



COMMANDERS

At the beginning of the campaign, each player should identify the characters that will serve as their Warlords for the duration of the Beluga Campaign. Each character should be given a name. Commanders may not be Vehicles, though they may be mounted on bikes or cavalry. Characters cost increases in accordance to its Experience. Its total cost equals the cost of the character and any equipment that he has, plus the total number of Experience points spent.

ADVANCEMENT

The commander gains 1 Experience point in each game he participates in that he does not die or flees off of the table. During each game, the commander can earn additional Experience if he or the unit he is in accomplishes one of the following actions:

- Slaying an enemy character or monster, by sword or bullet, 1xp.
- Forcing an enemy unit to route, 1xp
- Surviving the battle without suffering any wounds and not fleeing at the end of the game, 1xp.
- Successfully conquering a tile, 1xp. Hence you must keep track of what warlord won what game and for which warlord you roll.

Each time a commander earns 5 Experience points, the player may spend these points to make a roll on the Character Advancement table (below). The bonus rolled is applied to that character for the duration of campaign.

Advancement Table (Roll 2d6)

2 Weapons Locker

The character may choose any one piece of wargear from his army's Codex for free, do not include this equipment in the total cost.

3-7 Skilled Warrior

The character may choose from the Skills below.

8 Characteristic Increase

Choose either +1 WS or +1 BS.

9 Characteristic Increase

Roll again: 1-3 = +1 Initiative; 4-6 = +1 Leadership.

10 Characteristic Increase

Roll again: 1-3 = +1 Strength; 4-6 = +1 Attack.

11 Characteristic Increase

Roll again: 1-3 = +1 Wound; 4-6 = +1 Toughness.

12 Legendary Ability

The character may choose from Legendary Abilities below.



S K I L L S

Skills are useful, if common, abilities able to be taken by your character. Skills follow the same rules as the Universal Special Rule with which they share a name.

The list of skills, and any additional requirements, is as follows:

Counter-Attack

Eternal Warrior (Requires Toughness 4)

Fearless

Fleet (Requires Initiative 4)

Hit & Run (Requires Jump Infantry, Cavalry, or Bike)

Infiltrate (Requires Mover Through Cover, Scouts, or Stealth)

Move Through Cover (Requires Initiative 4)

Acute Senses

Preferred Enemy

Relentless (Requires Slow and Purposeful OR Strength 6)

Scouts

Skilled Rider (Requires Cavalry or Bike)

Slow and Purposeful

Stealth

Stubborn

Tank Hunters



LEGENDARY ABILITIES

Legendary Abilities represent truly unique abilities and skills possessed by only a handful of mighty warriors .Note: Some of these abilities grant bonuses to the army as a whole, or to other units within your army. These abilities may not be used if the character is not included in the army, or has to sit on the sidelines due to an injury.

Blade master

Hits in close combat have the Rending special rule.

Counter strike

For every roll of '1' to hit this character in close combat, enemy units immediately suffer an automatic hit at the users base Strength.

Bionic Strength

The character may wield initiative reduced weapons (power fists, etc) at their normal initiative.

Dodge

You gain a 5+ invulnerable save.

Double Tap

This character may fire one additional shot per turn if he does not move and does not have a Heavy Weapon.

Coordinated Assault

All friendly units within 6" of this character gain +1 Attack.

Fearsome Reputation

When this character assaults a unit, they must immediately make a Morale test. If they fail, they must fall back.

Flurry

Instead of making his normal attacks, this character may inflict a single automatic hit on all enemy models in base contact.

Gunnery Sergeant

All friendly units within 6" of this character gain +1 Ballistics Skill.

Master Psyker

The character knows all the Psychic powers available to his army.

Mentor

All friendly units within 6" of this character gain +1 Weapon Skill.

Outmanoeuvre

After deployment, choose a single infantry or vehicle unit in your army. That unit has the Scouts special rule for the duration of the battle.

Practiced Psyker

The character may use one additional Psychic power each turn.

Regeneration

At the start of your turn, as long as this character is still alive, roll a D6 for each Wound that he has lost: for every 6rolled, he recovers a single Wound.

