



# Sector Wars (part 2)

Second part of the Epic campaign system, part 1 was in issue 22

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## RACE SPECIFIC RULES

These rules attempt to bring some 40K flavour into the campaign at the cost of some complexity. It will require players and the game-master (except the Tyranids) to keep track of their army points by type.

Initial armies given to players may be split up in any way the player requires.

That is, Daemon only armies are possible for this initial army as are flyer-only, war engine only – this is not particularly recommended however as units may only be deployed into battle according to the Epic Armageddon Army lists in use and therefore a War Engine only army would place severe limitations on what could actually be fielded. This represents the logistical difficulties of moving and servicing such highly unbalanced armies.

As an example, an Ork force of 1500 points would have to be entered as

- 555 points Infantry
- 500 pts Vehicles
- 145 pts Flyers
- 300 pts War Engines

Thereafter records are kept by the players as to what infantry, vehicles and war engines have been built, according to the race specific rules below. All fielded armies wherever the battle occurs in the sector must then split according to the totals in each army type.

For example if after several turns the total army strength for our Ork is now 6000 pts (They built more). And This splits:

2500	Infantry	41%
1500	Vehicles	25%
1000	Flyers	17%
1000	War Engines	17%

Then when an army arrives on planet to invade the subsequent battle with the army of an opposing player already on planet must keep to these percentage splits. It must also comply with the Epic Armageddon Army List in use by the players. This may also involve not being able to field all the Epic points that you shipped to the planet so build carefully and keep your armies balanced.

## TYRANIDS

Tyranids do not use the RP (resource points) system for building new units. They require only PPs (population points) in order to grow new units. They may transport PPs (not RP) if desired, subject to the perils of the warp, but not to a ravaged

planet/system (if they do the PP are lost). For the Tyranid player a single PP generates 250 Epic Points of any Tyranid unit type.

Each turn the Tyranid player remains in a system the PP and RP level drops by one class for every 1000 Epic army points. (9 goes to 8 etc). The remaining population does not reproduce. Once the RP and PP equal 0, the planet is ravaged and can NEVER regain RP or PP in the span of the campaign. If you are Tyranid, basically, keep moving and keep eating! The Tyranid player may convert all his starting planets PP to 'points' in one turn due to the preparation by the cults.



## IMPERIAL, SPACE MARINES AND CHAOS

All Imperial and Chaos forces require the following to produce units. The rule is roughly, 2 RP or PP per 250 Epic points.

**Space Marines.** Space Marine (SM) infantry replacements /reinforcements come from a 100% link that leads "off map", so to speak, from their starting planet to their Chapter's home world. The turn after the appropriate PP exit, the proportional number of SM infantry replacements arrive at the link on the planet. If the planet is lost, no more SM infantry replacements may arrive unless the original player recaptures the planet

**Imperial Guard.** All Imperial Guard infantry reinforcements can be produced on-planet whereas Marine infantry must be produced via the off-sector link to the Chapter's home world.

**Chaos.** Chaos Marines infantry, Daemons and Daemon engines replacements/reinforcements come from a Daemon world in the Warp. A Chaos gate to the Chaos players starting planet connects to this planet. The Chaos player 'sacrifices' the appropriate RP/PP on his starting planet and the next turn the proportional number of SM infantry, daemons and daemon engines arrive on the planet. If the planet is lost, no more demoniac or SM infantry replacements are available here, the Chaos gate has been closed. A Chaos player may attempt to open a new warp gate on any planet by sacrificing PPs, with a 10% chance for each PP sacrificed. Chaos replacements/reinforcements from the Daemon World may appear through any of that player's operable Chaos gates. If the Chaos player reclaimed its starting planet the Chaos gate can be re-opened automatically at the cost of 2 PPs

Only Chaos Cultist units, Artillery and War Engines and Marine vehicles can be built in sector. No Chaos Marine Infantry units are allowed simply these "Chaos-allied" units.

Imperial/Chaos	Planet Type	Requirments	Epic Points produced
Infantry/Cultists	Any except devoid	0 RPs 2 PPs	250 Epic points
Vehicles	Forge, industrial or Hive	1 RPs 1 PPs	250 Epic points
Artillery	Forge, Industrial or Hive	1 RPs 1 PPs	250 Epic points
War Engines	Forge	2 RPs 0	250 Epic points
Flyers	Forge, Industrial	2 RPs 0	250 Epic points
Daemons	Via Chaos Gate only	2 RPs 0	250 Epic points
Daemon Engines	Via Chaos Gate only	0 2 PPs	250 Epic points

## ELDAR

Eldar replacements/reinforcements also only come from 'out of sector' since there are no full Eldar craftworlds or exodite colonies in the sector. Eldar players use the Webway in addition to the links. Each Eldar players starting planet has a Webway portal to that players craftworld. When capturing a new planet there is a 33% chance that the captured planet will contain a Webway portal. Webway movement is 100% successful and fully netwOrked. Planets that are captured from the Eldar have a 50% chance to have the portal discovered and destroyed. If the system is recaptured the Eldar have a 50% chance of finding the portal within the Webway and re-establishing the portal – they are not able to build a completely new one.

