

Armies are divided into three groups. Conventional armies must hold ground and may make normal use of pre-existing logistical resources. Most Imperial forces, as well as Orks and Tau, are conventional armies. Semi-conventional armies must hold ground but do not benefit from logistical resources; they must build their own. Tyranids, Eldar, and Necrons are semi-conventional armies. Raiding armies do not hold ground or benefit from logistical resources. Dark Eldar are a raiding army, and some otherwise conventional armies like the Imperial Space Marines may operate as raiding armies.

Types of Companies

The types of companies in a 40k Campaign are Headquarters, Combat, Raider, and Engineering.

Combat

Combat companies are the standard front-line companies of the army. Conventional and semi-conventional armies coordinate several Combat companies around a Headquarters company, while raiding armies operate Combat companies as single groups. When an army wants to seize a strategic target from an opposing force, one of its Combat companies will engage an enemy Combat company in battle, hoping to force it out. Raiding armies may also deploy Combat companies in order to attack a conventional army on its own terms, such as to deny a resource to the enemy, but these companies will fade away as soon as the battle is complete.

Raider

As Combat companies are the bread and meat of the conventional armies, Raider companies are the mainstay of raiding armies. In a raiding army, Raider companies are used to deny logistical resources to the enemy and to break up large regiments. Conventional and semi-conventional armies also make use of Raider companies, using them to soften up the enemy for approaching Combat companies.

Headquarters

Conventional and semi-conventional armies must designate headquarters companies. This is the company from which the senior commanders control the movements of the combat lines. Combat companies require the presence of a Headquarters company to operate effectively. Headquarters companies do not participate directly in battle; if they are engaged by enemy Combat companies, they will be destroyed.

Engineering

Engineering companies are used by conventional and semi-conventional armies to make use of logistical resources. These are especially important for semi-conventional armies, as they have no access to map-based logistical resources, and must instead build their own.

Building Company Rosters

Combat companies consist of a 2000-point roster, broken into a 1000-point fixed portion and a 1000-point pool from which 500 points may be chosen. Raider companies consist of a 1250-point roster, broken up into a 750-point fixed portion and a 500-point pool from which 250 points may be chosen. The fixed portion of the roster must conform to the selection requirements for a Raid mission (Combat companies must conform to the Defender, Raider companies must conform to the Attacker). Although the full roster need not conform to selection requirements, a battle roster must be legal for the scenario it is fighting, be it a Standard Mission, Battle, or Raid.

HQ and Engineering companies for conventional and semi-conventional armies are treated exactly like Combat companies and have rosters, except that such companies will only engage in battle when attacked directly.

Command and Control Structures

Conventional and semi-conventional armies must build their command structures around Headquarters companies. Three Combat companies may be organized into a regiment under a single HQ, and three such regiments may be brigaded together under another HQ. When organized in such a fashion, these large formations of Combat companies may effectively coordinate their actions. Such armies may exchange Combat and HQ companies on a one-for-one basis, reflecting troops being rotated to rear-echelon duty in order to support the command structure.

Combat companies, when organized into Regiments and Brigades, may change their roster structure to reflect a larger, more well-coordinated force.

Raiding armies do not have command structures, and as such are not able to regiment and brigade their Combat companies. There is thus strong disadvantage when raiding Combat companies assault conventional regiments and brigades, although several Raider companies, in conjunction with a single Combat company, may be able to disrupt the enemy's command and control structure and attack individual Combat companies directly.

Characters, Commanders, and Company Affiliations

The purpose of campaigns is to build characterful armies and eagerly follow their progress across a map. In this spirit, the following rules allow players to create armies that may have some unusual characteristics, and to limit the unrealistic numbers of Chaos Lords and Grey Knight Grand Masters that are frolicking across the battlefield. Furthermore, players may elect to include companies in their armies that are not normally affiliated with their faction.

Conventional and semi-conventional armies may deploy only one of the highest-ranking leader for each brigade. This means that a brigade will have no more than one Senior Officer, Chaos Lord, or Force Commander. Raiding armies may similarly have only one such leader in nine Combat companies.

Armies may include companies that are not a part of their faction, although any such inclusion must be thoroughly explained by a full back-story. For instance, an army formed primarily of Imperial Guard may include Space Marine, Daemonhunter, or even Chaos companies; a Tyranid army could include a brigade of Imperial Guard, indicating that these Tyranids are under Imperial control! There is no restriction on the faction of such replacements, but they may not include more than one such company per brigade or nine Combat companies.

