

LADDER CAMPAIGNS

A brilliantly simple yet highly enjoyable campaign structure, the tried and tested ladder campaign will let you settle old rivalries and make brand new ones – all in the name of friendly competition, of course! Here you'll learn how to fight your way to the top, one rung at a time.

A great way to put your matched play army through its paces is to take part in a ladder campaign. These campaigns are easy to set up and versatile to play, making them ideal for gaming groups and school leagues. With straightforward rules, ladder campaigns are the perfect forum in which to trial your matched play army for the first time – although they are also ideal for seasoned players seeking to prove their worth in the crucible of battle.

In its simplest form, a ladder campaign involves participants attempting to battle their way to the

top of the 'ladder' by defeating their fellows in games of Warhammer 40,000. The more battles a player wins, the higher up the ladder they will climb.

The concept sounds simple, but there can be a great deal of strategy involved. Pick your opponents wisely, as your next battle might propel you into top position – or send you right to the bottom! The trickiest part about scaling the ladder's giddy heights is staying at the top. The champion's position is the most precarious, as every other player will be vying to depose them.

You can use any of the rules presented in this and other Warhammer 40,000 publications when fighting your battles, but ladder campaigns are particularly well-suited to matched play gaming. Simply choose which matched play system you'd like to use and ensure that all participants follow it when putting together their armies. On the opposite page you will find an example ladder campaign that you can follow – or use as inspiration for creating your own – as well as some hints and tips for making your campaigns even more exciting and memorable.



LADDER OF COMMAND

A Warhammer 40,000 ladder campaign is a great way to organise a simple game league at a club. Players challenge each other in battle with the view of climbing the ladder, and whoever is at the top is considered the current reigning champion.

The concept of a ladder campaign is really very simple. A list of all of the players taking part is kept, with the first player to join being number one, the second player to join number two and so on. As new players join the ladder, they add their name to the end of the list and take the next number.

So a ladder with six players would have a list of six names numbered from one to six. If two players later joined the ladder, they would be given positions seven and eight, and so on.

When players in the ladder fight a battle, the result will affect their position on the ladder as described in the rules that follow. To play a ladder game, all you need to do is choose a willing opponent from the ladder, and arrange to fight a battle!

THE MISSION

The players choose which matched play mission they will play. This can be one found in this book, in the *Warhammer 40,000* rulebook, or in any other Warhammer 40,000 publication. Roll off if each player wishes to play a different mission – the winner can choose which mission is used.

THE ARMIES

We suggest that each player selects a Battle-forged army to an agreed points limit.

THE BATTLEFIELD

Create the battlefield, set up terrain and set up any objective markers that may be required, as described in the mission you are using.

DEPLOYMENT

The players set up their armies by following the instructions in the mission they are using.

VICTORY CONDITIONS

Determine the winner as described in the Victory Conditions section of the mission being used.

CLIMBING THE LADDER

If the winner of a battle is the lower of the two players on the ladder, they swap places with their opponent. If the winner is higher up the ladder, they swap places with the player that is directly above them, unless they are at the very top, in which case the loser drops a rung on the ladder. In the case of a tie, the players remain in their current positions. For example, if player five defeats player three in battle, they swap places. But if player three is victorious over player five, player three swaps places with player two.

In addition to the above, anyone who doesn't play a game for a month drops to the bottom of the ladder, falling below any players who have played games in the last month. The player at the top of the ladder is the current reigning champion!



HINTS & TIPS

Ladders are a great way to run a simple league, and are very easy to modify if you want to add more complexity.

For example, you could allow players to use any of the missions presented in any Warhammer 40,000 publication, such as narrative and open play missions, or stipulate that they use certain Battlezone rules.

You may also want to modify the way that players pick their armies. For example, you could say that the players must select armies with a Power Level of 100 or less.

Last, you could tie in special games and events that take place at your club or gaming group to the ladder. Perhaps at the end of each month there is a special multiplayer battle fought between the top players (rules for this type of game can be found in the Warhammer 40,000 rulebook). Or perhaps the ladder campaign culminates in a giant Apocalypse battle (see page 12 of this book to see how to organise this). If you wish, at the end of the year, you could hand out trophies and certificates to players for their achievements, such as holding the top place for the longest period of time, fighting the most battles, advancing the most rungs in a single month, and so on.