WARHAMMER 40,000

PLANETARY EMPIRES

EMPIRES PLANÉTAIRES • PLANETARE REICHE • プラネタリー・エンパイア

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GAMES WORKSHOP

PLANETARY EMPIRES

The Planetary Empires set consists of 48 plastic snap-together hexagonal map tiles representing various planetary features such as space ports, ruined cities, battle zones, and wasteland. In addition the set includes banner markers (little pennants), power stations, command bastions, shield generators and manufactorums (factories) that can be pegged in place on the tiles themselves to create a complete Warhammer 40,000 planetary landscape.

The map can be made and re-made any number of times and assembled in countless ways. The idea is to provide Warhammer 40,000 gamers with a way of creating maps to use for playing campaigns or map-moderated games of various kinds. Planetary Empires is not a game in itself – it is a kit of parts that can be used in any number of different ways – but this booklet gives a complete example of one way of using the Planetary Empires set to run a Warhammer 40,000 campaign.

Before you can create a map you will first need to carefully remove all of the tiles, pieces and banners from the plastic frame to which they are attached. We recommend using a pair of plastic clippers but a sharp pair of scissors or a modelling knife will suffice. As with any plastic kit it may be beneficial to remove plastic mould lines or injection markings using a modelling knife or file.

PAINTING THE TILES AND PIECES
The Planetary Empires tiles can be used unpainted, but doubtless most players will want to paint the tiles along the lines shown on the box and in this booklet. The tiles and other pieces can be painted using the same Citadel paints and brushes that you would normally use for

painting your Warhammer 40,000 models. We've included examples of painted tiles illustrating different planets on the side of the Planetary Empires box.

The banners can be painted different colours to represent different players or factions. Obviously, the number of different colours you will need depends on the number of players, so we leave this for you to sort out to your liking – the banners can always be repainted should you need to add a faction at some later date!

HIVE CITY TILE
The hive city is a special tile that is available only from Games Workshop Direct. You can order it by phoning Games Workshop Direct on the following number, or by ordering it from the online store on the Games Workshop website.

Tel: 0115 91 40000
**www.games-workshop.com**

COMPONENTS
Your Planetary Empires set contains the following:

- 1 Planetary Empires booklet (you're reading it!)
- 48 Snap-together hexagonal Planetary Empires map tiles
- 12 Power Station pieces
- 12 Command Bastion pieces
- 12 Shield Generator pieces
- 12 Manufactorum pieces
- 96 Banners

TILE ASSEMBLY

1 The tiles clip together along the edges as shown.
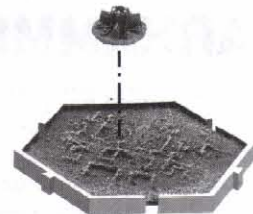
2 Each tile has a hole allowing a piece to be firmly attached to the map.

3 Banners can also be added to the tiles or pieces as shown.

PLANETARY EMPIRES MAP GENERATOR

You can use the tiles to represent part of an existing Warhammer 40,000 planet such as Armageddon, you can invent your own planets, or you can generate a landscape by taking and placing random tiles as described here. A number of examples are shown on the cover of this instruction booklet. It is easy to make larger maps by combining two or more sets of Planetary Empires together.

Here's a handy way of generating a map by placing random tiles:
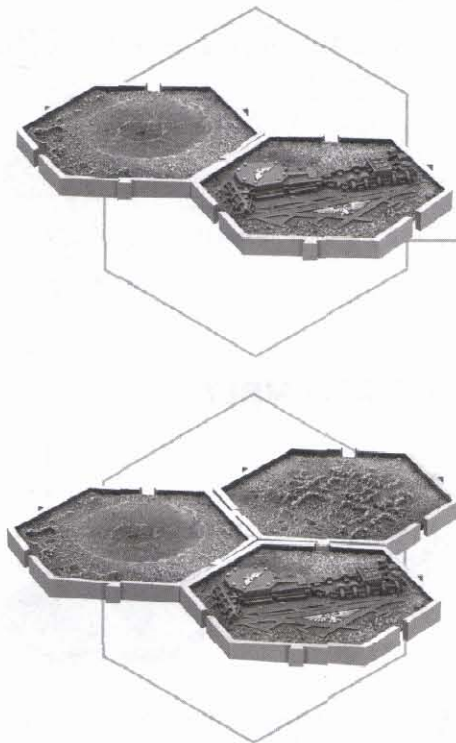
1 Separate out the spaceport tiles. Place all the remaining tiles in the box lid.

