



MiniWarGaming's Unofficial Warhammer 40k Resident Evil Narrative Campaign

These rules are in NO way endorsed by Games Workshop or Capcom and simply represent a fun way to play Warhammer 40k with your miniatures.

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Watch the MWG Campaign Series here:
<https://www.miniwargaming.com/content/resident-evil-40k-narrative-campaign-ep-1-crash-landing>

Starting the campaign

- You'll begin the game with a laminated character sheet and dry erase marker to mark down stats, skills, conditions, items, and gear. To begin, take out your character sheet and start writing!
- Create a Name for your character and write it on Campaign Roster.
- Generate your S.P.E.C.I.A.L. stats (WS, BS, STR etc...). You begin the campaign with 28 character points. Assign these points to your S.P.E.C.I.A.L. stats. NOTE:

Each point assigned to the Leadership characteristic costs 2 points instead of 1. Your Movement stat automatically starts at 6" and doesn't cost character points. Your Save characteristic automatically starts at 6+ for the campaign. Any points put into Weapon Skill and Ballistic Skill are subtracted from 7. (i.e. If you put 3 points into Weapon Skill you'll need to roll a 4+ to be successful). Character stat maximums are listed below:

Weapon Skill (6)
Ballistic Skill (6)
Strength (8)
Toughness (8)
Wounds (5)
Attacks (5)
Leadership (10)

Character Sub-traits

The most important stat in the campaign is the Leadership characteristic. This is why each point put into this stat costs 2 per 1 point allocated. The reason why it costs so much is because aside from the Leadership stat itself, 5 additional sub-traits branch from it. **Perception, Charisma, Lock Picking, Luck, and Stealth.** You can choose to put Character Points into a specific sub-trait. Should you do this, for Perception, Charisma, & Perception the cost is 1:1. Adding points to Lock Picking or Luck costs 1/2 a point. Adding points to sub-traits only affects the specific sub-trait you're putting Character Points into. These points are added on top of whatever points you've allocated into the Leadership stat. All other sub-trait stats are unaffected by this. Conversely, should you opt to put additional points into the general Leadership stat, all the sub-traits are also increased by 1 but the cost is 2:1 as per normal. Through the course of the campaign you'll discover that these sub-traits are what add flavour to the games and come into play both on the tabletop and in real life role playing situations.

Sample Character Builds

Unless specifically stated otherwise, all Sub-traits are assumed to be the same number as the Leadership stat.

Average Build

Weapon Skill (3)
Ballistic Skill (3)
Strength (3)
Toughness (3)
Wounds (2)
Attacks (2)
Leadership (6)

Close Combat Fighter Build

Weapon Skill (4)
Ballistic Skill (1)
Strength (4)
Toughness (4)
Wounds (2)
Attacks (3)
Leadership (5)

Sharp Shooter Build

Weapon Skill (1)
Ballistic Skill (5)
Strength (3)
Toughness (3)
Wounds (2)
Attacks (2)
Leadership (6)

Stealthy Build

Weapon Skill (3)
Ballistic Skill (2)
Strength (3)
Toughness (2)
Wounds (2)
Attacks (3)
Leadership (4)
Stealth (9)

Social Build

Weapon Skill (3)
Ballistic Skill (2)
Strength (3)
Toughness (3)
Wounds (2)
Attacks (2)
Leadership (4)
Charisma (9)

Perceptive Build

Weapon Skill (3)
Ballistic Skill (3)
Strength (3)
Toughness (2)
Wounds (2)
Attacks (1)
Leadership (5)
Perception (9)

Sharp with Gun & Tongue Build

Weapon Skill (2)
Ballistic Skill (5)
Strength (3)
Toughness (3)
Wounds (2)
Attacks (1)
Leadership (3)
Charisma (9)

Ninja Fighter Build

Weapon Skill (5)
Ballistic Skill (1)
Strength (4)
Toughness (4)
Wounds (1)
Attacks (3)
Leadership (3)
Stealth (9)

The following method was used for the video campaign)

- Players choose names for their characters and write it on their Campaign Roster.
- Generate S.P.E.C.I.A.L. stats. Each player rolls 1+D3 subtracted from 7 for their hero's SPECIAL stats except for Luck and Wounds. Roll 3+D6 for Luck stat instead. Roll 1+D3 for wounds Stat.

Steps for Playing a Mission

- Read the Mission Narrative so the players know their surroundings and immediate objectives.
- Play through the mission adding any stratagem cards, weapons, or items they may come across to their inventory.
- After the mission is complete (win or lose), if they have been slain in battle, have players roll for their characters on the character Death/Injury Chart and apply any effects immediately.

