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ASHINA

Campaigning System for Warhammer 40000™

Sinan Eraydın & Özgür Özol

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Rules for a modular and adaptable system for designing fluent and fun Warhammer 40000™ campaigns, suitable for 5 to 10 players. (Version 1.1)

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INTRODUCTION

ASHINA: A realistic excuse to fantastic head smashing

Welcome to **ASHINA**, a campaigning system for Warhammer 40.000™. These rules are designed for a group of players or a gaming club to organize coherent battles that may contain expanding drama, while maintaining a feasible balance amongst all opposing forces.

As any veteran Warhammer 40000 player knows, playing stand alone battles, without some kind of stakes at the end, or some sort of significant purpose to do that particular battle, gets colorless and dull after some years in the game. Many gaming groups eventually need a way to provide a premise for the battle and make sure that winning or losing make an impact on the next battle. Many types of campaigns have been derived, from map-based, literally stand-alone board games to story-oriented narrative tales. All kinds have their own strengths and weaknesses, but the main idea persists. A campaign has to meet some criteria in order to be successful and fun: It must have some sort of story no matter how little - because the Warhammer 40000 universe is so great-, it must have a clear goal to be able to conclude itself before it gets boring, and it must provide sufficient challenge for all players, averting the possibility of some players getting too strong against his opponents, if possible.

ASHINA is a system that can easily be adapted for those groups who would like their campaigns longer or their battles larger, while it provides different types of campaigns, guidelines on army size, length or so for a manageable and enjoyable campaign. All variables concerning these parameters should be treated as *adaptable guidelines*. Throughout this booklet, we recommend some basic values, but when players and coordinators get the hang of it, they should feel free to bend them to their desires, forming their own version in time. You and your group should treat this system as an expandable bobble. **ASHINA** is not a campaign-maker in the customary way; it is rather a campaign maker-maker.

THE BASICS

ASHINA is suitable for any size of Warhammer 40000 group –large or small- *the recommended size being between 5 and 10*. Of course, should the number of players be an even number, it would be a real convenience, but this is not required (bearing in mind the odd-numbered group of friends or the possibility of separations from the group for any reason, while the campaign is still running).

The players may choose to command any kinds of armies and even *multiple armies of the same codex* may be played by different players. Everyone using different codices clearly provides much fun, but should the forming of the group or the dictations of the dramatic story states otherwise; the system can support all kinds of gatherings.

The Coordinator

The “coordinator” (or any other title the group prefers like *boss, game master, errand boy* etc.) is an optional but strongly recommended role to be assumed by one of the players in the group.

The main aspect of the coordinator is to organize the group's battles, keep records, maintain communication, make necessary announcements, and (hopefully not needed) interpret **ASHINA** rules when something is not clear.

For example; it should be the coordinator's work to get the campaign rolling, make sure that the initiative circle is up to date, battle zone data and campaign rosters are easily reachable by all players and battles are organized timely. To compensate this effort, anybody but her should be the one to make tea when the group gathers.

As she also is one of the competing players in the campaign, unless the campaign type is "*Story-Based*", her authority should not be more than the next player (the occasional RPG oriented group may by all means decide otherwise, but this is not recommended).

Playing ASHINA

ASHINA is a struggle between 5-10 players, over given "Battle Zones". Each player tries to accomplish one of the common goals of the campaign (or sometimes his special goal) before the others, to achieve victory.

There are three main concepts of **ASHINA** to be grasped in order to make full use of the rules:

- **Battle zones** represent areas of strategic, logistic or spiritual importance. Their size mainly depends on the type of the campaign played, but they generally simulate a region size between a sub-continent and a whole planet. These zones are the only things that could be fought for in **ASHINA**. They mainly provide additional army points, campaign winning score and artifacts to those who control them, but some of the zones also confer special bonuses for some given armies. Battle zones are generated randomly before each campaign and all of them are reachable for any player during any one campaign turn. All players start in control of one battle zone and strive for the control of other zones that they need.
- **Requisition** represents the additional army point allowance of players. All armies start with a default

The Diplomatic Struggle

If the group happens to contain armies that are unlikely to do actual battles or try to harm each other seriously, **ASHINA** provides the diplomatic struggle solution.

In fact, the Warhammer 40.000 universe is so flexible that any two armies can be brought to fight with a good plot or a shrewd twist in the story, but sometimes two players may get so stubborn as to declare non-hostilities and this may cause boring and awkward predicaments for the game.

In a situation like this, the players make their moves, claims and challenges normally. If those players that do not wish to combat each other (for example, two Tau sections both commanded by an Ethereal in the same campaign) happen to pair off with each other or demand the same battle zone, they by all means get to play a Warhammer 40.000 battle according to normal **ASHINA** rules. Then, this battle is assumed to simulate the diplomatic and political struggle between the two factions over the given zone, rather than actual bloodshed.

This way, the possibilities of annoying situations and contradictions are averted and the campaign may proceed as normal, everybody playing 40K against each other, without the concern of "going out of character".

number of points (800 recommended) and gradually increase their power during the campaign. This increase depends on two main factors: Support points gained from battle zones and the additional points implemented by the campaign type. Some campaign types provide additional points (+50, +100 etc.) to players after every battle. This size increase represents the escalation of the fight over the given goal. It is equal for each player and it is named as “*requisition*”.

- **The initiative circle** completes the heart of the system, in combination with the Battle Zones and Requisition. All players accumulate support points totaled up from the battle zones they control. This total affects the order of movement during a campaign turn. **ASHINA** reorganizes the movement sequence of players at the start of each campaign turn. Each player makes a move to choose a target zone and/or opponent, complying with this sequence of play. The system tends to provide somewhat more choices for the smaller armies.

A typical **ASHINA** campaign is made up of two consequent parts; **The Campaign Turn** and **The Battle**. During the campaign turn, players match up with opponents, each making a move towards a battle zone or sometimes defending one of his zones against conquest. The system is inclined to have all players make one move and when all players have completed their moves, do battle according to the result of that movements. If the gaming group has an even number of players, then all of them make one battle in each campaign turn. The only reason for a player not to do battle may be the group having an **odd number of players** -this is not recommended but supported anyways.

As **ASHINA** tries to makes sure that every player battles against someone in each turn, some players (with smaller armies) would have complete freedom of choices, while the larger armies would have to make limited choices or even mandatory moves during the campaign turn.

RECOMMENDATIONS FOR PLAYING ASHINA

- A group of **6 players**, all using different codices from Warhammer 40000
- Each player having a model collection that is able to field **at least 2000 points** according to standard Warhammer 40000 rules
- **Internet** access
- **A coordinator** to coordinate players (surprise!) and the general flow of the games
- At least **5 weeks of game play**, all players doing battle once a week (that makes a total of 15 games, 3 games a week)

PREPARATION

As the inevitable approaches

There are a few steps for the coordinator and all the players to take care of before the initiative circle can start rotating. After completing all these steps, the story may initiate and muzzles may start flashing. These steps can be summarized as:

1. Choose campaign type with a realistic time frame that is suitable for all players.
2. Establish a record keeping system according to the availabilities of the particular group.
3. Prepare player rosters.
4. Define battle zones and record the information in such a way that is convenient for all players.
5. Designate starting zones of the players.
6. Determine special goals for each player (if implemented)
7. Initiate the story.

CHOOSING THE CAMPAIGN TYPE

As **ASHINA** is adaptable and modular (and cool and awesome), the campaign to be played can be chosen amongst a number of different play styles: These styles vary in game length, army size and taste, so the approval of all the players should be ensured before a campaign takes off.

Following are the primary campaign types to choose from.

Tactical Campaign

This is the recommended campaign type for starting groups.

This type of campaign simulates battles between somewhat balanced forces struggling on one part of a larger battlefield. For example; the quest of controlling a single planet and its moons during a sector-wide campaign falls into this category. Battle zones represent large regions of primary importance for that planet – for example: the Nile Basin, Anatolia, Ukrainian Steppes etc. Commanders of these armies are assumed to receive orders as well as reinforcements from their superiors. Logistic support is readily available and the commander has fewer worries about replenishment after battles. The primary goal is to secure the objectives in a predetermined time.

- Game length (GL) is NP-1 turns
- Number of Battle Zones is: NP x 4. (Game Length/2 (round up) of these zones are Special Zones)
- The player who controls MOST BATTLE ZONES at the end of the campaign wins the game. In the case of a draw, the player who has reached the HIGHEST TOTAL CAMPAIGN SCORE wins.
- The requisition increases by 100 points for all players after each battle.
- HQ choices are limited to 200 points (separate retinues may each cost 200 points).
- Special Goals may be implemented.

“NP” stands for “number of players” participating in the campaign. This number is needed for important aspects of ASHINA, including the victory conditions and total number of Battle Zones to be generated for a campaign.

Grand Campaign

This type of campaign simulates a gradually accelerating war on a whole front, in larger scale and responsibility. For example; the quest of controlling a whole sector, comprised of many different star systems falls into this category. Battle zones represent entire planets and the battle either simulates a large, decisive conflict or the sum of many small conflicts for that planet. Logistic support is scarcer and the commander has to do complicated strategic and logistical plans, worrying about his enemies growing stronger than himself in time. Losing is not as easily compensated as in a tactical campaign and winning tends to make a bigger difference.

