

SQUAD LEADER CAMPAIGN PAIRINGS, ERRATA, AND FAQS

Squad Leader Campaign Pairings

1. Ray Ortman (AM) vs. Steve Duall (Orks)
2. Ryan Lavoie (Drukhari) vs. Michael DiCianna (Red Corsairs)
3. Zach Gitlin (Ad Mech) vs. Felipe Colon (Craftworld)
4. Paul Bussard (Adepta Sororitas + Inquisition) vs. Sandro Teixeira (Death Guard)
5. Peter Noone (Necrons) vs. Chris Baella (Raven Guard)
6. Martin Rauscher (Ultramarines) vs. Monte Frenkel (Craftworld)
7. Ben Marshall (Ultramarines) vs. Sonny Saucedo (Necrons)
8. Jesse Gaskins (Space Wolves) vs. Dash Wagner (Dark Angels)
9. Joseph Precise (Ad Mech) vs. Stephen Tuerff (Tau)
10. Chris Criner (Imperial) vs. Jacob Goozner (Death Guard)
11. Ron Montecillo (Black Templars) vs. Emma Griffin (Orks)

Errata

In Section III (Force Composition) of the primer, add “or Brigade” to bullet three, so that it reads as follows:

- All units in your army must be able to fit within a Battalion **or Brigade** Detachment (pg. 243 BRB), except no Flyers may be taken in your army, even if the Flyer could also be taken as a Dedicated Transport. Units with the Fly keyword are permitted.

Frequently Asked Questions

Q: Can Vehicles use the Bug Out campaign rule?

A: No. There is no way for a large vehicle to disappear from the battlefield through sewers or hidden escape routes. For this reason, only units with the keyword Infantry may use the Bug Out campaign rule.

Q: How does We All We Got campaign rule work with things like the Necron reanimation protocols?

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A: Necrons can use reanimation protocol during a game as usual. At the end of the game, the We All We Got campaign rule comes into effect and any Necron models lost at the time of the end of the game do not reanimate and are lost for the remainder of the campaign.

Q: Can I include any detachments besides Battalion or Brigade in my army list?

A: No. Per primer, Squad Leader requires a very strict army composition.

Q: How do summoned units work with the special army composition rules of the campaign?

A: Any unit that is to be summoned during the campaign must start the campaign in the appropriate slot of the detachment selected for the summoning player's army (battalion or brigade). Summoning units cannot be used to exceed the limits of the detachment on available slots.

Q: How does summoning work in conjunction with the We All We Got special rule?

A: Units may be summoned into battle in a game per normal game mechanics. The summoned unit is counted as a regular unit like any other once summoned. The We All We Got special rule means that the summoned units cannot reset each game to full strength. Once summoned, the player summoning the units must record all wounds and casualties suffered by the summoned unit each game. Furthermore, a unit once summoned may no longer be summoned in later games.

Q: If I am playing Chaos Space Marines, can I summon in units from the Chaos Daemons codex?

A: No. You may only take or summon units that have datasheets in the Chaos Space Marines codex. Several daemon datasheets are included in the Chaos Space Marines codex, however.

Q: Can I include units in my army from Forgeworld Compendiums, such as Imperial Armour?

A: Short answer, no. All units in an army must come from a single Codex. Longer answer, if the Forgeworld unit could be added to your army list in Battlescribe, and before the first game your partner is expressly informed of the particular Forgeworld unit and expressly consents to that unit's inclusion is played, then you may do so.

Q: Can I consolidate units depleted as a result of We All We Got special rule into a single unit up to full unit size strength?

A: Yes. But be very careful about accounting and show your work to your partner to demonstrate the consolidation.

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Q: How do the Green Tide and Tide of Traitors rules work in conjunction with the We All We Got special rule?

A: The Green Tide and Tide of Traitors rules cannot be used. The forces in Squad Leader are isolated and heavily depleted. There is no unending tide of reinforcements available.

Q: How do special rules like Ork's Mob Up or Space Marine Combat Squads work within the campaign? Once mobbed up or split up in a game, do they need to stay that way in future games?

A: These rules work exactly as they do in regular 40k. This is a rare exception to the "once changed, all units must stay that way" guideline of the campaign. The reason being that it would be too difficult to calculate points for combined or divided units in subsequent games if units must be permanently combined or divided.

Q: Does a unit still count for full point costs in later games if it has been depleted in strength as a result of the We All We Got or Old Scars Never Heal special rules?

A: A single model unit that suffers unhealed wounds as a result of the Old Scars Never Heal special rule always counts its initial point cost, even if it only has one wound left. A multiple model unit depleted as a result of the We All We Got special rule can either be consolidated with another depleted unit of the same datasheet (up to max unit size) and count for full initial points. Alternatively, you may pro rate the initial point cost by the percentage of the unit remaining.

Example: A unit of 10 ork boyz is depleted to 6 boyz and the nob at the end of game one. When making the list for game two, the controlling player can either consolidate the 6 boyz and the nob with another depleted unit of 3 ork boyz and pay the full starting cost of the unit with the majority of models remaining. Alternatively, the controlling player may multiply the original starting cost of the unit of ork boyz by .70 (seven models remaining, including the nob) and count that as the cost of the unit in game two or game three.

Q: If a unit falls back from melee can it use the Bug Out special rule?

A: Yes. Bug Out can be used at anytime in the movement phase, including at the end of the phase after a unit has moved earlier in the phase.

Q: What if I want to do something different than what is set up in the primer, or doesn't seem to be covered by the primer?

A: Discuss with your partner and see if you can agree on what an appropriate resolution would be. If you both agree, then great – play it that way. If you can't agree, and it is contrary to the primer, the primer rules. If it is not covered by the primer and you can't agree, email Steve Duall to make a ruling.