Campaign Rules:

- Each player starts with 6 item slots in their inventory and cannot carry more than this at a given time unless they find a side pouch. They can discard items in order to make room for new items they come across during missions but they'll forfeit the items discarded.
- If characters die after a mission by rolling a Death result on the injury chart, they may continue the campaign with a new character. All items and wargear will be lost with the fallen character.
- The players win the campaign by defeating the final boss at the end. Missions won throughout the campaign will give the players advantages for the final fight but will not guarantee them overall victory.

Starting the campaign:

- There are 6 characters on the S.T.A.R.S. team. Players decide who controls each character for the duration of the campaign.
- Generate stats. Each player rolls 2+D3 for their hero's SPECIAL stats except for Leadership and Wounds. Roll 4+2D3 for Leadership instead. Roll 1+D3 for wounds.

Damage Table

When a Character is reduced to 0 wounds then roll on the following table (a natural 1 is always treated as 1 even with modifiers).

D6	Result
1	Vault Dweller shakes off damage
2-3	Minor wounds. Add 1 wound token to the character.
4-5	Stunned. Add 2 wound tokens.
6-7	Stunned & knocked down. Add 3 wound tokens.
8	Out of Action. Lay face down. Cannot perform any actions unless healed. Once healed, the character is knocked down. Add 3 wound tokens to the character.

Modifiers:

Add +1 per wound token.
Character has Toughness -1 to result.

Stunned: -1 to Hit rolls until the end of next turn.

Knocked Down: Pinned (even if it can't be) and must use Movement Phase to stand back up.

If a character receives more wounds than just the one that brought it to 0 wounds, then roll a number of D6s equal to how many wounds it received and choose the highest result.

Gaining Experience

There are many ways to gain experience in the campaign. Listed in the chart below are the ways your character gains experience.

Action	XP Gained
Unsaved wound	1 XP
Heal Ally	1 XP per wound
Defeating Bosses (must cause at least 1 wound if fighting with allies)	D6 XP
Participating in a Mission	2D6 XP
Completing NPC Quests	2D6 XP
GM's Discretion	variable

Experience Levels

Level	XP Required
1	0
2	5
3	10
4	20
5	35
6	55
7	80
8	110
9	145
10	185
11	240

Character Injury Table

2D6	Effect
12	Unscathed. You recover without a scratch. +D6 XP
11	Unconscious but ok. Remove all wound tokens. +D3 XP
10	Bruised. Start the next game with 1 wound token.
9	Scraped & Bruised. Start the next game with 2 wound tokens.
8	Minor Injured. -1 WS for the next game.
7	Injured. -1 BS for the next game.
6	Minor Wound. -1 WS starts with 2 wound tokens for the next game.
5	Wounded. -1 WS, -1 BS, & starts with 2 wound tokens for the next game.
4	Major Injuries. -2" to Movement & -1 Atk (permanent). +D3 XP
3	Multiple Major Wounds. -1 WS, -1 BS, -1 Wound, -1 Leadership (permanent). +D6 XP
2	Dead.

Character Upgrade Charts

2D6	Result
2	Roll on any Upgrade Tree then randomize result
3	+2 Movement or BS <i>randomize</i> (if maxed then 10)
4	+1 Wound or Toughness <i>randomize</i> (if maxed then 10)
5	+1 WS or Atk <i>randomize</i> (if maxed then 10)
6	+2 Movement or BS (if maxed then 10)
7	+1 Wound or Toughness (if maxed then 10)
8	+1 WS or Atk (if maxed then 10)
9	+1 Sub-trait of your choice
10	Roll on any Upgrade Tree (choose result)
11	Choose result of 2D6 including any randomization
12	Roll twice on this chart (re-rolling results of 12)

Upgrade Trees

Reroll duplicate results.