- Game length (GL) is $(NP-1) \times 2$ turns
- Number of Battle Zones is: $NP \times 8$. (Game Length/2 (round up) of these zones are Special Zones)
- The player who controls MOST BATTLE ZONES at the end of the campaign wins the game. In the case of a draw, the player who has reached the HIGHEST TOTAL CAMPAIGN SCORE wins.
- The requisition increases by 50 points for all players after each battle.
- Special Goals may be implemented.

Domination Campaign

This is the most unrealistic ("fantastic", that is) and unbalanced type of campaign. All armies are on their own, on an expedition to wipe out their rivals with no hope of logistic support but their trophies. The scale of the conflict is left for the players to decide. The campaign may encompass a sector, a single planet or even important regions of just one continent. The main difference of this type of game is not on the scale but it is on the goal. Commanders have no backup, logistic support or superiors. There are no strategically important goals to be met in order to win. The only way to win is to crush any opposition and totally dominate the campaign.

- Number of Battle Zones is $NP \times 4$. (No special Zones)
- The requisition points do not increase at all after battles.
- There is no turn limit.
- The campaign ends when there are no uncontrolled battle zones at the start of a campaign turn. The player who controls most Battle Zones wins the game. In the case of a draw, the player who has reached the HIGHEST TOTAL CAMPAIGN SCORE wins.
- No special goals may be implemented.

Domination campaigns override two main rules of **ASHINA** (these rules are explained later in detail):

- If a player finds himself in a position that the only option available to him is declaring a conquest; the requirement of minimum 2 zones to declare a conquest is removed. In this circumstance, any player can declare a conquest to anyone, including the ones with only 1 zone left.
- If the group has an odd number of players and if the last player to move cannot claim an uncontrolled zone, he foregoes this turn.

Story-Based Campaign

This type of campaign is flexible and responsive. It mainly sits on the shoulders of the coordinator. In fact, this game may very well be led by someone other than the competing players. This type of campaign resembles a role-playing game somewhat, the coordinator assuming the role of game master, having limitless power over any and all of the rules. The coordinator comes up with a story and assigns any rules, restrictions, bonuses and any other things she has in mind. She should not mess with the initiative circle frequently but she may, if she wishes to. It is the story that matters for this type of campaign. Of course, all campaigns should have some sort of story (out of respect to the great Warhammer 40000 universe) but this campaign is literally bound by the story. Surely, the coordinator would come up with an artistic way of telling the exciting story and assigning dramatic roles for the players and their armies.

As this game would be bound by the story and not vice versa, all rules concerning the points below should be decided by the coordinator. She should be wise to consult the other types of campaigns while creating her own rules, of course.

- Number of battle zones (including special zones) and their contents
- The increase of requisition points if there would be any.
- The winning condition of the campaign and/or separate goals of each player.

Special Goals (Optional)

This feature has been temporarily removed for version 1.1.

ESTABLISHING A RECORD KEEPING SYSTEM

ASHINA needs two kinds of records to be kept, all readily accessible by every player. The first kind is the *common records* that contain general information on all aspects of the campaign which is updated by the coordinator. The second is the *player roster*, individual information about each commander and the status of their forces, which are updated by every player himself.

Common Records

The records open to all players should be prepared and kept in such a way that any player can access them as he wishes. They may be kept in a single large file in the library of the local gaming club or the group's internet group site. We recommend internet usage, as it may not always be convenient for a player to physically reach the gaming club to ponder on his strategy. Any type of mail groups or other grouping software can do the job with a little organization.

- General information; campaign winning conditions, the current campaign turn, the requisition available to each player for the current turn, summary of the players' current campaign scores and support points, the initiative circle for the current turn.
- All data on battle zones, like their contents and ownership status.
- The storyline, even if it is not a story-based campaign should be updated as the campaign progresses. A simple blog-like application can be handy.
- All previous battles, at least the opposing sides and results. Maybe even more data on both sides and the battle.

Safekeeping and updating the common records is the responsibility of the coordinator.

Player Rosters

These rosters contain data that each player will use during the campaign. Some of this information will be permanent and some will change as the game progresses. Each player should use similar (preferable identical) ways to contain their information, because all of the data on the rosters would be open to any opponent's inspection prior to battles.

Player rosters should be prepared *before* the battle zones are created. The perfect point to create these rosters is between the coordinator's story intents are revealed and record keeping system is established but before the battle zones are defined.

As this is an important aspect of **ASHINA**, everything you need to know about the player roster is explained in detail throughout the next chapter. In addition, a sample player roster is included at the end of this document.

After the campaign type is chosen, the main storyline is revealed and all the participants' rosters are ready, it is time to create the environment that will be the scene of the coming bloody struggle.

Besides the main values that are needed by the rules, you may - and by all means should- inject your imagination into the battle zones' information. Depending on the gaming capabilities and options of the particular gaming group, the descriptions and background stories of these zones can be detailed as much as you like. You will notice that adding some flavor to the numeric values of the zones greatly enhances game play.

DEFINING BATTLE ZONES

The next step is to define the battle zones that will form the heart of the struggle between players. These zones will be both the cause and the scene of the conflicts throughout the campaign. They are the means of getting stronger and accumulating campaign score, so they are at the heart of the competition.

The coordinator and the group should create sufficient number of battle zones (and special zones, of course) that is dictated by the campaign type.

Whatever the detail level, the information about battle a zone is common knowledge to all players and it should be easily accessible by any player.

Detailed explanation of battle zones are presented in the **Battle Zones** chapter. Information about creating these zones, some pre-generated sample zones and ideas for keeping records of them can be found at the end of this document.

DESIGNATING THE STARTING ZONES OF PLAYERS

All players start the campaign in control of *one* battle zone. This starting zone should be selected randomly amongst common battle zones and not be one of the special battle zones.

If the group wishes, they may derive alternate starting conditions but this is not recommended, as it would unbalance too many things, including campaign length.

DETERMINING SPECIAL GOALS

This feature has been temporarily removed for version 1.1.

INITIATING THE STORY

This step is mainly the coordinator's work. **ASHINA** encourages some background story not only for the impending bloodshed, but also for the main characters/creatures involved in it. The players may by all means decide that their motivation is simply winning, assemble their forces, generate some numerical battle zones and start rolling the dice but this is not fun. Also, that kind of play which lacks enthusiasm and meaning was probably the reason you started to search for a campaign system in the first place.

All players having background information about their main characters and forces and identifying their motivations that can be fulfilled during the campaign is strongly recommended. These can be simulated through vendettas, battle zone back stories, and special goals and such. This aspect of the game is optional but dramatically important for a campaign that supports fun and motivation. Because -as it is justly stated in the Warhammer 40000 rulebook- everything is not about dice rolls and numerical optimization in this game. So, even if the campaign you are planning to play is not entirely story-based, some sort of blogging to keep track of what is happening and why is strongly recommended.

You will see that the background story, motivations of the characters and rich battle zone background provide fun that cannot be encompassed by just rolling dice and beating opponents. We advise you to do your best and make a memorable story out of your chain-of-battles, that you and your friends will tell for many years, even after it is concluded.

Sample Story Plot: "Xeber-Cett"

Jâdus-3 is a planet on the Ixaniad sector in the galactic east, in close vicinity to the Tau Empire. Imperial archives have no records of any sort about this planet other than it is habitable.

The planet is the source of a unique type of minerals, simply known as "Xeber-Cett" crystals. These crystals are utilized by Tau in creating delicate robotic AI, used by humans to bolster their sorcerous powers and/or faith in the emperor, consumed by Orks to get bigger and gathered by Eldar for some emperor-knows-what enigmatic reason.

Although the planet (and its single moon, "Smardak") harbors rich deposits of Xeber-Cett crystals, it seems that the Imperium had not recognized this source up until now. Tau forces have claimed the planet more than a century ago and have been mining since then, by the "help" of human settlers of unknown origin and history.

The story takes off when a Blood Angels cruiser returning from a mission receives faint signals of non-imperial origin. When they arrive at the source, it is revealed that some of the human "helpers" had rioted against their Tau allies and betrayed the Greater Good, sending unencrypted distress signals.

Bringing the light of the Emperor to the planet and granting freedom and salvation to its inhabitants, the Blood Angels ship combats the Tau fleet and manages to land a strike company to the surface. Both fleets are hurt badly and retreat to other sectors in order to get help.

A small scale war ensues between the Tau and Blood Angels. And then, things get complicated. Ultramarines strike cruiser "Glorificus", crash lands on the planet, while both Eldar and Dark Eldar forces glide out of nowhere to join the fray. The last but not least to appear is the Necron forces on different parts of the planet.

Jâdus-3 quickly turns into a war zone. The Space Marines trying to wrestle control of the planet and gather information, the Tau trying to mine as much crystal as possible before the fleet returns, the Eldar and Dark Eldar trying to gather crystals (which seem to contain powerful Eldar spirits), and the Necrons struggling to dispose of the crystals that had been forcing them to lay dormant for millions of years.

