

Decathlon Campaign V0.1

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Five-Game Sequence Alpha: 40k Escalation

Roll-Off	Kill-Team	Kill-Team	Combat Patrol	40k	Megagame
	<i>Assassinate</i>	<i>Escape</i>	<i>Combat Patrol</i>	<i>40K 1850</i>	<i>40K- FFA- 4k</i>
				<i>CSM host =I= Stop The Ritual</i>	<i>Winner Hosts Siege!!!</i>
			<i>CSM host =I= Combat Patrol</i>		
		<i>CSM host =I= Escape</i>		<i>=I= host CSM Defend Shrine</i>	<i>Winner Hosts Siege!!!</i>
<i>Roll-Off</i>	<i>CSM host =I= Kill Heretic</i>		<i>=I= host CSM Combat Patrol</i>		
		<i>=I= host CSM Escape</i>		<i>CSM host =I= Stop the Ritual</i>	<i>Winner Hosts Siege!!!</i>
	<i>=I= host CSM Kill Priest</i>		<i>CSM host =I= Combat Patrol</i>		
		<i>CSM host =I= Escape</i>		<i>=I= host CSM Defend Shrine</i>	<i>Winner Hosts Siege!!!</i>
			<i>=I= host CSM Combat Patrol</i>		
				<i>CSM host =I= Stop the Ritual</i>	<i>Winner Hosts Siege!!!</i>

Five-Game Sequence Beta: Escalation 40k + BFG Invasion

Roll-Off	Kill-Team	Combat Patrol	Invasion	Megagame
	<i>Assassinate</i>	<i>Stronghold</i>	<i>BFG+40K</i>	<i>40K- FFA-4k</i>
			CSM host =I= <i>Stop The Ritual</i>	MegaGame: Invasion Winner hosts <i>Siege!!!</i>
		CSM host =I= <i>Desecrate Shrine</i>		
Roll-Off	CSM host =I= <i>Kill Heretic</i>	=I= host CSM <i>Defend Shrine</i>	=I= host CSM <i>Deadline</i>	MegaGame: Invasion Winner hosts <i>Siege!!!</i>
	=I= host CSM <i>Kill Priest</i>		CSM host =I= <i>Stop the Ritual</i>	MegaGame: Invasion Winner hosts <i>Siege!!!</i>
		CSM host =I= <i>Desecrate Shrine</i>		
			=I= host CSM <i>Deadline</i>	MegaGame: Invasion Winner hosts <i>Siege!!!</i>

Notes:

Each Army starts with 5k points of 40k, 1.5k points of BFG

A hosting army is always the defender and gains fortifications (from Combat Patrol forward).

The winner of any game may choose to attack or defend in the subsequent round...

Any unit that is responsible for achieving an objective is given a Veteran Skill and is free in subsequent games

Invasion is played 1.5k - 1.85k 40k first, 1k BFG second with results from 40k shooting applied...

BFG winner gains Mega Orbital strike in game 5

MegaGame will include heavies, flyers, VDR, alternate codeces...