Speed Upgrades

D6	Result
1	Can Fall Back and shoot
2	Reroll Advance roll
3	Can stand up from Knocked Down and still move (but not advance)
4	+1 Advance & Charge
5	Can Advance and fire Assault weapons with no penalty
6	Reroll failed Charge rolls

Shooting Upgrades

D6	Result
1	Can Move and fire Heavy Weapons with no penalty. Can Advance and fire Heavy Weapons with -1 hit roll
2	Can target Characters even if not the closest
3	Reroll failed wound rolls against Monsters and Vehicles
4	Ignore Cover
5	Can Overwatch at 4+
6	Can shoot twice if doesn't move (including Pistols in Close combat)

Toughness Upgrades

D6	Result
1	Cannot be Stunned
2	Cannot be Knocked Down
3	FnP (5+)
4	Regain D3 Wounds per game when not in combat
5	+1 Toughness (does not count toward normal maximum)
6	Choose result

Strength Upgrades

D6	Result
1	Double Max Carry Weight
2	X2 Strength on the charge
3	+1 BS for Heavy Weapons & can move and fire without penalty
4	All Melee weapons gain -1 AP
5	+1 Strength (does not count toward normal maximum)
6	Choose result

Fighting Upgrades

D6	Result
1	+1 to Hit & Wound rolls in CloseCombat
2	Hit rolls of 5+ generate further attacks in Close Combat (These do NOT generate further attacks)
3	Gain +2 Attacks when equipped with two Close Combat weapons
4	Gain x2 XP for wounds caused in Close Combat
5	+3 to charge rolls
6	Choose result

Charisma Upgrades

D6	Result
1	+2 Charisma when lying
2	Prices of all items are 50% less
3	+2 Charisma when persuading
4	Causes fear: enemies must pass Leadership test before charging
5	Can subdue an enemy into submission which causes them to ease their attacks (works only on common folk and common enemies)
6	Choose result

Perception Upgrades

D6	Result
1	+1 Perception checks
2	Fog of War sight is increased by 6"
3	+2 WS, +2 Atks & Str is doubled when making a surprise attack
4	Draw twice from Loot Deck when 's are rolled.
5	Gain a free Move before Combat is initiated
6	Choose result

Luck Upgrades

D6	Result
1	Find 2D6 Bottle cap from LootDeck when 6's are rolled
2	Reroll a single Hit, Wound or damage dice per Phase"
3	Cause Mortal wounds on 6's for Ranged Weapons
4	Add D6 XP to any result on the Character Injury Table
5	Ignore the Death result on the Character Injury Table
6	Choose result

Character Sheets



WARHAMMER
40,000

RESIDENT EVIL

CHARACTER CARD

BARRY BURTON

M W S B S S T W A L D S V

INVENTORY SLOTS EXPERIENCE

SKILLS:

TEMPORARY EFFECTS:



WARHAMMER
40,000

RESIDENT EVIL

CHARACTER CARD

CHRIS REDFIELD

M W S B S S T W A L D S V

INVENTORY SLOTS EXPERIENCE

SKILLS:

TEMPORARY EFFECTS:



WARHAMMER
40,000

RESIDENT EVIL

CHARACTER CARD

HUNK



M W S B S S T W A L D S V

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INVENTORY SLOTS

EXPERIENCE

SKILLS:

TEMPORARY EFFECTS:



WARHAMMER
40,000

RESIDENT EVIL

CHARACTER CARD

JILL VALENTINE



M W S B S S T W A L D S V

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INVENTORY SLOTS

EXPERIENCE

SKILLS:

TEMPORARY EFFECTS:



WARHAMMER
40,000

RESIDENT EVIL

CHARACTER CARD



REBECCA CHAMBERS

M W S B S S T W A Ld SV

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INVENTORY SLOTS

EXPERIENCE

SKILLS:

TEMPORARY EFFECTS:



WARHAMMER
40,000

RESIDENT EVIL

CHARACTER CARD



ALBERT WESKER

M W S B S S T W A Ld SV

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INVENTORY SLOTS

EXPERIENCE

SKILLS:

TEMPORARY EFFECTS:

Item and Weapon Cards

WEAPON

COLT ANACONDA (MAGNUM)

Range	S	AP	DMG	Type
18"	8	-3	3+D3	Pistol 1



1

ITEM SLOT

WEAPON

COLT M4A1

Range	S	AP	DMG	Type
24"	4	-	1	Rapid Fire 3



2

ITEM SLOTS

WEAPON

COLT PYTHON (MAGNUM)

Range	S	AP	DMG	Type
12"	8	-3	3	Pistol 1



1

ITEM SLOT

WEAPON

COMBAT KNIFE

Range	S	AP	DMG	Type
-	User	-1	1	Melee



1

ITEM SLOT

WEAPON

FLAME THROWER

Range	S	AP	DMG	Type
8"	4	-	1	Assault D6

2

ITEM SLOTS

WEAPON

FRAG GRENADE

Range	S	AP	DMG	Type
8"	3	-	1	Assault D6

1

ITEM SLOT

WEAPON

GRENADE LAUNCHER

Range	S	AP	DMG	Type
24"	6	-1	D3	Assault 1

2

ITEM SLOTS

WEAPON

BERETTA 90-TWO

Range	S	AP	DMG	Type
12"	3	-	1	Pistol 1


1

ITEM SLOT

WEAPON

BROWNING M2HB (MACHINE GUN)