It is unclear which fleet will return first, but each player is aware that they have to do what they can until someone shows up in high orbit.

This excerpt was from a story-based campaign of our own. The plot, the characters and personal motivations eventually got much deeper -and so it should be in a story-based campaign. But, even if you are not willing to derive that much information, it is recommended that the campaign starts with at least this much of background. From here on, the players may invent their heroes and fill their rosters. Then, unique battle zones can be created atop this planet and its moon and artifacts and strategic assets are guaranteed to have genuine names. This dispersion of players is also the perfect example for the "*diplomatic struggle*": Blood Angels and Ultramarines clearly will not cut each others' throats given the circumstances. So, we ruled that their battles are not real conflicts but the game simulates the result of their diplomatic struggle over that particular battle zone. (In fact, we considered the idea of assuming two Space Marine commanders actually playing 40K to determine who should claim a battle zone -but we gave up the idea quickly because it seemed unrealistic that their genetically enhanced hands would let them do the delicate modeling work.)

When the background and main plot is completed, it is time for the players to conjure up their forces that will claim the prize.

PLAYER ROSTERS

Only the Emperor's Power Is Unlimited... (And Gork's...)

Each player should have some kind of a file or roster to contain vital information about his forces participating in the campaign. Gaming groups or coordinators may devise their own record keeping system and roster format but all players should have **easy access** to others' rosters and be able to understand what is recorded there.

In order to clarify things, a sample player roster is included at the end of the rules.

A player's campaign roster should be able contain the following:

- Reserves pool
- Battle zones controlled by the player and their bonuses
- Special goal (if any)
- Total support points
- Campaign Score
- Previous battle results summary
- Artifacts gathered
- Total Power (Total Support + Total Artifact Value + Requisition)
- Tie breaker value

RESERVES POOL

The commanders in **ASHINA** do not have unlimited resources. All players have a pool of their available units and make battle choosing convenient forces from that pool.

According to the enemy (and maybe terrain restrictions if the campaign uses such a parameter for battle zones) a player may vary the units to be deployed and/or the equipment of those units between battles but the model count of all units is fixed at the start of the campaign.

The reserves pool contains all the available forces for a commander. It is generated from a Warhammer 40.000 codex, complying with these restrictions:

- 3000 points total maximum
- 1-5 HQ choices (Remember that, if Tactical Campaign is chosen, each HQ and retinue unit is limited to 200 points)
- 0-6 Elites choices
- 2-9 Troops choices
- 0-6 Fast Attack choices
- 0-6 Heavy Support choices

This list is similar yet somewhat different than the average Warhammer 40.000 army roster. The information on units is divided into two main categories: The *Unit* part and *Options Allowance* part.

1. The Unit

This part contains the main information about the unit. Equipment, war gear, biomorphs, gifts, powers or other similar options are not added yet; only the *model count* and the *champion* (if any) of the unit is listed.

This part should list:

- Unit Name
- Unit Type
- Model count of the unit
- Any upgrade to champion/sergeant/nob/warlock and the like.
- If the unit has the option of a dedicated transport, that transport is not included. Dedicated transports should have their own separate entries as a “unit” and can be assigned to any appropriate unit between battles.
- Keeping a simple history for individual units is recommended but not required. Some armies (like Necrons or Tyranids) may find this hard and even weird to implement but many armies should benefit greatly from such tiny a detail.

2. Options Allowance

This part is actually a number. It dictates the maximum options allowance of that particular unit for the whole campaign. When equipping before each battle, the unit *may not exceed* this value in respect to total upgrades.

For the purposes of the Player Roster, this value is added to the total points of the army. But when preparing for a battle, the unit is not obliged to make full use of this allowance. If the commander wishes, he may well use less or none of this value to equip his unit for a particular battle, but he may not exceed this value when equipping that unit.

Sample Unit

Squad “Beshamel”, 170 points (Space Marine Tactical Squad)

9 Space Marines + Veteran Sergeant Beshamel

Options Allowance (+30 points)

TOTAL: 200 points

TIE BREAKER VALUE

Although a minor detail, this comes in handy when needed. As will be detailed later, players make moves following a special order that is calculated from their power and is updated each turn. But, in the exceptional case of two or more players having the same power, the order of movement is determined using the battle zones controlled. The player who has the *lowest battle zone ID value* is considered more powerful and listed first in the order of power. (See **Campaign Turn** chapter)

ARTIFACTS GATHERED

"Artifacts" are in essence, the availability of some *free upgrades and options* for units. Every battle zone lists its artifact value and this is the total points of artifacts that can be gathered from that zone. They are gained in battles for *uncontrolled* zones and they are separated from that zone thereafter, remaining on the player who found them. *Even if the player loses control of that battle zone subsequently, the artifacts are his to keep.* It is even possible after a fight that the control of the zone shifts to a player while his opponents gather the artifact(s) from that battle zone. (See **Secondary Missions** section in the **Battle** chapter)

These bonus upgrades should be listed under the campaign roster to be used by suitable units, as the commander wishes.

As they are not attached to specific units but are stored in a common armory, the *wording* of the artifacts and respective *maximum values* should be stated clearly. Players may, if they want, name the artifacts as they wish. But that definition must include the exact wording and maximum points cost of the artifact, too.

Example

Artifacts owned: Da Rippa of Rabbala (Poweklaw, 25 pts max), Da Mysterious Sanjak (bosspole, 5 pts max), Da Kindlegarden (skorcha, 10 pts. max)

Rules on equipping and gaining artifacts are detailed in the **Before** and **Aftermath** sections of the **Battle** chapter, respectively.

Troop Experience:

This version of **ASHINA** does not utilize a ready experience system for troops.

If the players wish, they may integrate any such system, choose one amongst the many options that can be found on the net or devise their own means. As always, we strongly suggest using the system once without experience rules (or any kind of house rules for that matter) to get hold of the mechanics of **ASHINA**, before integrating any new rules that might cause conflicts or unbalanced situations.

In later expansions of **ASHINA**, we are planning to implement a genuine troop experience system. As in all other aspects of the game, your feedback and ideas are very welcome about this particular matter, too, at contact@ashina.org

BATTLE ZONES

Controlling is better than killing

ASHINA is about controlling “*Battle Zones*” that make up the gaming world and preventing other players from doing the same thing as much as possible. This gaming world can be any suitable environment derived from the Warhammer 40.000 universe. The players may be fighting over a planet’s thirty different countries, the many islands of an archipelago world, different planets of a given star or even many star systems.

Battle Zones represent large areas that may be compared to at least an average country on our world. They may contain many different geographical features and each one may well include several different facilities those are strategic assets for the players.

These battle zones are created by the coordinator. All of the players may and should participate of course, but somebody should always have the final word.

Rules, ideas and random tables for creating zones can be found in the **Battle Zone Creation** chapter of this document.

Battle zones do not represent climate or terrain features. Given their large areas, consequent battling for a zone does not necessarily mean that the two battlegrounds will be similar. In fact, a player may well be fighting on a temperate forest battleground to defend a battle zone that he had claimed by a desert fight, two game turns ago. A perfect example for this could be a zone like “*Southern Europe*”. No two battlegrounds need to be similar when fighting over such a large geographical region; players may well get into conflicts at shores, mountain ranges, fertile grasslands or cityscapes, just for the control of the same battle zone.

If, for any reason, a player leaves the campaign, the battle zones he controls are assumed to be “*uncontrolled*” immediately.

Players benefit from the battle zones in three main ways:

1. The **Total Campaign Score** of each player is the sum of the campaign score values of the battle zones he controls.
2. **Total Support Points** of a player is the sum of the support points of battle zones he controls + total maximum of his artifacts (note that this is different from requisition, which generally increases equally for all players at the beginning of each campaign turn)
3. The **artifacts** that are gathered after conflicts on uncontrolled battle zones.

*If the players are part of a gaming club that has plenty of resources and terrain pieces, every battle zone may well be assigned to a specific terrain set or a particular gaming table, but the **ASHINA** rules do not take the geographical features of the battle zones in account when determining any kinds of bonuses or game rules.*

SUPPORT POINTS

This value represents the *logistical opportunities* and facilities of a particular battle zone. Depending on the army type, the nature of these bonuses may vary of course. But the main idea is that the Support Points value of a battle zones is added to the *Total Support Points* of the player that controls that battle zone, allowing the player to field somewhat more troops than her opponent in each battle (in addition to the requisition, which is equal for each player)

As the battle zones represent considerably large areas, the players and coordinators are free to come up with ideas to describe the exact nature of the bonus that an army will receive if they control the zone. These bonuses need not be the same for all types of armies: An army may be using the factories present, while another may utilize the availability of organic material to generate spawning ponds, and another might make use of the population as slaves or enjoy local looting opportunities. This particular detail is not required of course, but will add much depth to the story, hence the fun, if implemented.

More information and exact rules for using support points are detailed in the **Before** section of the **Battle** chapter.

