Sector Wars (part 1)

First part of an exciting new Epic campaign system

By J Andrew Evans

The campaign is played in a network of stars connected by Warp Links. Whilst a map can be constructed on a grid or hex system it is not necessary as the only form of travel is by warp and thus whether the planets are physically located near each other, or what their spatial relationship is, is essentially unimportant. Within each star system it is assumed that there is a single planet capable of bearing life. The sector represents an area of space previously cut off by warp storms that had been colonised by humans in the distant past. No planet has progressed to interstellar travel, some are not even industrial.

Most races have an "off-sector" link to their starting planet with 100% safety in use by which extra forces can be sent in to help. In order to achieve this resources and population must be sent through the off-sector link and armies return. See race specific rules later in the text.

CREATING THE STARS

Each star is assumed to have planets and the most habitable planet in the system is then classified as detailed below. The RP of a planet represents both the industrial capability and the resources garnered from the whole system and includes resources gathered from less habitable planets in the star system. Battles may therefore be fought on other planets than the one listed in the sector. This is player-choice, by and large, but will allow pitched battles when the "main" planet in the system is a hollowed out planetoid or a Water World. Pitched battles, if that is the player preference, are then fought on other planets in the system, perhaps because that is where in fact the main resources of the system come from. Such battles may be fought on a VERY inhospitable landscape (otherwise, why aren't they living there?). In the future we may add rules to develop other planets in a given system.

The main planet in the system is classified in the following ways

Size

Roll (2d6-2) and consult the following table.

On a result of zero means a planetoid or very small planet. A result of 10 is a 10,000 mile radius planet. (roughly equivalent to a 63000 mile equator – just over twice the size of Terra).

2D6-2	Planetary Diameter	Gravity
1	Planetoid	Minimal
2	2000 miles	0.25 G
3	3000 miles	0.5 G
4	4000 miles	0.75 G
5	5000 miles	1G
6	6000 miles	1.25G
7	7000 miles	1.5 G
8	8000 miles	1.75 G
9	9000 miles	2 G
10	10000 miles	2.25 G

The size of the planet controls, by and large, the gravity. Zero size planets would have very low natural gravity (although "artificial" gravity might be a technology they utilise or they could be living inside a hollowed out asteroid or planetoid which is spun faster

to create centrifugal forces equivalent to gravity. Size 5 planets have 1G (same as Earth) and Size 10 planets would have 2.25G. This **could** be used to make adjustments to the movement of various units for battles waged on the planets or other effects as players agreed. Fastest Titan movement, faster vehicle but slower infantry? No rules have been developed here yet as this can be added by player preference, for a particular battle – as long as the playing field is level, so to speak. (That is, the rules are applied equally to both players and the rules are known beforehand and not introduced with the attacking force in mind).

Another roll of 2d6-2 may be used to establish the water percentage of the planet. Water 0 being no free standing water, and Water 10 being a oceanic (or ice) world with 100% water (You could allow one island or a archipelago on which battles ensue). At present there is no specific use made of this figure, but like the gravity figures above may be used to spur player's imagination in coming up with scenery for an Epic Battle. For example, this could also add interest to the scenery built up for battles on the planet in question. High Water figures 7-9 would for example be required for Jungle Battles and low, Water 1-3 for Desert scenarios.

Any rules to develop scenery from a combination of random factors (temperature of planet) and size and Water figures to generate a "scenery" table would be gratefully received, included, but probably made optional.

Type
The planet is also classified by type. This controls what can be done on the planet in terms of manufacturing and repairing. Roll 2d6-2 and consult the following table

2D6-2	Resources points/turn	Description
0	0	Devoid of anything
1	1	Poor
2	2	Poor
3	3	Agri
4	4	Agri
5	5	Industrial*
6	6	Industrial*
7	7	Forge
8	8	Forge
9	9	Hive
10	10	Hive

This controls two things. The Type number is also the number of Resource Points (RP) each system gives to the owning player every campaign turn. Resource points generated on the planet may be transported to other planets for conversion into Epic Units to replace losses in battle. (See race specific rules, as this varies by race). Epic units may not be converted back into RP's. RPs may be stockpiled. The origin of an RP is not significant with respect to what it can build, its end location is.