That is, they have a 50% chance of opening the “destroyed” portal from the ‘inside’ of the webway and re-establish the Eldar Gate and invading that way.

No other race except other Eldar may use the webway, and all Eldar players know when a portal is discovered. Eldar have no use for PP, to replenish their forces they must send RP back to their craftworld. They have a limited number of PP at their craftworld to create units so they must conserve their infantry. The craftworld generates (1D6-1) PP per turn which MAY be stockpiled at the craftworld.

Eldar use the build table shown below.

\*Wraithguard may be created from dead guardians, aspect or Harlequin infantry stands instead of using PP/RP as normal infantry. The players fighting the battles will have to track this. The Eldar player will have to track his special Wraithguard. For each two such stands of ‘spirit stones’ transported back to the craftworld the Eldar player gets one Wraithguard stand.

## ORKS

Each Ork player has arrived in system on a space Hulk. That Hulk starts in orbit around the Ork players starting world which is now entirely populated with Orks. Although Orks will use enslaved populations to build war material (e.g. create RP), they do not recruit non-Orks. Thus all Ork PP initially come from the space hulk and the Orks starting planet. The space hulk provides 1D6 PP and 1D6 RP per turn and is treated as a industrial world. It may stockpile PP and RP up to 10 each plus 5000 epic points.



Every turn the Orks control a world they convert one non-Ork PP into an Ork PP, until the planet is all Orks. Ork PP are tasty to Tyranids, but useless to all other players. When any of those players capture an Ork system, the Ork PP are exterminated (or eaten if Tyranid) and the player, if not Tyranid or Eldar, must re-populate the planet.

'Ere we go.' The Ork player may make warp moves but due to the Orks uncertain navigation skills rolls twice on the Link table taking the lowest (worst case) number of the two rolls as his points/RP/PP loss. The space hulk may move, and cannot be lost or attacked as a planet. However, the Ork player has little control over where it goes or when it arrives. When the hulk wants to move it has an equal chance to take any link available plus a chance not to move at all. Example: Pe has 4 links, thus the hulk has a 20% chance to take any given link plus a 20% chance not to move at all. The hulk spends 1D3 turns en-route.

If a Ork hulk is lost there is a chance (9+ on a 2d6) for it to appear, unannounced on a random planet in the sector. About a 27% chance!

Eldar	Planet Type	Requirments	Epic Points produced
Infantry	Craftworld Link	1 RPs 1 PPs	250 Epic points
Vehicles	Craftworld Link	2 RPs 0 PPs	250 Epic points
Wraithguard	Craftworld Link	* RPs * PPs	250 Epic points
War Engines	Craftworld Link	2 RPs 0	250 Epic points
Flyers	Craftworld Link	2 RPs 0	250 Epic points

Orks	Planet Type	Requirments	Epic Points produced
Infantry	Any except devoid	0 2 PPs	250 Epic points
Vehicles	Any except devoid	1 RPs 1 PPs	250 Epic points
War Engines, Flyers	Forge, Industrial	2 RPs 0	250 Epic points



## MOVING AROUND

It is not possible to fly the distances between the stars except by the use of the Warp unless the player has special movement of some kind. Warp travel entails risks and from a given planet there are only certain warp journeys possible. Some warp journeys are very risky. Each game turn RP/PPs, and armies move from one node to another when using the Warp. There may be localised Warp Storms which degrade links around certain systems.

Warp links are classified in three ways, Green means it is

relatively safe with only a low chance of losing the fleet, Epic points, and/or RP/PPs being transported. Amber links have a larger percentage change of loss and Red links are very risky indeed entailing a 50% chance, at least, of losing the army, fleet or PP/RPs in transit. The player may choose the type of points (vehicle, flyer etc) and whether RP or PP lost.

Consult the table at the top of the next page.

To move PP, RPs, or an army, the gamesmaster rolls on the above table. Please note race specific rules.