ARTIFACT VALUE

This is the *total point allowance of artifacts* that can be gathered from a battle zone. After a battle for a previously uncontrolled zone, one of the sides gains control of the artifact(s) available there. This value can be split into pieces or used up as whole to generate artifacts for the player who has completed the secondary mission during the battle. (See **Battle** chapter for details)

CAMPAIGN SCORE

This value represents the *strategic value* of the battle zone. It either helps the controlling player's army somehow (trade route junctions, higher ground, telecommunication hubs, dense population, natural defense capabilities, spiritual reinforcements, or any other way that the coordinator and the group define that is convenient for the particular campaign). As explained in the support points section, battle zones are large areas, that may contain varying sorts of strategic importance for different armies. So, these features may be characterized by players to fit their armies, too.

A player's *Total Campaign Score* is the sum of all the battle zones' campaign score values he controls. This total may determine the winner of the campaign. The battle zones that have lower support points tend to yield more campaign score, so the players should balance out the zones that they use for support and for campaign score (or, they may come up with any and all kinds of other brilliant strategies that build upon one of these until some turning point in the campaign, of course)

SPECIAL ZONES AND STRATEGIC ASSETS

There are two types of battle zones in **ASHINA**. The first is the *Common Zone*. This type of battle zone has three main attributes, other than its definition and background. These attributes (support points, artifact points and campaign score) have been explained earlier. The second and uncommon type of zone is the *Special Zone*. The "specialty" of these zones is that, each of these zones pertain two types of

armies (two codices, to be precise). For all other types of armies, these are nothing more than common zones.

Special zones have two separate attributes sections. First is the common part, which is exactly like any other common zone. The armies that don't treat this zone as "*special*" use these values, just like using a common zone. (Of course, if the player's special goal is "*levy*", the special zone is counted towards the player's levy count even if his army treats that zone as common.)

The second part of a special zone is what makes the zone so special. All special zones empower two types of armies (these are predefined before the campaign takes off, as detailed in the **Battle Zone Generation** chapter).

A *strategic asset* is actually a unit, designated to a zone prior to campaign start. This may as well be a troop choice of basic warriors of the army, a vehicle, a monstrous creature or any other unit from that codex. They are significantly cheaper in point costs but *they can neither be modified nor be given any options*. The commander may deploy that particular unit exactly as stated in the zone definition, making no changes or upgrades unless the change is defined as "*free*" in the codex (or by using an appropriate artifact, as they are also "*free*" upgrades). Equipping a space marine sergeant with a chainsword, giving shootas to a mob of orks, replacing the multi-melta of a dreadnaught with a twin-linked heavy bolter, etc. are examples of free upgrades.

These strategic asset units use up the relevant slot on the force organization chart, and can be used to fill the mandatory slots.

It should be evident that using the strategic asset bonuses is generally the soundest choice. Special zones yield units that have point costs of double the support points that the player may draw upon from that zone. So, a strategic asset being the obvious choice is generally logical, with three exceptions:

1. The player's collection does not contain a model that fits the description (generally the cheapest and most basic version of that unit).
2. The commander may decide that the strategic asset would be next to worthless against a particular opponent, and even half of its value may be better utilized as free points.
3. The commander may choose to forego the strategic asset and instead use the support points to raise his army total points to the next level. This way, he may be able to utilize more choices from the force organization chart (see **Before** section of the **Battle** chapter).

All types of campaigns define the total number of common zones and special zones to be created, depending on the type of campaign and number of players.

MISSION TYPES ALLOWED (OPTIONAL: BATTLE MISSIONS REQUIRED)

The **Battle Missions** book may be implemented in **ASHINA** campaigns. These missions are designed to add diversity to the Warhammer 40.000 game and since ASHINA is about diversity, we recommend their usage.

If the group prefers to make use of the missions on Battle Missions, Battle Zone definitions would include the types of missions that can be played in the struggle of this zone. A Battle Zone presents two (occasionally one) types of missions to be chosen by the attacker when he is giving a challenge or a conquest order.

The rules for using Battle Missions in ASHINA campaigns and appointing mission types to Battle Zones can be found in the **Campaign Turn** chapter and **Battle Zone Generation** chapters, respectively.

THE CAMPAIGN TURN

War is old men talking and young men dying

When everything is ready to go, and the storyline established, the campaign may start.

A turn of **ASHINA** is comprised of two parts: All players making moves in the campaign turn and making battles resulting from these moves. Each player is to do *one and only one battle* resulting from a campaign turn. After all battles are completed, a new order of play for making new moves is calculated. The campaign ends at the start of a campaign turn, when all calculations are made and one player has reached the previously established campaign goal (or met his special goal, of course, if that rule is in use).

THE INITIATIVE CIRCLE

One of the main aspects of **ASHINA** is the Initiative Circle. This is the order of play that the players will make their moves in turn. *The initiative circle is recalculated at the start of all campaign turns.* This calculation does not involve any randomness; it is simply derived from the power levels of players. The main purpose of the initiative circle is to avert the possibility of powerful players “farming” the weaker ones, by pressing the powerful to the bottom of the playing order, therefore restricting his choices. The players with smaller (hence agile) armies have the opportunity to choose their rivals and battlegrounds.

As stated earlier, all players have a support points total and a campaign score total. The former helps a commander to win battles while the latter helps her to win the entire campaign in case of a tie breaker at the end of the campaign. As a rule of thumb, the two are in inverse ratios, if a player has a very high support points, his campaign score would be low compared to a player with same number of wins, and vice versa.

Determining Play Order

The first thing to do at the start of a campaign turn (after checking if anyone has already won the game, of course) is to determine the play order that the players will make their moves. This is done in two steps:

Order of Power

First, all players are listed and assigned alphabetical letters, starting with the one with the highest TOTAL POWER (see p.14) value. Any player, who controls a special zone that allows him to make use of the strategic asset, must count his own special support value for this purpose. (Noted as "OR" next to the strategic asset)

Regardless of the method preferred in the group for coordination purposes, it is the coordinator's job to make sure that the initiative circle is updated and all players informed at the start of each campaign turn.

Tie Breakers

If two players happen to have the exact total on the order of power, the one with the highest tie breaker value is listed before. (Tie breaker value is the *sum of all the ID numbers of the battle zones* a player controls). In the very rare circumstance that even the tie breaker values are equal, their order is determined randomly (flip a coin).

At the end of this step, a list similar to this one should be formed (sample for a 6 player campaign)

A: Brother Captain Svagius (250)
 B: Farseer Nyctalopiath the Clueless (224)
 C: Warboss Turuk (198)
 D: Chaos Lord Innocentius (198)
 E: Ethereal Ch'ang Chien-chong (180)
 F: Necron Lord Sanakht (178)

This is the *order of power* of all the commanders participating in the campaign. It should not be confused with the *playing order*, which will be derived using this list.

Playing Order

The playing order, according to the number of players participating in the campaign is:

- 5 players: E C D B A
- 6 players: F D E C B A
- 7 players: G E F D C B A
- 8 players: H E G D F C B A
- 9 players: I G H F D E C B A
- 10 players: J F I E H D G C B A

So, following the earlier 6 player sample list, Necron Lord Sanakht (F) should be the first to make his move, followed by Chaos Lord Innocentius (D). Brother Captain Svagius (A) seems to have the most powerful (hence hulky) army in the campaign, so he will be making the last move.

MAKING MOVES

When a player's move is due, the options he has somewhat depend on the previous movements of other players. As the campaign turn progresses, the players towards the end of the initiative circle find themselves with less choices. The last player to move (the one with the largest army) will usually be forced to make a mandatory move.

All battle zones are reachable by all players. Distance, neighborhood or similar factors do not affect the choice of movement. **ASHINA** only tries to match up opponents every turn, so restrictions only develop as results of other players' moves.

Only one battle may be fought over a single zone at one time and no player under any circumstances may fight two battles in one turn. (If one of these occurrences is likely to happen, you have probably done something wrong in the movements of previous players.)

All battle zones have two slots for opponents to state their intentions: The *defender* slot and the *attacker* slot. The verdict of who fills which slot is not based on player decisions, but is worked out depending on the movement order of players. As a general rule, the player that was there first (as in a conquest) or moves there first (as in a claim) automatically becomes the defender. This is an important aspect of **ASHINA**, because these roles affect deployment terms in the actual battle.

There are three main movement orders that can be issued to a force. Making a move literally means to give one of these orders to the army and targeting a battle zone.