2 Take one of the spaceport tiles and one other random tile and connect them together on your table surface to start the map.

3 Select a tile at random (without looking!) and place it on the table (still without looking!) so that a random side of the tile is placed face-up.

4 Take the tile and connect it to the map with the randomly selected side face-up. It must be placed so as to touch two tiles on the map.

5 You can decide to add a spaceport to the map instead of the tile you have drawn from the box lid. Return the tile that was drawn and add a spaceport tile to the map instead. However, you may not place two spaceports next to each other.

6 Keep on adding tiles to the map until it is complete.

7 Each player takes it in turn to add power stations, command bastions, shield generators and manufactorums to the map. You may not place more than one of these pieces per tile. Keep on adding markers like this until one player decides or is forced to stop; each other player may, if they wish and are able, place one last marker. The map is then finished.

WARHAMMER 40,000 CAMPAIGN

The Planetary Empires set is not a game as such – it is a kit of parts that enables you to assemble maps suitable for playing Warhammer 40,000 campaigns or map-moderated games in any form you wish. The following campaign rules are just one way of playing a campaign and are offered as an example of the sort of map-based game possible using the Planetary Empires map.

These rules have been designed in such a way that it is very easy to expand and add to them. We will be publishing additional rules in White Dwarf magazine and on our website at **www.games-workshop.com** We also encourage players to come up with their own house rules and campaign systems. This is great fun, and allows you to tailor your campaign to perfectly suit the needs of your playing group.

This said, if you've never played a campaign before we recommend you start by just using the rules you will find here. You will need at least two – and preferably three – players to play a campaign as described. A single Planetary Empires set is sufficient to accommodate as many as six players, and sets can be joined together if more players are to take part.

In our campaign, rival players compete for territory until one player conquers the others or establishes an empire of such size and power he is declared the victor. The participating players play games of Warhammer 40,000 and, depending upon their degree of success, they can expand their territories or encroach upon the territories of their neighbours. However, as a player's empire expands, his forces will be stretched

thinner and thinner trying to protect the extra territory, and he may find himself outnumbered in battles against players with smaller empires.

The map is used to show the territory that each player controls. Each player begins with a set of tiles each marked with a banner painted in his chosen colour. When games of Warhammer 40,000 are fought, players can take over adjoining tiles as explained below. As a player's empire expands he places banners on the tiles to mark his territory.

The winner is the first player to have fought at least one battle against each other player and carve out an empire of ten tiles – this is a simple way of working out who has won and you can set this target higher or lower as you wish.

STARTING A CAMPAIGN

If you want to make a random map we recommend that the players get together to do this and take it in turns to select and place one tile at a time. The map needs to have between six to eight tiles for every player taking part. You will also need a set of banner markers for each player taking part in the campaign. Paint each player's banners in a distinctive colour – or paint a number or letter on the pennants if you prefer.

Each player must now claim their starting tiles on the campaign map, by placing their banners on the tiles they wish to control. Choose a player to begin. That player may claim one tile on the map by marking it with a banner. Then work round clockwise so that each player gets a chance to place one banner. The first player may then claim a second tile, and so on round and round the players until all tiles have been claimed.

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 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.

CAMPAIGN ROUNDS

The campaign is fought over a number of rounds. A typical group of players will usually work through one round every week, but it all depends on how often you can get together – it is perfectly possible to play a whole campaign over a single weekend if you wish.

During the course of the round the players are free to organise battles against each other. You can fight as many or as few battles as you wish, against whoever you wish to fight.

