Dice Grounds Warhammer 40,000 Dominatus Campaign

0)VERVIEW

Players are grouped into 2 alliances based on their army factions. Players must use the same faction for all their campaign games, but are free to change detachments and army lists for each game. The campaign is played over 5 games, one game every 2 weeks, in 3 campaign phases, as below:

Campaign Phase	Game	Date
1	1	27 June - 10 July
	2	11 July - 24 July
2	3	15 July - 7 August
	4	8 August - 21 August
3	5	22 August - 2 Sept

CAMPAIGN STRUCTURE

The campaign uses the *Dominatus* card deck from the Armageddon Box. A copy of this deck will be available at Dice Grounds for use during your games if you don't have one.

Each campaign phase is fought at a particular location, represented by a *Location Card*. At the beginning of each round, the location will be randomly rolled for by Dice Grounds staff and the result shared with all players. Each location has a special battlefield rule that applies to all games in that phase.

Every 2 weeks Dice Grounds staff will announce pairings for next round of games. Players can then contact their opponents and arrange a time to play their game. Players are free to agree on the points size of their game. Any size from 1000 to 2000 points is acceptable. This is to allow players building new armies to play smaller games at the beginning of the campaign and larger games as they build up their army.

At the beginning of each game, each player will have a *Faction Briefing Card* for their alliance. On this card each player can compare their force disposition with their opponent's to find a *Campaign Agenda* for the game. A *Campaign Agenda* is a replacement for the primary mission from the *Chapter Approved* Mission Deck. Each player is free to chose whether to attempt the *Chapter Approved* primary mission or the *Campaign Agenda* primary mission for the game. Each player can select up to 3 of the upgrade cards they have gained (*Battle Skill, Battle Honour, Relic* and *Agenda Achieved* cards) and give each of those upgrades to a different friendly unit. That upgrade is in effect until the end of the game.

At the end of each game, if a player opted to attempt a *Campaign Agenda* primary mission, they take a number of *Agenda Achieved* cards as per the criteria on the *Campaign Agenda* card. The player who won the game draws a *Battle Honour* card and their opponent draws a *Battle Skill* card. In the case of a tied game, both players draw a *Battle Honour* card. If a player gained an *Agenda Achieved* card from this game they can draw a second *Battle Honour* or *Battle Skill* card and choose one to keep. Each player should send a message to Dice Grounds listing the outcome of the game and the cards drawn, in order to track the progress of the campaign.

At the end of each campaign phase, the alliance with the highest number of *Battle Honour* cards gains control of the location for that phase and gets the benefit listed on the *Location Card*. Dice Grounds will share running totals as games are played The alliance with the most *Agenda Achieved* cards is in *Ascendancy* and gains *Narrative Points* as listed on the *Location Card*. Each player also draws a number of *Relic Cards* equal to the number of *Agenda Achieved* cards they have, and choose one of those *Relics* to keep. Players should inform Dice Grounds of the *Relics* they have drawn. All *Agenda Achieved Cards* are returned before beginning the next phase, players keep all other upgrade cards.