

## Updated - 12th July 2014

*This Rulepack Has Been Modified From The Original for the "War for Pantheon Prime" Campaign. That begins the 6th of July at Sir Games A Lot.*

### General Campaign Rules

- The campaign will last a total of 6 weeks (divided into 3 phases of 2 weeks each)
- All campaign games must be played with **-painted and based-** armies to a points value that is agreed upon with your opponent beforehand. Players are expected to play at least one game a week for the duration of the campaign (so 6 games total, failure to do so will void the players entry into any prize draws).
- Models used must be WYSIWYG (or equivalent conversions that make sense).
- *Forgeworld* "40k approved" units, army lists and models are approved. But must be the actual model (very well done conversions need to be pre-approved). And of course, painted. Experimental rules shall not be allowed.

### Sign up/ Prizes

- 15dls to sign in. All money that goes in will come out in prizes. You get one ticket for signing up. If you register a week before the start date you will gain a BONUS ticket in the final raffle!
- Contact the game store it will be run at to sign up. 9 players min - 12 players max.
- To be eligible for larger draw prizes a players army that participated in the campaign should be able to make at least a 1000pt army list of **-painted and based-** models by the end of the 6 week campaign.
- Prizes will vary depending on number of participants and will all be drawn randomly.

### Armies

- Each Player will pick an army to follow through the campaign. This army will be assigned one of three allegiances:

***Expeditionary Forces*** - These armies fight for the unification and purification of the Pantheon Sector.

***The Despoilers*** - These armies fight for the ruin of the sector, power and glory.

***Prophets of War*** - These armies have no "side" in the war. They fight only for their own personal gains.

Each faction will be divided up as equally as possible. Each team is capped at 4 players.

- Forgeworld units and army lists are allowed. Must have appropriate PDF's and the actual FW models must be used. Experimental models/rules may not be used.
- No Special or named characters (of any any kind, not even upgrade ones) are allowed.

### Your Warlord

Each Player must pick one HQ choice from their Primary Combined Arms Detachment to be their warlord. A representation of themselves in the campaign, this warlord must have a suitable name to participate in the War on Pantheon Prime.

- This Character Will gain the *Eternal Warrior* Special Rule.
- This Character Must pick a single Warlord Trait, this affects the character for the duration of entire

campaign.

- In addition This Character Must pick -one- of these special rules (must be specified):

- Adamantium Will
- Counter Attack
- Crusader
- Fleet
- Feel No Pain
- Furious Charge
- Hatred (x)
- Preferred Enemy (x)
- (X) - *you must pick a specific target ex- infantry, MC's, tanks, Codex: orks etc...*
- stubborn
- stealth
- move through cover
- split fire
- scout
- infiltrate
- tank hunters

- Each Warlord must be accompanied by some written fluff that justifies their participation in the campaign, the special rule that has been chosen for them, and their warlord trait. Make one copy for yourself and one for your opponent.

- Your warlords wargear can change game to game, make sure you have an appropriate model!

### Games

- Played with painted and based models. (minimum of 3 colours)

- The point value can be determined from game to game (depending on how many painted points you have). So we could play a KillTeam mission, or an APOCALYPSE mission to determine the game.

### Battle Honours:

This is a campaign, the armies will develop as the campaign goes on.

If you have **won** your last game you may pick -one- model/unit in your army to gain a battle honour for the duration of the game. You may *pick one* of the following:

- 1- Stealthy - Model/Unit gains *Stealth*
- 2- Tough - Model/Unit gains *Feel No Pain* (6+). **If** MC or Vehicle gains *It Will Not Die*
- 3- Advanced Targeting - Model/Unit may re roll ones to hit (shooting and cc)
- 4- Relentless - Model/Unit gains *Relentless*. If Vehicle gains *Heavy*
- 5- Fieldcraft - Model/Unit gains *Scout*
- 6- Steadfast - Model/Unit gains *Stubborn*. If Vehicle gains *+1HP*

If you **lost** your last game you *may* pick a unit and roll on this same chart instead.

## Phases

At the start of each week players will have 3 actions that they will be able to make.

Phase 1 (weeks 1, 2) - Planet Fall

Phase 2 (weeks 3,4) - The Foothold

Phase 3 (weeks 5,6) - Raze it to the Ground

The Actions they will be able to pick from are as follows.

Move- Place a flag in an adjacent spot to a tile you control, or an allies tile.

Fortify- Fortify a location that you currently control with a 'Bastion' this will add +50 points to any army you make to use on a fortification. Can only be done once per location.

Attack! - May challenge another player to a game.

## Mission And Campaign Rules

Starport (1vp)- A player with a starport may 'move' or 'attack' any non named tile.

Power Plant(1vp)- A player that controls a power plant may take an additional "action" each week.

Manufactorum(1vp)- A player that controls a manufactorum may add another FOC Slot to either the Heavy Support, Troops or Elites entries. Maximum of one manufactorum bonus may be used at any one time.

**Hazardous Environments** - Various Areas will be hazardous for your troops when you fight on them! These are environmental hazards that will be in play when you have a battle on a relevant sector on the planet.

General Rules:

**"Take it at all costs"** - in all hazardous environments Elite choices in a Battle Forged list gain the "Objective Secured" special rule but are worth an additional secondary victory point if destroyed.

## The Polar Icecaps - Ice and Snow

*At The Start of each player turn, the player whos turn it is rolls a D6 and applies the result.*

1 - **Ground Collapse** - Pick an unengaged infantry unit (friend or foe). This unit takes D6+1 str 6 hits as the ground collapses.

2 - **Chill Wind** - A Deadly Fog rises from the ground. All units in play take 2D6 S1 Ap- hits that ignore cover.

3 - **Treacherous Footing** - The Earth Shifts underfoot. Place a counter next to D3 pieces of terrain. These are now difficult for the rest of the game.

4 - **Indigenous Beast** - A great predatory beast attacks. Choose an unengaged model (friend or foe) that is at least partially in terrain. That model takes D6 S5 Ap - hits that ignore cover.

5 - **Haven of Sanctity** - Safe Ground has been found! Choose an unengaged unit, it immediately heals D3 wounds. If it has no wounds taken one model in the unit can be returned to the unit with 1 wound remaining.

6 - **Ice Rain** - The ice falls making the ground slick and slippery. Non-vehicle models treat the board as difficult terrain this turn.

### **The Jungle - Everything Wants To Eat You**

*At The Start of each player turn, the player whos turn it is rolls a D6 and applies the result.*

1 - **G** -

2 - **C** -

3 - **T** -

4 - **I** -

5 - **H** -

6 - **I** -

### **The Ash Wastes - Toxic Chemical Wasteland**

*At The Start of each player turn, the player whos turn it is rolls a D6 and applies the result.*

1 - **G** -

2 - **C** -

3 - **T** -

4 - **I** -

5 - **H** -

6 - **I** -