	900	NA
8	800	NA
7	700	NA
6	600	NA
5	500	NA
4	400	NA
3	300	NA
2	200	NA
1	100	NA
0	0	NA



# Orders

Each turn each banner may be given two orders, one from the primary list and one from the secondary list.

## Primary Orders

### *March*

A banner under march orders may move one sector in any direction, including diagonally.

If opposing banners attempt to march directly into the same sector, the banner with the greater banner level will be forced to stay in place and their move forfeit. If the banner's levels are identical, they will both stay in place.

A banner may also knowingly attempt to march into a sector inhabited by another banner, with the hope that the enemy banner will move elsewhere that same turn. Unless the inhabiting banner marches or retreats, the banner will stay in place.

Some special banners may be able to move more than one sector in a turn. In this situation, the exact path of travel is irrelevant, only the endpoint.

### *Search*

Rather than marching, a banner may choose to gather intelligence and make a concentrated, detailed survey of the surrounding area.

A banner that is ordered to search adds a third type of range to their footprint for that turn, the search range. This larger footprint affects only intelligence gathering and has no bearing on where the banner may fight.

## Secondary Orders

### *Fortify*

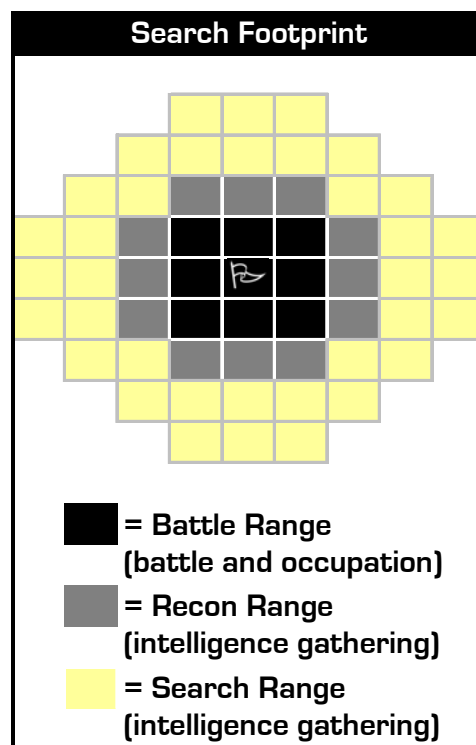
A banner may spend its turn digging in, building quick emplacements and establishing fighting positions.

A fortified banner suffers a lesser amount of attrition at the end of a battle, but otherwise functions like any other banner. When a fortified banner loses a battle, its fortification is lost and must retreat normally.

Fortified banners may not march, split or join until it has been ordered to spend an entire turn unfortifying. Note that a fortified banner required to retreat becomes unfortified automatically.

Orders Table		
Primary	Secondary	Special
March	Fortify	Retreat
Search	Entrench	
	Join	
	Resupply	
	Split	
	Transfer	
	Unfortify	

*While it is true that even a modern army could march much further than 10 miles a day if needed, it is assumed that the armies of a BOLTGUN campaign are fighting, exploring, searching and securing every step of the way.*



### *Entrench*

A banner that is already fortified may spend a second turn to become entrenched. Entrenched banners have the reduced attrition rate of fortified banners, but do not retreat when a battle is lost. An entrenched banner that is defeated loses its entrenched status and becomes fortified, but may choose to entrench again the following turn.

Entrenched banners may not march, split or join until it has been ordered to spend an entire turn unfortifying.

### *Join*

Two banners inhabiting the same sector can choose join orders to form a single banner. The banners add their banner levels together to determine the new banner's level. Any banner levels over 20 are lost.

### *Resupply*

A banner ordered to resupply increases its banner level by one.

### *Split*

A banner may choose to split into two separate banners. The value for each of the new banners is listed on the Banner Levels Table. Note that the new banners are subject to the same rules as any other banner with level of 9 or less.

### *Transfer*

Banner levels may be shifted between friendly banners with overlapping battle range if the receiving banner chooses transfer orders. The sending banner may choose any orders other than march, retreat, split or join.

### *Unfortify*

Fortified or entrenched banners may not march, split or join until it has been ordered to spend an entire turn unfortifying.

## **Special Orders**

### *Retreat*

Retreat is a special type of order that banners will be forced to choose the turn after they lose a battle or in other special situations. Banners forced to retreat may not choose any other orders, primary or secondary. Banners under retreat orders must march to another sector, but are otherwise free to choose which sector.