The Map

These rules are designed to be used in conjunction with a map-based campaign. It is assumed that all maps are hex-based, although the scale is not fixed. For small-scale games, a spaceport hex might represent little more than a sufficiently large clearing with a radio beacon, while, in a large-scale game, that same hex could represent an enormous, sprawling facility the size of a small city.

Standard Terrain

Movement rules assume that the terrain through which troops are passing provides some level of impedance. Such terrains as forests, mountains, or swamps all restrict movement in roughly the same manner, and there is no further penalty for moving through them. These areas are, after all, the ones that are the most interesting to have battles in.

Open Terrain

Large, open fields allow troops moving through it one additional hex of movement.

Roads

If a company spends an entire turn on a road, it gains an additional hex of movement. Note that this extra hex adds to the open terrain bonus, so a company moving through a road on open terrain gains two hexes of movement. Note that a “road” in this case means something akin to an American Interstate highway, not just a lonely back-country road.

Cities

Cities count as open terrain hexes for the purposes of movement.

The Campaign Turn

Each turn of the campaign should take between one day and two weeks, with one week being the preferred length. Like the turn in Warhammer 40,000, the campaign turn is broken up into several phases.

Strategy Phase

During the strategy phase, each player decides on the stance of his companies. Companies may take an Aggressive, Movement, or Defensive stance. The Aggressive stance is designed for companies attempting to engage the enemy in combat, while the Defensive stance is used to defend an objective against enemy attack. Companies taking a Movement stance are redeploying from one point to another, and as such are not prepared to fight the enemy. Once stance is determined, companies in Aggressive stance move first, followed by companies in Movement stance. Companies on defensive stance may not move.

Tactical Phase

During this phase, any battles that resulted from company movement during the Strategy phase are resolved.

Logistics Phase

After all battles are fought, and the results tabulated, it is time to resolve the various duties of resupply, reinforcement, etc. Companies that took casualties may replenish them, and new companies deploy during this time.

The Strategy Phase

The first step of the Strategy Phase is to determine the stance that will be taken by all companies. Each player secretly records what stance each company is going to adopt, and where it is going to move. Regiments and brigades always adopt the same stance and move as a single unit.

Movement Stance

This stance represents a company packing most of its gear and marching from one point to another. Companies which adopt a Movement stance may move one hex in any direction, plus terrain bonuses. Companies consisting entirely of vehicles may move an extra hex if they are moving on a road, companies consisting entirely of skimmers treat all terrain as open terrain roads. All movement bonuses add. In the case of regiments and brigades, the HQ unit moves and the brigade may redeploy around the HQ at the end of its movement.

Aggressive Stance

The Aggressive stance represents a company deploying for battle and moving to engage the enemy. Companies which adopt an Aggressive stance may move to engage an enemy company in an adjacent hex. Raider companies moving into hexes which contain logistical territories must specify whether they are attacking the enemy company in the hex or moving to take the territory. Combat companies must always attack the enemy company.

Defensive Stance

A defensive stance is taken by companies which are expecting to receive an attack and are hunkering down for it; no movement is possible. Companies that spend a turn on a Defensive stance without being attacked are said to be Fortified, which has an effect on the results of the Battle Table. Raider companies may not adopt a Defensive stance, as static defense is antithetical to their philosophy of battle.

Movement is resolved in the following order:

- Aggressive Raider companies
- Aggressive Combat companies
- Moving companies

The Tactical Phase

Once all movement during the Strategy phase has been resolved, it is time to get to the fun part: the shooting! Compare the company type of the attacking company to the type and stance of the defending company in the Battle Table; this will determine what mission is played. Note that, in the case where two companies are taking an Aggressive stance, it is impossible to define an attacker and defender. In the case of two companies of the same type engaging each other, a strategy roll is made before the battle, and the winner of that roll may choose to play a Cleanse, Seek and Destroy, Recon, or Take and Hold mission. If the combatants are a Combat and a Raider company, the winner of the strategy roll may choose from different sets of missions. The Combat company may choose Rearguard, Blitz, or Breakout; the Raider company may choose Blitz, Cleanse, or Seek and Destroy.

Attacker is:	Combat Unit	Raider Unit
Defender is:		
Combat Unit		
<i>Movement</i>	Rearguard	Ambush
<i>Aggressive</i>	Special	Special
<i>Defensive</i>	Hold at All Costs	Sabotage
<i>Fortified</i>	Bunker Assault	Strongpoint Attack
Raider Unit		
<i>Movement</i>	Breakout	Patrol
<i>Aggressive</i>	Special	Special
HQ/Eng. Unit	Rearguard	Sabotage

Raider Companies engaging Combat Companies

Whenever a Raider company engages a Combat company, both players roll strategy before selecting forces. If the Raider company wins the strategy roll, then the Combat company may use only the fixed portion of its roster, resulting in a 1000-point game. Otherwise, the Combat

company will fight at its normal strength. Combat companies do not benefit from the effects of stacking when engaging Raider units.

