



Official Dead On Arrival “Gilo’s First War” Warhammer 40k Campaign Guide

Version 1.0

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Chapter 1: Introduction To A Narrative Campaign

The concept of a narrative campaign is a simple one to grasp, and is perhaps the easiest and least intrusive way to run a game of Warhammer 40k there is. In essence, there is no actual hard set rule(s) to follow, which is why we have renamed this rulebook to a guide as that's really what it is, essentially a guide on how to participate in the DOA official narrative campaign.

What is a narrative campaign exactly?

A narrative campaign is very similar to a pencil and paper role-playing game. In a sense, the players and the GM responsible for managing the campaign are creating a collaborative story for the campaign, using their Warhammer 40k battles to be the action of the story.

A narrative campaign is managed by a Game Master whose job it is to create an initial story to act as a backdrop for the campaign and then maintain that story with regular updates based on the activity of the players. Players will participate in the narrative by creating their own reasons to do battle, using the core story as a spring board and reporting the results of different battles with additional narrative detail which the GM will use to create the overall narrative. Naturally like a role-playing game, the GM reserves the right to interfere and interject special circumstances into your battles and again, like a role-playing game it's considered polite to effectively subject yourself to the GM's rule as he knows more about the story as it affects all players where you may only have a certain perspective. This relationship is one which applies to a narrative campaign.

The main thing to remember about narrative campaigns is that they are effectively 'mechanics free' campaigns. Though the GM will provide you with some guidance in regards to the type of battles, reasons for battles and general overview of the campaign on which you are likely to make decisions about what your army will do next in the campaign story.

The ultimate goal of the campaign is to create a great story, and give purpose to the battles you fight. It is the story of your general, his army and the struggle of the 40k universe.

Note however while there are no rules there is a general expectation that everyone will participate in the campaign as intended, so be sure to take the guide to heart and follow its structure to ensure we have the great story we are looking to create. The golden rule is the more you put into the campaign the more everyone will get out of it.

Chapter 2: The Basic Guidelines

While there are very few actual rules to the narrative campaign, there is a sequence of events which will demand a little bit of effort from the players involved in the campaign to ensure the campaign is both enjoyable and interesting. The following is a sort of step by step guide on how a typical campaign story might progress and some tips as well.

Step 1: "Get Familiar with the Action"

Really the first order of business is to get to know the campaign, if you're joining a campaign from the start it may be enough just to watch the [prologue movie](#) and lore information provided by the GM, but if you are joining a campaign in progress there may be a lot of material you must get caught up on to understand what has happened in the campaign. Be sure to do the reading as it's a vital aspect of a narrative campaign to know what is happening in as much detail as possible. We have a special "[Campaign Lore](#)" section on the campaign site with additional documents and information about this ongoing campaign.

Step 2: “Working with the GM”

You will need to contact the GM, let him know about your interest in the campaign, tell him a bit about your army (its story and how it applies to the campaign) and work out an overall good plot entry so that your army can be included into the overall story. The GM will want to know about your General (see Generals below) so be sure to create a great back story for the character that will represent you on the field of battle. You can officially join the campaign by filling out the [“Campaign Sign Up Form”](#), but while we capture some basic information about your army here, it’s important that you take it further by communicating with the GM and giving him additional details about the story of your army.

Step 3 “Getting Involved”

The simplest way to get involved in the campaign is to contact some of the other players in the campaign and schedule battles with them. As soon as you do, you should then immediately begin working on the back story of the battle. What purpose it holds for your army, what is the battle about, what special rules the battle should have and any other specifics about the battle you would like to add. Discuss your ideas and your opponents ideas and come up with a nice narrative (preferably in writing) so you have something to present to the G.M. This is your chance to be creative, but keep in mind that the narratives should be specific to your army, try to avoid including things that might affect players not involved in the battle (leave the global stuff up to the GM). The best method to accomplish this is to use our official forums (the campaigns section), but really any form of communication is fine though it’s always best to have it written down so that others can later read it adding to our over lore to the ongoing story.

Step 4 “The Battle”

Once you have done step 3 and prepared and schedule a narrative battle, get together with your opponent and have your match. Take notes on anything interesting that happens in the course of the match and be sure to take pictures and create a battle report for the forum of our site. Once the battle is complete send all of your narrative information, battle reports, pictures and anything else you can tell us about the battle and email it all to the GM (you can use the forums PM system or regular email it’s up to you). Be sure to include your army lists and point counts.

Step 5 “The story moves forward”

Every so often the GM will release new narratives for the campaign, they will always be based on the most recent battles. These narrative should act as springboards for your next battles and further story’s for the campaign. Be sure to read all these and always stay apprised about what’s going on in the campaign as battles can have large sweeping affects in the campaign that may directly affect your armies story.

Chapter 3 “The General”

Perhaps one of the few “rules” in the narrative is that of the army general of the controlling player. Each player is required to create a “character” that represents him on the field of battle. While it may be as simple a decision as giving one of your Necron Lords a name, for a narrative campaign it’s probably a good idea to put a bit more effort into it, after all, a narrative campaign is all about story.

We suggest a short biography about your general, describing the character in a bit of detail. You might also consider creating a special model for your general so that we can easily identify him in battle report pictures to give him some additional personality. You should also work with the GM and discuss any special rules that might be fun for your general to have, if approved the GM will let you know and your general will be “legal” for the purposes of campaign battles. Most players will have some special rules for their general, so be sure to let your opponent know what they are before your matches (they will also be posted on the main campaign site www.war-doa.com/Campaign).

If your general dies in battle be sure to let the GM know, as this may affect your progress in the Campaign!

Chapter 4 “Experience Points & Special Missions”

In the course of the campaign your army will receive experience points allowing you to gain advantages for your army, as well special missions you can perform for your battles that allow you to get advantages over your enemy in future engagements. These special Experience point rules and special mission rules will receive their own “rulebooks” and are not covered in this guide, look for them in the Rules & Guides section of the campaign website.

Chapter 5 “Calculating Victory”

When calculating the victory of a battle for the campaign please note that **we are not using the kill point system of 5th edition, instead** we are using the **old Victory Point system of 4th edition**. If you don't know the rules or don't have access to a 4th edition rulebook be sure to contact the GM of the campaign and he will provide you with them. We may in the future provide these rules for download, but most Warhammer players are pretty familiar with both the victory point system and how to gain access to the information on the internet. You can also ask about these special rules on our forums.

IMPORTANT INFORMATION

The following is some key pieces of information and links for the campaign.

- Your Official GM for this campaign is Magnus Westberg (Warsmith Kyron on the forums).
- The Campaign will be tracked on the official campaign website www.war-doa.com/Campaign
- For discussions about the Campaign you also have the [Campaign Forum](#)
- For general questions about the club you can contact theboss@war-doa.com