

Systems of War - Vespera

Player Guide

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1.0 Introduction

The goal of this campaign is for each player to slowly build up their faction of painted models, build an intriguing narrative, and achieve the ultimate victory of the Vespera system.

Players will achieve this by conquering, raiding, sabotaging and fortifying territories which will be described in the following sections of this document.

HOW TO PLAY VESPERA

Build your force → Move your Fleet → Resolve Engagements → Conquer or raid Territories → Track campaign rewards → Advance to the next Phase.

1.1 Rule No. 1 - The Spirit of Vespera

The Vespera Campaign is a game played for the enjoyment of everyone involved. While the rules provide the framework for the campaign, they should never become more important than the experience itself. If a rule, interaction, or interpretation threatens the enjoyment, fairness, or spirit of the campaign, players are encouraged to pause, discuss the situation, and find an amicable resolution.

The aim is not to win an argument over wording, but to create memorable battles, tell a compelling story, and ensure that everyone leaves the table wanting to play the next game.

Where uncertainty exists, use common sense, agree on a temporary ruling, and move on. Any ruling made during a game should be considered a temporary resolution unless the campaign organiser decides otherwise.

2.0 Campaign Phases

The fate of Vespera will be decided in **4 phases**:

- Phase 1: 500 Points Limit
- Phase 2: 1000 Points Limit
- Phase 3: 2000 Points Limit
- Phase 4: 2000 - 3000 Points Limit
 - The player with a smaller list of units to draw from when building lists, determines the points limit of each Engagement and the other player(s) must remove units as close as possible to the lower point limit.

3.0 Force Generation & Starting Territory

3.1 Force Generation

At the start of each Campaign Phase, players must generate 2 lists (1 Full-Scale list and 1 Boarding Actions list) and adhere to the restrictions set by the current Force Limitation, and those gained by Conquering Territories and their Landmarks in the previous Campaign Phase. However, these can be **affected** by **Sabotage Actions** later on.

3.2 Force Limitations

Limitations and exclusions apply in each phase as follows:

- **Phase 1:**
 - 1 Non-EPIC HERO CHARACTER Units
 - 0-1 SUPPORT Units
 - 2+ BATTLELINE Units
 - 0-1 DEDICATED TRANSPORT Units
 - 0-2 Non-VEHICLE/MONSTER Units
- **Phase 2:**
 - 1-2 Non-EPIC HERO CHARACTER Units
 - 0-2 SUPPORT Units
 - 2+ BATTLELINE Units
 - 0-2 DEDICATED TRANSPORT Units
 - 0-3 Non-VEHICLE/MONSTER Units
 - 0-1 Non-TITANIC VEHICLE/MONSTER Units
- **Phase 3:**
 - 1-4 CHARACTER Units
 - 0-2 SUPPORT Units
 - 2+ BATTLELINE Units
 - 0-3 DEDICATED TRANSPORT Units
 - 0-4 Non-VEHICLE/MONSTER Units
 - 0-2 VEHICLE/MONSTER Units
- **Phase 4**
 - 1+ CHARACTER Units
 - 0+ SUPPORT Units
 - 2+ BATTLELINE Units
 - 0/1+ DEDICATED TRANSPORT Units
 - 0+ Non-VEHICLE/MONSTER Units
 - 0+ VEHICLE/MONSTER Units

You may combine keywords on a unit, up to your Force Limitation for a phase.

- *E.g. 1 **Hive Tyrant** has both the **CHARACTER** and **MONSTER** keywords and can be used in Phase 2, but **takes 1 of each KEYWORD limit**.*

