One Page 40k – Campaign Rules v2.21
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Campaigns

One Page 40k campaigns pit two players against each other in a series of connected missions. As the campaign progresses each army will grow and evolve, creating an epic narrative.

Preparation

The campaign is played over the course of 5 to 10 missions (you decide), and after the last game the player with most victory points (VP) wins. Before the first mission begins both players build an army consisting of 250pts which must have one hero and may not have any special units. Each army and unit must be given a unique name, and we have provided an army sheet that you can print and fill out with all of your units and their information.

Structure

Campaigns are played with the following structure, which is followed step by step and repeats until the campaign is over:

1. Prepare Armies.
2. Setup.
3. Play Mission.
4. Check for Casualties.
5. Improve Army.
6. Recruit and Disband Units.

Prepare Armies

Each mission has a limit of how many points each player can bring, which rise in 250pts increments for every mission. Additionally if one player has less VP than the other he may spend bonus points, which rise in 50pts increments for every mission. Here are the first 6 missions as an example:

Mission	Points	Bonus
1	250	-
2	500	+50
3	750	+100
4	1000	+150
5	1250	+200
6	1500	+250

When playing up to 12 missions the points continue to rise in the same way, and from mission 7 onward you may follow the unit limits from the "Playing Bigger Games" section in the advanced rules.

Setup – Mission

Once both players have prepared thir army, roll one die to select a random mission.

Result	Mission
1	Duel
2	Seize Ground
3	Relic Hunt
4	Sabotage
5	Breakthrough
6	Last Stand

Setup – Objectives

Players may agree to use bonus objectives for the game. Each player rolls three dice on the following table and secretly picks one of the resulting objectives (mark it on a piece of paper), and if he has completed the objective by the end of the game he gets the corresponding reward:

Result	Objective
1	Be the first played to destroy an enemy unit. *You receive 1VP.*
2	Kill an enemy hero. *The unit that killed it receives 2XP.*
3	Don't get any units pinned during the entire game. *You receive 1VP.*
4	Kill an enemy special unit. *The unit that killed it receives 2XP.*
5	Keep over 50% of your army alive (rounding down). *You receive 1VP.*
6	Manifest at least one psychic power every round. *A randomly determined friendly psyker receives 2XP.*

Setup – Battlefield

Players may also agree to use randomly generated battlefield conditions and terrain, however they are completely optional. Battlefield conditions are generated by rolling one die on the following table:

Result	Condition
1	**Tremors:** The entire table counts as dangerous terrain.
2	**Storm:** All units worsen their Quality by 1 when shooting.
3	**Mud:** The entire table counts as difficult terrain.
4	**Low Gravity:** All units move +D3" when using Walk, Run or Assault.
5	**Force Dust:** The entire table counts as cover terrain.
6	**Peaceful:** No special effects.

When setting up terrain with randomly generated terrain choose how many pieces of terrain you want and then roll 2D6 on the following table for each:

Result	Terrain
2	**Warp Anomaly:** When moving within 6" of this terrain roll one die, on a 1 the unit takes 2D6 hits.
3	**Acid Ooze:** Counts as difficult and dangerous terrain that causes D3 hits instead of just 1.
4	**Spinethron Forest:** Counts as difficult and dangerous terrain.
5	**Settlement:** Place a group of D3+1 buildings up to 3" away from each other with some walls or fences.
6	**Forest:** Counts as difficult terrain and provides cover.
7	**Forest or Hill:** Roll-off and the winner decides which one it is.
8	**Hill:** Counts as difficult terrain and elevation.
9	**Razorwing Nest:** Units moving within 6" of this terrain take D6 hits.
10	**Daemon Bile:** Units using Run or Assault actions through this terrain take D6 hits.
11	**Hyperslime:** Counts as difficult and dangerous terrain that makes units take a morale test on top of hits.
12	**Active Crater:** When moving within 6" of this terrain roll one die, on a 1 the unit takes D6 wounds.

Play Mission

Missions are played using the Core and Advanced rules. Simply play a regular game whilst keeping track of unit information on your army sheet. If one player wins the mission he gets 2VP.

Check for Casualties

After every mission all players must check what casualties they have sustained. For each unit that was completely destroyed roll one die on the following table:

Result	Condition
1	Dead
2-3	Injured
4-6	Recovered

Dead: Remove from army sheet.
Injured: The unit costs +50% of its price (rounding up) the next time it is used.
Recovered: May be used without any penalties.