At the end of each round the players gather together and are allowed to adjust their banners on the map based on how well they have done in the battles that they fought. Ideally all players must be present at the end of each round, but this isn't absolutely vital (see 'End of Round' on page 5).

FIGHTING BATTLES
Players are free to arrange battles as and when they wish. Battles can be any size or type, though we've assumed that they will be pick-up games of between 1,000 to 2,000 points per side for the purposes of the rules that follow. If you play games much larger or smaller than this then you may need to adjust the following modifiers appropriately.

Battle bonuses
Once you've worked out the points value for a battle, but before you and your opponent pick your armies, check to see if either player is eligible for any of the following bonuses:

- Compare the number of tiles each player controls. If one player has less tiles, then they get a 50 point bonus for each additional tile the opponent controls. Note that it's the player with the smaller number of tiles that gets the bonus, on the basis that their opponent's forces are stretched thin trying to protect all of their territory! For example, a Space Marine player with 7 tiles is battling an Ork player with 9 tiles. The Space Marine player gets a bonus of 100 points because the Ork player controls two extra tiles.

- In addition each player adds the bonus for the manufactorum's they control (see manufactorum's on the next page).

Spending bonus points
Bonus points can be used to either add units to the player's army list, to allow the player to take *mercenary units* from a different list, or to ask for help from another player in the form of *allied units*. For example, a Space Marine player with a bonus of 150 points could either add 150 points to his army, or use 150 points worth of units chosen from another army list (Imperial Guard, for example, or Eldar), or ask another allied player to help out with 150 points worth of allied units.

Mercenary and allied units take up force organisation slots on the player's main army. In effect the units count as part of your army, even though they may have been chosen from another army list or lent to you by another player. For example, if you took a mercenary Heavy Support

unit, then it would take up one of your Heavy Support slots. Note that any further restrictions that apply to taking mercenary or allied units in their own army list are waived.

Design Note: Mercenary units are included to allow players to use models from other armies in their collection. It's also a cool way of starting to collect a new army. Allied units, on the other hand, allow you to include models from another player's army with your own – they can be controlled by you, but really they should be commanded by your ally!

Fighting the battle
The players are now free to fight the battle at any convenient time or location, and using whatever missions, expansions or house rules they desire.

MAP PIECES

At the start of the campaign there will be a number of power stations, command bastions, shield generators and manufactorums 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. For example, manufactorum pieces allow a player to produce more raw materials. Note that some armies will gain greater benefits from certain pieces than other armies will – this is based upon how each army fights, and means that certain pieces will be more valuable to certain players than other ones are. Capturing or building the right pieces is therefore vital to your success.

Power station – Power stations provide the power needed to manoeuvre your troops into position before the battle. Both players add up the points from the chart below for the power stations they control. For example, a Space Marine player that controlled two power stations would have 20 points. If one player's total is higher then they add +1 to dice rolls for picking deployment areas, seeing who goes first, and for reserves. If their total is double the opponent's they add +2, and if triple or more add +3. In the case of a tie neither player receives the bonus.

Shield generator – Shield generators make it much harder to capture the tile with the generator and any adjacent tiles. An opponent must subtract the first modifier listed on the chart from a Conquest roll to capture the tile (see Conquest table opposite), and the second modifier to capture any tiles adjacent to the generator. For example, a player trying to conquer a tile with an Ork shield generator would suffer a -3 modifier, and would suffer a -1 modifier to conquer any adjacent tiles. The modifier for adjacent tiles only applies to tiles controlled by the player that controls the generator. If several shields overlap only one can be used (owning player's choice).

Manufactorum – Manufactorums produce the materials needed to equip and arm additional units for your army. Both players add up the points from the chart below for the manufactorum's they control. For example, a Tyranid player that controlled two manufactorums would have 20 points. If one player's total is higher then they receive a 50 point battle bonus and may add 50 points to their army. If their total is double the opponent's they add 100 points, and if triple or more add 150 points. In the case of a tie neither player receives the bonus.