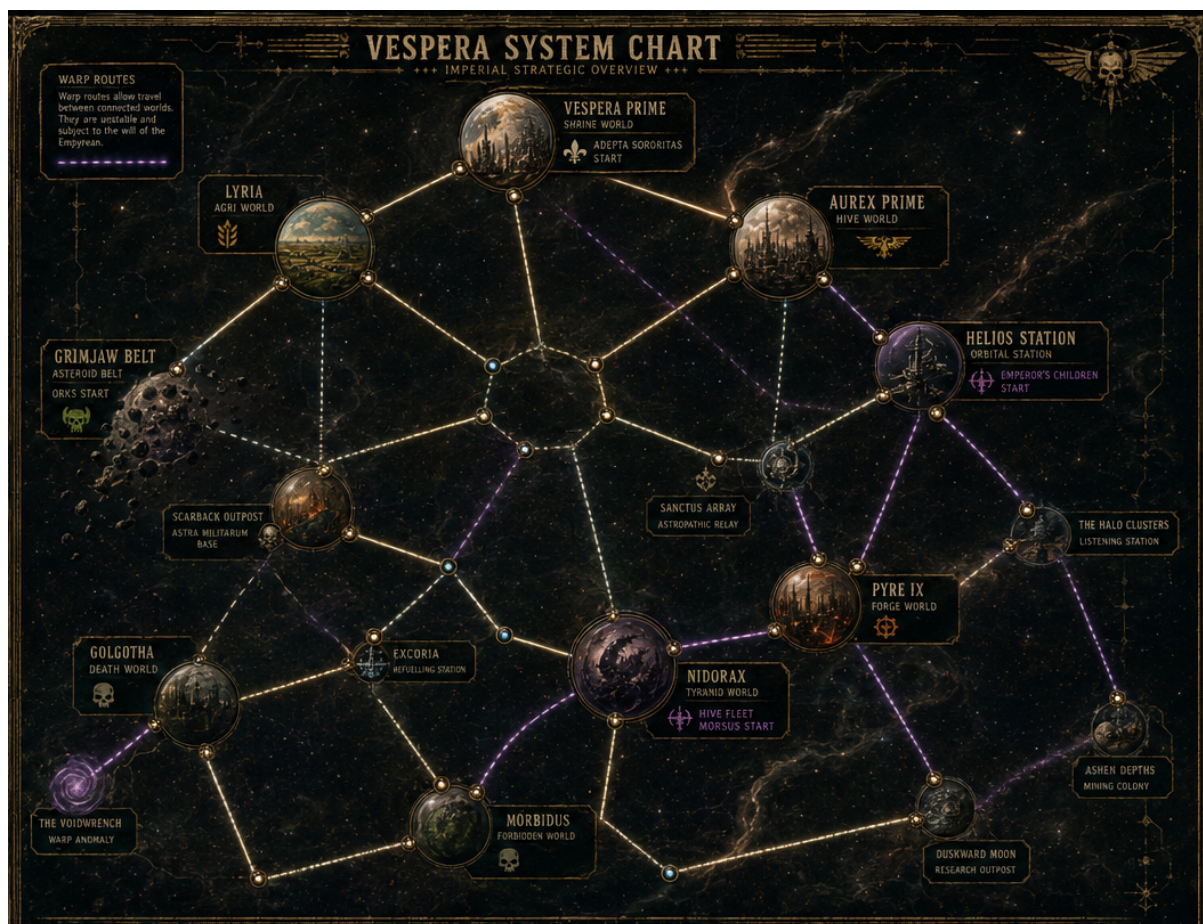
3.2.1 Balance Updates & Munitorum Field Manuals

During the progression of the Campaign, the game may be subject to balance updates that would alter the rules and point limits of some or all players' factions. As a result, players may choose to redraft their army lists mid-Campaign Phase if their points limit would exceed the Phase limit.

Alternatively if rules for a unit or detachment are changed in a way that affects the enjoyment, composition, and/or intended build then they may also discuss with players in the campaign and redraft any army lists.

4.0 System Chart & Map Elements

Figure 1 - Vespera System Chart



The Vespera System is a collection of both Territories and Nodes seen in Figure 1 above.

A player faction navigates the system through their faction's Fleet moving from Nodes or Territories to other connecting Nodes or Territories.

A Territory is a world or area of interest such as a Refuelling Station or Listening Post. A Node is a point on the map that represents the spaces between Territories that can be navigated by a Fleet. There can be multiple connecting Nodes adjacent to a Territory. Whilst a Fleet is within one of these Nodes, a faction is within that Territory. Whilst 2 or more Fleets are in the same Node/Territory, All Fleets are involved in what is known as an Engagement.

4.1 Starting Territory

Each player begins the Campaign in the following Territories with both a Fortify token already added to their Starting Territory and the **Command Bastion** Landmark.

Each player's Territory has the following Twist during an Engagement:

- **Vespera Prime** - Adepta Sororitas
 - **Fearless Defenders:**
 - **Imperium** units **do not suffer 0 OC** characteristic when failing a Battleshock test and still may be targeted with the Insane Bravery Stratagem whilst Battle-shocked.
- **Helios Station** - Emperor's Children
 - **Opheon's Maraviglia:**
 - **Non-EMPERORS CHILDREN** units suffer a **-2 to Battleshock tests** and subtract 2 from their Movement characteristic.
- **Nidorax** - Tyranids
 - **Spawning Pools:**
 - At the **start of the Command phase**, choose **3 non-VEHICLE** units on the battlefield. You can return **d3 destroyed models** (excluding **CHARACTER** models) to that unit with its full wounds remaining.
- **Grimjaw Belt** - Orks
 - **WAAAGH Energies:**
 - An **ORK** Army may use the **WAAAGH!** rule an additional time.

5.0 Landmarks & Territories

5.1 Landmark Rules

Landmarks within Territories confer rules to a Faction or Engagement, based on the keyword detailed in the list below.

Faction (F) keyword applies to a Faction **during the Engagement Phase** regardless of the Territory you are in.

Engagement (E) keyword applies when you are **in an Engagement on the Territory** with such Landmarks.

- **Biomass Reserve:**
 - **Verdant Abundance (F):**
 - During the **Force Generation** step of the current Campaign Phase you may add +1 Non-VEHICLE/MONSTER Units to your current limit.
- **Command Bastion:**
 - **Defensible Positions (F):**
 - When this territory is **Fortified**, Place 1 additional Fortify token on the Conquered Territory.
- **Manufactorum:**
 - **Expanded Production (F):**
 - During the **Force Generation** step of the current Campaign Phase you may add +1 VEHICLE or +1 DEDICATED TRANSPORT to your current limit.
- **Power Station:**
 - **Enhanced Arms (E):**
 - When making **Attacks** with HAZARDOUS weapon profiles, **re-roll 1's to hit**. However when doing so, **RISK** rolls for HAZARDOUS weapons fail on a result of a 1, 2 or 3.
- **Shield Generator:**
 - **Omni Scramblers (E):**
 - You may not make an **Ingress Move** within 8" of a **Terrain Objective** or **Objective Marker** in addition to the normal restrictions.
 - **Shielded Positions (E):**
 - Units **wholly within** a **Terrain Objective** have a **6+ inv save**.
 - *This does not apply to Objective Markers*
- **Spaceport:**
 - **High-Altitude Drop (F):**
 - During the **Muster Armies** step, choose 1 **INFANTRY** unit of 400 (including upgrades, enhancements, CHARACTER and/or SUPPORT units) Points or less in your army and give it the **Deep Strike** rule.