Retinue

Choose one Elite choice from your Codex. When this character is included in your army, you may include that type of unit as a Troops choice.

Sharpshooter

Enemies may not take cover saves against shots from this character.

Sniper

Wounds caused by this character's Shooting attacks are allocated by his controlling player, rather than the opposing player.

**Superior Tactician**

You may reroll dice rolls for picking deployment areas, seeing who goes first, and for reserves.

Tactical Precision

If this unit arrives by Deep Strike, it scatters D6" less than normal.

Tank Commander

This character may replace the crew of a tank. The tank may use his Ballistic Skill. If the tank suffers a vehicle destroyed result, then this character is slain.



SLAIN CHARACTERS

After each battle fought as part of the campaign, roll a D6 for any of your characters that have been slain in battle (not fleeing or have fled from the table). If you won the game, a +1 bonus is added to your roll. If your army was wiped, a -1 modifier applies.

1 Captured

The character has been captured by the enemy, hand over your character sheet to your enemy. See “Captured Characters” below for recovery options.

2 Serious Injury

- The character has survived but is greatly weakened by his injuries. He permanently loses 1 Wound and 1 point of Toughness from his starting profile for the duration of the campaign and cannot participate in battle for the next game his army participates in.

3 War Wound

- The character has survived but is weakened by his injuries. Roll a D6.

1: Blind in one Eye - The character takes a -1 to BS. If a second blind eye result is rolled the character may only fire snapshots and treats difficult terrain as dangerous.

2-4: Broken Bones - The character takes a -1 to WS.

5: Head Injury - The character take a -1 to In.

6: Post Traumatic - The character gains the Rage special rule.

4 Slow Recovery

- The character has survived, but must rest and recover his strength before returning to the battlefield. He may not participate in the next game his army participates in.

5 Traumatized

The near death experience has shaken the warrior. He loses 2 Experience points, but is otherwise able to return to duty.

6 Full Recovery

Despite his wounds, the character has made a full recovery and is ready for battle in the next game.

7 What Doesn't Kill Me

- The character gains +1 Experience point.

Recovery

After suffering grievous injuries, characters may be healed at the hand of an Apothecary, Medic, or other healer. If your army includes a model that grants the Feel No Pain rule, roll a D6 after each game the injured character takes part in. On a roll of 6, the character has been fully healed and no longer suffers any of the injuries and penalties received during the campaign. Necron and Tyranid characters may always roll to recover.

Death

If a character's Wounds or Toughness is reduced to 0, the character is dead. You may create a new character to take his place, though this character starts with 0 experience.



C A P T U R E D C H A R A C T E R S

These are your options for prisoner management and recovery:

- At end of rounds, everybody can exchange prisoners by exchanging character sheets. This may result in you getting your character back, or your character being traded off to someone else. This is a negotiation process, not an exact science...
- You can pay whomever keeping your character prisoner an item from the “Beluga charter 67383 - ransoms mutually agreed upon” list to secure a safe and immediate return.
- You can play a rescue mission against the enemy holding your character – play a normal game of your choosing, but add “the relic” as a secondary mission. “The relic” represents your character that is to be rescued (or kept from you if your opponent secures “the relic”).
- The enemy holding your character may decide to return him to you free of charge, if holding the prisoner isn’t worth all the attention it brings.
- Some forces can make captured characters work for them as per the mercenary rules*
 1. Heretic forces may corrupt all captured characters, except Orks and Tyranids, to fight their cause.
 2. Xenos affiliated forces may persuade all captured characters, except Chaos, Orks and Tyranids, into cooperation.
 3. Loyalist forces may exploit all captured characters, except Chaos, Orks and Tyranids, usually to fight in battles with low survival rates or where their expertise is needed.
 4. Orks may use captured Ork characters in this way, as the Orks follow the strongest Ork.
 5. Tyranids may use captured Tyranid characters in this way, their collective mind growing stronger and guiding them towards a common goal.
 6. Forces including an Ordo Xenos Inquisitor that is also a psyker, may control captured Tyranid characters.
 7. Forces including an Ordo Hereticus Inquisitor may control captured Chaos and Psyker characters.
 8. Forces including an Ordo Malleus Inquisitor may control captured chaos characters.
- Other forces have special ways of treating their captives:
 1. Orks only use their prisoners for fun and entertainment. The Orks organize pit fights between two or more of their prisoners once per campaign round. This counts as a battle regarding the character advancement and slain characters tables, and is fought at end of round gatherings.
 2. Tyranids may feed on their captured characters before a battle, counting as a “2 Serious injury” on the Slain Characters table, in order to receive that character’s points worth in extra reinforcements per wound consumed in this way... The feeding bonus is cumulative, added after all other point modifiers and lasts until the end of the battle. This may result in the death of that particular character.

