

# ADEPTUS ASTARTES: CAMPAIGN EXPERIENCE

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These tables are meant to represent the fate and destiny of great warriors who are already established. A Squad Sergeant may have a future story to weave, but this is not his time! For a Space Marine army taking part in a Campaign, any model with the Independent Character Special Rule is classified as a Character for the purposes of the below tables. As a rule this will be most HQ choices, and some Lord of War choices.

## INJURIES

Even the mightiest hero of the Imperium can be laid low, but just because they have fallen in battle does not mean they are truly dead. Some may take some time to recover, others may rise from their injuries, and there are those whose recovery is nothing short of miraculous and seen as truly blessed. Of course, there are those whose injuries hinder them in their duty, or are so severe that they can no longer serve, truly the worst of fates for the Emperor's Finest.

If a Character is ever removed as a casualty during a game, roll on the below D66 table after the game has finished, and find out what has befallen the character.

**11-12: The Emperor's Mercy** - *With wounds past healing, the Apothecaries can only deliver the final rite. Your geneseed will live on, but your time is at an end...* The Character is dead and may not be used again in this Campaign.

**13-16: Close to Death** - *Your wounds are grave, but you are not beyond saving. It will take some time however, and there will certainly be some lingering damage.* The Character cannot participate in the next Campaign Game. Additionally, when they are used again, roll a D6:

1 = Grievous Wound, 2= Dulled Senses, 3= , 4-6= Fight Through the Pain. The normal rules for these effects apply, as below.

**21-22: Grievous Wound** - *Deep wounds have resulted in the loss of some redundant organ systems, resulting in you being more susceptible to further injuries at a later date.* The Character has -1 Wound for the rest of the Campaign.

**23-24: Torn Legs** - *A horrendous wound to your lower body has left you slower and more sluggish on the battlefield. The Character has -1 Initiative, and lowers Run and Charge distances by -1" for the rest of the Campaign.*

**25-26: Dulled Senses** - *Heavy blows to the head have affected some of your heightened senses, causing your strikes to fumble and your aim to waver.* The Character has -1 Weapon Skill and -1 Ballistic Skill for the rest of the Campaign.

**(Results 21-26 do not stack. If you get the same result again later in the Campaign, including if via the Close to Death result, treat it instead as 31-36 Fight Through The Pain , as detailed below.)**

**31-36: Fight Through The Pain** - *With little time to heal properly, even your Astartes genes cannot prevent all the pain from your injuries, but the Emperor's work is not yet done-* Roll a further D6: 1-2= -1 Toughness, 3-4= -1 Strength, 5-6= -1 Attack. This effect lasts for the duration of the next game.

**41-46: Recovered** - *Whilst bad enough to force a feigned retreat, your wounds are relatively minor, your enhanced constitution healing your body admirably with few ill effects.* The Character makes a full recovery, and may otherwise be used in the next game.

**51-52: Fuelled By Vengeance** - *Your wounds are a reminder of your failure on the field. Your honor must be reclaimed, even if you must fly recklessly into the enemy to do so.* The Character gains +1 Attack but also suffers -2 Weapon Skill. At the end of each subsequent game, you may keep this effect, or decide your honor has been reclaimed, causing the effect to end.

**53-54: Battle Rage** - *The physical injuries sustained have mostly cleared up, but something deeper has caused you to lose some self control, straining your body to its limits.* The Character gains +1 Strength, but must always move as close as possible towards the enemy, and always attempt to Charge if possible.

At the end of each subsequent game, you may keep this effect, or have learnt to quell your rage, causing the effect to end.

**55-56: Grim Melancholy** - *Physically you are fine, in fact you have never felt better, but you are desperate to prove that you will not fall again, even at the expense of leading-* The Character gains +1 Toughness, but friendly units may not use your Warlord Trait nor any other Special Rules which affect friendly units, whether provided or joined. At the end of each subsequent game, you may keep this effect, or overcome your self-loathing, causing the effect to end.

**(Results 51-56 do not stack. If you roll the same result again later in the Campaign, AND their effects are still active, treat the roll instead as result 41-46 Recovered, as detailed above. You can however regain the effect if you recovered from it previously.)**

**61-64: Inspirational Recovery** - *Your restoration to health has come quicker than expected, and your brothers have rallied behind your recovery as sign of good fortune.* The Character makes a full recovery, and may otherwise be used in the next game. Additionally, for the next game all Friendly models within 12" of the Character gain +1 Leadership.

**65-66: The Emperor Protects!** - *With renewed purpose, you lead your forces forward with righteous fury. For Glory, for Honor, for The Imperium!*

The Character makes a full recovery, and may otherwise be used in the next game. Additionally, you have Hatred against the army that slew you for the rest of the Campaign. Furthermore, for the next game all Friendly models gain +1 Leadership and Furious Charge whilst the Character is alive.

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## PATH OF HONOUR

Characters are powerful components of an army, and they are capable of learning and adapting from their experiences in the field, should they survive of course. However, merely surviving is not enough, they must do something of note to grow from the battle.

If a Character survives a game during the Campaign, AND achieves one of the below Tasks, they can roll on the D6 table further down. The bonus provided lasts for the rest of the Campaign.