Order Types

1. **Claim**: The player chooses an uncontrolled battle zone and orders the army to deploy there (filling the defender slot) and get ready for a possible challenger for the same zone.
2. **Challenge**: The player chooses a battle zone that has been claimed this turn (i.e. the defender slot is already filled by another player) and challenges that player for control of that zone (filling the attacker slot)
3. **Conquest**: The player chooses one of the battle zones of an opponent and declares that he will be attacking there and that opponent should mandatorily get to defend that battle zone. In order to declare a conquest, both the attacker and the defender must be in control of at least two battle zones. This order has high stakes, because if the attacker wins the battle, he grasps that battle zone from the defender. Conversely, if the defender wins the battle, he automatically launches a counter attack and grasps one of the battle zones of his choice from the would-be conqueror himself. (Domination type campaigns may override this rule in certain circumstances; see **Preparation** chapter)

The issuing of any of these three orders is dependent on the previous orders that have been given this turn. So, when a player's turn is due, he has to make his move, *checking on the below restrictions*, which may limit his choices. Normally, the first player to move will have a wider range of options, while the last one (usually A) will almost always be making a mandatory move. It is very important for players to get the hang of these restrictions and for the coordinator to carry them out with care, as these limitations are the heart of **ASHINA**:

- **If a conquest has been declared** on one of his zones, he has no choice but to fill the defender slot for that zone and prepare for the incoming assault.
- **If none of his zones are under conquest**, he should check the defender slots that have already been filled this turn.
- **If (NP/2, rounded up) defender zones are already taken**, the only option he has is to fill one of the remaining empty attacker slots on these zones and challenge that zone.
- **If (NP/2, rounded up) defender zones are not filled yet**, he has a wide range of options and he may select one of the below:
 - **Claim**: He may choose to fill the defender slot of any uncontrolled zone.
 - **Challenge**: He may choose to fill the attacker slot of a zone that has already been claimed this turn (i.e. the defender slot is filled)

- **Conquest:** If he is in control of at least 2 zones and there is a rival who has not moved yet and in control of at least 2 zones, he may choose to conquer any of the zones that the rival already controls, filling the attacker slot of that battle zone.

When all players make their moves and all battle decisions finalized, the opponents should arrange the battle between them. The coordinator and the means of the particular group has the final word on these matters, but we recommend a time frame that each player does one battle a week. As a side note, the group should come to an agreement on the subject of a player not showing up for a battle, way before the campaign starts.

After all moves are done and battles arranged, it is time to get into the real stuff and play Warhammer 40.000 at last!

SAMPLE MOVES

Following the 6 player example earlier, a sample campaign turn should look like this:

1. Necron Lord Sanakht goes first and **claims** the Crimson Haunts (an unoccupied battle zone), filling the **defender** slot in that zone.
2. Chaos Lord Innocentius moves next. He considers the idea of marching on the underdog Necrons, but the Penitent Wastes, which contains the Ingenious Altar seems to be a special zone for his army. He **claims** the Penitent Wastes and fills the **defender** slot there.
3. Ethereal Ch'ang Chien-chong now has many choices, including two challenges, another claim of his own or maybe even a conquest. He chooses to halt the Necrons' advance before they become more of a nuisance for him. He **challenges** the Necrons at the Crimson Haunts and fills the **attacker** slot there (determining one of the three battles this turn).
4. Warboss Turuk is determined and does not ponder much (as it probably 'urts 'is 'ed) when he notices that both him and the Eldar each control two battles zones. He declares a **conquest** on the Eldar, attacking the Natty Meadows which contains a special shrine for them. He fills the **attacker** slot on that zone and forces the Eldar to fill the **defender** slot immediately.
5. Farseer Nyctalopiath the Clueless has no choice (as he already is forced to defend on the Natty Meadows) but to deploy and wait for the sounds of approaching drums.
6. Brother Captain Svagius is also without choice. As three ($NP/2 = 6/2$) defender slots are already filled, he has no choice but to challenge one of the battle zones that has a defender slot already filled. His only option is to **challenge** the Penitent Wastes, filling the **attacker** slot and preparing his army for an assault on the traitors, before they get hold of the unholy altar.

Getting Bye

If the number of players participating in the campaign is an odd number (again; not recommended), an exceptional case occurs. If this is the case and a battle zone ends up with only the defender slot filled, that player gets bye, occupying the zone without a fight. He gains control of the battle zone and also earns the artifact points. (Domination type campaigns may have a special rule about this circumstance; see "Preparation" chapter)

CHOOSING MISSION TYPES (OPTIONAL: BATTLE MISSIONS REQUIRED)

If the gaming group has agreed on using the missions found in the **Battle Missions** book, then there is one more thing for a player when he declares a *challenge* or *conquest*. A campaign that implements the Battles Book missions should have generated the battle zones conveniently.

Each zone would state the types of missions that can be played to simulate the fight on that Battle Zone as “standard missions”, “attacker missions”, “defender missions” or any combination of these.

- **Standard Missions** are the 3 missions that can be found in pages 90-93 Warhammer 40.000 rule book. The usage of these missions slightly differs for ASHINA induced games. Details can be found in the **Battle** chapter.
- **Attacker Missions**: The 3 missions designed and listed for the attacker’s army type in the Battle Missions book (Orks, Space Marines, Tau, etc.)
- **Defender Missions**: The 3 missions designed and listed for the defender’s army type in the Battle Missions book.

It is the *attacker’s choice* to determine the mission type to be played. He must choose from the available types for that battle zone and must include this choice when declaring his attack move. (*Example: “Ethereal Ch’ang Chien-chong challenges Necrons at the Crimson Haunts (zone#20); Mission Type: Attacker Missions”*)

Note that, the attacker does *not* choose the actual mission to be played. He only states the random table from which the mission to be played will be determined. When the players gather for the fight, they will roll randomly from the table that the attacker had declared while ordering the attack.

The **Battle Zone Generation** Chapter explains the distribution of mission types amongst the battle zones and the **Battle** chapter details the usage of the Battle Missions book.

BATTLE

"But boss, are we 'ere to shoot our guns or are we 'ere to do battle?"

After all moves are done, all paired players agree in some way to meet and play a game of 40K. It is the coordinator's job to make sure that everybody contacts his opponent as soon as possible after the battles are announced.

BEFORE

When their opponents are designated, all players build a force for the battle, picking units from their player roster and equipping them as they see fit, regarding the opponent and the force's role in the coming battle (i.e. attacker or defender) All aspects and rules of the Warhammer 40.000 game are in effect at this stage, with one exception. The players must use the units they have declared in their player rosters and they may only use options and upgrades up to the maximum options allowance that they had declared in the roster for each unit.

Players have no obligation to use the same units consequently. They may switch units, as long as the force organization remains in the rules of the codex and the current requisition of the campaign, and the unit's model count is not changed.

The total point value of the force may not exceed:

REQUISITION + TOTAL SUPPORT POINTS OF BATTLE ZONES

(Requisition for each campaign turn is declared by the coordinator at the beginning of each turn. Recommended starting requisitions and increase rates can be found in the Preparation chapter.)

Force Organization

The default force organization requirements in a battle of **ASHINA** are:

1 HQ, 2-6 Troops, 0-1 Elites, 0-1 Heavy Support, 0-1 Fast Attack

This is the default organization chart, available to everyone, regardless of total points. But if the players wish, they may opt to make use of additional HQ, Elite, Heavy Support or Fast Attack choices. The availability of options is parallel to the army size. As the total points of the army exceed 800 **by full 100 points** (artifacts are considered 0 points for this purpose), another single choice becomes available. So, the player may make use of another additional special unit for each full 100 points exceeding 800. Standard Force Organization rules cannot be exceeded by this rule, unless the total army size exceeds 2000 points. If the army should exceed 2000 points, then all slot types in the Force Organization Chart increases by 1 (i.e. 1-3 HQ, 2-7 Troop, 1-4 Elite, 1-4 Fast Attack, 1-4 Heavy Support)

Example

Assuming that the campaign requisition for the particular turn is 1000 points and the player has total support points of 150, the player is to build a force limited to: $1000+150=1150$ points. The extra 300 points above 800 means the player may open 3 extra force organization slots to use for the battle. As an attacker, he decides to open 1 Elite and 2 Fast attack choices for the coming battle. This would alter his organization limitation to:

1 HQ, 2-6 Troops, **0-2** Elites, 0-1 Heavy Support, **0-3** Fast Attack

(Obviously he is planning a fast and furious assault and a high-paced, exciting game is in order.)

Purchasing & Fitting Units

As the units in the players' rosters only dictate the number of models and champions, commanders will surely want to equip their units convenient for their opponents and the role that they are about to take in the coming battle (attacking/defending).

For purposes of fitting the units, **ASHINA** defines any kind of equipment, options, war gear, weapons, armor, special abilities, psychic powers, adrenal glands or any other thing in the codex that is purchased by any amount of points cost as "*upgrades*". Those which cost 0 points or which are defined as "*free*" can be equipped any time, ignoring **ASHINA** rules (the rules of the codex should not be ignored of course). But any other thing that is purchased by points is an "*upgrade*".

A unit may have upgrades according to its codex, but the total points spent on upgrades for a unit may not exceed the options allowance that has been allocated to that unit in the player roster, prior to campaign start. That is the maximum total points that the unit may spend on upgrades for each battle. For the next battle, the unit is free to swap equipment as seems fit, of course, keeping the same limitation in sight.

The option allowances of different units *cannot* be mixed or combined, even if the two units are identical. (A tactical squad may not use another tactical squad's leftover allowance, for example.)