5.2 Territory Landmarks

Each Territory has a set of Landmarks conferred by its narrative background and landscape as detailed in the list below:

- **Agri World:**
 - Biomass Reserve, Power Station.
- **Astra Militarum Base:**
 - Command Bastion, Manufactorum, Shield Generator, Spaceport.
- **Astropathic Relay:**
 - Shield Generator.
- **Death World:**
 - Command Bastion.
- **Forbidden World**
 - +{REDACTED BY ORDER OF THE INQUISITION}+
- **Forge World:**
 - Manufactorum, Power Station, Shield Generator, Spaceport.
- **Hive Worlds:**
 - Command Bastion, Manufactorum, Shield Generator, Spaceport.
- **Listening Station (Boarding Actions & Kill Team Only):**
 - Power Station, Shield Generator.
- **Mining Colony:**
 - Power Station.
- **Refuelling Station (Boarding Actions & Kill Team Only):**
 - Power Station, Spaceport.
- **Research Outpost (Boarding Actions & Kill Team Only):**
 - Shield Generator, Biomass Reserve.

5.3 Territory Twists

Each Territory has a twist that applies during an Engagement:

- **Hive Worlds**
 - **Martial Pride:**
 - A **BATTLELINE** unit can **start an action** in a turn in which it made an **advance move**.
A **BATTLELINE** unit can **shoot** in a turn in which it **started an action**.
- **Forge World**
 - **Choking Smoke:**
 - Units making attacks subtract 1 from the hit roll (*This is cumulative with the Benefits of Cover*).
- **Astropathic Relay**
 - **Dissonant whispers:**
 - Subtract 1 from the Leadership characteristic of all models on the battlefield.
- **Listening Station**
 - **Comms Relay:**
 - Generate +1 CP at the start of your Command Phase
- **Mining Colony**
 - **Unstable Terrain:**
 - Subtract 2 from the Move characteristic of all models on the battlefield that do not have the FLY keyword.
- **Research Outpost**
 - **Classified Projects:**
 - When this Territory is **conquered**, randomly **draw 1 Alliance Relic card** from the Dominatus deck.
 - *This rule can only be used by a Conquering Faction **once per Campaign Phase**.*

- **Forbidden World**
 - **Exterminatus:**
 - **Terrain features** do not have the **Solid** rule.
 - **Sky of Ash:**
 - Each unit that is not **visible** to enemy models unless they are within 18" of that unit, and each unit cannot be targeted by **INDIRECT FIRE** weapons unless the attacking model is within 18" of that unit.
- **Refuelling Station**
 - **Staging Post:**
 - Add +1 Action to your Action limit in the Fleet Phase.
- **Astra Militarum Base**
 - **Medical Supplies:**
 - At the **start of the Command phase**, choose **1 non-VEHICLE** unit on the battlefield. You can return **1 destroyed model** (excluding **CHARACTER** models) to that unit with its full wounds remaining.
- **Death World**
 - **Planet of Terrors:**
 - Roll a D66 and consult the Death World Event Table found in the appendix.
- **Agri World**
 - **Crop Fields:**
 - When a unit makes a **normal** or **advance move**, models in that unit have the **MOBILE** keyword until that move ends.

6.0 Campaign Rules

6.1 Dominatus Deck Rules

During the campaign, the Warhammer 40,000 Dominatus deck will be used to determine the following:

- The missions of Full-Scale games.
 - Agenda Cards.
 - Players may choose to decline Agenda cards. They may then draw a new primary mission based on their Force Disposition and their opponent's, but may only score from the new primary mission.
 - In the 4th Campaign Phase continue to use the Agenda Cards for Phase 3.
 - The amount of Agenda Achieved cards you have received in each Campaign Phase.
 - At the end of Campaign Phase, each player will track how many games they have won and how many Agenda Achieved cards they have accumulated. Finally Agenda Achieved cards are reset and discarded to begin the next Campaign Phase.
 - Dominatus Location cards are replaced with Territory Twists and Landmarks rules.
 - Ignore the Dominatus rules for Ascendancy
- The Alliance Battle Honours and Battle Skills achieved as a result of a victory or defeat.
 - These are randomly drawn at the end of the Engagement Step if both players have been involved in an Engagement.
 - At the end of Campaign Phase, each player will track how many Battle Honours and Battle Skills they have accumulated. Finally both cards are reset and discarded to begin the next Campaign Phase.
- The Alliance Relics achieved at the end of each Campaign Phase.
 - At the end of a Campaign Phase, each player randomly draws 1 Alliance Relic to add to their army and are kept for the remainder of the Campaign.

Imperium Factions are a part of the Liberators Alliance, Ork Factions are a part of the Oppressors Alliance, and both the Emperor's Children and Tyranid Factions are a part of the Raiders Alliance but track their results separately.

