

Campaign rules

To start

- Everyone starts with 5000pts that must be deploy on their HQ tile
- Everyone starts with 5 CP's (Command Points)
- Everyone starts with 600 Credits
- Enter the campaign map from either the board edge or deep strike into position using your allocated CP
- Everybody earns 5 standard command points every turn as well as starting of with 5 command points initially(CP)
- All movement & actions are actioned using command points (CP). These costs are listed later in the rules

Command Points (CP)

Every turn each player get 5 command points to use to either

- Expand their territory
- Attack another player
- Build up defences or buildings
- Build up forces

Each round is a game turn

Every round roll a d20 and the highest dice role player going first & lowest dice role player going last.

A d20 is rolled every round (game turn) to establish which player goes first.

Sequence of play during each game round

- 1: Work out & Collect your Command Points (CP's)
- 2: Work out and collect your Credits (Creds)
- 3: Add any compulsory actions eg barracks generating troops
- 4: Buy & build up any tiles
- 5: Move your armies using your available CP's (command points)
- 6: Attack (work out scenario to game & any additional special rules)
- 7: Evaluate & Update

• Deep Strike

You may choose to deep strike your starting army onto the map if you wish. To do this you will need to follow the Deep Strike rules explained later in this doc

• HQ Tile (Head Quarters, main home base tile)

These are safety tiles and can only be attacked if the player has no other tile left on the campaign map. This tile is an empty tile which is fully up-gradable & follows the rules of any other tile. Until you have a Barracks is the only place that reinforcements can enter

• Joining the Campaign at a later date

The campaign is designed so it can grow & that new players that start have a good chance to expand. New players can either deep strike into play taking opportunities that present themselves from poorly defended territories or come in from the edge of the map on newly created territory.

Deep striking

The whole army deep strike using the deep strike rules & uses there command points & credits to consolidate the newly acquired territory

Map edge

Any adjacent map edge tile is chosen as a reference point. The a d6 will be roled on a 1&2 move to the left or down d6 tiles from the chosen tile. On a 3 & 4 move right or up d6 from the chosen tile. On a 5 & 6 you get the chosen tile.

When the location is chosen the player will get 3 plus D3 tiles randomly chosen from the tile chooser below that can be position how ever the player wishes providing half or more tiles are connected to the existing map

1x Space Port tile compulsory

Then role a D6 for the rest

- 1= River
- 2= City
- 3= Creator
- 4= City Wall
- 5= Plain
- 6= Mounting

Item	Command Points (CP)	Credit Costs (Credits)	Function	Additional Details
Fortress	4 CP	1000	Allows production of reinforcements, up-grade to defence square and power station	A fortress comes with 1 laser Cannon, 6 Gun Turrets, disrupter beacon (re-roll scatter dice effects all adjacent tiles) You may add to a defensive tile. Also has emergency troop re-deployment procedures & Base shield.
Barracks	3 CP	600	Allows you to produce reinforcements from any tile with a barracks. A Barracks also generates 1 troop (500pts) per turn	This means you will be able to deploy your reinforcements from a barracks or your home tile. Has disrupter beacon and 4 gun Turrets
Space Port	FREE		A Space Port allows the owning player to deep strike any troops on the tile to anywhere on the campaign map	A space Port houses 4x gun turrets & a disrupter beacon.
Manufacturm	4CP	1200	Allows you to produce Titans & Super Heavy's at a cost off 1000 & 500 Credits each no matter points value in game	Has disrupter beacon & emergency troop redeployment procedures. Also has 5 gun turrets as well as Base Shield
Power Station	2 CP	400	Allows double the CP's produced from empty adjacent tiles	To claim the additional Credits the adjacent tile must be empty. Armies do not count. Also has Disrupter Beacon
Bastion	2 CP	250	Allow tiles to become defence tiles. Meaning Bastions, Gun Turrets & defence lines can be added	Bastions follow the same rules laid out in the Planet Strike Rule Book
Defence Line	0 CP	150	Gives the owner of the tile additional defences when being attacked by an opponent	Defence lines are a set of bunkers or trenches offering 3+ cover save. More than 1 defence line can be purchased. 1 defence line is 24" in total length
Gun Turrets	0 CP	100	Gun Turrets add additional defence to a tile. More than 1 Gun Turret can be purchased.	All turrets follow the Planet Strike rules. Additional Rules Apply
	0		They are the same as the Gun Turrets	
Hive City	5 CP	1500	-	-
Move to adjacent Tile	1 CP			
Attack Adjacent Square	1 CP			
Deep Strike Using Space Port	2 CP		You can use you Space Port to land anywhere on the campaign map. This includes any of your enemies tiles	If you attack an enemy tile than you use Planet Strike rules but the defender has an opportunity to take out the forces coming in.
Calling in reserves	1 CP spare		You can call in 1 lot of reserves from an adjacent square. It must have an army in the selected tile	This is actioned during another player turn where they have decided to attack one of your tiles, you then call in your reserve to bolster the tile being attacked
Moving through Mountains	2CP's			