Unit Stacking

Up to three Combat companies can be stacked in the same hex at the same time. If the owning player desires, these units may attack together and defend together. If two stacked Combat companies are fighting together, then the battle roster may include an additional 500 points. If three stacked Combat companies are fighting together, then the battle roster may include an additional 1000 points. These extra points must be drawn from the rosters of the other companies participating in the battle. Companies that are part of a regiment or brigade may count friendly companies in the same regiment or brigade that are in adjacent hexes as being in the same hex for this purpose.

Raider companies attacking a stacked unit of Combat companies may select which company they are attacking.

Battle Results

If the attacking company loses a battle, it does not move into the hex it was trying to engage. If it wins, the defender must adopt a Movement stance in the next turn. It must move at least one hex in the same direction as the attacking company, away from the hex in which the battle occurred, but other movement is at the discretion of the owning player. Attackers that seize logistical resources may begin to make use of those logistical resources in the upcoming Logistics phase, but the attacking company must take a Defensive stance in the next turn.

Losses

Units which were wiped out or fell back off the table are automatically destroyed and must be replaced. Units which were reduced to less than 50% of their starting strength cannot be used until they have been restored; it is possible to use logistical resources to restore such units, or two of them can be folded together into a single such unit. Note that, if such an exchange is made, it is necessary to use the same unit. A 50%-destroyed Fire Dragons squad may not be mixed with a 50%-destroyed Howling Banshees squad.

Wiped Out

Companies that suffer more than 50% of their points value as casualties are considered to be effectively destroyed, and may take no further part in the campaign; they have lost too much of their manpower to be effective. Combat-capable units that survive the battle may be rotated to other companies.

Special Results

Results on the Battle Table in **boldface** indicate a special victory result. Combat companies that have a special result against an enemy company always destroy their enemies utterly; the

company counts as having been wiped out, and all units within that company are considered destroyed. Raider companies that have a special result against Combat companies prevent the company from making use of logistical resources in that hex, if any exist, until they are repaired. Special results against HQ and Engineering companies render the special abilities of those units ineffective for the current and next Tactical phase. If a Raider company disables the HQ company of a regiment, Combat companies in that regiment will not benefit from the effects of stacking. In order for a company to recover from the effects of a special result, it must adopt a Defensive stance for the next turn.

The Logistics Phase

Once the battle is over, it is time to pick everything up and start consolidating. Armies benefit from the effects of any logistical resources during this phase. Note that any logistical resources will only benefit units in the adjacent hex unless they are connected by a Rail link (see below).

Logistic Territory Types

Regions of the map that provide logistical support are called territories, and represent areas that have some sort of strategic significance. Some armies may make use of all these territories; others may have limited use of them, and for some they may be entirely irrelevant.

Spaceports

Spaceports are usable by all conventional and semi-conventional armies. New companies that arrive from off-world are deployed on the spaceport or in the adjacent hex. A Spaceport also counts as an Airport.

Airports

Airports are facilities that cannot handle orbital landing craft but are still able to effect the logistical transport of troops and supplies. Any company that takes a Movement stance and begins its turn on an Airport hex may move to any other Airport hex controlled by that player. Furthermore, Airports allow the rapid rearmament of Troops units; each airport allows the restoration of one Troops unit that was wiped out in battle, or two reduced below half-strength.

Factories

Factory facilities enable the rapid rearmament of Heavy Support, Fast Attack, and Elite units; each factory allows the restoration of one such unit that was wiped out in battle. Semi-conventional armies may not use conventional factories, and vice versa; a production facility for Eldar Falcons would be entirely unsuited to producing Land Raiders. A force may not have more factories than it had initial Combat companies.

Academies

Academy facilities enable the rapid rearmament of HQ units; each academy allows the restoration of one such unit that was wiped out in battle. Semi-conventional armies may not use conventional academies, and vice versa.

Rail

Combat companies connected a logistical territory by a continuous line of Rail hexes count as being in the hex adjacent to that territory, and benefit from its logistical bonus.

Effect of Engineering Companies

Engineering companies, instead of moving, may spend the turn constructing infrastructure in the hex they occupy. In order for a Combat company to remain in supply, it is usually a good idea to have a phalanx of Engineering companies following behind it, building a line of railroads! Similarly, Engineering companies may set up logistical resources in hexes that they pass through.