

# **F.R.A.G. Warhammer 40K Campaign Rules v1.0**

Below are the detailed rules for the Warhammer 40K Campaign missions and events, sanctioned by the F.R.A.G. community. For more information about the FrostReaver Association of Gamers, please visit <http://www.frostreaver.net>. These rules are subject to change and will be posted online for all visitors.

## **Campaign Rounds**

Campaign Rounds will be scheduled and posted before the campaign begins. Any games must be completed by that beginning of the next game or they will be forfeited. In cases of forfeit, the player who was present on the campaign night will be favored. If neither player was present for the campaign night, the move is ignored entirely. This is not an excuse to issue a challenge to someone who isn't there and then be impossible to work with. Please try to remember that sometimes life intervenes, so be flexible.

Players that are not able to make the official Campaign Nights need to have their movements turned into the FRAG Event Judge at least two hours before Campaign Night begins. If you do not get your moves in by then, you will not be able to move at all that Campaign Round.

## **The Map**

The map that players will be fighting for control over is made up of hexagonal tiles. A link to the photo of it will be put up on the website and updated each Campaign Round. Each tile of the map is worth one World Point (WP). WP's will give you bonus options for your army in terms of list construction. For every 5 WP's you have at the beginning of each Campaign Round, you get an extra 50 points to spend on your army for any games in which you are the attacker during that Round.

Example: Player A has 7 WP's at the beginning of the Campaign Round, and chooses to move forward and take a tile from Player B. Player A now has to fight a 1500 point battle. He may build his list to 1550 points instead of the called for 1500 with no penalty. Player B however, is the Defender, so even though he had 13 WP's at the beginning of the Round, he must build his list to 1500 points.

WP's cannot be saved up for use at a later time. You may use them when they are available, or not use them at all. The choice is up to you.

There are special map tiles as well. In addition to the WP each provides, controlling these special map tiles will allow you to alter your FOC for the duration of that Campaign Round. These bonuses may be used in all games whether Attacker or Defender. These bonuses are as follows:

**Manufactorium** - A Player that controls this hex may increase their available Heavy Support by 1. Therefore a player with one Manufactorium may now take up to 4 Heavy Support choices instead of the normal 3.

**Refining Station** - A Player that controls this map tile may increase their available Fast Attack by 1. Therefore, a player with one Refining Station may now take up to 4 Fast Attack choices instead of the normal 3.

**Space Port** - A player that controls this map tile may choose to move to any tile on the map via Planetstrike. If this type of move is used, it is the only movement allowed that turn, regardless of whether or not the hex that is moved to is controlled. If the hex is not controlled by another player, no battle is fought. The player moving to the unclaimed hex is simply granted control of said hex. This move may not be used to move into a hex adjacent to a hex containing another players "Base".

**Bases** - There are also special tiles called Bases. A player is issued his/her Base when they enter the map and a player may only be knocked off the map by attacking that player's Base and defeating him/her. To represent this last bastion of defense, when a player challenges another player's base, the defending player will get 250 free points to add to their list in addition to any other bonuses they may receive.

### **Entering the Map**

Players will be required to enter the campaign via Planetstrike. The player must pick a hex on the map and play a game using the Planetstrike rules against the owner of that territory. The owner will always be the Defender in these missions, regardless of any other rules that may override this. The player attempting to come onto the map must win their first game. Otherwise they are repulsed and will have to try again later. If the Attacker wins the mission, he/she is awarded the space chosen for the Planetstrike and it will become the player's Base. A player may not attempt a Planetstrike on any tile that is adjacent to another player's Base.

If a player decides to Planetstrike onto an uncontested tile, he doesn't get a free ride. You'll have to defeat the natives to get their piece of land! The natives will be a ringer army and follow the rules as though they were the owner of the tile you are attempting to Planetstrike onto.

## **Moving on the Map**

Each player should bring something suitable to use as a battle standard for the campaign. This should be something fairly small, like a Chaos Icon or Marine Banner. This will become your Campaign Marker (CM). Your CM will mark where on the map your attacking army is located. Each Campaign Round, every player will be allowed to move their CM. The rate of movement of each player's CM is dependent on the status of the tile they decide to move into.

If a player moves into an enemy controlled tile, that player may only move their CM one tile. They will then play against the owner of that tile for control. If the Attacking player wins, he gains control of the tile in question. If the Defending player wins, the Attacking player's CM is pushed back to the tile it occupied at the beginning of that Round.

If a player moves into an uncontested tile, they are awarded that tile and may move one more tile. That move may be made into any tile, including one held by another player. If this occurs, the players will play a game to determine the holder of said tile as detailed above.

If a player moves into a tile he owns, he may make one further move. This move may be used to move into an enemy tile. If this move is used to move into another tile that player controls, the player may make a third move. This move may only be used to move into a tile you control or an uncontested tile. Your soldiers are simply too tired from marching to fight!

If a player moves his CM into a tile occupied by another CM, both players will fight the battle with all bonuses as though both of them were the attacker. Control of the tile is still worked out as detailed above, but the Defender gets to use any bonuses he has acquired as you have attacked his main force. If the Defending player loses the game, his CM is pushed back to the nearest tile he controls. If there are several the same distance away, the Defending player may choose where his army falls back to.

If multiple players attempt to move into the same tile, the following occurs:

If that tile is uncontested, both players will battle for control of the tile. Both players will be allowed to field armies as though they were the Attacker.

If that tile is controlled by another player, that player will defend the tile from all attackers separately. Each attacker will roll a d20. Whoever has the highest number will attack the tile first. If the Defender wins the game, he will have to play again against whoever had the second highest number and so on until all attackers have been beaten back. If the Defender loses the tile at any point, the player who attacked the tile and won will become the new defender. He will then defend the tile against any remaining attackers.

## **Winning the Campaign**

The winner of the Campaign will be the person who controls all the Map Tiles. You may also win by being the only player who has a Base remaining.

For discussion about these rules, please visit this thread:

<http://frostreaver.net/forums/showthread.php?t=4121>