

PLANETARY EMPIRES:

SIEGE OF EXODUS PRIME



Warhammer 40,000: Dawn of War - Winter Assault developer Relic publisher THQ

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GOOD VS EVIL GAMES AND COMICS

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EXODUS PRIME

Exodus Prime was a garden world colonized during the Golden Age of Mankind. Colonized by influential families from Terra itself, including at least one of the great navigator houses, Exodus Prime was to be a paradise. What happened to Exodus Prime in the last days of the Golden Age is a subject of much debate and speculation amongst members of the Ecclesiarchy.

What is known is that the Exodus system was lost for untold centuries, trapped within the depths of an intense warpstorm and lost to the rest of the Imperium. When the storm receded, Exodus Prime had been scoured clean of life and Imperial civilization, only ancient shattered edifices standing where a once great society had stood.

With the reappearance of a resource rich planet ripe for colonization, the Imperium wasted no time in sending colonists and missionaries to rebuild upon the ruins of their ancient forbearers. Within the next decade, Imperial scholars began to notice a troubling phenomenon: the colonists of Exodus Prime were spawning psykers at a much higher rate than would otherwise be expected. Research would reveal a warp oddity from deep within the planet itself, one that would beckon others to seek the paradise world.

What would follow would be an epic war of conquest that would shake the very foundation of the Imperium...



STARTING A CAMPAIGN

Each player rolls a dice. The person with the highest roll may claim one tile on the map by marking it with a banner. Then proceed to the next highest roll and so on until each player has placed one banner. Then work around in reverse order so that each player may claim a second tile.

The first tile a player claims may 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.

Once all of the tiles have been claimed, you are ready to play.



PREPARING FOR BATTLE

Players are free to arrange battles as and when they wish. Battles can be any size that both players can agree upon, with a minimum of 500 points. The standard size battle will be 1,000 points.

BATTLE BONUSES

Once you and your opponent have agreed upon the points value, but before you and your opponent have chosen your armies, check to see if either player is eligible for any of the following bonuses:

Consolidated Forces:

Compare the number of tiles each player controls. If one player has fewer tiles, they gain an additional 10% for each additional tile the opponent controls.

Airlift:

If a player controls a spaceport he may bring in additional support from one of his allies. He may include an additional 10%, but these units MUST start the game in reserve. Airlifted units may be chosen from the Codex of any allied force.

Mercenaries:

Players may also spend Resource Points to recruit mercenaries. You may spend 5 Resource Points to add an additional 5% bonus. Mercenaries may be selected from any Codex, but may only be Troops or Elite Choices.

Manufactorum:

For each Manufactorum controlled, the player may add an additional 10% to their army, though these must be Troops choices. Tyranids may instead add an additional 15%. Space Marines and Chaos Marines only gain an additional 5%.

CHOOSING THE BATTLEFIELD

Before the battle begins, each player chooses one of their opponent's territories. Each player then rolls a d6. The winner may choose which of the two chosen territories will serve as the battlefield for the upcoming game. The player who controls this territory is the defender. The other player is the attacker. The type of battlefield and the attacking player's faction dictate the scenario for the game.

THE ART OF WAR

The type of battlefield and the attacking player's faction dictate the scenario for the game.

<u>Chaos Space Marines</u> Ruin - Pillage (Battle Missions pg 10) Forest and Mountain - Black Crusade (BM pg 12) Other - Scorched Earth (BM pg 14)	<u>Necrons</u> Mountain, Forest, and Swamp - Ambush (BM pg 50) Ruins - Recon In Force (BM pg 52) Other - Implacable Advance (BM pg 54)
<u>Chaos Daemons</u> Forest, Plain, and Swamp - Night Fight (BM pg 18) Ruin - Invasion (BM pg 20) Other - Fight to the Death (BM pg 22)	<u>Orks</u> Ruin and Forest - Blitzkrieg (BM pg 58) Mountain and Plain - WAAAGH! (BM pg 60) Swamp and River - Cut and Run (BM pg 62)
<u>Dark Eldar</u> Plain and Swamp - Dawn Raid (BM pg 26) Ruin - Slave Raid (BM pg 28) Other - Feigned Retreat (BM pg 30)	<u>Space Marines</u> Plain - Vanguard (BM pg 66) Forest, Swamp, Mountain - Surprise Attack (BM pg 68) Other - All-Round Defense (BM pg 70)
<u>Eldar</u> Ruin - Pre-emptive Strike (BM pg 34) Forest and Mountain - Flank Attack (BM pg 36) Other - Mobile Defense (BM pg 38)	<u>Tau</u> Forest and Swamp - Vertical Envelopment (BM pg 74) Ruin and Mountain - Counter-Attack (BM pg 76) Other - Fighting Withdrawl (BM pg 78)
<u>Imperial Guard</u> Mountain and Forest - Prepared Assault (BM pg 42) Ruin - War of Attrition (BM pg 44) Other - Trench Warfare (BM pg 46)	<u>Tyranids</u> Ruin, Forest, and Swamp - First Contact (BM pg 82) Plain - Wave Assault (BM pg 84) Other- Infestation (BM pg 86)

