

# 40K Escalation Campaign

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## Army Composition

### General

- All players start with 500 points
  - Starting armies must consist of 1 HQ and 2 Troops minimum
  - 1 Elite choice and/or any amount of Troop choices
  - No vehicles may be taken; Apart from Dedicated Transports
- The maximum points a player can reach is 1500

### HQ choices

- May start with required upgrades such as basic weapons (or equivalents)
- May start with Assault Grenade equivalents
- Can not be a Monstrous Creature (though it may be replaced with one later)

### Units

- Can not be given upgrades (Weapons, Unit Leaders, Equipment, Grenades) that cost points without the relevant roll on the Post-Game Chart.
  - Unless they must be taken (Tau Suit Systems, Tyranid Weapon Symbiotes etc.)
- Units that can change places in the Force Organisation Chart may only do so when you roll to add a unit of that type on the post game charts
  - i.e. Tyranid Warriors can only move from HQ to Elites if you roll a 5 on the Post-Game Chart

## Games

- Games are played on a 4 x 4 board, increasing to 6 x 4 if both sides are above 1000pts.
- All games will be played using the standard missions from the rulebook.
- You may organize a game against anyone but you may **NOT** play the same person in two consecutive games or be more than one game ahead of your opponent.

## Post Game

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After each game, both sides gain an extra D3 x 50pts for their army list. The winning player gains an additional 25 points. These extra points can be used to;

- Add more models to existing units (including Dedicated Transports), including units from the Post Game Chart.
- **Or** add an extra Troop choice as long as you stay within the Force Organisation Chart and your points limit.

Each player also gets the chance roll on one of the tables below;

- After a draw, each player rolls on the Post Game chart
- Losers roll on the Post Game chart
- Winners roll on the Victory chart

### **Post-Game Chart**

1	No extra units or upgrades
2	You may upgrade an existing Troop choice by 25pts or replace it with another.
3	You may add an HQ choice or upgrade an existing one by 25pts or replace it with another.
4	You may add a Fast Attack choice or upgrade an existing one by 25pts or replace it with another.
5	You may add an Elite choice or upgrade an existing one by 25pts or replace it with another.
6	You may add a Heavy Support choice or upgrade an existing one by 25pts or replace it with another.

### **Victory Chart**

1	You may upgrade an existing Troop choice by 25pts or replace it with another.
2	You may add an HQ choice or upgrade an existing one by 25pts or replace it with another.
3	You may add a Fast Attack choice or upgrade an existing one by 25pts or replace it with another.
4	You may add an Elite choice or upgrade an existing one by 25pts or replace it with another.
5	You may add a Heavy Support choice or upgrade an existing one by 25pts or replace it with another.
6	You may add a unit of your choice or upgrade any existing unit by 25pts or replace it with another.

#### **Note**

If any extra units breach the force organisation chart or result in you going over your points limit you may roll again.

## Commander Kill Points

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Your HQ choices that aren't units (Single models with a retinue don't count as units) can gain rewards by scoring Kill Points. Kill Points are awarded as follows:

<b>1kp</b>	Causing an unsaved wound
<b>2kp</b>	Being on the winning side
<b>3kp</b>	Killing an Enemy Commander

- Every **5** Kill Points earned by your Commander grants a roll on the [Hero Reward Table](#).
- If your Commander is killed during a game, you must roll on the [Hero Death Table](#)
- Retinues and any squads joined by a Command do not earn KP's for their commander

### Hero Reward Chart

<b>2-3</b>	Nothing
<b>4-5</b>	May choose up to 25pts of upgrades.
<b>6</b>	Rewarded + 1 Wound (Maximum of 2 additional wounds per model)
<b>7</b>	Rewarded + 1 Weapon Skill (Maximum of 2 additional Weapon Skill points per model)
<b>8</b>	Rewarded + 1 Attack (Maximum of 2 additional Attacks per model)
<b>9</b>	Rewarded + 1 Strength (Maximum of 2 additional Strength points per model)
<b>10-11</b>	May choose up to 50pts of upgrades
<b>12</b>	Once per game, may choose to automatically pass or fail one roll of the player's choice

### Hero Death Chart

<b>1</b>	The Commander is unavailable for the next game and loses all Rewards.
<b>2</b>	The Commander is unavailable for the next game and loses one randomly selected Reward.
<b>3</b>	The Commander is unavailable for the next game.
<b>4</b>	The Commander loses one randomly selected Reward If the commander have no rewards, count as 5
<b>5</b>	The Commander is unaffected.
<b>6</b>	The Commander gets the Preferred Enemy rule against the army that killed him until their next roll on this table.

## Eliminating Players / Winning the Campaign

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Players may challenge another player to attempt to eliminate them from the campaign.

- Both players must be 1250pts or more
- The player receiving the challenge may refuse; the issuing player may select a commander on the receiving army that must roll on the **Hero Death chart** immediately.
- The elimination battle **MUST** be an Annihilation mission.
- If the challenger's army is 150pts or more then the defending player gets to choose who sets up first.

The loser of this game must roll on this table;

<b>1-2</b>	Player destroyed – The losing player is eliminated entirely from the campaign.
<b>3-5</b>	Fight another day – The losing player remains in the campaign but each of his Commanders loses one randomly selected reward each
<b>6</b>	Bloody vengeance – The losing player remains in the campaign and his entire army gains the Preferred Enemy special rule in their next game against the winner.

The Campaign is won when only one player remains.