Range	S	AP	DMG	Type
36"	5	-1	1	Heavy 3



2

ITEM SLOTS

WEAPON

DESERT EAGLE

Range	S	AP	DMG	Type
12"	8	-4	D6	Pistol 1



1

ITEM SLOT

WEAPON

MINIGUN

Range	S	AP	DMG	Type
48"	7	-1	2	Heavy6



4

ITEM SLOTS

WEAPON

RPG ROCKET LAUNCHER

Range	S	AP	DMG	Type
48"	8	-2	D6	Heavy1



4

ITEM SLOTS

WEAPON

S&W MODEL 460V (MAGNUM)

Range	S	AP	DMG	Type
12"	8	-3	3	Pistol 1



1

ITEM SLOT

WEAPON

MP5K-SEF (SUBMACHINE GUN)

Range	S	AP	DMG	Type
24"	3	-	1	Rapid Fire 2



2

ITEM SLOTS

WEAPON

UPGRADED BERETTA

Range	S	AP	DMG	Type
18"	4	-1	1	Pistol 2



1

ITEM SLOT

WEAPON

UPGRADED SHOTGUN

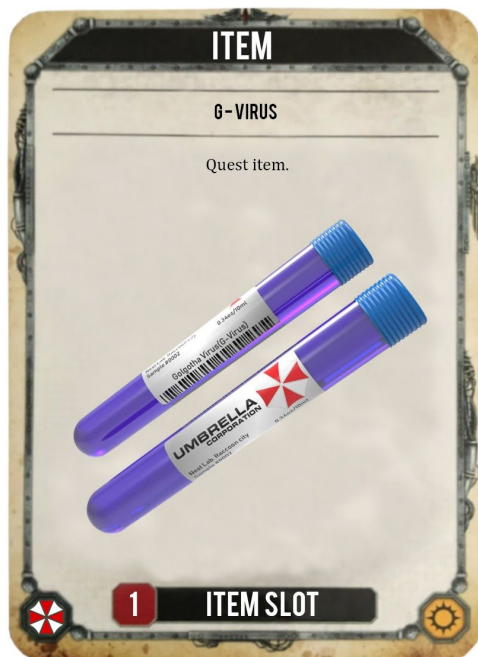
Range	S	AP	DMG	Type
18"	5	-1	1+D3	Assault D3