** given that they have the amount of extra points needed available, and a model that is a fair representation of the captured character.*



The “Beluga Charter 67383 – Ransoms mutually agreed upon” list:

- 1 canister of chilled Coca Cola
- 1 weekend at a spa resort
- 14 pieces of “Dumle”, wrapped in its original wrapping
- 10 hides of the Yak Oxen
- 1 box of Belugan Caviar and a bottle of Champagne
- 2 pieces of useful bitz from a bitz box
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Hive Primus

Hive Secuun

Hive Triplus

Hive Quadil

Hive Fumfery

Hive Six'Ezz

Lord General McDoofus

Beluga 61, Hive Secuun, 340.14.M42



Imperial data slate – Subject number – XF-CKME1-1001

Name: # _____ #
Army: # _____ #
Type: # _____ #
Cost: # _____ #

Picture

Special Rules:

WS	BS	S	T	W	I	A	Ld	Sv	Sv(i)

Injuries:

Experience:

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RECORDS OF NOTE:

Wargear:



Imperial data slate – Subject number – XF-CKME1-1002

Name: # _____ #
Army: # _____ #
Type: # _____ #
Cost: # _____ #

Picture

Special Rules:

WS	BS	S	T	W	I	A	Ld	Sv	Sv(i)

Injuries:
 # _____ #

Experience:

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RECORDS OF NOTE:

Wargear:



Imperial data slate – Subject number – XF-CKME1-1003

Name: # _____ #
Army: # _____ #
Type: # _____ #
Cost: # _____ #

Picture

Special Rules:

WS	BS	S	T	W	I	A	Ld	Sv	Sv(i)

Injuries:
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Experience:

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RECORDS OF NOTE:

Wargear:



Imperial data slate – Subject number – XF-CKME1-1004

Name: # _____ #
Army: # _____ #
Type: # _____ #
Cost: # _____ #

Picture

Special Rules:

WS	BS	S	T	W	I	A	Ld	Sv	Sv(i)

Injuries:
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Experience:

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RECORDS OF NOTE:

Wargear:



Imperial data slate – Subject number – XF-CKME1-1005

Name: # _____ #
Army: # _____ #
Type: # _____ #
Cost: # _____ #

Picture

Special Rules:

WS	BS	S	T	W	I	A	Ld	Sv	Sv(i)

Injuries:
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Experience:

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RECORDS OF NOTE:

Wargear:



Imperial data slate – Subject number – XF-CKME1-1006

Name: # _____ #
Army: # _____ #
Type: # _____ #
Cost: # _____ #

Picture

Special Rules:

WS	BS	S	T	W	I	A	Ld	Sv	Sv(i)

Injuries:
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Experience:

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RECORDS OF NOTE:

Wargear:



Imperial data slate – Subject number – XF-CKME1-1007

Name: # _____ #
Army: # _____ #
Type: # _____ #
Cost: # _____ #

Picture

Special Rules:

WS	BS	S	T	W	I	A	Ld	Sv	Sv(i)

Injuries:
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Experience:

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RECORDS OF NOTE:

Wargear:



Imperial data slate – Subject number – XF-CKME1-1008

Name: # _____ #
Army: # _____ #
Type: # _____ #
Cost: # _____ #

Picture

Special Rules:

WS	BS	S	T	W	I	A	Ld	Sv	Sv(i)

Injuries:

Experience:

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RECORDS OF NOTE:

