



Planetary Empires Campaign

Hosted by Meeplemart.com

"An empire founded by war has to maintain itself by war."
—Charles de Montesquieu

First, a thank you for participating in what we hope becomes an ongoing event. What you hold in your hands is the Campaign Rules Pack. In this document you will find everything you need aside from a copy of the Warhammer 40,000 Rulebook and a Codex to participate in the campaign. (You will also need an army, dice, templates and a tape measure, but if you didn't already know that...)

The Campaign will run for 12 weeks with the official gaming sessions being on Sundays at Meeplemart with Tuesdays as the alternate day. There will be a break in December for Christmas and then the battle will resume in 2013.

Meeplemart has been kind enough to offer up a portion of their gaming space to us and without their support there would be no campaign. We are guests at Meeplemart and all players are required to keep the gaming space clean and to be respectful of the staff, other gamers and customers.

Please let us know what you liked, what you didn't like and what you would like to see in future campaigns. We wish to build upon this document so that each successive campaign has more depth and options for players.

So, here is to a fun and challenging campaign! May you crush your enemies, see them driven before you, and hear the lamentations of their grots!

Bekrin is a Cardinal World and the religious capital of the Ecclesiarchy covering much of what was the Canis Salient in the Jericho Reach. Its population was forced to evacuate the planet to escape the approaching Tyranid Hive Fleet, and though the Hive Fleet was turned aside before they reached Bekrin, the world was never resettled.

Campaign Registration

Upon signing up for the campaign and paying their fee, players will receive a registration card that they must fill out and submit to the Campaign Master. Players must also register on the Meplemart Community Forums as this is where the campaign communications (events, challenges, bragging, smack-talking, etc.) will take place. This registration card requests some basic information such as a contact email and forum name as well as what codex the player will employ and what allies (if any) they intend on using during the campaign.

If players wish to include a short background for their force they can do so on the back of this card (or provide a separate printout). Player with written backgrounds will receive an in-game bonus.

At the bottom of the registration card is a section for players to fill in the profile of their Supreme Warlord (see **Force Organization Rules** below).



Beginning the Campaign

The first Battle of Bekrin has ended and the old alliances have crumbled as each Warlord attempts to stake out their territory and fortify their position. There is no peace among the stars and with one side driven off temporarily the brief calm on the planet is but a fleeting few heartbeats before the clash of arms resumes.

We are using a modified version of the Planetary Empires rules. The map tiles will be set up in advance, including a number of special tiles and pieces already in place. Player will be given five minutes to study the map and develop a strategy before the claiming of territory begins.

There will be 6 sides vying for control of the planet. These may be a single player or a team of players depending on the turnout for the campaign. The Campaign Master will determine the teams, taking into account the background, the armies involved, the results of the preceding Team Tournament, and the relative experience of the players participating. Forging a strong narrative will be central to the construction of the teams and players are encouraged to come up with rational reasons why their armies have joined forces.

Each team of players will be assigned a colour with corresponding banners that are used on the map. Teams will be given a number of banners based on the make-up of their team and the results of the Team Tournament. The situation on the ground will be vastly different depending on the outcome of the tournament, so those who participated and we on the winning side can expect a few extras.

Each team rolls 2D6 and adds any bonuses they may have. Players who are tied will continue to roll off and add their modifiers until an order is determined. The team with the highest number will have the first opportunity to choose a tile and plant one of their flags in it, then the next highest and so on until all players have selected a tile.

Bonuses (these are cumulative for all players on a team)

- Submitted a written background +1
- Participated in Team Tournament +1
- Was on the victorious side in the Team Tournament +1

The first tile a team claims can be anywhere on the map. After that players must claim tiles that are adjacent to a tile that already has one of their banners on it if they possibly can. If this is impossible then the player may once again pick any free tile anywhere on the map.

All players who participated in the campaign on October 21st and were on the winning side will receive a randomly determined Special Map Piece that they can place on a tile when they claim it.