6.2 Phase & Campaign Victor

6.2.1 Order of Importance

The order of importance is as follows to determine the victor:

- Conquered Territories under a faction's control.
- Agenda Achieved Cards.
 - **Clandestine Operations:**
 - You may exchange 3 Agenda Achieved Cards, to increase your Conquered Territory value by 1 for that phase and discard those cards.
- Battle Honours.
- Battle Skills.

Example

Player 1 has; 2 Conquered Territories, 4 Agenda Achieved cards, 3 Battle Honours, and 2 Battle Skills.

Player 2 has; 3 Conquered Territories, 1 Agenda Achieved cards, 1 Battle Honours, and 4 Battle Skills. Player 2 has a higher result than Player 1.

Player 1 may then exchange 3 of their **Agenda Achieved cards**, to have a final result of: **3 Conquered Territories, 1 Agenda Achieved cards, 3 Battle Honours, and 2 Battle Skills** becoming the victor as they have achieved **more Battle Honours cards**.

6.2.2 Phase Victor

At the end of a Campaign Phase Players will note down each of the 4 values and compare their results with all Enemy Factions to determine the victor. In the result of a tie each player rolls off to decide the victor.

When a victor is determined each player get a number of **Phase Victory Points** equal to the **Campaign Phase plus the rankings below**:

- 1st Place: 4 Points.
- 2nd Place: 3 Points.
- 3rd Place: 2 Points.
- 4th Place: 1 Points.

6.1.3 Final Campaign Victor

At the end of the 4th Campaign Phase after the victor has been determined. Players will check the amount of Phase Victory Points accumulated from each Phase and compare their results with all Enemy Factions.

In the result of a tie, a victor is determined by one Final Full-Scale Engagement on a Territory of all players choosing with all players involved.

THE CAMPAIGN LOOP Campaign Check → Fleet Phase → Engagement Phase → Resolution Phase
→ next Action Step

++ THE EMPEROR PROTECTS ++

7.0 Conflict Rules

Conflict Rules here are split into the following phases:

- Campaign Check
- Fleet Phase
- Engagement Phase
- Resolution Phase

7.1 Campaign Check Phase

During this Phase check if all players have used all their available Actions. If so the Campaign Phase ends and all Players randomly draw 1 Alliance Relic as described in **Dominatus Deck Rules** and return to **Force Generation** for the next Campaign Phase.

If not continue to the **5.3.2 Fleet Phase**.

7.2 Fleet Phase

This phase controls the movement of your forces across the Vespera system. During each phase you may only make **4 Actions** unless increased by conquered Landmarks.

An **Action** may begin from your **Starting Territory** or from a **Territory you have Conquered**

- **Fleet Movement** Actions **ends** once you **reach a Node** or an **Unconquered Territory**.
- **Fortify/Blockade** Actions **ends** once **a token is placed on the Territory/Node**.
- **Raid/Sabotage** Actions **ends** once an **Engagement is completed in the Resolution Phase**.

7.2.1 Expansion Limits

To represent the lack of resources in the earlier stages of the campaign, the current phase will determine how many territories each faction can have conquered at the same time:

- **Phase 1:** 2 Territories
- **Phase 2:** 3 Territories
- **Phase 3:** 5 Territories
- **Phase 4:** Unlimited

A Faction at its Expansion Limit cannot Conquer another Territory. If it wishes to attack another Territory, it must use the Raid Action.

7.2.2 Determine Actions

At the start of the Engagement Phase, each player secretly selects **1 Action** by writing the Action and its intended target on a slip of paper.

Once all players have selected their Actions, reveal them simultaneously.

Each Action is then resolved according to the rules below.

A player may only select an Action if they meet all requirements for that Action.

1) Fleet Movement:

- a) During the Engagement Phase, a player may use an **Action** to move their Fleet from their Starting Territory, a Conquered Territory or a Node.
- b) When performing a Fleet Movement:
 - i) Spend **1 Action**.
 - ii) Select one Node or Territory within **Range 1**.
 - iii) Move your Fleet to the selected location.
 - iv) If the destination contains an opposing Fleet, or is a Territory controlled by an opposing Faction, resolve the appropriate Engagement according to the **Engagement Phase** rules.

2) Fortify:

- a) To use this Action, each player **must control the Territory** containing their Fleet.
- b) The player spends **1 Action** and places **1 Fortify Token** on their current Conquered Territory.
- c) A Territory may only have **1 Fortify Token** unless otherwise stated by a Landmark or campaign rule.
- d) If the Territory already has a Fortify Token, the Fortify Action has no effect.

3) Blockade:

- a) To use this Action, each player **must control the Territory** containing their Fleet.
- b) The player spends **1 Action** and places **1 Fortify Token** on the Node currently occupied by their Fleet.
- c) A Node may only have **1 Fortify Token** unless otherwise stated by a campaign rule.
- d) If the Node already has a Fortify Token, the Blockade Action has no effect and the Action is still spent.
- e) At the start of the next Action Step, if the Faction controlling the Blockaded Node uses the **Fleet Movement Action** to move its Fleet from that Node to another Node within Range 1, remove the Fortify Token after the Fleet has moved.