Before the battle, every commander prepares an "*army list*" that lists the units he has picked from his player roster and specifies the upgrades (and costs of these) that has been added to those units for the battle. The total points spent on units and upgrades may not exceed the point allowance of that player (i.e. requisition + total support points from battle zones)

Fitting Strategic Asset Units

Besides the units purchased by support points and requisition, the player has an option if he controls any special zones that grant his army a strategic asset.

This strategic asset unit would always be significantly cheaper than normal but cannot be modified and must be deployed exactly as listed on the battle zone description. No upgrades or options may be purchased except those that are defined as "*free*" in the codex and any artifacts (as they also are free upgrades). The player may make "*free*" options changes on these units between battles.

Fitting Artifacts

"Artifacts" are in essence, free upgrades available to the whole army, which can be swapped among eligible units between battles. A unit may make use any artifact that the army possesses, if it has the same option available to it in the codex. Note that, even if the item is listed as "one per army" in the codex, multiple copies may be purchased as artifacts.

There are two main restrictions on using artifacts:

1. Only those units which have that upgrade's **exact wording** in their codex entries may make use of an artifact. *For example, if the artifact is a "melta gun", it cannot be used as a "combi-melta"*
2. The unit may not use the artifact, if the **normal points cost it has to pay** for that upgrade is more than the artifact's value. *Example: If the artifact were a Lascannon (10), a tactical squad might make use of it while a devastator squad could not, because the cost of a lascannon for devastators is 35 points, much higher than the artifact's value.*

Using an artifact is literally, using that upgrade for free.

That is, the artifact is not in addition to the usual options of the unit. It simply makes the relevant upgrade "free" for the unit. So, if a devastator squad would make use of a Lascannon (35), it has 3 remaining heavy weapons slots left, which must be bought normally.

Strategic Asset Units & Artifacts

Any unit that is used via the strategic asset of a special zone may use an artifact, if that artifact's wording matches the options of the unit. For example, if the army has a "twin-linked lascannon", it may be used on the army's dreadnaught or on the strategic asset predator tank. (Normally, the predator would not be able to upgrade to lascannons but since this is a 0 point artifact, it may be implemented.)

Rules on gaining and creating artifacts can be found in the **Aftermath** section of this chapter.

A Note about WYSIWYG

As many Warhammer 40000 models are glued and not modular, this swapping and changing would actually mean using different models, rather than swapping parts.

This could create problems in WYSIWYG, according to the group's traditional gaming rules. Of course, a player may find a way of actually changing the model's parts, but in most instances, this rule would force the player to make use of different models for the same character now and then.

In this matter, players should be careful when creating artifacts for their armies. They would not want to find themselves in a position that they cannot field any models using that artifact.

In the final analysis, it is the group's decisions about WYSIWYG that matters, but usually common sense may solve many conflicts that could arise from this potential problem.

Unit Fitting Example

The Space Marine squad that we had established in the **Preparation** chapter now deploys for some battles:

Squad "Beshamel" (170 points)

Space Marine Tactical Squad

9 Space Marines + Veteran Sergeant Beshamel

Options (+30 points)

The artifact list of the army has one artifact convenient for the squad: Combi-Flamer (10)

The Space Marine player goes against Orks for a battle and decides to equip Beshamel with a power fist (+25) and give the squad a Missile Launcher (+0) and a Flamer (+0). He uses a total of 25 options points. He would like to have a teleport homer as well but the remaining options allowance of 5 is not sufficient, so he forgoes it. Then, he gives the sergeant the combi-flamer artifact for free; as he can use that upgrade and the points cost listed is not more than the artifact value.

Squad Beshamel goes against orks: Veteran with power fist + combi-flamer, 7 marines with bolters, 1 marine with missile launcher, 1 marine with flamer. TOTAL: 195 points

For the next battle, the player is up for a Chaos Marine opponent. He considers the need of some plasma weapons and decides to have a plasma gun (10) and plasma cannon (5) for the squad. Now, Sergeant Beshamel will have to consent him with a power sword (15), rather than a power fist, filling out the 30 points of options allowance. (Of course, he could also make use of the artifact combi-flamer for free, but the commander decides that a bolt pistol is the better choice with a sword.)

Squad Beshamel goes against chaos marines: Veteran with power weapon + bolt pistol, 7 marines with bolters, 1 marine with plasma cannon, 1 marine with plasma gun. TOTAL: 200 points.

Point Leftovers

When designing armies, players may occasionally find themselves with leftover points that they cannot use in effect, because of the player roster's fixed number of models rule. This leftover may be as small as to be negligible, but may as well be so large that 10% or more of the point allowance of the army would go waste.

Although we are aware of this potential problem, and are producing some possible solutions for future versions, this version of **ASHINA** gives way to this problem. For now, players should consider having some "small" units on their rosters to overcome this probability, as much as possible.

In time, and newer versions, we are planning to add rules for "*Tactical Utilities*"; some battlefield enhancements (like trenches, minefields, bunkers, bombardments, etc.) to be purchased by smaller points. That and/or some similar solution will fix the point leftovers problem in a future version, and we would very much like to hear your opinions and ideas about this matter, before ruling.

THE BATTLE

When both armies are built and terrain has been set up, the battle may commence. There are some differences between a standard Warhammer 40000 battle and an **ASHINA** induced one.

Place Secondary Mission Objective

As stated earlier, **ASHINA** has an additional concept of secondary missions. They are used only in claim & challenge battles. *Conquest battles do not contain secondary missions.*

These missions are in addition to primary mission. They always have the same goal; securing the artifact objective on the battlefield. This objective may be anything the players wish, from ammo crates to enigmatic alien barrows or an abandoned shrine; it is up to the players to decide the exact nature of the artifact. The placement of the objective is random. After the terrain is set but before rolling for deployment, the players roll a scatter dice. The artifact objective marker is *scattered 4d6*" from the centre of the table. It is immovable and a scoring unit must finish the battle within 3" of that marker, in order to claim the artifact value of the battle zone.

Although it is a tempting idea to assign specific terrain features or even whole gaming tables to battle zones, this may not be a practically sound idea. If the group is regularly playing at a gaming club, the idea could be pondered. But if the battles are to be played in different places, it is generally a sound idea not to form rigid rules about terrain. In general, ASHINA recommends nothing more about arranging terrain than what is already on pages 88-89 of the Warhammer40.000 rulebook.

If the secondary mission is a draw (if both sides have scoring units within 3" of the artifact objective at the end of the game), the player who has won the primary mission also captures the artifact value.

Determine Mission Type (Optional: Battle Missions Book Required)

If the attacker had declared that a *Battle Missions* book is to be played, then the mission is rolled randomly from that book. No changes to the rules are in effect and the mission is played exactly as stated in *Battle Missions*, with the exception of **secondary missions** and **draws**. Any missions played from the *Battle Missions* book should still include secondary missions as stated above, and those mission may not end in a draw, too, as will be explained later.

Standard Missions

If the attacker had declared that a standard mission is to be played, then the standard mission rules on the rulebook are applied, with the following changes to the rules:

Determine Primary Mission Randomly

After setting up the terrain, players roll normally for mission type as stated on pages 90-91 of the rulebook.

Attacker Chooses Deployment Type

In an **ASHINA** battle, the players *do not* roll randomly from deployment types as stated on pages 92-93 of the rulebook. Instead, *the attacker chooses* what type of deployment is to be played. Also, if the mission requires multiple objectives, it is the attacker to place the first objective.

Deploy Forces

It should be noted that **ASHINA** uses a different deployment order. So, rules concerning deployment order in the standard missions from the rulebook should be ignored. The order of deployment and starting is not random but fixed in **ASHINA** battles:

After deployment type is selected by the attacker, the defender always chooses his deployment zone. *He does not deploy any forces*; he only determines his and his opponent's respective zones.

1. The *attacker* deploys his forces in his zone, according to deployment type.
2. The *defender* deploys his forces in his zone, also abiding by the deployment type rules.
3. Infiltrations are performed. It is the *defender's* infiltrators that go first.
4. Scout moves are performed. It is the *defender's* scouts that move first.
5. The *attacker* starts the battle (see seizing the initiative rule variation below).

Seizing the Initiative (Rule Variation)

This rule is *not used* in **ASHINA** battles, because the system includes an attacker and a defender and states the deployment and starting conditions of both sides. However, if a force or a model includes a special rule that provides any kind of modification to the “*seize the initiative*” roll, that player may opt to roll to seize as stated in the rulebook. This way, even if that particular special rule is not used in full effect, the model's special ability can be somewhat demonstrated. Bear in mind that using this type of deployment and changing the initiative of battle would alter everything dramatically.

AFTERMATH

When the battle is over, players should determine the results of primary and secondary missions. Primary missions are the goals that are defined by the mission description (be it in the Rulebook of Battle Missions book).

In **ASHINA**, *primary missions may not end in a draw*. If, according to the normal rules of the mission type, the result is a draw, players should determine the victor, using the victory points rule (see rulebook page 108). In the dramatically exceptional case of a draw in victory points, another turn should be played immediately and victory points calculated, until the tie is broken (even if this means playing the 8th and consecutive turns). *Under no circumstances, the primary mission may result in a draw*.