Wargear:



Imperial data slate – Subject number – XF-CKME1-1009

Name: # _____ #
Army: # _____ #
Type: # _____ #
Cost: # _____ #

Picture

Special Rules:

WS	BS	S	T	W	I	A	Ld	Sv	Sv(i)

Injuries:
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Experience:

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RECORDS OF NOTE:

Wargear:



Imperial data slate – Subject number – XF-CKME1-1010

Name: # _____ #
Army: # _____ #
Type: # _____ #
Cost: # _____ #

Picture

Special Rules:

WS	BS	S	T	W	I	A	Ld	Sv	Sv(i)

Injuries:
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Experience:

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RECORDS OF NOTE:

Wargear:



Imperial data slate – Subject number – XF-CKME1-1011

Name: # _____ #
Army: # _____ #
Type: # _____ #
Cost: # _____ #

Picture

Special Rules:

WS	BS	S	T	W	I	A	Ld	Sv	Sv(i)

Injuries:
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Experience:

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RECORDS OF NOTE:

Wargear:



Imperial data slate – Subject number – XF-CKME1-1012

Name: # _____ #
Army: # _____ #
Type: # _____ #
Cost: # _____ #

Picture

Special Rules:

WS	BS	S	T	W	I	A	Ld	Sv	Sv(i)

Injuries:
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Experience:

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RECORDS OF NOTE:

Wargear:



Imperial data slate – Subject number – XF-CKME1-1013

Name: # _____ #
Army: # _____ #
Type: # _____ #
Cost: # _____ #

Picture

Special Rules:

WS	BS	S	T	W	I	A	Ld	Sv	Sv(i)

Injuries:
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Experience:

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RECORDS OF NOTE:

Wargear:



Imperial data slate – Subject number – XF-CKME1-1014

Name: # _____ #
Army: # _____ #
Type: # _____ #
Cost: # _____ #

Picture

Special Rules:

WS	BS	S	T	W	I	A	Ld	Sv	Sv(i)

Injuries:
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Experience:

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RECORDS OF NOTE:

Wargear:



Imperial data slate – Subject number – XF-CKME1-1015

Name: # _____ #
Army: # _____ #
Type: # _____ #
Cost: # _____ #

Picture

Special Rules:

WS	BS	S	T	W	I	A	Ld	Sv	Sv(i)

Injuries:
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Experience:

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RECORDS OF NOTE:

Wargear:



Imperial data slate – Subject number – XF-CKME1-1016

Name: # _____ #
Army: # _____ #
Type: # _____ #
Cost: # _____ #

Picture

Special Rules:

WS	BS	S	T	W	I	A	Ld	Sv	Sv(i)

Injuries:
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Experience:

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RECORDS OF NOTE:

Wargear:



Imperial data slate – Subject number – XF-CKME1-1017

Name: # _____ #
Army: # _____ #
Type: # _____ #
Cost: # _____ #

Picture

Special Rules:

WS	BS	S	T	W	I	A	Ld	Sv	Sv(i)

Injuries:
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Experience:

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RECORDS OF NOTE:

Wargear:



Imperial data slate – Subject number – XF-CKME1-1018

Name: # _____ #
Army: # _____ #
Type: # _____ #
Cost: # _____ #

Picture

Special Rules:

WS	BS	S	T	W	I	A	Ld	Sv	Sv(i)

Injuries:
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Experience:

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RECORDS OF NOTE:

Wargear:



Imperial data slate – Subject number – XF-CKME1-1019

Name: # _____ #
Army: # _____ #
Type: # _____ #
Cost: # _____ #

Picture

Special Rules:

WS	BS	S	T	W	I	A	Ld	Sv	Sv(i)

Injuries:
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Experience:

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RECORDS OF NOTE:

Wargear:



Imperial data slate – Subject number – XF-CKME1-1020

Name: # _____ #
Army: # _____ #
Type: # _____ #
Cost: # _____ #

Picture

Special Rules:

WS	BS	S	T	W	I	A	Ld	Sv	Sv(i)

Injuries:
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Experience:

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RECORDS OF NOTE:

Wargear: