



THE WAR FOR LACHESIS CAMPAIGN RULES

STARTING THE CAMPAIGN

At the start of the campaign, one side is designated as the Defender (The Imperium, and its allies), and the other as the Invader (the Word Bearers, and their allies). There is a gauge for every planet on the campaign map showing the morale of the Defender's population and the health of the veil separating the warp from realspace. At the start of the campaign, all these gauges are full.

Note that these agendas are not intended for use in boarding actions, and so Port Magellus does not have a gauge.

BEFORE EACH BATTLE

1. Roll off to determine which player or team of players participating in each game has the strategic initiative.
2. The side with the initiative chooses a territory to fight over on the map.
 - *Both sides can mutually agree on which territory to fight over if desired.*
3. The side with the initiative chooses a mission.
 - *Both sides can mutually agree on a mission if desired.*
4. Place markers for the Compliance/Dissent Lachesis War Agenda (see below).

LACHESIS WAR AGENDAS

Ensure Compliance or Sew Dissent

After terrain has been set up, but before deployment zones are selected, each side rolls off. Starting with the winner of the roll off, take it in turns to place 5 objective markers in places that might indicate or contain any of the following non-military objectives:

- Terrain that could contain civilians to be abducted or evacuated.
- Relics of spiritual significance to either side.
- Places that might be used to distribute propaganda (cogitators, broadcasting equipment, etc).

One must be placed in each player's deployment zone, with the other three being in No Man's Land. They cannot be within 9" of each other, or 6" of any board edge.

During the battle, if you control one of these objective markers at the end of your turn, and retain control of it until the end of your next Command phase, you have successfully evacuated/defaced/used it. Remove that objective marker from the table and keep it for scoring later.

At the end of the battle, if Chaos collected the most objective markers, they can move the *Defender's Morale* tracker for that planet on the map down by 1 square. If neither side have more than one marker, nothing happens. If the Chaos player got twice as many as the Imperial player, they can move the tracker down by 2 squares.

Reconsecrate or Weaken the Veil

One of your PSYKER units can begin this ritual at the end of your Movement phase when that PSYKER is within 6" of the centre of the battlefield. If they are still within 6" of the centre of the battlefield at the start of your next Command phase, the veil is reconsecrated/weakened as appropriate. At the end of the battle, count up how many times this agenda was completed by each side. If the forces of Chaos completed it the most times, then for each point by which they won, they can move the appropriate *Empyric Veil Sanctity* tracker for that planet down by 1 square.

e.g. During a battle in the Haekan Refineries, Sarah's Primaris Psyker reconsecrates the veil 3 times, but Joe's Chaos Sorcerers weakens the veil 5 times, so Joe gets to move the Veil Sanctity tracker for that planet down by 2 squares.

AFTER EACH BATTLE

1. TRACK PROGRESS

For each full 1,000 points in each side's army, place one block on the winning side's victory tracker (e.g. a game in which each side fielded 3,000 points would result in the victors placing three blocks on their tracker).

2. MARK THE CHRONICLE

Place a faction icon for each player in the history tracker heralding their victory (the top row with the laurels) or defeat (the skull).

3. CULT UPRISINGS AND DAEMONIC INCURSIONS

If either of the Agenda trackers hit zero as a result of the battle, then there is either a cult uprising due to the crushing of morale, or the veil is torn by a daemoninc incursion. The Chaos player can pick one of the following, after which the tracker is refilled as the Imperium is forced to crush dissent and/or level whole neighbourhoods:

- Option A: Remove any 3 of the defenders' victory tracker blocks from the planet being fought over
- Option B: Add two victories of their own to a single warzone as a cult uprising (morale) or daemonic incursion (torn veil) takes place.



CONQUERING TERRITORIES

The first side to fill all the blocks in a territory's victory tracker has fully conquered that territory, driving their exhausted opponent out and consolidating their new hold on the region. Perhaps it will be reclaimed in a future campaign, but until the end of the current campaign, it would take a prohibitive number of resources to mount a counterattack that has any chance of succeeding.

RAIDING FORCES

Not all forces are natural allies of the Imperial defenders or the Word Bearers invaders. Factions that don't fight for either of the primary belligerents are referred to as Raiders. Raiders cannot claim territory, and can cause trouble for either side.

- **Raider versus Raider.** If two Raiders fight each other, it has no effect on territories or morale/veil gauges.
- **Raider versus Imperial/Chaos force:** If the Raider loses, the victor does not add their win to the territory's victory tracker. If the Raider wins, then for each full 1,000 points in the Raider's army at the start of the game, the Raider removes one block from their opponent's victory gauge in that territory. Lachesis War agendas work as normal.

ENDING THE WAR

The war ends when either every territory has been conquered, or when a pre-agreed amount of time has passed. Whichever side has conquered the most territories wins. If this is a tie, use the total current number of blocks on each side's victory tracer in unconquered territories as a tie breaker.

Interpreting the result

It may well be that, at the end of the campaign, the planet is clearly not fully in the grasp of either side, and the war is likely to grind on for even longer. It's more likely, however, that the defeated side have run out of the supplies needed to keep the war going without wasting their remaining troops and materiel, and thus are forced to leave the planet and the territories they conquered in the hands of the victors.