4) Sabotage:

- a) The player spends **1 Action** and selects one of the following within **Range 2**:
 - i) A Conquered Territory occupied by their Fleet
 - ii) An enemy Conquered Territory.
- b) The selected Territory becomes the target of a **Sabotage Action**.
- c) The Sabotage Action is resolved using the Sabotage rules below.

5) Raid:

- a) The player spends **1 Action** and selects an enemy Conquered Territory or Node within **Range 1**.

b) The selected location becomes the target of a **Raid Action**.

6) Do Nothing

a) The player spends **1 Action** and no other effect occurs.

7.2.2.1 Fleet Movement Action

During the Engagement Phase, a player may use the **Fleet Movement Action** to move their Fleet from their Starting Territory, a Conquered Territory or a Node.

When performing a Fleet Movement:

1. Spend **1 Action**.
2. Select one Node or Territory within **Range 1**.
3. Move your Fleet to the selected location.
4. If the destination contains an opposing Fleet, or is a Territory controlled by an opposing Faction, resolve the appropriate Engagement according to the **Engagement Phase** rules.

A Fleet cannot move to a location outside of its permitted Range.

7.2.2.2 Fortify Action

During the Engagement Phase, a player may use the **Fortify Action** to strengthen a Conquered Territory they currently control.

Spend **1 Action** and place **1 Fortify Token** on the Conquered Territory occupied by your Fleet.

A Fortified Territory requires an additional Engagement before it can be Conquered.

Each Fortify Token represents one additional Engagement that must be fought before the Territory's defences are exhausted.

Each Engagement fought against the Territory removes **1 Fortify Token**, regardless of which Faction wins the Engagement.

7.2.2.2.1 Multiple Factions Attacking a Fortified Territory

If multiple Factions attack the same Fortified Territory during the same Action Step, all Fortify Tokens are shared between the attacking Factions.

Each Engagement removes **1 Fortify Token**, regardless of the result.

The order in which the attacking Factions resolve their Engagements is determined by a **roll-off** before the first Engagement is played.

The first Faction to defeat the defending Faction after all Fortify Tokens have been removed Conquers the Territory.

7.2.2.2.2 Objective Secured:

- At the start of the **Create the Battlefield** step, the defending player controls all Objective Markers that are not within the attacking player's Deployment Zone.
- The defending player retains control of these Objective Markers until the attacking player's **Level of Control** over that Objective Marker is greater than the defending player's at the end of a Phase.

7.2.2.3 Blockade Action

During the Engagement Phase, a player may use the **Blockade Action** to fortify a Node currently occupied by their Fleet.

Spend **1 Action** and place **1 Fortify Token** on the Node.

A Blockaded Node requires an additional Engagement before it can be captured by an opposing Faction.

Each Engagement fought at the Node removes **1 Fortify Token**, regardless of which Faction wins the Engagement.

7.2.2.3.1 Multiple Factions Attacking a Blockaded Node

If multiple Factions attack the same Blockaded Node during the same Action Step, all Fortify Tokens are shared between the attacking Factions.

The attacking Factions determine the order of their Engagements by a **roll-off** before the first Engagement is played.

Each Engagement removes **1 Fortify Token**, regardless of the result.

The first Faction to defeat the defending Faction after all Fortify Tokens have been removed gains control of the Node.

At the start of the **Create the Battlefield** step, the defending player controls all Objective Markers that are not within the attacking player's Deployment Zone.

The defending player retains control of these Objective Markers until the attacking player's **Level of Control** over that Objective Marker is greater than the defending player's at the end of a Phase.

7.2.2.4 Sabotage Action

During the Fleet Phase, a player may use the **Sabotage Action** to target:

- A Conquered Territory occupied by their Fleet; or
- An enemy Conquered Territory within Range 2.

Spend **1 Action** and then the Sabotaging player selects **1 Fortify Token** or **1 Landmark** from the Territory's Landmark list as the target of the Sabotage Action.

The players then play a **Kill Team game** using the Sabotage rules.

If the Sabotaging player **wins** the Kill Team game:

- The selected Fortify Token is removed; **or**
- The selected Landmark is disabled until the end of the next Force Generation step.

A disabled Landmark provides **no benefits** to the controlling Faction for the duration of its disability.

If the Sabotaging player loses the Kill Team game, no Fortify Token or Landmark is affected.

Kill Team games played as part of a Sabotage Action do not award Battle Honours, Battle Skills, Agenda Achieved cards or other rewards associated with Full-Scale Games or change the faction controlling the affected Territory.

7.2.2.5 Raid Action

During the Engagement Phase, a player who has reached their **Expansion Limit** may use the **Raid Action** (However, this is not a requirement).

Spend **1 Action** and select an enemy Conquered Territory or Node within **Range 1**.

The attacking player then plays the appropriate Engagement against the defending Faction.

Raid Actions allow the attacking player to:

- Remove Fortify Tokens;
- Achieve additional Agenda Achieved cards;
- Earn Battle Honours; and/or
- Earn Battle Skills.

The specific rewards available from a Raid Action are determined by the **Dominatus** rules.

7.2.2.5.1 Raid Withdrawal

Regardless of the result of the Raid, the attacking Fleet must return to the **Conquered Territory from which the Raid was launched** during the Resolution Phase.

The attacking Fleet does not remain in the raided location.

If the launching Territory is no longer controlled by the attacking Faction when the Raid is resolved, the Fleet instead follows the normal Fleet push-back rules.

