

First Founding – 40k Campaign 2019  
Siege of Falx

Planet Falx, an Imperial Agri Hive World and seat of Imperial Power in the Hamus system.

Seeing the light of the Astronomican fade and disappear, Falx has descended into anarchy and madness. When the Astronomican went out, Cults across the planet saw this as a sign and chose this moment to rebel and rise up against the Imperial Governor, their years of plotting and scheming finally coming to fruition.

Genestealer and Chaos cultists fought an open war between themselves, while their operatives amongst the Planetary Defence Force and Imperial Hierarchy sowed disorder and deceit. The Imperial order suffered defeat after defeat and had no choice but to call for support.

With the loss of the Astronomican, requests for aide from the Planetary Governor went unanswered. No long range communication was possible - Falx was on its own.

As the wider Imperium struggled against the tide of Chaos pouring out of the Cicatrix Maledictum, finally the light of the Astronomican returned and with it long range communication. Thus the pleas from Falx were finally heard, but not just by agents of the Imperium.

Drawn by the hopeless calls for help, the promise of blood and battle and the rich spoils of a prized Imperial world, multiple factions now head to Hamus to claim whatever is left of the system and the Planet Falx.

### **Campaign Rules**

3 Teams of players fight for control of Falx:

The Defenders

The Invaders

The Conquerors

Each team starts with six territories (tiles) on the Campaign Map. These territories will be selected by the members of each team on the first week of the Campaign.

Each starting territory must be adjacent to another territory controlled by that team.

Players are allowed to play with any number of armies that they like and so a player can be a member of all three teams, if they so wish.

Each army that is used must have a Warlord/General. This is used to track the score of the army rather than the player. The Warlord/General does not have to be a model used in any of the games. To avoid confusion with players using the same armies, GW named characters cannot be used as this Warlord (they can still be used in games).

Players play any type and any number of 40k games that they like against other campaign players.

Once a game of 40k has been played, the winner is allowed to claim a new territory for their team, subject to the following conditions:

1. The new territory must be adjacent to a territory controlled by their team.
2. Territories controlled by another team can be only claimed if the battle was won against an army from that controlling team.
3. A territory can only be claimed once per round.

The campaign will run for 6 weeks and consist of 6 rounds (each round lasts 1 week). At the end of the campaign, scores will be added up and the winning team will be declared.

The mightiest Warlord of each team will also be decided based on the number of Warlord and Territory Points achieved. Starting territories do not count towards a Warlord's score.

The campaign score will be worked out by counting the number of Territory Points each team holds at the end of the 6 weeks.

**Warlord Points**

Warlords will receive 3 points for a win, 2 points for a draw and 1 point for a loss.

**Territory Points**

Each territory is worth the following:

Hive City - 10 points

Spaceport - 7 points

Strategic Location - 5 points

Standard Location - 1 point

**Example scoring**

			Games				Territories Won				Score
Warlord	Army	Team	Played	Won	Draw	Lose	Hive City	Spaceport	Strategic Location	Standard Tile	
<i>Captain Bob</i>	<i>Dark Angels</i>	<i>Defenders</i>	<i>1</i>	<i>1</i>	<i>0</i>	<i>0</i>	<i>0</i>	<i>0</i>	<i>0</i>	<i>1</i>	<i>4</i>
<i>Jeff the Bloody</i>	<i>World Eaters</i>	<i>Invaders</i>	<i>2</i>	<i>1</i>	<i>0</i>	<i>1</i>	<i>0</i>	<i>1</i>	<i>0</i>	<i>0</i>	<i>11</i>

**Game Results**

Game Results are to be recorded on the Campaign Spreadsheet. The victors of each game will be able to claim their new territory following the rules above. Each Territory location on the Campaign Map will be selectable from a drop down list. Please do not select a Territory that has already been claimed in the current round.