RPs may also be used to upgrade the facilities of planets.

Type 4 (Agri) may be upgraded to Type 5 (Industrial) at the cost of 40 RPs. Each additional step is 40 RP to a max of RP 10 (Hive Worlds). *Devoid worlds may not be upgraded.*

Planetary type may also be downgraded by cannibalising the facilities. A cannibalised RP yields two RP and each cannibalised RP reduces the plants RP by one. Example: Yod (RP=5) has 1 RP cannibalised, for this turn Yod yields 6 RP but next turn is reduced to 4RP and from Pre-Forge to Agricultural.

STARDOCKS AND STARPORTS

Planets also hold a classification for the type and development of Stardock they presently have. This is present in order to allow for the later addition of rules for building and maintaining BFG fleets – which proved too difficult in this first draft. At present, it also simply adds colour and allows for battles to control the Starport.

Starport types are as follows:

Class	Stardock type
A	Full Repair and some Construction facilities
B	Major repair facilities
C	Major repair facilities
X	No Starport

To decide the type of Starport, roll 1d6 on the following table

Class	Type of Starport
1	Type X
2	Type C
3	Type C
4	Type B
5	Type B
6	Type A

Population
To discover the population of a given planet (no race is specified) then roll on the following table:

2D6-2	PP	PopulationDescription
0	0	Units
1	1	Tens
2	2	Hundreds
3	3	Thousands
4	4	Tens of Thousands
5	5	Hundreds of Thousands
6	6	Millions
7	7	Tens of Millions
8	8	Hundreds of Millions
9	9	Billions
10	10	Tens of Billions

Population Points (PP), in conjunction with RP are used to create epic units. They may also be downgraded (otherwise known as killed) by the application of Epic units (the army shoots them!) Each 1000 epic points, rounded down, will kill one PP. Some races, which do not use PP to build units, may want to do this. This will lower the population by one point (e.g. Pop 8 to Pop 7). Note that PP are equal across different worlds. Population dropping from 8 to 7 means the population dropped from hundreds of millions to tens of millions, but not 800 million to 70 million). PP may NOT be stockpiled.

Tyranids reduce populations in order to build armies. That is, they eat them and/or infect them with Tyranid DNA and generate more Tyranids from their biomass. (This is pretty disgusting stuff but you get the picture! If not, watch an Alien film but don't let your children!)

Populations can be increased up to the planetary limit, which is fixed. PP not used to build units reproduce by doubling each turn up to the limit of the planets capacity. Planets may also be re-populated. Ork, Imperial, and Chaos may move PP to a vacant (but not Tyranid devoured) planet in the usual fashion.

OTHER RULES

Trading: There is no trading of RP or PP between players. PP/RP sent to another players planet by accident are lost.

Alliances/Races: There are no formal alliances unless negotiated through the gamesmaster. Imperial players' armies may include Imperial Guard, Space Marines, Sisters of Battle, and Adeptus Mechanicus or Arbites detachments.

Starting Points: The initial army, which may be any class of Epic40k points, is calculated as follows: Points = 3000 + (5000/(Initial Planet RP + Initial PP))

(Example: Maximum planet with RP10 and PP10 would be 3000 + 5000/20 = 4250. Small Planet with RP=2 and PP=2 would be 3000 + 5000/4 = 4250)

Capturing Neutral Planets: An invader needs 250 epic pts per planetary PP to take over an un-owned or un-garrisoned planet, i.e. awe the natives with their might. Tyranids immediately attack and 'eat' planetary PP as specified in their rules.

TURN SEQUENCE

a. Players build and place units, up and downgrade planets, using RP and PP as appropriate. Some players create special items.

b. Players decide on their moves, both units, PP and RP, and submit them to the game-master via Email.

Units should include a mission such as attack, defend, observe or transit.

c. The Game-master adjudicates moves, resolves or assigns battles to players and provides results.

d. A player generates PP and RP as appropriate on their planets and informs gamesmaster of their calculation prior to the next build phase.

ABOUT THE AUTHOR

J Andrew Evans is a long term gamer (too old to mention!). he has a 10,000 point army for each Epic race and regularly mounts massive battles at his home. We'll be seeing more of Mr Evans next week when we publish the second part of his Sector Wars article.