2D6	Green Link	Amber link	Red Link
2	Lose 5 RP/PP or 1250 Epic points	Lose all RP/PPs or Epic armies	Lose all RP/PPs or Epic armies
3	Lose 2 RP/PP or 500 Epic pt.	Lose 20 RP/PP or 5000 Epic pt.	Lose all PP/RPs or Epic armies
4	Safe journey	Lose 10 RP/PP or 2500 Epic pt.	Lose all PP/RPs or Epic armies
5	Safe journey	Lose 5 RP/PP or 1250 Epic pt.	Lose 20 RP or 5000 Epic points
6	Safe journey	Safe journey	Lose 10 RP/PP or 2500 Epic points
7	Safe journey	Safe journey	Lose 5 PP/RP or 1250 Epic points
8	Safe journey	Safe journey	Safe journey
9	Safe journey	Safe journey	Safe journey
10	Safe journey	Safe journey	Safe journey
11	Safe journey	Safe journey	Safe journey
12	Safe journey	Safe journey	Safe journey

## FIGHTING BATTLES

Battles may be fought when two opposing players move Epic armies to the same star system depending on their orders. Battles are normally fought as tabletop battles comprising that number of points. For example a Tyranid player moves 7000 point Epic army to a given planet occupied by a 6000 point Imperial army. Combat ensues, represented by a single Epic battle on tabletop. If the players do not own sufficiently sized armies then the battle is scaled down equally. In this example the battle could be represented by a battle of 1400 pt Tyranid army vs. a 1200 pt Imperial armies. If players agree several battles could also be fought to decide the winner until the proper point total is reached. (It would be better if this was an "odd" number so the war can be decided as "best of five battles" or so on.)

Battles ensue according to the following matrix.

Battle Matrix	Moving force attack	Moving force observe	Moving force transit
Non moving force defend	Battle occurs; winner occupies system, loser retreats.	Battle does not occur, moving force remains in system	Battle does not occur
Non moving force attack	Battle occurs; winner occupies system, loser retreats.	Battle occurs, system does not change hands but if moving force loses it retreats from the system.	Battle does not occur

The loser then retreats back through the warp (if possible) with 1d6 times 10% less army than they arrived with. The winner loses 1d6 times 5% of their army. If a losing player cannot retreat through the warp except into a hostile system then they must fight again on arrival. If for example the Imperial Player above lost and needs to retreat and all systems around are Tyranid owned then a new battle must be fought on arrival in the new system. This occurs immediately and is always treated as an invasion. Retreating players may not opt to observe or transit a system.

If multiple forces converge on a given system i.e. Eldar and Tyranids show up at an Ork held System then three way battles ensue. These may be resolved as separate battles or as a multiple three way affair. In addition one could begin with a BFG fleet battle, if possible, Eldar vs Tyranids to decide which force was driven off before landing, and which achieved ground invasion. If necessary it can be decided in a "play-off" format to decide the winner. Player Preference should be used.

*It does not matter what Epic rules system is used as long as, fairly obviously, both players are using the same system. For arguments sake 1 Epic 40k equals 1 SM/TL point as, since both players are using the same it generates the same level playing field for all. You will need to convert the E40K classes of units into their SM/TL equivalent. As long as this is agreed between the campaign players this also is permissible as long as the playing field remains level.*

*The problem with the system above is that it implies that the extent of the loss on the table top is of no interest – a crushing victory on the table top or a one point victory will still be a loss of 1d6x10%. If there was some SIMPLE way of transferring a victory point "morale" point score after the tabletop battle to a unit loss in Epic points terms this would be included in the rules to facilitate the campaign's reality. I do not relish players having to "count" the dead pile after their battles as I have always assumed that they weren't all in fact dead, but often, wounded, or simply scattered, panicked and otherwise lost to the battle in hand.*



Most battles may be decided in this way, but occasionally it may be desired to fight the battle with the single roll of a dice. This may be particularly used when one side strongly outnumbers another and it is not felt worthwhile to fight the battle in practice.

To decide the battle assess take the number of points involved on each side, then roll 1d6 plus the bonus

Listed below: (You may recognise this from Epic.)



Situation	Bonuses
If you have fought a battle with this army in the preceding Campaign turn.	-1
If you have lost a battle with this army in the preceding Campaign turn.	-1
If your Army has the higher points value	+1
If your Army has twice the number of points as the opposing army	+2
If your Army has triple the number of points as the opposing army	+3
If your Army has quadruple the number of points as the opposing army	+4

The difference between the die rolls produces the results below:

Combat Difference	Result	Loser Losses*	Winner Loses
+1	Narrow Win	10 % of army	30% of army
+2	Forced back	30 % of army	25% of army
+3	Driven off	50 % of army	20% of army
+4	Hurled back	70 % of army	15% of army
+5	Overwhelmed	100% of army	10% of army

\*A Loss of army points here would entail loss of an equivalent per cent of any RPs or PPs in transit with that army.

In order to prevent remainders of losing armies, say a 16 point detachments wandering the sector unable to win a battle ever

against the incumbent of the systems into which they retreat, all losses which result in unit points of below 200 Epic army points are rounded down to zero. (The personnel put on civilian clothes and disappear quietly into the background).

### 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. Andrew was a regular at the first ever Games Workshop store in Hammersmith, London.