Improve Army – XP

Every army has a rating, which is the total sum of experience points (XP) of all units in an army. Units get 1XP whenever they completely destroy an enemy unit, and they get more XP based on the rating difference between them and the army they played against. Note that the army rating is updated only after assigning newly earned XP to all units.

Rating Difference	XP Earned
1-3	+0
4-6	+1
7-9	+2
10-12	+3
13+	+4

Improve Army – Level Up

A unit's XP is tracked by filling out the XP boxes that are part of its entry on the warband sheet, and whenever a (!) box has been filled you may roll one die on the following table:

Result	Trait
1	**Agile:** +1" move on Walk actions, +2" move on Run/Assault actions.
2	**Specialist:** Quality improved by 1 when in melee or when shooting (pick one).
3	**Resistant:** Quality improved by 1 when blocking shots.
4	**Headstrong:** Quality improved by 1 when taking morale tests.
5	**Elite:** May re-roll one die of any kind every round.
6	**Fast Learner:** May pick any other trait.

These results stack however units cannot get more than +3"/6" movement, may not get more than three re-rolls per round, and cannot reach a better quality value than 2+. If you roll a trait that would surpass these limitations you must re-roll.

Improve Army – Heroes

In addition to earning regular traits, heroes also earn additional hero traits whenever a (!) box has been filled by rolling on the table that corresponds to that hero's army. These results don't stack and you must re-roll if you get the same trait twice.

Recruit and Disband Units

After every mission players may recruit new units by simply adding them to their army sheet, and they may only recruit either one hero or one special unit after each mission. Units may also be disbanded (remove from army sheet), however each army must always have at least one hero. This means that you may not disband your last hero, and that you must recruit a new hero if your last one died.

Back to the Start

Once you have done all these steps you may go back to preparing armies with your updated army sheet. Note that you don't have to use all of your units on each mission, and you may freely leave units behind as long as you use at least one.

Hero Traits

Space Marines

Result	Trait
1	**Angel of Death:** Whenever assaulting the target must take a morale test after melee regardless of casualties.
2	**The Imperium's Sword:** The hero and his unit get the Furious rule when assaulting once per game.
3	**Storm of Fire:** Once per game a unit within 12" may re-roll failed hits.
4	**Rites of War:** Friendly units within 12" may re-roll failed morale tests.
5	**Iron Resolve:** The hero and his unit may re-roll failed morale tests from losing melee.
6	**Champion of Humanity:** Earns +1XP when killing enemy heroes.

Imperial Guard / Astra Militarum

Result	Trait
1	**Grand Strategist:** May redeploy D3 units after scout moves are made.
2	**Old Grudges:** The hero and his unit may re-roll all 1s.
3	**Disciplinarian:** Friendly units within 12" may re-roll failed morale tests.
4	**Implacable Determination:** The hero and his unit may shoot after using Run actions. Vehicle heroes may only fire one weapon after using Run actions.
5	**Bellowing Voice:** +6" to Officer range.
6	**Master of Command:** May use Officer special rule twice per round.

Orks

Result	Trait
1	**Waaagh! Prophet:** Friendly units add +3" to all movement on a Waaagh!.
2	**Bellowing Tyrant:** Friendly units within 12" may re-roll failed morale tests.
3	**Like a Thunderbolt:** Friendly units within 12"add +3" to their movement.
4	**Brutal but Kunnin':** The hero and his unit may re-roll all failed hits.
5	**Kunnin' but Brutal:** The hero and his unit may re-roll failed blocks.
6	**Might is Right:** The hero gets +3 attacks in melee.

Eldar

Result	Trait
1	**Ambush of Blades:** Once per game the hero, his unit and all friendly units within 12" may re-roll all 1s when fighting melee.
2	**An Eye on Distant Events:** Once per game the hero, his unit and all friendly units within 12" have Armored against all shooting.
3	**Falcon's Swiftness:** The hero and his unit add +3" to all their movement.
4	**Fate's Messenger:** The hero re-rolls all 1s when blocking.
5	**Incomparable Hunter:** The hero and his unit get Linked weapons when using Hold actions.
6	**Seer of Shifting Vectors:** All friendly units arrive from reserves on 3+.

Chaos Space Marines

Result	Trait
1	**Black Crusader:** The hero and his unit may re-roll all 1s.
2	**Flames of Spite:** The hero and his unit get the Hatred special rule.
3	**Master of Deception:** Nominate D3 infantry units before deploying, and they get the Scout special rule.
4	**Hatred Incarnate:** The hero and his unit may re-roll all failed hits.
5	**Lord of Terror:** Whenever assaulting the target must take a morale test after melee regardless of casualties.
6	**Exalted Champion:** You may re-roll on this table, or the hero gets +D6 melee attacks.