7.3 Engagement Phase

The Engagement Phase determines all battles that must be fought during the current Action Step.

Players resolve Engagements **one at a time**, following the sequence below. An Engagement must be completely resolved before proceeding to the next Engagement.

7.3.1 Determine Engagements

At the start of the Engagement Phase, each player checks every **Node, Conquered Territory and Unconquered Territory** containing one of their Fleets.

An Engagement occurs when an Enemy Fleet is present in the same location.

Engagements are resolved in the following order:

1. **Boarding Actions** – Enemy Fleets occupying the same Node.
2. **Full-Scale Games** – Enemy Fleets occupying the same Conquered or Unconquered Territory.
3. **Uncontested Territories** – An Unconquered Territory containing a Fleet but no Enemy Fleet becomes Conquered.

If multiple Factions are involved in the same location, use the **Order of Engagements** rules below.

7.3.2 Determine the Order of Engagements

If multiple Factions are attacking the same Node or Territory during the same Action Step, the players must determine the order in which their Engagements are resolved.

All Factions with an Enemy Fleet in the location **roll off**.

The player with the highest result chooses whether their Engagement is resolved first or second. Continue determining the order until all Factions have been placed in an order.

If two or more players roll the same result, those players roll off again until the order is determined.

Once established, the Engagement order **cannot be changed during the Action Step**.

Before each Engagement begins, check that the Enemy Fleet remains in the location. If the Enemy Fleet is no longer present, that Engagement is **cancelled**.

7.3.3 Determine the Number of Games

Before playing an Engagement, check whether the location contains any **Fortify Tokens**.

Each Fortify Token represents one remaining layer of defensive strength.

Each game played against a Fortified location removes 1 Fortify Token, regardless of which Faction wins the game.

For example:

A Death World has **3 Fortify Tokens** (Due to Command Bastion Landmark).

Three games must be played against the Territory before its defences are exhausted.

Game 1: Fortify Token removed.

Game 2: Fortify Token removed.

Game 3: Final Fortify Token removed.

The Territory is now no longer Fortified.

Fortify Tokens are removed **after each completed Engagement during the Resolution Phase**.

7.3.4 Determine the Type of Engagement

The type of game played is determined by the location of the Enemy Fleet.

7.3.4.1 Boarding Action

If Enemy Fleets occupy the **same Node**, the Engagement is a **Boarding Action**.

Play a Boarding Actions mission using the Boarding Actions rules below.

7.3.4.2 Full-Scale Game

If an Enemy Fleet occupies the same **Conquered Territory or Unconquered Territory**, the Engagement is a **Full-Scale Game**.

Play a standard Warhammer 40,000 game using the Full-Scale Game rules below.

7.3.4.3 Sabotage Action

If a **Sabotage Action** is declared according to the campaign rules, the Engagement is resolved using the Kill Team game system.

Sabotage Actions use the Kill Team rules below.

7.3.5 Play the Engagement

The players play the appropriate game determined in Step 4.

The following rules apply:

- **Full-Scale Games** use the current Phase Points Cap, Territory Twists and Landmark rules.
- **Boarding Actions** use the Boarding Actions rules.
- **Sabotage Actions** use the Kill Team rules.

Once the game has been completed, proceed immediately to the **Resolution Phase** for that Engagement.

7.3.5.1 Multiple Games

If the location contains Fortify Tokens when an Engagement begins, continue playing Engagements until the Fortify Tokens have been removed or the defending Fleet is no longer present.

After each game, resolve the result before determining whether another Engagement is required.

If further games are required, return to **Step 4: Determine the Type of Engagement**.

7.3.5.2 Conquering an Uncontested Territory

If an Unconquered Territory contains a Fleet and **no Enemy Fleet is present**, that Territory is immediately Conquered by the Faction controlling the Fleet.

No game is played.

The Territory becomes a **Conquered Territory** immediately.

7.3.5.3 Full-Scale Games

When an Enemy Fleet is encountered within a Territory, players must play a Full-Scale Game.

Full-Scale Games use the current **Phase Points Cap**.

For example:

During Phase 2, the Points Cap is 1,000 points. Therefore, all Full-Scale Games played during Phase 2 must use the 1,000-point Points Cap.

Full-Scale Games use the **Territory Twist** and **Landmark** rules associated with the Territory being contested.

The Primary Mission must be selected from the **Dominatus Deck**.

Players may instead agree to use an appropriate **Chapter Approved** mission.

The result of the game is resolved using the campaign's **Dominatus** rules.

Battle Honours and Battle Skills are awarded according to the **Dominatus** rules.

7.3.5.4 Boarding Actions

When Enemy Fleets occupy the same Node, the Engagement is resolved using the **Boarding Actions** game system.

The first mission must be selected from the Boarding Actions Mission List when fighting within the following Territories:

- Astropathic Relay
- Listening Station
- Refuelling Station
- Helios Station

Players may either agree upon a suitable mission or randomise the mission. If a mission has already been played during the current Engagement, that mission **cannot be selected again**. Select another mission instead.

For mission rules and board layouts, players may use: **RBAMP – Random Boarding Action Mission Picker**

<https://rbamp.vercel.app/>

7.3.5.5 Kill Team – Sabotage Actions

Sabotage Actions use the **Kill Team** game system.