After determining the primary victor, the claimer of the artifact objective is determined. Any side with a non-fleeing Troop unit within 3" of the artifact objective claims the prize. *If there is a draw on the secondary mission*, the side who won the primary mission is deemed to also win the secondary mission.

Reassigning Battle Zones

If the battle was the result of a *Claim & Challenge*, the winner gains control of that battle zone.

If the battle had been the result of a *Conquest*, two things may happen:

1. If the victor is the attacker, he conquers that particular battle zone he had declared a conquest.
2. If the victor is the defender, he is assumed to launch an immediate counter attack, catching the attacker's forces off-balance. He may *pick any of the battle zones* that the attacker controls and gains control of that zone immediately (the toll of incompetent ambitions is heavy).

Gaining Artifacts

If the battle were not a conquest, one of the players should be the one claiming the artifact value of that battle zone. Note that the winner of the primary mission (hence the battle zone) need not be the same side to claim the artifact value.

The total artifact values of all battle zones are predetermined in the battle zone data. The player's work here is to declare how she will use that value. She may choose any upgrade(s) from her army's codex that does not exceed the artifact value of the zone in total.

Rules on Creating Artifacts:

The *wording* and *point allowance* of the artifact(s) is crucial. The player may name the artifact as she wishes but the type of the upgrade and its maximum points allowance should be noted clearly (see **Fitting** section in this chapter earlier)

- Twin-linked, combi or similar upgrades are different weapons and should be defined in exact words if to be used.
- An artifact may well be used by infantry, as well as a vehicle, if the wording matches exactly. (Like a heavy stubber or an Eldar missile launcher, but beware of the "twin-linked" in the wave serpent entry for example)
- Any upgrades that must be bought in pairs cannot be split or vice versa (sponson weapons, pairs of lightning claws etc.) - two separate heavy bolters cannot form a pair of "sponson heavy bolters".
- Those upgrades which must be bought together must be used together and cannot be split. (Like shimmer shield & power weapon)

For example, if the player were commanding a Space Marine army and the zone yielded 30 points of artifacts, he could decide to split the points as:

1. Hornet (Pintle Mounted Storm Bolter - 5 points)
2. Redeemer (Power Fist - 25 points)

UPDATING THE RECORDS

After the battle is done, the players should inform the coordinator about the result. They are strongly recommended to keep a journal or blog about their battles but this is not required.

The coordinator updates the common records, according to the result. These fields would need to be changed after a battle:

- The ownership change of any battle zone
- Players' new total support points and campaign scores
- History of battles
- The storyline

The players also have work to do after battles. As it is their responsibility to update their player rosters, they would probably need to change these (and any other necessary) fields:

- Battle zone gained/lost
- Total campaign score
- Total support points
- New artifacts
- Total Power
- Army history (maybe unit histories)

Note that in a Domination campaign, a conquest might cause a player to lose his last battle zone and be eliminated from the campaign. As this is a spectacular event for a campaign, the coordinator should devise a dramatic way of announcing this to the gaming group in the storyline.

THE STORY CONTINUES

When all the battles of a campaign turn are completed, the coordinator should make sure that all necessary changes are made in common and player records. Then, she should interpret what has happened during the turn and update the storyline as appropriate.

After that, she should check if any player has met the campaign winning conditions. If so, it is up to her to complete the storyline in a dramatic and memorable way.

If there are no winners yet, she should calculate the new initiative circle, inform the players on the new order of play in and let them make their moves when ready (going back to the **Campaign Turn** chapter)

This concludes the main rules of an ASHINA campaign. As has been stated, the system is flexible and it is up to the coordinator and the players to get the most of it as the battles proceed. Always keep in mind that your games will be most memorable and fun with just a little work, when combined with some fluffy stories and characters.

Please do not hesitate to contact us for any and all of your remarks, new ideas, comments or any other aspect of ASHINA that you would like to share with us at: contact@ashina.org

Following are the appendices, which will guide you through the generation of battle zones and player rosters. We thank you for your interest in our work and your patience on reading this considerably long rules document. We sincerely hope ASHINA will add amusement and depth to your Warhammer 40.000 games.

Have fun,

Sinan Eraydın & Özgür Özol

2010, www.ashina.org

APPENDIX 1: BATTLE ZONE GENERATION

Wot do you mean "it iz da logistikz dat matters"? I can kill ya right now, an' I have no logistiks, see?

The battle zones form the heart of the **ASHINA** system and the generation of these is one the two main things to do before a campaign may take off.

As has been stated, the battle zones have some mandatory numerical attributes. In this chapter, the generations of these values are explained. Coordinators following these instructions should easily manage to create enough zones as dictated by the campaign type they have chosen (see **Preparation** chapter).

Although not required, we recommend all coordinators to ponder on the possible dramatic connections between these zones, after creating all the numerical values.

Some zones would stand out on their own right by having extraordinary numerical values. Some would have huge campaign scores, while others would contain every player's dream of support points. In addition, there would be some special zones, which would need special attention on their own behalf. If the coordinator takes a little extra time to fluff-out these extraordinary zones and place them in the heart of the story, the entertainment level of the overall campaign should rise dramatically. In the very least, every zone should have a *memorable name*, according to the scale of the campaign to be played and the spirit of the Warhammer 40.000 universe.

CREATING BATTLE ZONES

The first thing to do is to determine the number of common zones and special zones. This depends on the number of players participating and is clearly dictated in the **Preparation** chapter.

Let's assume that we are planning to play a Tactical Campaign with 6 players. This should need a total of 24 battle zones, 3 of them being special zones. As all special zones are so "special" to 2 players only and are in fact common zones to all other players, the first thing to do is creating all zones as common zones. Then, we can pick 3 of these in random and make them special, as detailed later.

You might want to use some sort of cards or pieces of paper to note down individual zones, so that when the need arises, you can turn them down and pick some of them randomly.

All common zones must have these attributes determined or rolled randomly:

- Zone ID number
- Total Supply=D66+34 (This number is used to define the three basic values and is not required on the zone information itself)

Rolling a D66 means to roll two dice, assign the first one as the tens digit and the second die as the ones digit. Example; if we roll 2 and 4, the result would be 24.

- Artifact Value=Total Supply/3 (round down)
- Support Points=Total Supply - Artifact Value
- Campaign Score=100-Total Supply
- Name of the zone, flavor text and background (optional, but recommended)
- Mission types allowed for that zone (Optional: Battle Missions book required) – See below.

Example:

Let's assume we are creating Zone#3. We roll D66 and the result is 26. Thus, Total Supply=60

The attributes of the zone would be:

- Zone ID: 3
- Artifact Value: 20 points (60/3)
- Support Points: 40 points (60 - 20)
- Campaign Score: 40 (100 - 60)

As we are planning a tactical campaign, our zones must represent large regions of a single planet and its moon(s). The naming of the zones should be appropriate. As for the flavor text and background, a campaign score higher than the support points indicates that the strategic importance of this zone is more than its logistical value. So, we may jot down something about an essential trade routes junction or maybe a port region, which has somewhat limited population and productive capabilities but significant strategic advantages.

MISSION TYPES ALLOWED (OPTIONAL)

If the gaming group has agreed on using the **Battle Missions** book (or the coordinator has ruled so), then the battle zone definition will have to include one last parameter: Mission types allowed.

This part will include one or more mission types that any attacking players will choose from when declaring a challenge or conquest on that zone. The usage of this feature is detailed in the **Campaign Turn** and **Battle** chapters. In this step, the only thing that needs to be done is to roll 2d6 (that is, roll 2 six sided dice and add them together) for each zone and consult the table below:

2d6	Mission Type Choices For The Attacker
2	Standard Missions, Defender Battle Missions OR Attacker Battle Missions
3	Attacker Battle Missions Only
4	Standard Missions OR Attacker Battle Missions

Background and Campaign Maps

You will notice that about half of your zones will be strategically or logistically important, while the other half will be productive areas, yielding more support points.

After creating all your zones, it would be an easy and fun process to make historical connections between these zones and naming them accordingly. Of course, the naming and backgrounds should also reflect the dark gothic theme of the Warhammer 40.000 universe.

Remember, the placements and distances of battle zones are irrelevant in ASHINA, but you may by all means derive some kind of a map just to appeal to the eye - as long as the players are aware that the map does not restrict their

5	Standard Missions OR Attacker Battle Missions
6	Standard Missions Only
7	Standard Missions Only
8	Standard Missions Only
9	Standard Missions OR Defender Battle Missions
10	Standard Missions OR Defender Battle Missions
11	Defender Battle Missions Only
12	Standard Missions, Defender Battle Missions OR Attacker Battle Missions

SPECIAL ZONES

When all the common zones are created, it is time to randomly pick some of these (the exact number depends on the campaign type) and convert them to special zones.

Special zones have two main differences from common zones. First, *they do not have artifact values*, so these values on the zones that are picked should be added to the Support Points on the "Common" section of that zone. The second difference is that *they grant cheap units* to two of the codices that will take part in the campaign.