This process continues until all tiles on the map have been claimed. and once all of the tiles have been claimed, the campaign can begin!

Drawn in by the drums of battle, forces from across the Jericho Reach have come to the war torn planet in search of vengeance and glory. Those who remain from the first Battle of Bekrin have a tenuous hold on the planet at best. The forces, still licking their wounds from the vicious fighting, know their claim will soon be challenged by those who were driven off, and those who have been summoned in by the scent of blood and conflict.



Campaign Rounds

Each week represents a single Campaign Round. At the end of each round players will get together to make Conquest attempts (see **Conquest Phase** below) and expand their territory on the campaign map. A player can play as many games as they want during a round round against any other players in the campaign.

Fighting Battles

Players should make arrangements with their opponents via the Meeplemart 40k forums to schedule their games and stay abreast of the latest happenings. If there is a conflict, the Campaign Master retains the discretion to enforce game size and time allotted.

Battles should be fought at 1500 points a side. However players can arrange ahead of time to play any point value. But we have set the value at 1500 to ensure several games can be played in a single session and to ensure there is a turnover on the tables so everyone who shows up has a chance to play.

Challenges

For the most part we expect that players will be able to arrange games or show up and find an opponent. However, should a player or team feel the need to they can issue a challenge to another team. Any player on the challenged team can accept the challenge, but then the game must be played within the next two Campaign Rounds. Should the game not occur than the challenged team will forfeit a tile they control to the challenging team each round in which the game is not played. Conversely, should any player cancel a game set up through a challenge and the game doesn't take place within the time limit, than that player's team will forfeit a tile, regardless of if they were the challenger or challenged.

Battle Bonuses

Players should arrive to play with a list already made and ready for battle. However, there are a few factors that can affect the number of points a player has to build their force with and so players should be prepared to make adjustments to their list to reflect this by bringing extra models, including allies or fortifications. **Players are responsible for ensuring they are prepared to play.** This means dice, templates, codices, army lists, etc. Players who are habitually unprepared to play may be penalized by the loss of territory for their team.

Before you set up to play, check to see if either player is eligible for any of the following bonuses:

- Compare the number of tiles each player's team controls. If one team has less tiles, then they get a 50 point bonus for each additional tile the opponent controls (to a maximum of 250 points). Note that it is the player with the smaller number of tiles that gets this bonus, on the basis that their opponent's forces are stretched thin trying to protect all of their territory.
- In addition each player adds any bonus points they wish to use from the Manufactorums they control (see Manufactorum's on the **Special Map Pieces** section).

Joining Forces

There may come times when two or more players wish to join forces to smackdown a particular enemy. There are several advantages and disadvantages to joining forces and player will have to weigh their options when deciding to ally. These are a great opportunity to play some fun team games and can be useful when finding opponents for an odd number of players. Player's on the same team can join forces or even players on different teams can, as long as their two armies can ally. Armies that join forces follow the Allies rules on page 112 of the 40k rulebook.

Players split up the points available as evenly as possible (ie; 750 each in a 1500 point game). Each player uses their own separate FOC, allowing the full army to potentially include a greater number of specialized units. Players on different teams must add their controlled tiles together when determining the Battle Bonus (often resulting in their opponent receiving a sizable Battle Bonus), but they also can each add their Manufactorum Battle Bonus points to their force separately (Battle Bonus points cannot be shared between army lists, but can be pooled to purchase fortifications).

If players decide to team up against an opponent, then their opponent can either decide to take them on alone or join forces with another player to even the battle. This could even escalate to a three on three situation or higher. If this is the case it is recommended that you increase the game size so players can each bring a reasonable sized force.

When a force comes under attack from an alliance of other players, the outnumbered player(s) may choose their deployment zone and set up first (no roll necessary). This also means they will most likely take the first turn, as the logistics involved in mustering multiple, differing forces is greater than the speed at which a single unified force can prepare for battle. Their opponents may still attempt to *Seize the Initiative*.