Item	Command Points (CP)	Credit Costs (Credits)	Function	Additional Details
Adding 500pts (1 army counter)	0 CP	250		
Adding a Titan	0 CP's	1000	This is the cost to add a Titan or a super heavy to the campaign that would be pointed above 500pts	Titans & super heavy's can deep strike and count as additional points to your army points
Orbital Bombardment	1	250	An Orbital Bombardment it used before a game starts but after the board has been set up and troops deployed	Follows Apoc Rules
Adding a Super Heavy	0 cp's	500	This is the cost to add a super heavy to the campaign the would be pointed under 500pts	Titans & super heavy's can deep strike and count as additional points to your army points
Coms station				
Relay station	3 CP's	500	A relay station give you the ability to move an army through a tile without using a command point.	Any tile adjacent to and including the tile the relay station covers gain the free movement special rule. Only one free movement can be made through any tile that is effected by the relay station
Relocating your Home Tile	All	0	This allows you to relocate your home tile to anywhere within the territory you own/occupy	
Defence Shields	1	500	Each defence shield allows 1 save from an orbital bombardment on a 2+	

Buildings & Structure Rules

Gun Turrets :

In addition to the standard rules for each gun turret you have on a tile being attacked by Deep Strike or Planet Strike rules. You may also roll 1x D6 for every one of these gun turret & for every 5 or 6 rolled your opponent will lose one unit of his choice, losing that unit completely and therefore no longer playing any part in that battle. The attacker loses the points and if applicable they count as victory points to his opponent.

Disrupter Beacons

These are devices that are fixed to certain buildings within the game that have the ability to disrupt an enemies deep striking force or units. In games terms it means that any of your enemies forces or units that are deep striking within range of a disrupter beacon may have to re-roll the scatter dice if the owning player of the beacon wishes them to do so.

Laser Cannon

A Laser Cannon is designed to take out Capital ships in low orbit & as such are very effective should they hit at taking out more than 1 Deep Striking Unit. In game terms this means that the owning player would hit d3 deep striking units which will be destroyed on a 4,5 or 6.

Buildings

Any building that has been added to a tile maybe defended by any number of turrets. All Buildings have disrupter beacons.

Base Shield

Base shields are generated by huge generators that only large buildings can accommodate.

They offer the building & a surrounding area of 24" from the centre of the building a 2+ safe from any Ordinance Barrage or Orbital Bombardment that are incoming from out side this area (the safe zone/shield radius)

Defence Shield

Coming Soon

- **Deep Strike**

Other than at the start of the game you can only Deep strike if you have a space port. When Deep Striking into an Enemy Square you still roll to see if you scatter. If you are successful in your attack on your enemy using Deep Strike then your mission will be Planet Strike rules. Before you deploy and start the game establish whether your opponent had any defences that are capable of disrupting or destroying deep striking units/forces

Roll a scatter dice & deploy your force on the adjacent tile in the direction of the arrow. If you get an on target then you do not scatter.

Deep Strike Mis Hap

Scattering in to an empty or un occupied tile.

Free to take the tile & claim the territory

Scattering onto another apponent

You will have to battle deep striking is seen as an act of war. You may with draw following the with draw rules.