TERRAIN

The type and amount of terrain is determined by the type of tile that is being invaded. The following are guidelines, and may be adjusted if both players are in agreement.

Forests - Should contain two or more tree bases.

Ruins - Should contain four or more buildings or ruins.

Swamps - Should contain at least one tree base, and at least 24" of river.

Plains - Should not contain rivers or tree bases. May contain one building and any number of hills or minor terrain features.

THE SPOILS OF WAR

At the end of the game, the players see what effect the battles they have fought will have on the campaign map.

CONQUEST

The winning player may attempt to take over the tile chosen as the battlefield before the beginning of the game. The chance of capturing the 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 tiles and the modifiers that apply to the dice roll.

Base Values

- 3+ Tile is adjacent to one of the winner's tiles*.
- 4+ Tile is within one tile of one of the winner's tiles.
- 5+ Tile is not within one tile of one of the winner's tiles.
- 6+ Tile is not within five tiles of one of the winner's tiles.

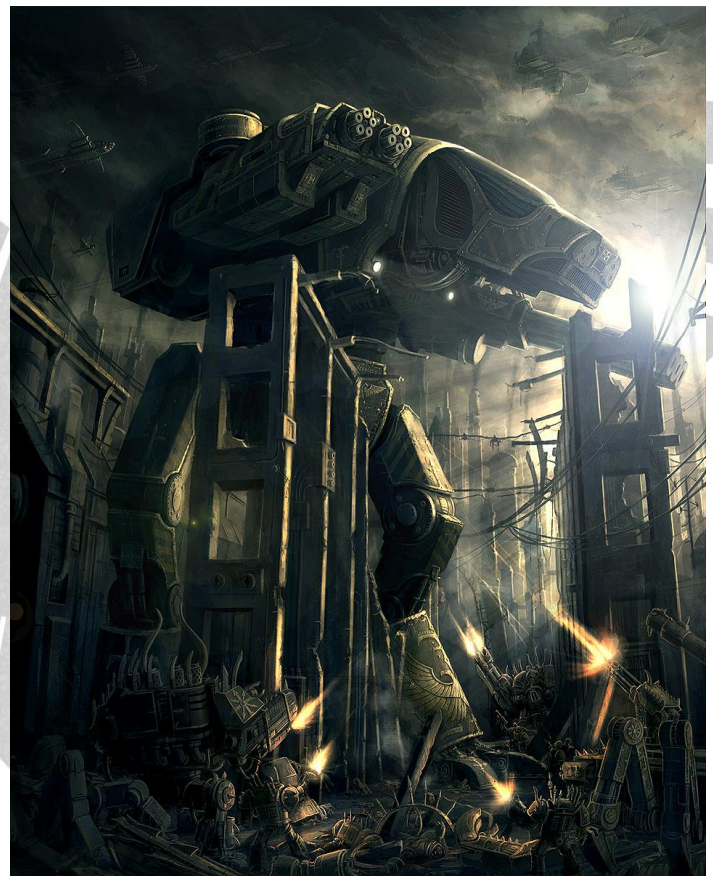
**Spaceports are considered adjacent to all other Spaceports.*

Modifiers

- 1 Tile has a river or defensive lines.
- 2 Tile is a swamp or spaceport.
- 3 Tile is a mountain.
- +1 Tile is a crater.
- 1 Tile is unowned.

Unowned Tiles

Any player who wins a game can choose to conquer one of the tiles controlled by the player they defeated or an unowned tile. The normal restrictions apply to conquering the tile apply, though the difficulty of conquering an unowned tile is reduced by 1.



COMMANDERS

At the beginning of the campaign, each player should choose a single character that they will serve as the army's general for the duration of the Planetary Empires campaign. Each character should be given a name.

Commanders may not be Vehicles, though they may be mounted on bikes or cavalry.

Characters cost increases in accordance to its Experience. It's total cost equals the cost of the character and any equipment that he has, plus the total number of Experience points spent.

