

THE GAIUS WAR: CAMPAIGN RULES

The Gaius War missions are designed to be played sequentially so as to better represent the bitter campaign fought there. If you do so, the victor of each mission will receive a bonus in the next mission of the Campaign, as detailed below. If the game is a draw, neither player receives a bonus in the next mission. Whoever wins the final mission, To Claim an Empire, is then the victor of the Gaius War Campaign (If this game is a draw, then whoever won the most victories during the previous missions is crowned the overall victor of the campaign).

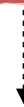
1 THE GAIUS WAR: STEEL RAIN

Player Victory: In Speartip Advance, all models in your army gain the **Scout** Special rule. +100 Army Selection points for Mission 5: To Claim An Empire.



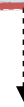
2 THE GAIUS WAR: SPEARTIP ADVANCE

Player Victory: In Stand or Die your army takes first turn. The opponent may not Seize the Initiative. +100 Army Selection Points for Mission 5: To Claim An Empire.



3 THE GAIUS WAR: STAND OR DIE

Player Victory: In The Martyr all of your units gain the **Infiltrate** Special Rule. +100 Army Selection Points for Mission 5: To Claim An Empire.



4 THE GAIUS WAR: THE MARTYR

Necron Victory: In To Claim an Empire you may take a Tesseract Vault for free.
Ultramarine Victory: In To Claim an Empire you deny the Necrons from taking a Tesseract Vault. +100 Army Selection Points for Mission 5: To Claim an Empire.



5 THE GAIUS WAR: TO CLAIM AN EMPIRE

Player Victory: The winner of this Mission is the victor of the Campaign.



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