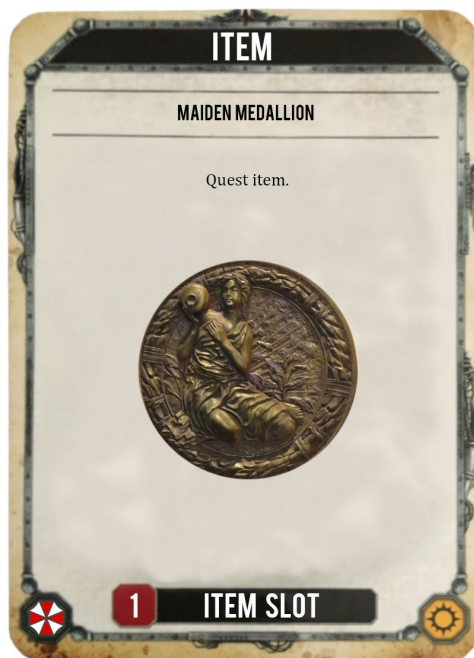


2

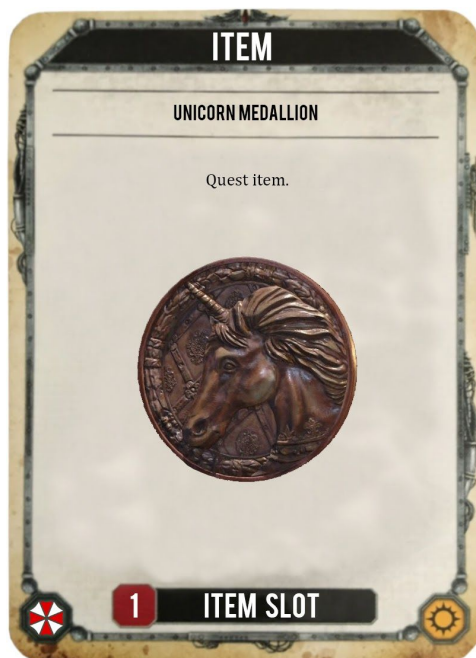
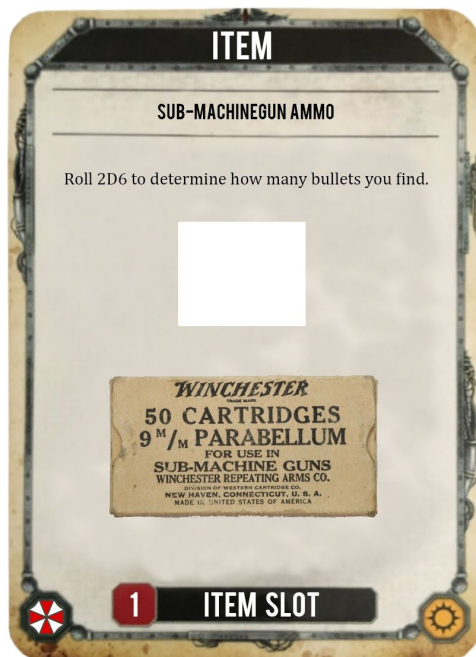
ITEM SLOTS

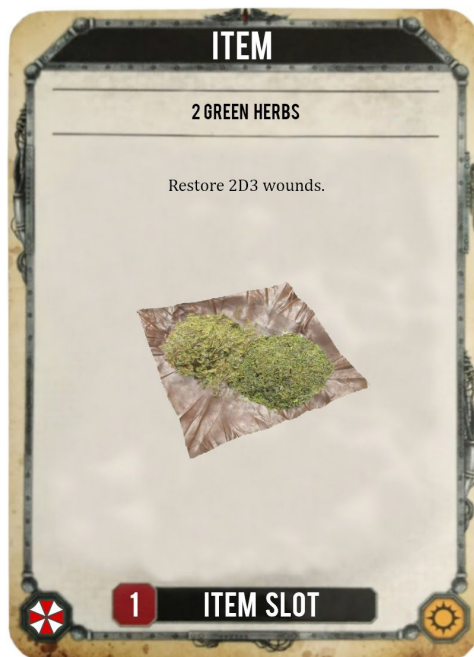




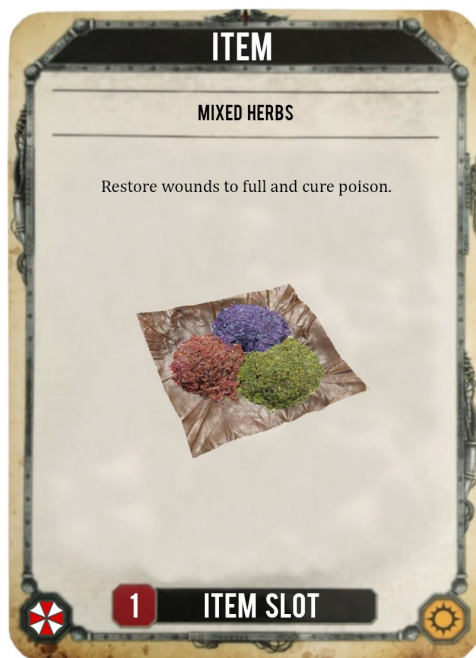
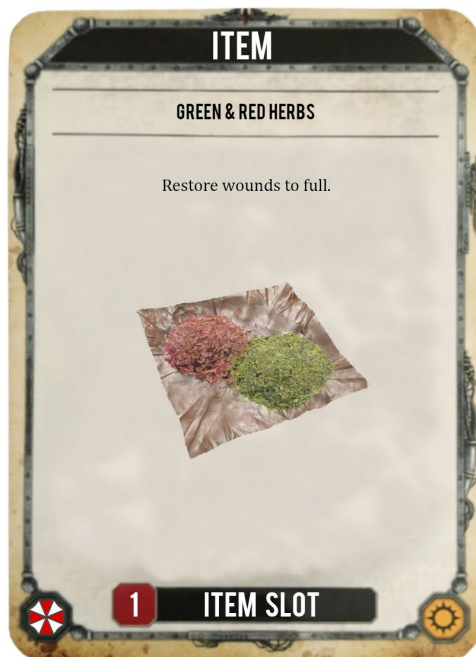














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