ADVANCEMENT

The commander gains 1 Experience point in each game he participates in that he does not die or flees off of the table. During each game, the commander can earn additional Experience if he or the unit he is in accomplishes one of the following actions:

- Slaying an enemy character or monster.
- Forcing an enemy unit to route
- Surviving the battle without suffering any wounds and not fleeing at the end of the game.
- Successfully conquering a tile.



Each time a commander earns 5 Experience points, the player may spend these points to make a roll on the Character Advancement table (below). The bonus rolled is applied to that character for the duration of campaign.

Advancement Table (Roll 2d6)

2	Weapons Locker	The character may choose any one piece of wargear from his army's Codex.
3-7	Skilled Warrior	The character may choose from the Skills below.
8	Characteristic Increase	Choose either +1 WS or +1 BS.
9	Characteristic Increase	Roll again: 1-3 = +1 Initiative; 4-6 = +1 Leadership.
10	Characteristic Increase	Roll again: 1-3 = +1 Strength; 4-6 = +1 Attack.
11	Characteristic Increase	Roll again: 1-3 = +1 Wound; 4-6 = +1 Toughness.
12	Legendary Ability	The character may choose from Legendary Abilities below.

SKILLS

Skills are useful, if common, abilities able to be taken by your character. Skills follow the same rules as the Universal Special Rule with which they share a name. The list of skills, and any additional requirements, are as follows:

Counter-Attack

Eternal Warrior (Requires Toughness 4)

Fearless

Fleet (Requires Initiative 4)

Hit & Run (Requires Jump Infantry, Cavalry, or Bike)

Infiltrate (Requires Mover Through Cover, Scouts, or Stealth)

Move Through Cover (Requires Initiative 4)

Acute Senses

Preferred Enemy

Relentless (Requires Slow and Purposeful OR Strength 6)

Scouts

Skilled Rider (Requires Cavalry or Bike)

Slow and Purposeful

Stealth

Stubborn

Tank Hunters

LEGENDARY ABILITIES

Legendary Abilities represent truly unique abilities and skills possessed by only a handful of mighty warriors.

Note: Some of these abilities grant bonuses to the army as a whole, or to other units within your army. These abilities may not be used if the character is not included in the army, or has to sit on the sidelines due to an injury.

Blademaster

Hits in close combat have the Rending special rule.

Counterstrike

For every roll of '1' to hit this character in close combat, enemy units immediately suffer an automatic hit at the user's base Strength.

Bionic Strength

The character may wield initiative reduced weapons (powerfists, etc) at their normal initiative.

Dodge

You gain a 5+ invulnerable save.

Double Tap

This character may fire one additional shot per turn if he does not move and does not have a Heavy Weapon.

Coordinated Assault

All friendly units within 6" of this character gain +1 Attack.

Fearsome Reputation

When this character assaults a unit, they must immediately make a Morale test. If they fail, they must fall back.



Flurry

Instead of making his normal attacks, this character may inflict a single automatic hit on all enemy models in base contact.

Gunnery Sergeant

All friendly units within 6" of this character gain +1 Ballistics Skill.

Master Psyker

The character knows all the Psychic powers available to his army.

Mentor

All friendly units within 6" of this character gain +1 Weapon Skill.

Outmaneuver

After deployment, choose a single infantry or vehicle unit in your army. That unit has the Scouts special rule for the duration of the battle.

Practiced Psyker

The character may use one additional Psychic power each turn.

Regeneration

At the start of your turn, as long as this character is still alive, roll a D6 for each Wound that he has lost: for every 6 rolled, he recovers a single Wound.

Retinue

Choose one Elite choice from your Codex. When this character is included in your army, you may include that type of unit as a Troops choice.

Sharpshooter

Enemies may not take cover saves against shots from this character.

Sniper

Wounds caused by this character's Shooting attacks are allocated by his controlling player, rather than the opposing player.

Superior Tactician

You may reroll dice rolls for picking deployment areas, seeing who goes first, and for reserves.

Tactical Precision

If this unit arrives by Deep Strike, it scatters D6" less than normal.

Tank Commander

This character may replace the crew of a tank. The tank may use his Ballistic Skill. If the tank suffers a vehicle destroyed result, then this character is slain.

SLAIN CHARACTERS

After each battle fought as part of the campaign, roll a D6 for any of your characters that have been slain in battle (not fleeing or have fled from the table). If you won the game, a +1 bonus is added to your roll.

1 Captured - The character has been captured by the enemy. You must pay your opponent a number of Resource Points equal to the characters total Experience before he will be returned.