If the joined up players are victorious then both players will count as having scored a win over their opponent for the upcoming Conquest Phase. If the outnumbered player(s) win the game, then they will count as having defeated all of the opposing players. No matter what the breakdown of players is on each side, **all** winning player's teams will count as having defeated **all** losing player's teams for the upcoming Conquest Phase.



Conquest Phase

At the end of each Campaign Round each Team that won a battle is allowed to attempt to take over a tile controlled by their defeated opponents.

Each week the player on the team that scored the most victory points in their games will be considered the *Team Leader* for the week and will get to make the moves and dice rolls in the Conquest Phase.

The Team that won the most games makes the first attempt to conquest followed by the next team with the most victories, and so on until all Teams have made a single conquest attempt. If two or more teams won the same number of games, then compare victory points earned in those games, if it's still a tie then the Team with the fewest tiles goes first.

Once a single round of conquests is complete then subsequent rounds are played until all Teams have made as many attempts as they are entitled to. Teams do not have to make all Conquest rolls they are entitled to if they don't wish to. Once a team passes, they may make no more attempts this phase.

The Conquest Phase always occurs on Sunday at approximately 5:30pm after games for the day should have concluded. Players unable to attend in person may make their wishes known to the Campaign Master through private message or boasting about their impending conquest on the Meeplemart 40k forums. Either the Campaign Master or another player on their team will then proxy for them and make the Conquest rolls on their behalf.

Conquest Rolls

The chance of capturing a tile depends on its location and how easy it is to defend. The conquest table below lists the 2D6 rolls that are required to capture different sorts of tiles and the modifiers that apply to the dice roll.

When you capture a tile you must remove the opponent's marker and replace it with one of your own. You capture any Power Stations, Command Bastions, Shield Generators and Manufacturums in the process (ie. do not remove them).

Location

Tile is adjacent to one of the winner's tile: *4+ to capture*

Tile is not adjacent to one of the winner's tile: *8+ to capture**

Capture Modifiers

Winning player scored double the number of Victory Points as their opponent: +2

Tile is in a 'Rad Zone': -1

Victorious game was played at Meeplemart: +1

Tile contains defense lines, ruins or a river: -1

Tile contains a mountain or space port: -2

Tile contains a Shield Generator: -3/-1

Attempting to capture more than one tile in a round: -1 for each tile after the first.

*If the winner controls a Space Port tile then they count as being adjacent to all other Spaceport tiles on the map.

Special Map Pieces

Power Stations

Providing the power needed to maneuver an army's resources into position before the battle. At the beginning of each game, players compare the number of Power Stations their team controls. The player that controls more Power Stations may place a single piece of Battlefield Debris (Pages 104-105, wh40k) within their Deployment Zone after rolling for table sides is done. If they control more than double the number of Power Stations they may place two pieces of Battlefield Debris and should they control triple the number of Power Stations they may place three, and so on.

Shield Generator

Shield Generators make it much harder capture the tile with the generator and any adjacent tiles. An opponent must subtract -3 to capture a tile with a Shield generator on it and -1 to capture any tile adjacent to the generator tile.

Manufactorium

Manufactoriums produce the materials needed to equip and arm a force for battle. Players should add up the number of Manufactoriums controlled by their team at the end of any Campaign Round after Conquests have been completed. For each Manufactorium controlled they will receive 25 points that can be used during the upcoming Campaign Round. These bonus points can be used all at once in a single game or spread out over any number of games played during a round. Each player on a team receives the full number of bonus points. Unspent points are lost at the end of the week.

Command Bastion

Command Bastions allow an army to be better prepared for a battle, collect intelligence and make strategic maneuvers. At the beginning of each game players compare the number of Command Bastions they control. The player that controls more Command Bastions than their opponent may generate an additional Warlord Trait for their warlord. If they control more than double the number of Bastions, they may generate two additional Warlord Traits and should they control triple the number of Bastions they will generate three additional Warlord Traits, and so on.