If a banner retreats into a sector inhabited by an enemy banner of any level, the retreating banner is destroyed. Also, if one banner marches into a sector, and an opposing banner is ordered to retreat there simultaneously, the retreating banner is destroyed. Anytime a retreating banner is destroyed in this fashion, the opposing banners movement is not blocked in any way; it is as if they were never there.

### *Other Special Options*

Players may have other options available, depending on army, location and other scenario specific situations.

# Intelligence

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## General Information

BOLTGUN campaigns are double blind, meaning that movement is calculated in secret by the campaign facilitator. The only information players know about the enemy and the area around them is information they have gathered themselves.

A player will begin the game with some knowledge. The accuracy and magnitude of that intelligence will vary greatly depending on the specific campaign, the army they are playing and their particular victory objectives.

*For the purposes of a BOLTGUN campaign, the orbital strategic assets that would normally be part of an army are considered to be tied up by other invaders. This contrivance explains the lack of orbital surveillance and weaponry that would typically be part of a planetary invasion.*

## Recon and Battle Range

A player is given an enemy banner's location when their recon range is adjacent to an enemy's battle range. When a banner's recon ranges overlaps an enemy banner's battle range, the player is given the other banner's location and level.

## Search Range

A banner with search range will see the location of any banner with an adjacent battle range. If the search range overlaps an enemy banner's battle range the level is also revealed.

In addition to the intelligence gathered regarding enemy banners, searching will reveal sector features in sectors overlapped by their search range. This includes features in enemy occupied sectors, but not in disputed sectors or sectors overlapped by an enemy's battle range.

Two banners with adjacent or overlapping search ranges gain no information about one another.

*It is assumed that the search parties are small enough to go unnoticed by one another.*

## Occupied Sectors

Banners are able to see that a player occupies a particular sector when their banner's recon or battle range overlaps or is adjacent to it.

Occupied sectors are able to see the location of any banner with an adjacent battle range. Anytime an occupied sector is taken, the capturing banner's location and level are revealed to the previously occupying player.

# Conducting Tabletop Battles

## Battle Conditions

A battle occurs when two banner's battle ranges begin to overlap. Each banner only fights one battle per enemy banner regardless of how many sectors they overlap. Impassible terrain does not count for the purposes of determining when a battle occurs.

Note that a banner of level 9 or less that must fight a battle is the automatic loser and is destroyed, but a battle is still considered to have taken place.

## Multiple Fronts

If a banner overlaps multiple enemy banners, each battle is fought normally regardless of the banner's level.

*For example, player Alpha's level 15 banner is overlapped by two of player Beta's banners and one banner belonging to player Gamma. Player Alpha must fight two battles against player Beta and one battle against player Gamma, all at level 15.*

An entrenched banner will simply become fortified no matter how many battles it loses in one turn.

## Army List Creation

All army lists are created using the Standard Force Organization chart. What you are allowed to use:

- All released Codices
- The Chapter Approved Book except the following articles:
  - Fielding a Death Company
  - Imperial Guard Armoured Company
  - Of Roads, Craters and Other Things
  - Vehicle Design Rules
  - Tyranid Monstrosities
- Index Astartes Book
- Dark Eldar Web Update
- Imperial Armour I & II except the following:
  - No super heavies
  - No flyers
- White Dwarf Articles:
  - 255- Chapter Approved, Seeding Swarms
  - 258- Deathwatch and Master of the Ravenwing
  - 258- Index Astartes, Imperial Fists
  - 259- Feral Orks
  - 259- Index Astartes, Night Lords
  - 261- Index Astartes, Iron Hands
  - 262- Index Astartes, World Eaters

*Battles in the 40k world are huge and cannot be represented in their entirety on a tabletop. Although each banner consists of a fixed number of points, the actual strategic size (10x?) of the army is actually much larger. The tabletop battle is representative of a battle's crux or turning point, and is assumed to be the average of how the entire strategic battle went.*

*Perhaps the most effective way to dislodge a fortified or entrenched banner is to attack it with several smaller banners, rather than one large banner. A large defending banner is still likely to suffer a few points of attrition for every banner it repels, likely adding up to more attrition than a large banner would have been able to inflict,*