Because Kill Team uses a separate progression system, models participating in a Sabotage Action **cannot receive Battle Honours, Battle Skills, Agenda Achieved cards or other rewards associated with Full-Scale Games**.

When a Sabotage Action is declared:

1. The attacking player selects an appropriate Kill Team mission.
2. Both players select a Kill Team containing models with the appropriate **Faction Keywords**.
3. The game is played using the current Kill Team rules.
4. The result is resolved during the Resolution Phase.

Examples of suitable Kill Teams include:

- **Adepta Sororitas:** Sanctifiers, Celestian Insidiants
- **Tyranids:** Brood Brothers, Raveners

Players should agree upon an appropriate Kill Team where multiple Kill Teams are available for their Faction.

7.4 Resolution Phase

The Resolution Phase determines the outcome of each Engagement and applies all resulting campaign effects.

Each Engagement must be resolved using the following sequence.

7.4.1 Determine the Victor

Determine the winner of the game.

The winner is determined using the normal rules for the game system being played.

- Full-Scale Games use the normal Warhammer 40,000 and Dominatus victory conditions.
- Boarding Actions use the normal Boarding Actions victory conditions.
- Sabotage Actions use the normal Kill Team victory conditions.

7.4.2 Apply the Result

Apply the appropriate campaign effects based on the result of the Engagement.

7.4.2.1 Full-Scale Game

For Full-Scale Games, award **Battle Honours** and **Battle Skills** according to the Dominatus rules.

If the Victor has successfully defeated the opposing Fleet, apply the appropriate territorial and Action effects.

7.4.2.2 Boarding Action

Apply the appropriate Action and campaign effects determined by the result of the Boarding Action.

Boarding Actions do not award Battle Honours or Battle Skills unless specifically stated elsewhere in the campaign rules.

7.4.2.3 Sabotage Action

Apply the appropriate Sabotage Action result.

Kill Team operatives do not receive Battle Honours, Battle Skills or other Full-Scale Game progression rewards from a Sabotage Action.

7.4.3 Remove a Fortify Token

If the contested location contains one or more Fortify Tokens, **remove 1 Fortify Token**, regardless of which Faction won the Engagement.

This represents the Territory's defences being weakened by the Engagement.

If no Fortify Tokens remain, the Territory is no longer Fortified.

Fortify Tokens are a **shared resource** and are not assigned to a specific attacking Faction.

Example

A Territory has 3 Fortify Tokens.

Faction A attacks and loses.
1 Fortify Token is removed.

Faction B then attacks and wins.
1 Fortify Token is removed.

Faction C attacks and loses.
The final Fortify Token is removed.

The Territory's defences have now been exhausted.

7.4.4 Push Back the Defeated Faction

When a Faction loses an Engagement and is required to retreat, the defeated Faction's Fleet is **pushed back one location**.

The victorious Faction chooses the destination of the defeated Fleet, provided that destination is a location the Fleet can legally occupy.

If multiple legal destinations are available, the victorious player chooses the destination.

If only one legal destination is available, the Fleet must move there.

If the Fleet has **no legal destination**, it must use the following rule:

- **Emergency Withdrawal:** if no legal adjacent destination exists, return the defeated Fleet to the nearest Territory it controls. If it controls none, return it to its Starting Territory.

When multiple Factions are present in the same location:

- Only the **Defeated Faction** is pushed back.
- Other attacking Factions that have not yet fought remain in the location.
- A victorious Faction cannot choose to push a different attacking Faction back.
- A Faction that has already resolved its Engagement does not participate in subsequent Engagements at that location.

7.4.5 Check for Further Engagements

After applying the result of the Engagement, check whether another Engagement is required.

A further Engagement is required if:

- An Enemy Fleet remains in the contested location and an attacking Faction is still eligible to fight;
- The location still contains Fortify Tokens and the defending Fleet remains present; or
- Another campaign rule specifically requires an additional Engagement.

If another Engagement is required, return to **Engagement Phase – Step 4: Determine the Type of Engagement**.

Before starting the next Engagement, check the current location of all relevant Fleets. Campaign positions may have changed as a result of the previous Engagement.

If no further Engagement is required, the current Engagement is complete.

7.4.6 Conquering the Territory

A Territory can only be Conquered when:

1. The Territory contains **no Fortify Tokens**;
2. The attacking Faction has won an Engagement against the defending Faction;
3. The defending Fleet has been pushed out of the Territory;
4. No other Enemy Fleets remain in the Territory.

When all four conditions are met, the Territory becomes **Conquered by the attacking Faction**.

If multiple Factions have participated in the Engagements against the Territory, the Territory is Conquered by the **last attacking Faction to defeat the defending Fleet while the Territory's Fortify Tokens were exhausted**.

7.4.7. Complete the Engagement

Once all required games have been played and all campaign effects have been applied, the Engagement is complete.

Players then proceed to the next Engagement identified during the Engagement Phase.

Once all Engagements have been resolved, the **Engagement Phase and Resolution Phase are complete** and the Campaign **returns back to the Campaign Check Phase**.