	Income (credits)	Special Rules
Single Tile	50	None
Power tile	+50*	+ double any adjacent tile provided its empty (troops/armies do no count)
Barracks tile	0	
Defensive tile	0	
Hive City	250	

Special Rules

Emergency re-deployment procedures

This will allow the owning player to re-deploy a complete tile of troops to any building with this special rule. They would have to come into play as reserves.

Going to Ground

Your whole army has to go to ground & would mean that your whole army would lose a turn when in game play.

Orbital Bombardment

Before the game starts but after the the board & been set up and units deployed the player with Orbital bombardment may role 1 dice for every enemy unit on the table and on any dice role of a 6 the opposing player loses (his choice) 1 complete unit. A unit and a character joined counts as 1 unit. Troops in a transport count as 1 unit. The enemy player may choose to go to ground

Weather Effects

Weather effects are designed to add an extra element to the game play on the map & within the battle that are played out.

Attacking A tile

- You may attack a tile from any of your owning tiles for the command points specified.
- More than 1 player can attack the same tile at the same time but if they win they must decide who will own the tile if they were to win. Also the trusted allied army matrix would come into play from Apoc
- A player may attack from any direction (tile sides) if he can. This would mean special rules are in place & the player may choose which his main army is & can then play reserves and or out flank

During the Game Round

Players select in order what their actions will be & they will then make their moves. All battles initiated by or at that player are then numbered in order and played out in that order. If a battle can not be played before the next game turn then it will have to be played before any other games in the next game turn. If this is the case that battle must happen with what was available at the time. It can not be reinforced or influenced by the following game turn.

As a way to keep control of the campaign Battles will need to be fought within 2 weeks or they will be cancelled.

Automatic wins may happen if:

A player has not been at a campaign night for 2 consecutive weeks.

After the Battle has been played

Winning is based up on the mission that has been played both players totals up their points rounding up or down based on closest 500 pts eg.

Player ends game with 1245 (round down to 1000 pts)

Player ends game with 1255 (round up to 1500 pts)

This is because the game is played @ 500pt denominations so you need to round up or down to the closest 500pts

Winner

Will consolidate his remaining points between any of the 2 tiles needing at least 1 troop on the tile they have just attack so the tile can be claimed the following turn. The winner will also claim any enemy structures that have not been destroyed & can choose at half the original cost to sell & claim the credits (credits only not CP's).

Looser

Will retreat to the next owning adjacent tile in any direction away from the battle with any remaining troops. If this can not be accomplished the retreating army is wiped out.

The looser may split his army up as long as you keep to the 500 pt denominations. If you lost the game but managed to wipe out your opponent then you may not take your opponents tile, you will have to re-group.

Regrouping

Regrouping means that you stay on the square you attacked from. You may not consolidate.

Taking or Owning Tiles;

You can take any tile whether owned or not own if it is unattended, by this we mean there are no enemy Armies or Buildings.

You will not be able to own or claim the benefits for that tile until the next game turn.

If you claim an enemy tile for whatever reason you must have at least 1 troop present on that tile for 1 game to claim it as your tile & benefit from its income.

Tactical Withdraw

*Friendly with draw

Roll a d6 for every 500pts on the attacking tile on a 5+ you lose a 500 pt army counter

*None friendly withdraw

Roll a d6 for every 500pt on the attacking tile on a 3+ you lose a 500pt army counter

Q: What happens if I have been attacked & I can not be there for 2 weeks.

A: You will loose the battle plus the Tile/Tiles & any building on the tile/tiles. All your troops will move back 1 tile directly to your home tile but none will be lost.

Q: What happens if I can not be there for more than 2 weeks.

A: The first week you are fully protected & you will not loose anything. You will also still collect you income generated from you tiles. The second week you will start to loose your tiles as if they were not occupied. All you troops how ever will retreat 1 tile at a time as needed directly to their home tile where they will stay.

Q: What is the longest period of time I can be out of the campaign before I loose my home tile.

A: On the 5th week of not attending the campaign it is open doors & you will no longer be protected at all.