- 263- Regiments on Armageddon (Ork Hunters, Death Korps)
- 263- Index Astartes, Ultramarines (Tyranid Hunter Squad)
- 264- Index Astartes, Death Guard
- 264- Chapter Approved, And They Shall Know No Fear
- 264- Chapter Approved, Tyranid Q & A
- 265- Chapter Approved, Kroot Mercenaries
- 265- Chapter Approved, Using a Dark Angels Army in Warhammer 40K
- 266- Index Astartes, Thousand Sons

Although player will know their opponent's army type beforehand, players may not "min/max" or tailor their army list to exploit a specific enemy army's weaknesses. This rule is highly subjective and is enforced only by the honor system and player complaints.

## Determining Scenario and Mission

The campaign facilitator will use the Scenario Flowchart to determine a table of possible missions for each battle. Before each battle, the players (together) will roll on the table to determine the exact mission. In most situations the campaign facilitator will also determine the attacker and defender, but in some cases the players will need to follow the instructions in the mission description for determining attacker and defender.

## Scheduling Battles

It is both players' responsibility to contact each other to determine the scheduling details of the game. This includes game time, game location and available terrain. If a player is contacted, but does not reply within 48 hours, their battle will be considered forfeited. It is not necessary to communicate the details of an upcoming battle to the campaign facilitator, only the battle results. Always keep in mind the importance of sportsmanship when scheduling battles with an opponent.

## Reassignment

Before a battle begins, players must check the Force Organization chart for the mission they're playing. If their army includes any units that are in excess of those allowed by the chart (i.e. you have more Fast Attack units than are allowed in the scenario) then these units have been "reassigned". The player chooses which units are reassigned out of those that are affected.

*For example, if you were the attacker in a Raid and your army included three Heavy Support units, then two would have to be reassigned as the attacker's chart only allows one such unit to be included in the army. The attacker would be allowed to pick which two of his Heavy Support units were reassigned.*

Reassigned units are placed in reserve, even in scenarios that do not normally allow reserves to be used. They enter play using the normal rules for reserves. Reassigned units enter play along the table edge defined in the mission 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 roll the Scatter dice to see which edge any and all reassigned units will appear on.

## Other Special Rules

### *Night Fighting*

In the missions in the following list, the attacker can choose to attack during day or night, with the night-fighting rules applying if they wish: Any Battle mission, any Raid mission, Breakout or Blitz.

## Voluntary Withdrawal

Any model that moves off the tabletop, purposefully or otherwise is considered destroyed for the purposes of determining losses unless otherwise specified.

## Victory

The mission's winner is determined by that mission's victory conditions, regardless of each side's casualties.

## Defeat

The loser of a battle must choose retreat orders for that banner on their next turn unless it is entrenched.

## Submitting Battle Results

Both players must submit the results of a completed battle. If neither player submits battle results, the campaign facilitator will resolve the battle using the Abstract Battle Resolution system, regardless of whether the tabletop battle was actually played.

If only one player fails to submit battle results, the campaign facilitator will use the Abstract Battle Resolution table to determine a second set of results for a battle. The campaign facilitator will use the results (actual or abstract) that are more advantageous to the player that did submit battle results.

## Banner Attrition

After the winner is determined, the total points lost for each side should be tallied using the standard Victory Points rules, regardless of whether or not the Victory Points rules are used for that particular mission. To determine the reduction is a banner's level, refer to the Banner Attrition Table.

Banners below level 9 that are destroyed because of forced battle, or retreating banners that are destroyed by moving into an enemy banner do count as attrition for the purposes of calculating any benefits to the victorious player.

## Battle Forfeiture

Should a player be forced to forfeit a battle, their battles will be fought using the Forfeiture modifier of the Abstract Battle Resolution table.

## Abstract Battle Resolution

It is likely in the course of a campaign that a required tabletop battle cannot be played. In these situations, the Abstract Battle Resolution table is used to simulate the results of a tabletop battle. If both players of a battle are having difficulty scheduling a particular tabletop game, they may opt to choose ABR rather than actually fight the tabletop game. Both players must explicitly agree, and both must submit a battle result indicating that intent.