Special Territory Tiles

Spaceport

Spaceport tiles count as being adjacent to all other Spaceport tiles on the map. A player controlling a Space Port may also add +1 to any *Seize the Initiative* rolls they make.

Hive City

A hive city tile counts as a Spaceport, a Power Station, a Command Bastion, a Shield Generator and a Manufactorium. This means players are always at -5 to conquest a Hive City tile.

Rad Zone

These tiles are denoted by their dark grey appearance and greenish pools of radioactive waste. Enduring within the Rad Zone is extremely difficult as there are constant threats such as the sharp biting sand storms that rip flesh from bone within seconds of exposure to the vicious, mutant predators who stalk silently in the darkness created by the constant thick clouds of polluted smoke that threaten to drop acid rain at any moment. All these plus the ever present high levels of radioactivity make it difficult to conquer these tiles and all rolls to do so are made at -1.

Victory!

The winner is the first Team to control 11 tiles as well as having played each other player/team at least once. If after 12 weeks there is no winner, the player/team with the most tiles wins. In case of a tie; the player/team with the most 'special map pieces' will be the winner.

Force Organization Rules

All players must make their army list using the most up to date Codex and Errata & FAQ for their army. The Campaign Master will have printed copies of the most recent Errata & FAQs on hand and they are available on the Games Workshop website. Ignorance is not an excuse. Army lists follow the standard force organization chart for all games with the exception of the Special Event days which have their own special rules.

Special Characters are not allowed in this campaign. We are attempting to forge a narrative based on the exploits of our own heroes and villains; hence we will not be allowing players to use them. If a player has an army that requires a particular special character in order to construct it, they may submit a written appeal to the Campaign Master to state their case.

Army lists are "open" meaning a player must disclose the contents of their army to their opponent before and during the game. Player should always endeavor to provide a printout of their army list for their opponent to examine upon request. Remember to leave space for any Battle Bonus additions.

Armies may contain fortifications either purchased as part of the army list or with Battle Bonus points.

Allies

The campaign will allow Allies to be used following the rules presented in Warhammer 40,000 rulebook on pages 112-113. At the beginning of the campaign, when filling out their registration card each player may select up to two Allies codices, from those available to their army, that they will be able to use throughout the entirety of the campaign (no more than two). Player using Allies should come up with a justifiable reason they are being included and include this as part of their army's written background.

Supreme Warlord

Each player must create a Supreme Warlord for their army before the campaign begins. There is a space on your registration card to fill in the profile of your Supreme Warlord and this must be done before the beginning of the campaign.

The Supreme Warlord is the tabletop representation of the player in the campaign. This must be a non-special character that takes up an HQ slot from the Codex of the player's primary army (not ally contingents). This character's wargear and special powers/abilities are selected upon creation and cannot change throughout the course of the campaign.

When the Supreme Warlord is created players get to choose (not roll) a Warlord Trait from those in the WH40K rulebook (page 111) or from among those in their Codex (if they are lucky enough to have such a thing). This Trait is fixed and never changes throughout the campaign.

Players are not required to use their Supreme Warlord in every campaign game and may choose to use other characters as normal, those characters are called "lieutenants" and they will have to roll on the Warlord Tables as normal. The advantage of having the Supreme Warlord in the army is you can plan your strategy around the chosen Warlord Trait, whereas if the army is being led by another character then you will have to make due with a random Trait as per normal.

Event Days

On selected Sundays during the campaign we will be holding special event days. Participation in these events is not mandatory, but special rewards are available to those who do.

The first special event is known as "Black Ops Sunday". Players will assemble a special operations force of 400 points with no FOC restrictions and play a series of quick games with missions designed around covert operations and sabotage.

The second special event is known as the "Kill'em All Free For All". Players will bring a small force of their best units and duke it out on a single table for a special reward. It's every man for himself in this battle royal with special rules for multiplayer games in effect.

