

## 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 aid 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.

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.

### Kill Team

Generals will send operatives on covert missions to disrupt supply lines, assassinate enemy leaders or gather intel on enemy positions. To reflect this is the campaign, players are free to play games of Warhammer 40K Kill Team so long as their Kill Team uses the same Faction and Team as the army that they use in the campaign.

Generals will receive the same number of points for Winning, Drawing or Losing a game of Kill Team as if they were playing a game of Warhammer 40k. Due to the smaller sized battles that take place between roaming Kill Teams,

players who have won a game of Kill Team cannot claim a Territory on the Campaign Map. Instead, they will receive 1 Campaign Point.

### **Winning the Campaign**

The campaign will run for 12 weeks and consist of 6 rounds (each round lasts 2 weeks). At the end of the campaign, scores will be added up and the winning team will be declared.

The Campaign Score will be worked out by counting the number of Territory Points each team holds at the end of the 12 weeks and adding the number of Campaign Points that each Team Player has scored.

The mightiest General of each team will also be decided based on the General, Territory and Campaign Points achieved. Starting territories do not count towards a General's Score.

### **General Points**

Generals 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

### **Campaign Points**

Players can score Campaign Points by:

Playing a game of 40k or Kill Team at the club – 1 point

Winning a game of Kill Team – 1 point

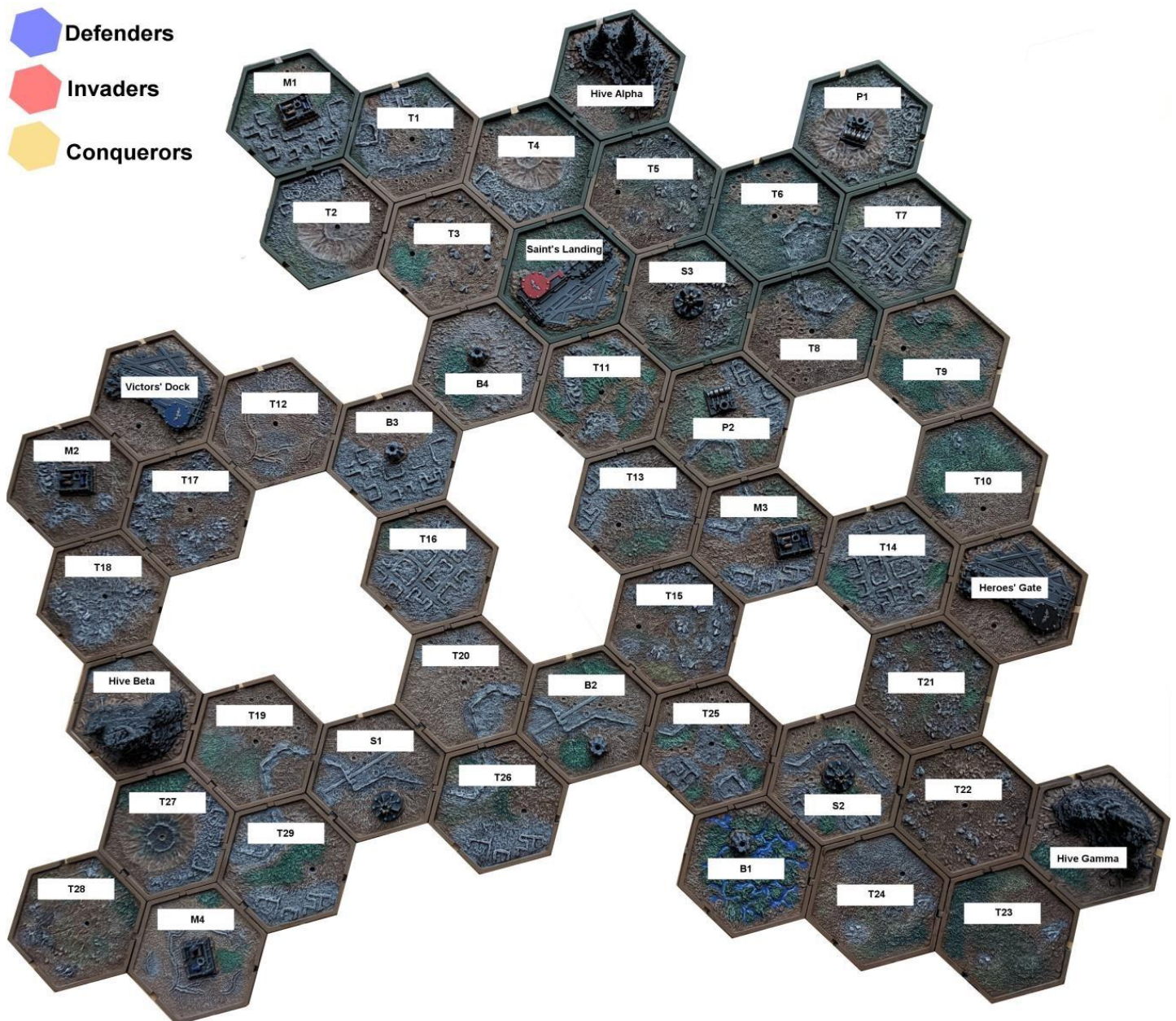
### **Game Results**

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.**

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

## Army Composition

Players are free to use any army that they wish. The type of game and the Power Level or Points that are used in each game are to be agreed by the players. Soup armies and Forgeworld models are allowed.

Each army that is used must have a General. This is used to track the score of the army rather than the player. The 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 General, they can still be used in games. GW named Characters cannot make use of the Make a Hero rules.

## Make a Hero

At the end of each round of the campaign, any model with the Character keyword in a player's army (except GW named characters) can be upgraded. For each Character who is not Dead! as a result of rolling on the Character Death Table at the end of the last game in a Round , players can choose 1 upgrade from any of the Custom Character Tables in Chapter Approved 2018 as per the rules in CA 2018.

These upgrades remain with the character until their death (see Character Death Table).

### Character Death Table

For each character in your army who was slain during the battle, roll 1 D6.

D6 Result	Outcome
1	<b>Dead! (Or as good as)</b> There is either not much left of the character or their wounds are so severe that only medical staff away from the frontline have the tools and skill to heal the fallen warrior.  The character loses all upgrades from <b>Make A Hero</b> .
2-4	<b>It'll take more than that!</b> The character regains consciousness back at base, hurting but alive.  For the next game, the character's Strength and Toughness characteristics are both reduced by 1. If the character is not used in the next game, they are considered healed when next part of your army.  The results of <b>It'll take more than that!</b> are not cumulative. If a character receives this result 2 games in a row, the modifier is still -1 to Strength and Toughness.
5-6	<b>Legends are made of more!</b> The character shrugs off wounds that would have ended lesser warriors.  The character is back leading from the front as if nothing happened, their saga unfinished.  The character can be used in the next game with no negatives to their characteristics.