Banner Attrition Table				
Points Lost		Levels Lost		
		Normal	Fortified	
0	- 300	0	0	
301	- 500	1	0	
501	- 700	2	0	
701	- 900	3	1	
901	- 1100	4	2	
1101	- 1300	5	3	
1301	- 1500	6	4	
1501	- 1700	7	5	
1701	- 1900	8	6	
1901	- 2000	9	7	



# *Campaign Specific Variables*

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## **Participation Requirements**

Participation in a BOLTGUN campaign requires a level of commitment beyond the typical Saturday-afternoon wargaming group. Commitment to adhere to the 3 Principal Campaign Rules is absolutely the most important factor. Other requirements vary by campaign facilitator, but other typical prerequisites include:

- A painted 40k army of approximately 2000 points
- An e-mail account that is checked and replied to daily
- Access to a computer with a WWW browser
- Your own rulebooks, tape measure, dice and templates
- At least two available evenings per week with transportation

## **Starting Conditions**

At the game's beginning, each player will be issued a packet of information. In addition to any campaign-specific rules, this packet will establish each player's starting banners, starting intelligence, army advantages, army limitations, and most importantly - victory conditions.

## **Victory Conditions**

Each player will have a set of victory conditions. Once any player has achieved these conditions, the campaign is over and they are named the campaign's ultimate champion. Players may also have one or more secondary victory objectives.

The specifics of the victory conditions vary greatly, but there are three general types.

### ***Retrieval***

Players with retrieval objectives will need to locate and hold a specific relic.

### ***Occupation***

Players with occupation objectives will need to occupy specific sectors, or a certain total number of sectors.

### ***Destruction***

Players with destruction objectives will need to locate and destroy a specific army or banner{s}.

## *Other Rules*

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### **Relics**

Relics are similar to sector features, but are mobile and assigned to a particular banner. Some players may start with relics in their possession, others may be found similarly to sector features.

Only a banner with an overlapping battle footprint may pick up a relic. Relics may not be picked up if they are in a disputed sector.

If a banner carrying a relic is destroyed, the relic is dropped in the sector it inhabited. Other banners, regardless if the player, must search to find it once it is dropped.

Unless a special rule says otherwise, a player may destroy a relic by choosing a special order type of "destroy relic".

Relics may be shifted between friendly banners with overlapping range if the receiving banner chooses transfer orders. The sending banner may choose any orders other than march, retreat, split or join.

### **Diplomacy**

As the campaign facilitator has no control over what information and strategy players share, players are free to arrange any informal alliances or treaties they like. Be aware however, that there is absolutely no second place in a BOLTGUN campaign. There is no allied victory, only one player can ultimately be the winner.

### **Unit Experience**

Will not be used.

### **Substitute Models**

WYSIWYG is in effect for all tabletop campaign games; however models may be substituted if necessary. Any substituted models used in a campaign battle must have a piece of red yarn tied to the figure.

# Army-Specific Special Rules

## Overview

Before a campaign begins, the campaign facilitator may allow each player may choose up to two points total worth of special army rules for their forces. The list below details many of the possible special rules and their values. Any special rules chosen must be justified within the game background and the player must document why each special rule is being chosen. The campaign facilitator must specifically approve every player's choices, and may disallow any combinations as they see fit, as the benefit of some combinations may be far greater than the sum of their parts.

Note that the titles of the rules do not necessarily define the game-setting effect of the rule. For example, Tactical Genius may have nothing to do with tactics; it may be precognition or ultra-mobile transports or something else creative. So long as the effect is the same, the specifics are free for the player to decide.

## Beneficial Rules

### *Highly Mobile* **3 points**

This army's banners may march two sectors instead of one. For the purposes of occupation and intelligence gathering, the path of travel is irrelevant, only the endpoint is used.

### *Teleport* **3 points**

This army's banners have a special march order, teleport. The player chooses any sector they wish to move the banner to. They then deviate 1 d6 sectors in a randomly determined direction, or until they meet an impassible sector. Teleport orders are processed before march orders.

### *Infestation* **3 points**

This army's banners have a more persistent version of occupation. Sectors occupied by them are considered "infested" sectors and may not be occupied until an overlapping opposing banner chooses fortify, entrench, search or resupply orders. Disputed sectors are treated normally.

### *Very Tough* **3 points**

This army's banners always reduce their attrition by two levels.

### *Superior Intelligence* **3 points**

This army's banners recon range is larger by one sector.

### *Unseen Presence* **2 points**

Search range cannot see this army's banners.