Command bastion – Command bastions allow an army to be better prepared for a battle, and to organise special training and equipment to be issued to some of the troops taking part. Both players add up the points from the chart below for command bastions they control. For example, an Imperial Guard player that controlled two bastions would have 16 points. If one player's total is higher they roll 1D6, if their total is double they roll 2D6, and if it is triple or more they roll 3D6. Each roll of 4+ allows the player to pick one unit in their army and give it one of the universal special rules listed in the Warhammer 40,000 rulebook. For example, you could say to your opponent, "this unit has the furious charge rule". The unit is allowed to use the special rule for the duration of the battle. If you are allowed to choose more than one ability then no unit may be given more than one special ability, and each ability you choose must be different.

Hive city – Players that have the hive city tile can include it on their game map. The hive city counts as a spaceport tile that has one power station, one command bastion, one shield generator and one manufactorum. The pieces don't have to be added to the tile – they are located inside the hive city and are controlled by the player that controls the hive city.

ARMY	POWER STATION	COMMAND BASTION	SHIELD GENERATOR	MANUFACTORUM
Space Marines	10	10	-4/-1	6
Imperial Guard	6	8	-5/-2	11
Orks	9	6	-3/-1	9
Tyranids	8	7	-4/-2	10
Eldar	10	11	-2/-1	6
Tau	8	9	-4/-2	8
Necrons	7	8	-5/-2	9
Dark Eldar	11	9	-2/-1	7
Chaos Marines	10	10	-4/-2	6
Daemons	D6+5	D6+5	-D6/-D3	D6+5
Any other	9	9	-4/-1	8

END OF ROUND

At the end of the round the players gather together to see what effect the battles they have fought will have on the campaign map. Players that fail to attend lose the chance to conquer tiles , though tiles can be taken off them as described below. This is also a good time to arrange battles to be fought in the next round.

CONQUEST

Each player that won a battle is allowed to attempt to take over a tile controlled by their defeated opponent. Note that if you fight several battles you may attempt to conquer a tile for each battle that you won.

The player that controls the most tiles goes first, and then in order of number of tiles from highest to lowest. If two or more players control the same number of tiles then roll-off to see who goes first.

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 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 manufactorums in the process (ie. do not remove them).

THE CONQUEST TABLE

Location	2D6 roll to capture
Tile is adjacent to one of the winner's tiles	3+
Tile is not adjacent to one of the winner's tiles	7+*

Modifiers	
Winner only won a moral victory	-2
Tile has defence lines or ruins or river	-1
Tile is a mountain or space port	-2
Tile has a shield generator	-Modifier
Attempting to capture more than one tile per round	-1 for each extra tile after the first

* If the winner controls a space port tile than he counts as being adjacent to all other space port tiles on the map (or any other planet maps being used in the campaign).

ENDING THE CAMPAIGN

The campaign ends the instant a player claims his tenth tile, but only so long as he has fought at least one battle against every other player at some point during the campaign. If you wish you may increase or decrease the number of tiles needed for a win, and even decide not to bother with such things but simply keep on playing until the campaign has reached a natural conclusion. It's up to you!

DROP OUTS

If a player drops out of the campaign then this needs to be announced at the next end of round meeting. 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, including the modifier for winning a tactical victory.

NEW PLAYERS

New players can be added to the campaign by simply creating a new map of about half a dozen tiles per new player, with at least one spaceport. The new players then select tiles on the new map as described in set up above. The new map is assumed to represent a different continent on the same planet as the first map, or an area on a moon or other planet in a nearby system. Players are allowed to challenge players and try to conquer tiles from any of the maps that are in play.

PLAYERS WITH NO TILES

Players reduced to no tiles carry on playing normally, except that if they lose a battle then their opponent cannot claim a tile from them.

EXPANDING THE RULES

We've kept the rules in this booklet as simple and straightforward as possible, in order to make it easy for you to add to them. You can find some of the additional rules we've come up with for our own campaigns on the Games Workshop website at **www.games-workshop.com**

and we encourage you to create your own 'house' rules for your own campaign. It's great fun, and will make any future campaigns you fight really special.

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