2 Serious Injury - The character has survived but is greatly weakened by his injuries. He permanently loses 1 Wound and 1 point of Toughness from his starting profile for the duration of the campaign and cannot participate in battle for the next game his army participates in.

3 War Wound - The character has survived but is weakened by his injuries. Roll a D6.

1: *Blind in one Eye* The character takes a -1 to BS. If he gets this result again, he must retire.

2-3: *Broken Hand* The character takes a -1 to WS.

5: *Head Injury* The character take a -1 to In.

6: *Post Traumatic* The character gains the Rage special rule.

4 Slow Recovery - The character has survived, but must rest and recover his strength before returning to the battlefield. He may not participate in the next game his army participates in.

5 Traumatized - The near death experience has shaken the warrior. He loses 2 Experience points, but is otherwise able to return to duty.

6 Full Recovery - Despite his wounds, the character has made a full recovery and is ready for battle in the next game.

7 What Doesn't Kill Me - The character gains +1 Experience point.

Recovery

After suffering grievous injuries, characters may be healed at the hand of an Apothecary, Medic, or other healer. If your army includes a model that grants the Feel No Pain rule, roll a D6 after each game the injured character takes part in. On a roll of 6, the character has been fully healed and no longer suffers any of the injuries and penalties received during the campaign. Necron and Tyranid characters may always roll to Recover.

Death

If a character's Wounds or Toughness is reduced to 0, the character is dead. You may create a new character to take his place, though this character starts with 0 experience.



MAINTENANCE

Each week you must maintain your territories and may collect income and build new structures to help in your conquest.

RESOURCES

At the end of each week, your force recovers and reaps the benefits of their territories. Roll 3d6, plus an additional 1d6 for each tile you control. This is your income for the week. Income is measured in Resource Points (RP).

UPKEEP

You must pay 1 RP for each territory you control, plus an additional 2 RP for each building you have. If you cannot afford to maintain your Empire, you will lose control of any territories you cannot maintain, beginning with undeveloped tiles. Tiles lost this way become unowned.

CONSTRUCTION

One structure may be built each week. The player must pay the listed Resource Points and may then place the structure in any territory that they control. The cost for building is doubled in a Mountain tiles.

BUILDINGS

At the start of the campaign, there will be a number of power stations, command bastions, and manufacturums on the map, and you will be able to add more as the campaign progresses.



These pieces have an important impact on how your army will perform in the battles you fight, as described below. Note that some armies will gain greater benefits from certain pieces than other armies will. This is based on how each army fights, and means that certain pieces will be more valuable to certain players than others are. Capturing or building the right pieces is therefore vital to your success.

Power Station - 10 RP to build

Power Stations provide the power needed to maneuver your troops into position before battle. For every Power Station controlled, you gain a +1 to dice rolls for picking deployment areas, seeing who goes first, and for reserves. Eldar, Tau, and Dark Eldar gain an additional +1 bonus to these rolls if they control a Power Station.

Shield Generator - 30 RP to build

Shield generators make it much harder to capture the tile with the generator and any adjacent tiles. An opponent must subtract -3 from any Conquest roll to capture the tile (see Conquest table below) and -1 from any tiles adjacent to the generator. Imperial Guard and Necrons instead impose a -5/-2. Space Marines and Tau instead impose a -4/-1. Orks impose a -5/0 (the generator does not protect adjacent tiles as the Orks have overtaxed the generators protecting their base). Chaos Marines, Dark Eldar, and Daemons gain only a -2/-1.

Manufactorium - 40 RP to build

Manufactoriums produce the materials needed to equip and arm additional units for your army. For each Manufactorium controlled, the player may add an additional 10% to their army, though these must be Troops choices. Tyranids may instead add an additional 15%. Space Marines and Chaos Marines only gain an additional 5%.

Command Bastion - 20 RP

For each command bastion you control, you may choose to take one additional Elite choice. Imperial Guard may take one additional Heavy Support choice. Eldar and Dark Eldar may take one additional Fast Attack choice.

Space Port – N/A

You may Deepstrike any number of Troops and Elites choices.

STRATEGEMS

After rolling for Resources, you may request or construct supplies that may be useful in future engagements. Each stratagem requisitioned in this way may be used only once, and must be used in the week that they are purchased. Defensive requisitions may only be used when you are defending. Offensive requisitions may only be used when you are attacking.

DEFENSIVE

Booby Traps (1 RP) –

Dark Eldar, Imperial Guard, and Orks

At the start of the game, after terrain is placed, declare that you have placed booby traps and secretly write down D3 pieces of terrain that have been booby-trapped in this fashion. Each terrain piece may only be booby-trapped once. Booby-traps are automatically triggered the first time a unit (friendly or enemy) moves into the booby-trapped terrain. When triggered the traps inflict 2D6 S6 hits with an AP of 4. Cover saves are not allowed against the traps, as they strike from unexpected angles.