Special Zones include three separate sections. One section is labeled as "common" and acts like a common zone (without an artifact) to all other players. The other two sections are private for two different codices. A player is not allowed to use the common section of a special zone, if that zone includes a private section for his codex.

You should somehow (it should not be too difficult to derive a way) randomly distribute which zones would be special to which codices. The two main points to keep in mind are each codex should have an *equal number* of special zones and a zone should include two sections for two *different* codices.

When you are finished, each of the would-be special zones should have two different codices attached to them. These codex names will form the second and third sections of the special zone.

The Strategic Asset Unit

After you determine which special zone will grant bonuses to which two codices, filling the second and third sections follow a different approach: First, you need to determine the strategic asset that this zone grants to each codex. This is done by randomly picking a unit from the codex. First determine the unit type from this table, rolling D6:

1. Troops
2. Troops
3. Troops
4. Elites
5. Fast Attack
6. Heavy Support

The rolling randomly method is derived to avoid any disagreements. Of course, the coordinator may (and in many cases should) decide on the types of units that the special zone grants to each player, as he seems fit for the campaign he has in mind.

Then, **roll randomly** amongst those unit types in the codex. As all armies do not have similar entry counts in every unit type, there is no easy formula for this. You may roll dice, have someone pick a number between this and that or draw lots. Anyway, there is only restriction for a unit to be eligible for this lot. It should not have a minimum cost **above 200 points**. Units with minimum points that are above 200 are not taken into account when determining the random strategic asset unit.

When the free strategic asset (the unit) is determined, it should be built and equipped within these restrictions:

- It must contain the **minimum number of models** possible. (For example, a Space Marine tactical squad must have 5 members, while a grot mob must have 10)
- If with the minimum number of models, the unit's points cost lower than **90 points**, models should be added until the unit reaches (may exceed, if necessary) 90 points or its maximum number of models, whichever happens first.
- The equipment of the unit should be the **default equipment**. No options should be added or changed from the default.
- If the unit has options that it "must" choose from (like a Deffdread), the **cheapest options** are always picked. If there is more than one "cheapest" option, roll randomly between them.

The main idea is to generate a random free unit, which has the **lowest possible cost and upgrades**.

When the unit is completed, you should note it down as the strategic asset of that zone for that codex, including its cost in points. (The points cost will be irrelevant during the campaign but for purposes of the coming calculations, we note it).

This unit is the strategic asset of that zone for that codex, which the player will be able to purchase for half points cost.

After that, you must calculate the Campaign Score and Optional Support Points of the zone for that codex. The points cost of the unit is the decisive factor here. Even that the unit will be on **half points cost** for the player, you should calculate its real worth in order to determine the other two variables.

- The *Support Points* of that zone for that player is: **Unit's Cost/2 (round down)**
- The *Campaign Score* of that zone for that player is: **100 - Support points.**
- The points cost of the strategic asset unit will be **equal** to the Support Points of the battle zone.

How Do I Create A Special Zone, Again?

However devastatingly confusing that might have sounded, an example should clear everything out:

Let's assume that the battle zone we created earlier (#3) is to be one of the 6 special zones that we picked randomly from amongst the whole 30.

First thing to do is to randomly *determine two codices* that will treat this zone as special. Drawing lots, we have Orks and Eldar as the two particular codices.

The second step is to *create three separate sections*, named "Common", "Orks" and "Eldar".

The Common section would roughly stay the same, except it should not include an artifact value. So, we add the Artifact Value of the zone to the Support Points and remove the Artifact Value entry. This is the only change that is needed in the Common section.

Next, we proceed to the *Orks section*. Rolling a 4 on the unit type chart above indicates an Elite choice. As there are 6 different Elite choices in the Orks codex, we roll a 5 on D6 and a Loota mob is to be generated. The unit minimum is 5 lootas which cost 75 points. There are no "musts" to be taken and everything seems to be within restrictions except that they are below 90 points yet. So we add in another lootas and manage to reach exactly 90 points. (Although it would not be a problem even if we surged a little)

- The Support Points of the zone for Orks is: 45 (90/2)
- The Campaign Score of the zone for Orks is: 55 (100-45)
- The Strategic Asset unit of the zone for Orks is: 6 Loota boyz for 45 points.

So, begins the last one, the *Eldar section*. We roll a 6 on the unit type table, indicating a Heavy Support choice. Picking randomly amongst the Heavy Support choices, we come upon the Falcon Grav Tank. Armed with twin-linked shruiken catapults and pulse laser, it is 115 points. It is stated that the tank "must" also choose from a list of weapons. We pick the cheapest option that is a shruiken cannon at +5 points. All other upgrades are optional so are ignored. The total cost of the unit would be 120 points. So:

- The Support Points of the zone for Eldar is: 60 (120/2)
- The Campaign Score of the zone for Eldar is: 40 (100-60)
- The Strategic Asset unit of the zone for Eldar is: Falcon Grav Tank fitted with pulse laser, shruiken cannon and twin shruiken catapults for 60 points.

In conclusion, the basic zone information would be:

- Zone ID#3 (Special)
- Mission Types Allowed: Standard Missions OR Defender Battle Missions (*if implemented*)
- Common
 - Campaign Score: 64
 - Support Points: 36
- Eldar
 - Campaign Score: 40
 - Support Points 60
 - Strategic Asset: The Eldar player may purchase a Falcon Grav Tank fitted with pulse laser, shuriken cannon and twin shuriken catapults for 60 points.
- Orks
 - Campaign Score: 55
 - Support Points: 45
 - The Ork player may purchase a unit of 6 Loota boyz for 45 points.

This is enough numerical information for playing **ASHINA**. But of course, with a little work, it could be turned into anything you would like, including visual appeal and garnish.

APPENDIX 2: SAMPLE PLAYER ROSTER

This is a sample roster from an imaginary campaign

Campaign: Xeber-Cett Part II: Legacy of the Machine Lord

Army: Waaagh Broznig

Codex: Orks

Player: Özgür

Special Goal: None

Total Support Points: 165

Total Campaign Points: 135

Tie Breaker Value: 46

Controlled Battle zones:

Rabbala Desert, Nardana Peninsula, Plains of Desolation

Artifacts owned:

Da Rippa of Rabbala (Powerklaw, 25 pts max), Da Mysterious Sanjak (bosspole, 5 pts max),
Da Kindlegarden (skorcha, 10 pts. max)

Previous Battle Results:

Claimed Nardana Peninsula (chopped up Eldar), Conquered Plains of Desolation (killed marine
boyz), Lost The Penitent Wastes (Necrons may have won, but da orksez is ne'er defeated)

SAMPLE RESERVES POOL

Unit Name	Type	Model#	Points	Options	
Broznig the 'uge	HQ	Warlord	1	60	70
Wowza the 'orrible	HQ	Weirdboy	1	55	30
Orkscrew	HQ	Big Mek	1	35	100
Da Bossez	EL	Nobz	4	80	165
Sackaboyz	EL	Lootaz	5	75	-
Da Forayaz	EL	Lootaz	8	120	-
Napalm Just Tastes Better	EL	Burna Boyz	6	90	-
Gobskab's Bratz	EL	Kommandoz	6+1nob	80	55
Narfang's Boyz	TP	Ork Boyz	15+1nob	106	40
Snikgog's Boyz	TP	Ork Boyz	15+1nob	106	40
Zogbad's Boyz	TP	Ork Boyz	10+1nob	76	15
Snagadregs's Boyz	TP	Ork Boyz	10+1nob	76	15
Desperate House Grotz	TP	Gretchin	10+1nob	40	5
Schmukz	TP	Gretchin	10+1nob	40	-
Chipotlez	DT	Trukk	1	35	20
Always Late	DT	Trukk	1	35	20
Beenthere and Da Wildridaz	FA	Warbikez	3+1	110	30
Father, Son & Jolly Spirit	FA	Deffkoptaz	3	105	40
Take Five	FA	Deffkoptaz	5	175	50
Zagstrukk & Da Vulcha Skwad	FA	Stormboyz	9+1	205	-
Stompa	HS	Deff Dread	1	75	25
Fire, At & Will	HS	Big Gunz	3	60	45
Sleazwaggy	HS	Looted Wagon	1	35	120
Killa & Kan	HS	Killa Kanz	2	70	60

Units **1944**

Options **945**

Total **2889**

ASHINA: The Modular Campaigning System for Warhammer 40000™

As any veteran Warhammer 40000™ player knows, playing stand alone battles, without some kind of stakes at the end, or some sort of significant purpose to do that particular battle, gets colorless and dull after some years in the game. Many gaming groups eventually need a way to provide a premise for the battle and make sure that winning or losing make an impact on the next battle.

***ASHINA** is a system that can easily be adapted for those groups who would like their campaigns longer or their battles larger, while it provides different types of campaigns, guidelines on army size, length or so for a manageable and enjoyable campaign. **ASHINA** is not a campaign-maker in the customary way; it is rather a campaign maker-maker.*



Game Design by Sinan Eraydın & Özgür Özol, Documented by Özgür Özol, 2010

www.ashina.org