Tasks -

- *Personally hold 3 VP (Primary or Maelstrom only) throughout the game or when the game ends.*
- *Inflict 10 'Kill Points' during the game - A Kill Point is any wound or Hull Point inflicted that kills an enemy model, up to the number they were on when the character attacked them. Eg A model on 2 wounds or Hull Points when attacked by the character is worth 2 Kill Points if killed by them.*
- *Kill a model with the Character sub-type in a Challenge. Path of Honor -*

**1: Clarity** - You have honed your speed and reflexes, striking faster and more often:

Roll a further D6 - 1-3= +1 Initiative, 4-6 = +1 Attack

**2: Ferocity** - Through your training you attack relentlessly and with great power:

Roll a further D6 - 1-3= +1 Weapon Skill, 4-6 = +1 Strength

**3: Fortitude** - Either through sheer hardiness or willpower, you have become more resilient:

Roll a further D6 - 1-3= +1 Toughness, 4-6 = +1 Wound Roll a further D6- 1-3 = Stubborn, 4-6 = Crusader

**4: Inspirational** - *By fiery rhetoric or leading via example, your Brothers follow you to the end:*

Roll a further D6 - 1-3= Stubborn, 4-6 = Crusader

**5: Flexible** - You realise that whilst the Codex is concrete, war is not and adaption is key:

Once per game, at the beginning of your turn, you may confer one of the following to the Character and any unit he has joined, the effects lasting until the beginning of your next turn: Counter Attack, Stealth, Fearless, Interceptor, Relentless.

**6: Master of Battle** - *A paragon of your Chapter, you are an adept in many forms of warfare-* Choose any of the above results. You must still roll any further D6 required.

If you roll the same result on the Path of Honour (including any sub rolls) at a later date, you must re-roll.

For example, Artemis is about to roll on the Path of Honour, and already has +1 Attack from a previous roll. If he rolled a 1 again, you should still roll the further D6 to see if he gains the +1 Initiative. If however he rolls a 4-6 for the +1 Attack, he would have to re-roll the entire table. On his re-roll he gets a 5, and thus would gain the Flexible bonus.

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## DEEDS OF LEGEND

Deeds of Legend are achieved by fulfilling certain tasks and feats throughout the Campaign. Some could be completed in a single game, others may require much more time. How much you want the reward, and the effort you put into getting them, is up to you. The rewards are mighty, but remember personal glory may not be enough to triumph over your foes...

**Destroyer:** *Your enemies machines and beasts of war are mighty, but so are you, and after much effort you have learnt their weaknesses and how to exploit them.*

- **Destroy 4 Vehicles or Monstrous Creatures. The character must land the killing blow ie remove the last Wound or Hull Point**

- Character gains Tank Hunter and Monster Hunter, provided at least one of each has been killed to fulfill this Deed. For example, if 4 Vehicles are killed but no Monstrous Creatures, then only Tank Hunter is gained.

*Indomitable: Whether it is a remarkable resilience to injury, or just a stubborn refusal to die, your will and endurance are slowly becoming the stuff of legends.*

- **Survive 2 consecutive games**

- Character gains Feel No Pain, or +1 to any existing Feel No Pain, (to a maximum of 4+). In addition, you can ignore the first wound that would cause Instant Death per game.

**Cavalier:** *Some may call you brave and eager, others headstrong and rash, but none can deny your ability at cutting down your foes, and encouraging your men to do the same.*

- **Wipeout 2 units on the same turn you charge. This can be done either by killing all models of the unit, or catching them by Sweeping Advance. The character can achieve this in combat, so long as they are eligible to participate ie has attacked this turn or is able to Sweeping Advance**

- Character gains Rage and Furious Charge. He also confers Rage to any unit he joins, as well as the ability to reroll one die for Charge Distance.

**Champion:** *The leaders of an army are both the head and heart of the foe... and you have become exceedingly skilled at removing both from any who dare to face you in combat.*

- **Slay 5 Characters in a Challenge, at least one of which must be an Independent Character. This does not need to happen in one round, and can apply after a Glorious Intervention.**

- Character can re-roll all failed To Hit and To Wound rolls in Challenges, and automatically passes any Glorious Interventions they may declare.

**Slayer:** *It is often not enough to cripple the enemy, sometimes you must crush them mercilessly, drive them into the ground, and hear the lamentations of their kin.*

- **Kill any 20 non-Vehicle, non- Monstrous Creature, non-Independent Character models**

- Character gains Preferred Enemy for any unit type killed as part of the above. For example, if the 20 kills were reached through a combination of Infantry, Beasts and Bike types, you gain Preferred Enemy (Infantry, Beasts & Bikes), if it was only Infantry then you would only gain Preferred Enemy (Infantry).

**Tactician:** *A wise leader must focus not solely on personal glory, but also on the mission at hand. And often the best way to succeed is to lead by example.*

• **Claim or hold 10 Victory Points. The Character must claim the points themselves, or by being part of a unit that does so AND have participated in the action that resulted in the Victory Points being awarded eg The unit the Character has joined kills an enemy unit by Shooting for the 'Overwhelming Firepower' Maelstrom Objective, but the Character did not actively shoot, the Victory Points would not count towards this Deed**

○ Character gains Objective Secured, and a Warlord Trait from either the Command or Tactical Trait Table, even if they are not the Warlord. This Trait can be chosen and remains the same for the rest of the Campaign. This is in addition to any other Warlord Trait you may already have or are eligible to roll for. Any duplicate Warlord Traits do not stack and must be re-rolled.



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