Tau

Result	Trait
1	**Skilled Hunter:** Enemy heroes must re-roll successful blocks when attacked by the hero and his unit.
2	**Devastating Unity:** Once per game the hero, his unit and all friendly units within 12" may re-roll all 1s when shooting.
3	**Ghost Walker:** The hero and his unit move add +3" to all their movement.
4	**Selfless Exemplar:** Once per game all units within 12" of the hero may re-roll failed morale tests.
5	**Predator:** Once per game the hero and his unit get +12" range when shooting.
6	**Bold Victor:** The hero and his unit get Deep Strike and arrive on 3+.

Necrons

Result	Trait
1	**Defense Master:** The hero and his unit have the Strikes First special rule.
2	**Offence Master:** The hero and his unit get the Furious special rule.
3	**Maneuver Master:** The hero and his unit add +3" to all their movement.
4	**Legendary Fighter:** Earns +1XP when killing enemy heroes.
5	**Tenacity:** The hero and his unit may re-roll all failed blocks.
6	**Immovable:** The hero and his unit may automatically pass all morale test for one round.

Tyranids

Result	Trait
1	**Nature's Bane:** Enemy units treat all terrain within 12" of the hero as dangerous.
2	**Heightened Senses:** The hero and his unit may re-roll all failed hits when shooting.
3	**Synaptic Lynchpin:** +6" Synapse range.
4	**Mind Eater:** Earns +1 XP when killing enemy heroes.
5	**Digestive Denial:** Enemy units within 12" don't get any benefits from cover.
6	**Adaptive Biology:** The hero and his unit may re-roll failed blocks.

Dark Eldar

Result	Trait
1	**Ancient Evil:** The hero, his unit and all friendly units within 12" get Fear.
2	**Labyrinthine Cunning:** The hero and his unit add +3" to all their movement.
3	**Soulthirst:** The hero and his unit get the Furious special rule.
4	**Eternal Hatred:** The hero and his unit get the Hatred special rule.
5	**Blood Dancer:** The hero and his unit may re-roll failed hits in melee.
6	**Towering Arrogance:** The hero, his unit and all friendly units within 12" may re-roll failed morale tests.

Sisters of Battle / Adepta Sororitas

Result	Trait
1	**Executioner of Heretics:** Whenever assaulting the target must take a morale test after melee regardless of casualties.
2	**Indomitable Belief:** The hero and his unit may re-roll failed blocks.
3	**Pure of Will:** The hero and his unit may re-roll all failed blocks when defending against Psychic Powers.
4	**Righteous Rage:** The hero and his unit get the Hatred special rule.
5	**Beacon of Faith:** Friendly units within 12" may re-roll failed Faith rolls.
6	**Inspiring Orator:** The hero and his unit may re-roll failed morale tests from losing melee.

Daemonhunters / Grey Knights

Result	Trait
1	**Daemon Slyer:** The hero only needs 2+ when manifesting psychic powers that target units from Chaos Daemons.
2	**Righteous Hammer:** The warlord and his unit get +1 melee attacks.
3	**Unyielding Anvil:** The hero, his unit and all friendly units within 12" may re-roll failed morale tests.
4	**Fist to the Fray:** The hero and his unit may arrive from reserves and Deep Strike automatically on the first round.
5	**Perfect Timing:** The hero and his unit have the Strikes First special rule.
6	**Lore Master:** The hero grants +1 power dice each round, increasing the dice ppol to max. 7.

Chaos Daemons

Result	Trait
1	**Death Incarnate:** Wounds caused by the hero's melee attacks are doubled.
2	**Destroyer of Mortals:** The hero and his unit may re-roll all failed hits.
3	**Herald of Doom:** All enemy units must re-roll successful morale tests.
4	**Immortal Commander:** The hero, his unit and all friendly units within 12" may re-roll failed morale tests.
5	**Lord of Unreality:** You may re-roll on this table, or the hero gets +D6 melee attacks.
6	**Warp Beacon:** All friendly units arrive from reserves on 3+.

Army Sheet

Army Name:

Victory Points (VP):

Army Rating:

Unit Name:

Traits:

Experience Points:

1	(!)	3	4	(!)	6	7	8	(!)
10	11	12	13	(!)	15	16	17	18
19	(!)	21	22	23	24	25	26	(!)

Unit Name:

Traits:

Experience Points:

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