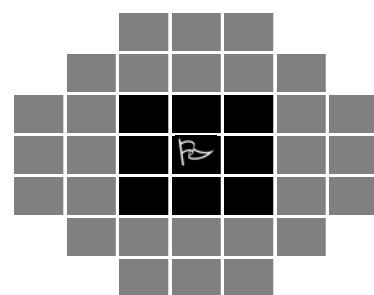
### *Tough* **2 points**

This army's banners always reduce their attrition by one level.

### *Steadfast* **2 points**

This army's banners do not need to fortify before entrenching. Note that this is an exception to the normal turn sequence, as they MAY march and fortify in the same turn.

### Superior Intelligence Footprint



- = Battle Range  
(battle and occupation)
- = Recon Range  
(intelligence gathering)

***Massive Armies***                      ***2 points***

This army's banners may have a level higher than 20, but regardless of their size, they always fight as a level 20 banner. These banners may never become larger than 20 because of Join or Transfer, only because of resupply or another special rule. A banner with a level greater than twenty still splits as if it were level twenty and the rest of the levels are lost.

***Hatred***                                      ***2 points***

This army's banners inflict an additional level of attrition to any enemy banner they battle, regardless of the outcome.

***Battlelust***                                      ***1 point***

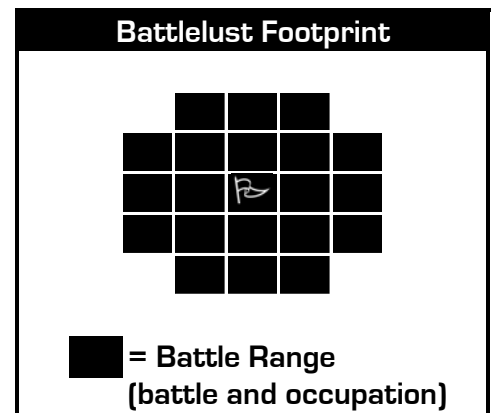
This army's banner's recon range is replaced with battle range.

***Tactical Genius***                              ***1 point***

Armies with this ability may alter the pre-game mission dice roll up or down one point.

***Sacrifice***                                      ***1 point***

Any banner that fights a battle may voluntarily sacrifice up to three of their own banner levels to cause an equal number of levels of attrition to the enemy plus one. This attrition is addition to any levels lost during the battle.

***Blood Reward***                              ***1 point***

This army's banners gain a level for every three full levels of attrition they inflict on an enemy banner, including levels from special rules. They may end up with more levels after a battle than they began with.

***All Seeing Eye***                              ***1 point***

This army's banners see all sector features when searching, even those that are overlapped by an enemy's battle range.

***Mobilization***                              ***1 point***

This army's banners never need to unfortify.

***Flexible Command***                              ***1 point***

This army's banners split as if their level were actually two higher.

## Disadvantageous Rules

***Raiders***                                      ***-3 points***

This army's banners may never choose fortify or entrench orders and if the attacker and defender is chosen randomly, they will always be the attacker.

***Easily Observable***                              ***-3 points***

This army's banners are always visible on all other players maps.

***Suicide Troops***                              ***-2 points***

This army's banners suffer an additional level of attrition for each battle fought, win or lose.

***Blitz***                      ***-2 points***

This army's banners do not continue to occupy sectors as they move away from them. Only sectors overlapped by their banner's battle ranges are ever considered occupied.

***Impetuous***                      ***-2 points***

This army's banners may not entrench.

***Hive Mentality***                      ***-2 points***

This player must select one banner at the beginning of the game as their "node" banner. If that node banner is destroyed, all of that player's banners will immediately suffer three levels of attrition as if they had just lost a battle. This attrition is modified by other special rules, and all banner must choose retreat orders the next turn. The player must also choose another banner as the node banner.

***Wots a Recon?***                      ***-2 points***

This army's banners do not use the search footprint. Although they may search to locate sector features, they use their normal footprint.

***Ponderous***                      ***-1 point***

This army's banners always march last, and enemy banners are given their location and level when their recon or search range is adjacent.

***Slow Resupply***                      ***-1 point***

This army's banners may only resupply if they are entrenched.

***Tribal Animosity***                      ***-1 point***

This army's banners may never choose split or join. They may choose transfer, but must sacrifice one banner level to do so.

