

Narrative Campaign Commentary

1. Tiles and Free Space

In the campaign maps, you may notice there are tiles and there are spaces between the tiles. For those who have played with us before the map is normally a grid and so moving from one tile to another is done through adjacency.

We wanted to give a little bit more freedom than this and try to represent army abilities to redeploy in the 41st millennium better (through thunderhawk, shuttle, wings, drop pod, etc).

To this end, locations have tiles – fortresses, districts of a hive, asteroid stations, etc. The space between these tiles is free space that forces can move through **but may not stop in**. This represents the movement capabilities of armies while also considering that when halted, an army needs a base. Free space represents ocean, void, or waste. Your forces will struggle to survive in it!

You may choose to make planetfall or move into Free Space with a force and halt there if you wish to set up a camp/base there. In this case, **you will create a new tile!** This action is all that the forces performing it are allowed to do for the turn. If they get into a fight, they will have to abandon camp construction. Win or lose they must move from free space come the end of the turn back to friendly ground.

Any forces that slip between the cracks of this division of the map and end up chilling in free space will suffer losses up to 100% depending on the narrative context.

2. Simultaneous Movement

All factions providing their intended movement and thereafter the turn order being secretly applied is intended to introduce a certain fog of war element to the varied High Commands.

Situations may arise whereby a faction attacks a tile they believed was occupied by an enemy faction. Due to the secret turn order, enemy forces may have moved off tile before the attackers have arrived at the tile in question. In this case, commanders on the ground will be provided with limited contextual information and given the option to move again. This is to represent commanders making in-the-field operational decisions independent of their high command structures. This form of movement is to make sure individuals get games. It is not applicable where the redeployer knew there were no enemy forces in the tile they were redeploying to.

Equally, situations may arise whereby a player has attacked in one location and been attacked in one or more other locations. That player may not be able to fulfil these games, which is perfectly understandable. The obligation for the campaign is one game per turn! In the case where you have been engaged in more than one game, the GM will ask you if you intend to fulfil them or not. If you can, great! If you cannot, no worries, the GM will then ask you to pick the battle that you wish to fulfil. You will retreat from the others, as per the campaign rules. In order to facilitate the players that you are retreating from, you will be asked to make these decisions at the beginning of campaign turns, to allow your opponent possible second redeployments.

3. One Player, One Faction

Self-explanatory - it is much cleaner for each player to only operate one faction in the campaign at a time.

This will not bar you from re-entering if eliminated. If your forces are destroyed you can bring in another army of your own, borrow from the multiple shelves of your fellow gamers with their permission or whatever! We want people playing games!

4. Character Deaths

This is a core part of writing a 40k narrative. Your characters are in danger of dying permanently if they engage in an EFGC narrative campaign.

That said, we are not out to kill all the characters. We operate a simple metric for character deaths.

If a character dies on the tabletop, they roll a D6 at the end of the game. Then consult the following sliding scale to see if the character has survived:

First Death: 1+

Second Death: 2+

Third Death: 3+

And so on until 7+ is reached (he/she is ded).

If a character is benched for a turn then their likelihood of dying goes down one on the sliding scale for their next death.

For example, if my Space Marine Captain, Reece, dies in a battle in turn one – he rolls a 1+ (Free Death!). In campaign turn 2 he dies as well, now must roll a 2+. He survives this. I'm now feeling nervous that Reece may die, so I fight my campaign turn 3 battle without him. He will go from next death 3+ to next death 2+. If I bench him again in campaign turn 4, he goes back to next death 1+.

When benching a character, that does not preclude me from using the datacard associated with him. So I could use the Space Marine Captain datacard, just for recorded feats of a character, anything that model does in the game won't be recorded under that name.

Furthermore, sometimes a character dies after a game was conceded or in a ridiculous way. In this case, with the agreement of the players involved and the GM, the character may receive a stay of execution on a death roll. This is very much the exception and not the rule.

We hope that the introduction of a healing mechanism sets some of the nervy players out there at ease.

5. Epic Heroes and "Counts as"

The campaign ruleset asks that players not use Epic Heroes, squads or Titanic units without a narrative context.

This is to be extended to the use of "Counts as" for your named units that you wish to use the datacard of an epic hero for. Narratively, those datacards are created to represent heroes of extraordinary and noteworthy power in the 40k setting. They also have the effect of unbalancing games unless both sides are taking epic heroes or weapons to combat them.

We would prefer if your characters worked up to and earned the right to use a datacard of such power through their narrative acquisitions and feats on the tabletop.