The third and final special event is the "Warlord Showdown". Players bring their warlord and square off in a series of gladiatorial battles to determine the arena champion who will earn a special prize.

Full rules for these events will be released via email to campaign participants and on the Meeplemart 40k forums at least one week prior to the event.

In addition, to these special event days there will be opportunities for those player who have Battlefleet Gothic fleets to play some games that will provide them with campaign bonuses they can use in future rounds. However, these bonuses can only be used against other players that also have BFG fleets in order to keep it fair for those who do not. The "Battle in the Stars" rules will be rolled out in the first weeks of the campaign and players can indicate on their registration card whether or not they wish to play BFG during the campaign.

Administrative Rules

All Games will be played using the **Warhammer 40,000 6th Edition** rules. All 6th edition errata and FAQs will be in effect. Any League House Rules that have been vetted and approved will also be in effect. These are subject to change with notice.

Drop Outs

While the campaign organizers discourages players dropping out, we understand that it happens. Players should know that their entry fee for the campaign is non-refundable and they forfeit any claim to possible prizes if they drop out.

If a player drops out of the campaign then this needs to be announced by the following Sunday before Conquest rolls are made. From that point on any player that wins a game can choose to conquer one of the tiles controlled by the player they defeated or a tile that used to be controlled by the player that dropped out.

The normal restrictions apply to conquering a tile controlled by a player that has dropped out; a dice roll must still be made based on the location of the tile, and the normal modifiers apply.

New Players

While the campaign is not designed to accommodate new players, we do wish to extend a welcoming hand to those who wish to participate. Any new players will be added to an existing team based on how the Campaign Master feels they will best fit in. New players that join before the halfway point of the campaign will be required to play the full fee, while those who join after the halfway point will only be required to pay half. However, those that join after the halfway point are only entitled to a reduced prize should they earn one.

Teams with No Tiles

Teams reduced to no tiles carry on playing normally, except that if they lose a battle then their opponent cannot claim a tile from them. While not having any tiles may seem like an uphill battle, remember that you will garner the maximum Battle Bonus for tile count.

Sportsmanship

While some good natured ribbing and smack talk between players is acceptable, players must conduct themselves with the utmost dignity and respect for other players, people playing other games in the store and customers. Rude behavior will not be tolerated and you can be ejected from the campaign and forfeit your entry fee if you are found to be knowingly in violation of this or any other rule presented in this package. The Campaign Master will provide violators with a warning, and then further violations of the rules will result in expulsion from the campaign.

Space is at a premium and there may be others wishing to use the tables. If you are playing a very large game you may be taking away game time from someone else. Respecting your fellow gamers and getting your games done in a timely manner should be considered at all times.

Cheaters

Cheating is a violation of the above Sportsmanship rule. Cheaters forfeit their entrance fee and will be expelled from the campaign and all future campaigns we conduct. Cheating can be anything from falsifying an army list to using loaded dice. The Campaign Master has final say on this matter.

The Rule about the Rules

These rules are a constantly evolving work in progress. The Campaign Master reserves the right to change them at any time. The Campaign Master will listen to all rule disputes and attempt to resolve them in a fair and timely manner, his decision is final and challenges to his authority will be met with the full force of the Holy Inquisition. If you can't resolve disputes and the Campaign Master is not available then dice off to see who gets their way this time and then discuss the issue at a later date.

If you are not pleased with a ruling made by the Campaign Master, then you can make a formal submission in writing to plead your case. Prolonged arguments during game time or in the store, will not be tolerated and constitute a violation of the sportsmanship rule.

“The call to arms rings out across the dark void that is the galaxy.

*Its toll is answered by the iron willed devotees who are themselves
but humble servants of a greater power.*

*Who among the teeming billions has the strength to answer the call
and march to war?*

*Come forth you mighty warriors; gather under the bloodstained
banners and grisly trophies of conquest!*

*Join now the massed throng whose aim is to win famous victory
on hellish otherworlds.”*