***Irreplaceable Troops***                      ***-1 point***

This army's banners suffer an additional level of attrition for each battle lost.

## Example Combinations

Here are some examples of how some standard armies might look:

***Chaos***

Blood Reward, Massive Armies, Tribal Animosity

***Dark Eldar***

Highly Mobile, Unseen Presence, Raiders

***Eldar***

Tactical Genius, Mobilization, All Seeing Eye, Irreplaceable Troops

***Imperial Guard***

Massive Armies, Sacrifice, Ponderous

***Necron***

Teleport, Unseen Presence, Irreplaceable Troops, Impetuous

***Orks***

Battlelust, Tough, Wots a Recon, Sacrifice

***Sisters of Battle***

Hatred

***Space Marines***

Steadfast

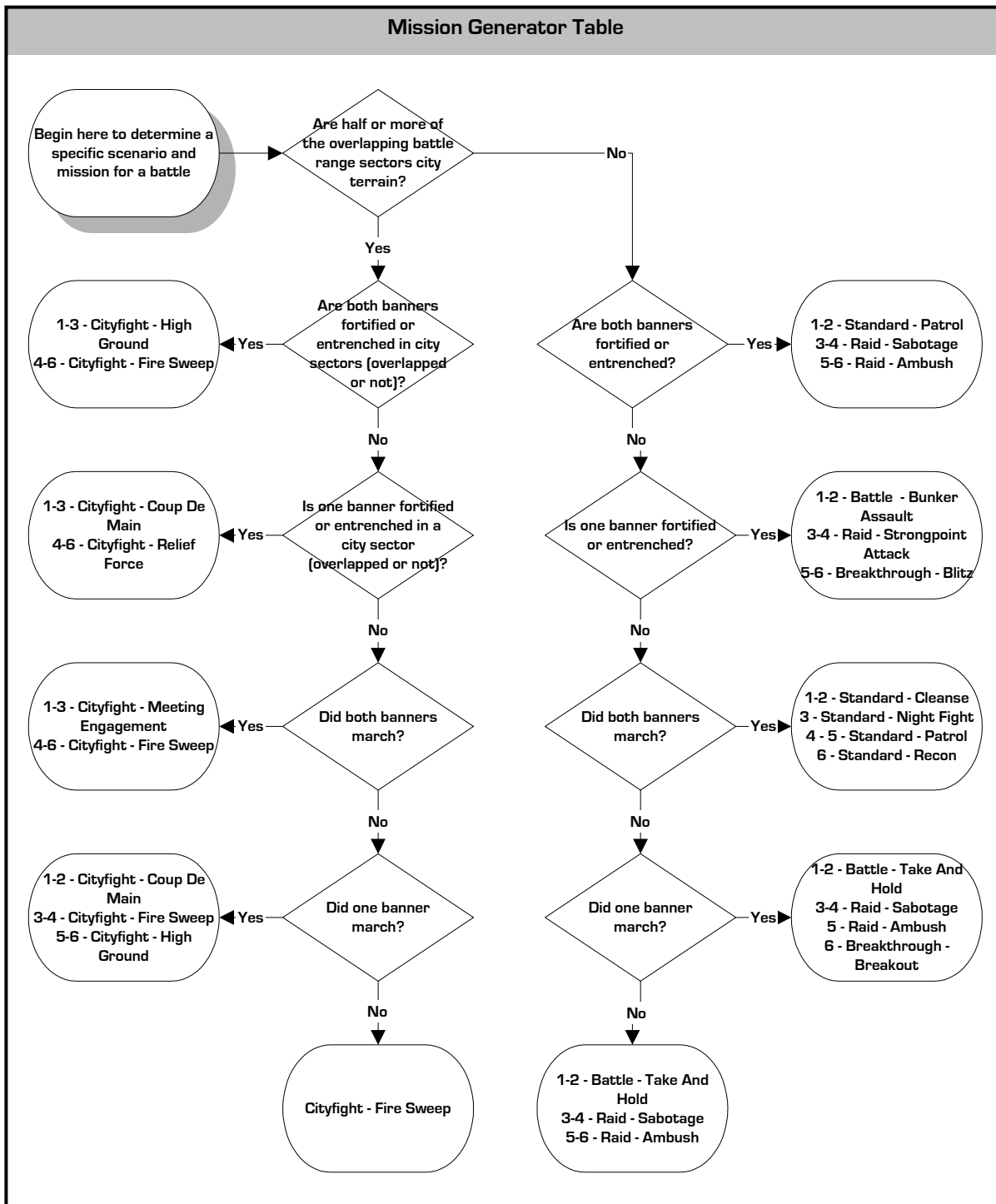
***Tau***

Superior Intelligence, Irreplaceable Troops

***Tyranids***

Infestation, Massive Armies, Blood Reward, Hive Mentality, Impetuous

# Campaign Facilitator's Tables and Diagrams



ABR Table																
Higher Modified Roll																
	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
-13	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl
-12	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Dec
-11	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Dec	Maj
-10	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Dec	Maj	Maj
-9	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Dec	Maj	Maj	Stn
-8	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Dec	Maj	Maj	Stn	Stn
-7	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Dec	Maj	Maj	Stn	Stn	Stn
-6	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Dec	Maj	Maj	Stn	Stn	Stn	Min
-5	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Dec	Maj	Maj	Stn	Stn	Stn	Min	Min
-4	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Dec	Maj	Maj	Stn	Stn	Stn	Min	Min	Mar
-3	Ttl	Ttl	Ttl	Ttl	Ttl	Ttl	Dec	Maj	Maj	Stn	Stn	Stn	Min	Min	Mar	RA
-2	Ttl	Ttl	Ttl	Ttl	Ttl	Dec	Maj	Maj	Stn	Stn	Stn	Min	Min	Mar	RA	