Force Pylons (2 RP) –

Eldar, Dark Eldar, and Tau

You may place four markers to represent force pylons on the battlefield, each within 6" of another pylon. Draw an imaginary line between that pylon and the next nearest pylon – no non-vehicle unit may pass through that line, though jump infantry and jetbikes are unaffected. A unit with grenades of any kind can use them to temporarily diffuse the force field – such units are also unaffected by the pylons.

Power Generator (1 RP) –

Eldar, Imperial Guard, and Tau

Select one unit. Once per turn, after rolling to hit that unit may re-roll any failed to hit rolls.

Trench Network (1 RP) –

Imperial Guard, Orks, and Tau

You may place 18" of low walls anywhere within your deployment zone.

Turreted Stronghold (2 RP) –

Eldar, Imperial Guard, and Space Marines

You have an automated turret with the following profile.

	Range	Str	AP	Special
Battle Cannon	72"	8	3	Ordnance, Large Blast

OFFENSIVE

Darken the Skies (1 RP) –

Chaos Space Marines, Daemons, and Tyranids

You may use this stratagem at the beginning of any turn. Until the beginning of the next game turn, the Night Fight rules apply. Furthermore, due to the sudden pall of darkness, any Morale tests taken by the defender are at -1 until the beginning of the next game turn.

Deathstorm (1 RP) –

Chaos Space Marines, Orks, and Space Marines

The deathstorm is rolled for as if it were a unit held in reserve. At the beginning of the Shooting phase on the turn the deathstorm arrives, any unit on the battlefield that is not inside a building (not a ruin), be it friend or foe, suffers 3d6 hits with S1 and AP6.

Desperate Last Push (2 RP) –

Daemons, Orks, Space Marine, and Tyranids

At the end of the game, the attacker may choose to immediately take an additional turn. At the end of that turn, roll a D6. On a roll of 4+ the defender also gets the choice of an additional turn.

Ground Observer (2 RP) –

Imperial Guard, Space Marines, and Tau

Place a marker anywhere on the table after the defender has set up. This marker represents a ground observer. If an enemy model comes within 6" of this marker it is immediately removed from play. Whilst the ground marker is still upon the table, the attacker may re-roll any scatter dice, provided the target point is within line of sight of the marker.

Laserburn (4 RP) –

Dark Eldar, Imperial Guard, and Tau

Place two coin sized markers within 8 inches of each other. Roll for scatter, though this scatter, though this scatter cannot be corrected or rerolled, and you must roll 3D6 instead of 2D6 to determine scatter. Once the markers

have been placed, draw an imaginary line between them – models touched by the line suffer D3 S10 hits at an AP of 2. Vehicles that are hit by this attack are hit upon their side armour. Mark the affected region with a crater.



Planetquake Bomb (3 RP) –

Chaos Space Marines, Imperial Guard, Space Marines, and Orks

The planetquake bomb may be dropped at the beginning of any of your turns. All non-vehicle units upon the battlefield must take a Pinning test, and all buildings on the battlefield take a S10 hit.

Sabotage (2 RP) –

Dark Eldar, Imperial Guard, Orks, and Tyranids

The attacker chooses an enemy vehicle after the defender has set up and places a sabotage marker on it. Any weapon on the vehicle with a sabotage marker must roll a D6 each time it wishes to fire. On a result of 1-3 it may not fire that turn.

Smoke Shield (2 RP) –

Orks, Eldar, Imperial Guard, and Tyranids

All models in the open benefit from a 5+ cover save on the turn this Stratagem is used. In the subsequent turn, all models in the open benefit from a 6+ cover save before the smoke disperses. Note that models affected by this stratagem do not count as occupying cover for the purposes of assaults.

Terror Tactics (2 RP) –

Chaos Space Marines, Chaos Daemons, Dark Eldar, and Tyranids

Roll a dice for each non-vehicle unit in the defender's army that does not have the Fearless special rule. On a roll of 2+ that unit must take a pinning test.

IMPERIAL DATA FILE:

SUBJECT NUMBER – XX-XXX-XXXXX

Name: _____

Army: _____

Type: _____

WS	BS	S	T	W	I	A	Ld	Sv

Injuries: _____

Tiles Controlled: _____

Resource Points: _____

Strategems: _____

EXPERIENCE

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EQUIPMENT