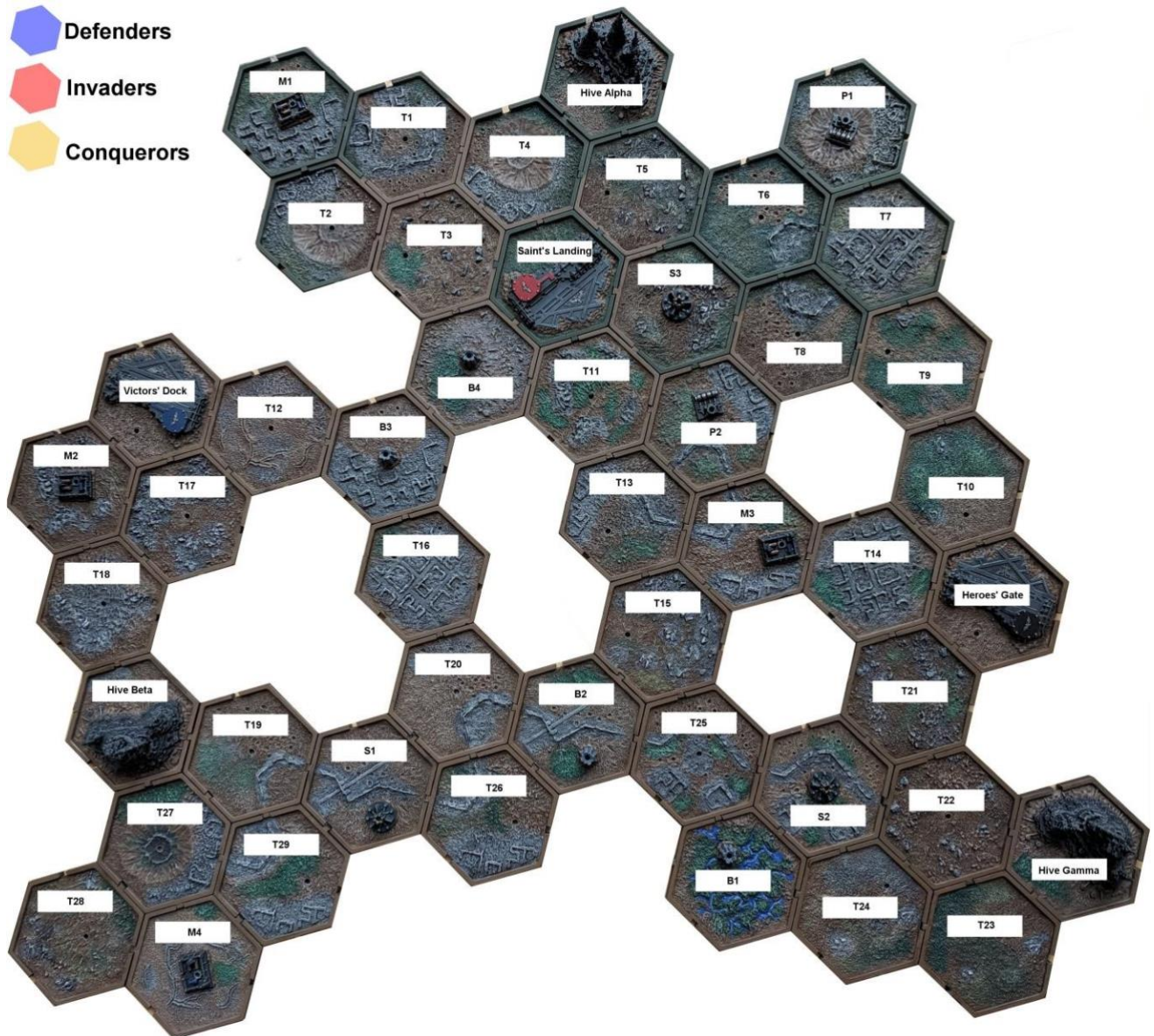
**Example Recording**

Player				Opponent				Winner	Claimed Territory	Campaign Round
Name	Warlord	Army	Team	Name	Warlord	Army	Team			
<i>Example Player A</i>	<i>Captain Bob</i>	<i>Dark Angels</i>	<i>Defenders</i>	<i>Example Player B</i>	<i>Jeff the Bloody</i>	<i>World Eaters</i>	<i>Invaders</i>	<i>Captain Bob</i>	<i>T1</i>	<i>1</i>

## End of the Round

At the end of each round, the Campaign Map will be updated to show which territories the three teams control. At the end of Round 6, the Territory Points will be calculated for each team to see who has won.

### Campaign Map



## Map Locations

The Campaign Map contains several key locations which will be vital in the conquest/defence of Falx.

- Hive Cities Alpha, Beta & Gamma
- Space Ports: Saint's Landing, Victor's Dock & Heroes' Gate

There are also some key Strategic Locations in the form of:

- Bastions – B1, B2, B3 & B4

- Manufacturums – M1, M2, M3 & M4
- Power Generatorums – P1 & P2
- Shield Generatorums – S1,S2 & S3