-1	Ttl	Ttl	Ttl	Ttl	Dec	Maj	Maj	Stn	Stn	Stn	Min	Min	Mar	RA		
0	Ttl	Ttl	Ttl	Dec	Maj	Maj	Stn	Stn	Stn	Min	Min	Mar	RA			
1	Ttl	Ttl	Dec	Maj	Maj	Stn	Stn	Stn	Min	Min	Mar	RA				
2	Ttl	Dec	Maj	Maj	Stn	Stn	Stn	Min	Min	Mar	RA					
3	Dec	Maj	Maj	Stn	Stn	Stn	Min	Min	Mar	RA						
4	Maj	Maj	Stn	Stn	Stn	Min	Min	Mar	RA							
5	Maj	Stn	Stn	Stn	Min	Min	Mar	RA								
6	Stn	Stn	Stn	Min	Min	Mar	RA									
7	Stn	Stn	Min	Min	Mar	RA										
8	Stn	Min	Min	Mar	RA											
9	Min	Min	Mar	RA												
10	Min	Mar	RA													
11	Mar	RA														
12	RA															

Lower Modified Roll

ABR Modifiers Table	
Description	Modifier
player forfeited battle	-5
player is outnumbered by 1 level	-1
player is outnumbered by 2 levels	-2
player is outnumbered by 3 levels	-3
player is outnumbered by 4 levels	-4
player is outnumbered by 5 levels	-5
player is outnumbered by 6 levels	-6
player is outnumbered by 7 levels	-7
player is outnumbered by 8 levels	-8
player is outnumbered by 9 levels	-9
player is outnumbered by 10 levels	-10



ABR Attrition Tables											
Loser's Losses											
	10	11	12	13	14	15	16	17	18	19	20
<b>Marginal</b>	500	550	600	650	700	750	800	850	900	950	1000
<b>Minor</b>	600	660	720	780	840	900	960	1020	1080	1140	1200
<b>Standard</b>	700	770	840	910	980	1050	1120	1190	1260	1330	1400
<b>Major</b>	800	880	960	1040	1120	1200	1280	1360	1440	1520	1600
<b>Decisive</b>	900	990	1080	1170	1260	1350	1440	1530	1620	1710	1800
<b>Total</b>	1000	1100	1200	1300	1400	1500	1600	1700	1800	1900	2000
Winner's Losses											
	10	11	12	13	14	15	16	17	18	19	20
<b>Marginal</b>	500	550	600	650	700	750	800	850	900	950	1000
<b>Minor</b>	400	440	480	520	560	600	640	680	720	760	800
<b>Standard</b>	300	330	360	390	420	450	480	510	540	570	600
<b>Major</b>	200	220	240	260	280	300	320	340	360	380	400
<b>Decisive</b>	100	110	120	130	140	150	160	170	180	190	200
<b>Total</b>	0	0	0	0	0	0	0	0	0	0	0