

Cycle 2: Grains of Sand, Slipping

While the imperial grip on Megaborealis tightens, the Hivesprawl Oteck has begun to slip from its grasp. Raiders have taken scores of the hive dwellers who maintained the key water source, and the rest have gone into hiding or taken shelter in the sprawl's capital to the west. Should the imperium fail re-take Oteck, the water imported from asteroid belts will not be enough to sustain its armies, industries, or population for long.

Effects

Calgar's Edict: In the event that a Guard/Saroritas player is not available to meet the challenge of a major battle, any imperial allied player may fight in their stead. Due to the lack of discipline, a battle fought this way can never grant the imperial player Situational Advantage.

Underdog Bonus: After army lists are formed, if one player's army list is at least 50% higher power rating than the other*, the smaller force gains the following benefit.

Defensive Positions: All of your units that are not in cover count as being in cover as long as they remain stationary (if they did not move, charge, heroic intervention, pile in, or consolidate during the current or previous turn).

Attrition: After army lists are formed, if one player's army list is at least double the power rating of the other*, the smaller force also gains the following benefit.

Bog Down: Your primary objective is attrition. If at least half (rounded up) of the enemy's initially deployed units are destroyed, you win and the game ends immediately.

** If during the course of the battle new units are added to an army that were not a part of the army list (such as summoning, or spawning), an player might gain or lose these benefits based on their new total power levels.*

Battle Guidelines

Location	Major Max	Minor Max	Terrain	Battlefield
Wastelands	No max	No max	Minimal cover	Large ~6'x4'
Dontoria	36pw	27pw	Dense Intact Cover, Streets	Small ~4'x4'
Megaborealis	27pw	20pw	Dense Intact Cover, Streets	Small ~4'x4'
Storvhal	31pw	23pw	Dense Intact Cover, Streets	Small ~4'x4'
Hyperia	29pw	22pw	Dense Intact Cover, Streets	Small ~4'x4'
Dirkden	25pw	19pw	Dense Intact Cover, Streets	Small ~4'x4'
Oteck	33pw	25pw	Dense Intact Cover, Streets	Small ~4'x4'
Mortwald	31pw	23pw	Dense Intact Cover, Streets	Small ~4'x4'
Kaelac's Bane	30pw	22pw	Dense Intact Cover, Streets	Small ~4'x4'
Bridge-Wall	Lowest of the 2 hives		Dense, highly fortified, narrow	Small ~4'x4'

Reinforcements

Min-40 rule: If the units on your roster, plus your generic unspent power is less than 40 total, you gain generic reinforcement power equal to the difference. Then you gain reinforcements based on your team/faction.

Imperium: Minerals are now under Full Control, but Water is now scarce. Cycle Reinforcements are 30 power, plus an additional 5 power to spend only on Heavy Support or Lord of War choices. However, every unit purchased will cost an additional 1 power, and the Organizer must be notified every time this tax is paid, and how much is paid in total.

Orks: Da Boyz are making progress! Cycle Reinforcements are 33 power based on the territories currently controlled (2 strongholds, 5 scrap cities, and 1 hive sprawl territory).

Raiders: The taking has been strong this cycle. Cycle Reinforcements are 45 power since they were able to remove 2 territory claims. Individual players also earn half of the value of any units that were permanently deleted from their opponent's rosters.

Genestealer Cult: Minerals are now Scarce, but the Imperium has lost their grip on Water. Cycle Reinforcements are 30 power, plus all taxes paid on water are earned in additional power to a maximum of 50. However, each Heavy Support or Lord of War choice costs an additional 2 power.

Craftworld and Grudge Bearers: The Grudge is still being settled, and as a result reinforcements are 35 power for the cycle. Play at least one major battle against chaos or marines next cycle to keep your reinforcement power at this level.

Chaos: Each player earns 20 power of reinforcements, plus an additional 15 power for each major battle that they personally won during cycle 1 and an additional 10 power for each minor battle won (unless they tallied it during post-game).

Weakenings

Ork Army, North of Oteck: Transport Hindered- Elite units now cost Orks 1 additional power to use in battles in this area.

Chaos Army, Storvhal: Pathing Error- Fast Attack units now cost Chaos 1 additional power to use in this area.

Marines Army, Mortwald: Damaged Munitions- Heavy Support units now cost Marines 1 additional power to use in this area.