8.0 Appendix

8.1 Campaign Score Sheet

Phase 1/2/3/4

Faction	Campaign Victory Points (CVP)	Total CVP
Adepta Sororitas		
Emperor's Children		
Orks		
Tyranids		

8.2 Phase Score Sheet

Phase 1/2/3/4

Faction	Conquered Territory	Agenda Achieved	Battle Honours	Battle Skills
Adepta Sororitas				
Emperor's Children				
Orks				
Tyranids				

8.3 Phase Move Tracker

Phase 1/2/3/4

Action	Source	Destination	Result	Notes

Faction Phase 1 Example

Emperor’s Children

Action	Source	Destination	Result	Notes
Fleet Movement	Helios Station	Santus Array	No enemy Fleets	Territory Conquered
Fleet Movement	Santus Array	Pyre IX	Tyrannid Fleet Encountered - Full-Scale Game	Loss - Pushed back to Santus Array
Sabotage	Santus Array	Pyre IX	Sabotaging Manufactorum	Win - Manufactorum Disabled No Movement
Fleet	Helios	The Halo Clusters	Tyrannid Fleet Encountered -	Win - Tyrannids pushed

++ THE EMPEROR PROTECTS ++

Action	Source	Destination	Result	Notes
Movement	Station		Boarding Action	back to Pyre IX

8.4 Death World Events Table

D66	Event	Effect
11	Toxic Bloom	Randomly determine an objective. Units within 3" suffer D3 mortal wounds.
12	Predatory Vines	Randomly determine a Terrain Area. The first unit to move through it this battle round suffers D3 mortal wounds on a 4+.
13	Acidic Rain	Until the next battle round, attacks against units more than 12" away suffer -1 to Hit.
14	Spore Cloud	Randomly determine D3 Terrain Areas. Each time a model makes an attack that targets a unit wholly within that Area, subtract 1 from the hit roll.
15	Quicksand	Randomly determine 1 Terrain Area. Units ending a Normal Move within the terrain area cannot Charge this turn.
16	Carrion Swarm	When a Unit is destroyed during the battle round, units within 3" of that destroyed unit suffer -1 OC until the end of the battle round.
21	Toxic Spores	Each unit within 3" of a Terrain Objective rolls a D6. On a 6, suffer 1 mortal wound.
22	Dense Undergrowth	Until the next round, Advance rolls are reduced by 1.
23	Predator's Scent	Each player selects 1 enemy unit. That unit cannot benefit from Cover until the next battle round.

D66	Event	Effect
24	Golgothan Fog	Until the next battle round, ranged attacks cannot target units more than 18" away.
25	Unstable Ground	Until the next battle round, units cannot Advance and Charge.
26	Rootbound	Randomly determine D3 Terrain Areas. Units within them suffer -1" Move until the next battle round.
31	Deathworld Camouflage	Each player selects 1 unit from their army wholly within a terrain area. It gains the Stealth rule until the next battle round.
32	Predator's Warning	Each player selects 1 unit from their army. It may re-roll Advance rolls until the next round.
33	Noxious Vapour	Randomly determine 1 Terrain Area. Units within 3" of terrain gain +1 OC, but suffer -1 to Hit until the next battle round.
34	Tremor	Until the next battle round, all non-MONSTER/VEHICLE units suffer -1 to Charge rolls.
35	Fungal Growth	Randomly determine D3 Terrain Areas. Those areas gain the Dense rule until the next battle round.
36	Brief Calm	Nothing happens. The Death World falls strangely silent.
41	Predator's Rush	Each player selects 1 unit from their army within 6" of the centre of the battlefield. It may immediately make a normal move of D3".
42	Blood-Scented Soil	Units below Half-strength gain +1 OC until the next round.
43	Acidic Spores	Until the next battle round, VEHICLE/MONSTER units within 3" of terrain suffer -1 Toughness.
44	Thornstorm	Until the next battle round, units that make a Fall Back move suffer D3 mortal wounds on a 4+.
45	Migrating Herd	Each player may make a Normal Move of up to 3" with 1 unit from their army not within Engagement Range.
46	Toxic Winds	Until the next round, Ranged weapons with the Blast rule have -1 Attack.
51	Carnivorous Flora	Randomly determine a Terrain Objective. The first unit to control it this round suffers D3 mortal wounds.
52	Deathworld Resilience	Each player selects 1 unit from their. It gains Feel No Pain 6+ until the next round.
53	Predator's Territory	Units within 3" of the centre gain +1 OC, but cannot gain the Benefits of Cover.

D66	Event	Effect
54	Spore Burst	Randomly determine a Terrain Objective. Until the next round, units within 3" gain Benefits of Cover.
55	Unstable Canopy	Randomly determine 1 Terrain Area. Units within it suffer -1 to Hit with Ranged Weapons until the next battle round.
56	Golgothan Nightfall	Until the next battle round, the maximum range of Ranged Weapons is 24".
61	Scavenger Flies	When a Unit is destroyed during the battle round, units within 3" of that destroyed unit suffer -1 to Hit in Melee.
62	Living Battlefield	Randomly determine D3 Terrain Areas. Units within them gain +1 OC, but suffer -1" to their Movement characteristic.
63	Apex Predator	Each player selects 1 unit from their army. It gains +1 to Hit in melee until the next round.
64	Corrosive Mist	Until the next battle round, units wholly within a terrain area gain Stealth.
65	The Ground Opens	Randomly determine 1 Terrain Objective. Units within 3" must take a Battle-shock test.
66	Golgotha Hungers	Roll twice on this table and apply both results. Re-roll further 66s.