NETEPIC – SLOW GROW CAMPAIGN RULES

Craig Mark

V1.0 Dec 2017

Contents

Introduction

These rules are designed to work with NetEpic and Space Marine 2nd Edition/Titan Legions. They provide a simple to follow framework for creating a campaign that supports multiple players and builds from small-scale skirmishes, to hopefully culminate in a large battle to determine a victor, with some twists and turns along the way.

Note – the Points values quoted in this document are designed to suit my personal game length choices. All values can be scaled appropriately to suit you and your group.

The rules borrow heavily from the Warhammer 40k Skirmish game 'Heralds of Ruin' – which I have found to be quite elegant, so credit to them for that.

Feedback and suggestions are always welcome.

Glossary

Force – This represents the total pool of units available at the start of the campaign. (This should be decided by all players before starting, and any scaling of RP/Base upgrade costs should be agreed on. For the examples in this document a starting force of between 6000-8000pts should provide some balance.)

Army - (Up to 5000pts via Base Upgrades) – This is the selection of units that is brought to a battle

General – One HQ unit is nominated at the start of a battle to be the 'General' (this is only used for the purpose of RP rewards detailed later)

Base – This is where units are provisioned and can be upgraded during a campaign

Requisition Points (RPs) – Used as currency (Used for buying new units, reinforcing or upgrading the base)

Renown – Your Force Commanders' reputation (starts at 0)

Battle Experience (XP) – a trait gained by a formation or model by completing an achievement during a battle

Campaign Sequence

1. Build an army from your Force
2. Play a game (roll for a mission type or decide based on narrative)
3. Determine Casualties
4. Determine CP and Renown
5. Determine Battle Experience (XP)
6. Spend RP

Building an Army

Players must build their army using the pool of units in their force – and must follow the respective rules for army construction in Net Epic.

See Appendix 1. For an example Force and Army

Play a game

Random – Roll a dice against the mission chart to decide on the type

Non-Random – Decide as a group on the next mission to play (Additional mission types can be found in White Dwarf, and via the community)

Storyline – Decide on a branching narrative and play missions based on the outcome of previous battles

See the Appendix 2 and 3 for example mission types and Storyline.

Determine Casualties

Units that are removed during a battle after a combat defeat (Not through routing) are considered casualties. Units destroyed by the Warp are considered lost forever.

Standard units (Infantry, Cavalry, Walkers, Vehicles, Knights) – Roll a D6

1-3 Dead/Destroyed
4-6 Full Recovery/Repaired

Super Heavies
Note: surviving damaged units automatically repaired at the end of the battle.

Roll a D6
1-2 Destroyed beyond Repair
3-5 Out of action for 1 Battle
6 Repaired

Praetorians (Units with hit location charts)
Note: surviving damaged locations automatically repaired at the end of the battle.

Catastrophic Destruction (Reactor Meltdown etc) – No repair possible

Destroyed Legs/Tracks/Hull etc – Roll a D6
1-3 Destroyed beyond Repair
4-5 Out of action for 1 Battle
6 Repaired

Destroyed Weapons – May be replaced by spending RP

Determine RP and Renown

RP is gained through 'achievements' in battle;

Took Part   +10 RP
All players gain this

Victory!   +5 RP
The winning player gains this

Stalemate   +3 RP
Both players gain this if the battle is a draw

Considerate Commander   +2 RP
The player ends the battle with ¾ of his army intact.

First Blood   +2 RP
The player who breaks or destroys the first enemy formation during a battle gains this (once per battle)

Always Outnumbered   +1 RP
One of your units survives and wins a secondary combat (once per player, per battle)

Never give Up   +1 RP
One of your formations rallies in the morale phase (once per player, per battle)

Lead by example   +1 RP
Your General Kills an enemy unit (once per player, per battle)

Break their Spirit   +1 RP
You destroy/break the enemies most expensive unit/formation/company (once per player, per battle)

Cut off their head   +1 RP
You destroy the enemy general in battle (once per player, per battle)

Certain Missions may also describe other ways of earning RP.

Underdog Bonus

When a player fights against another player with a higher Renown, he might gain extra RP. For every three Renown higher your opponent is, you gain an extra RP at the end of the game. This is calculated before Renown is adjusted (see below). For example, if a player with a Renown of 2, fought a player with a Renown of 13 he would gain an extra 4RP at the end of the battle.

Renown

Renown is a measure of a commander's reputation, the longer the campaign continues the higher a commander's Renown can become and the more supplies and reinforcements he can call. If the commander fails his mission, he could lose Renown! At the end of the battle, the winner gains +2 Renown. The loser must roll a D6, on a 4+ he gains +1 Renown. On a 1-3 the failure is infamous and he loses 1 Renown (to a minimum of 0).If the game was a draw both players gain +1.

Determine XP

Note: Please see 'New Recruits' on the next page when reinforcing formations with XP

Note: XP is awarded to the unit/Formation that completed the achievement – if the unit/formation is part of a company the other units/formations in the company do not gain the achievement. For Example – A unit within a Space Marine Devastator detachment, who are fielded as part of a battle company, earn the 'Break their Spirit' achievement for destroying the enemies' Warlord titan. XP is only awarded to the Devastator Detachment.

Horrors of war – Applies to all formations broken in a previous battle: The Unit suffers -1 to Morale for the remainder of the campaign.
The Unit has seen and done horrible things that they cannot reconcile and has been left shaken as a result.

Blooded fists – Applies to a unit/formation that has completed the 'Always Outnumbered Achievement': +1 CAF for the remainder of the campaign.
The Unit has further honed their close quarter combat skills in battle.

Chosen for greatness - Applies to the unit/formation that completes the 'Cut off their head' achievement: The Unit gains the Sniper ability for the remainder of the campaign.
Some units are especially keen in identifying enemy commanders and eliminating them. To assign attack dice to a Headquarters unit, the player must first roll a D6 for each Sniper that attempts to target an HQ unit. On 4+ the Sniper identifies the stand and may shoot at it, otherwise they have to shoot at some other target.

The unit is given key intelligence on the enemies command structure and has been tasked with taking them out.

Reconnaissance in force – Applies to a unit/formation that completes the 'First Blood' achievement: The unit gains the 'Infiltrate' ability for the remainder of the campaign.
These units are stealthy and able to sneak closer to the enemy before the shooting starts. Infantry and Walker-class units may move double their normal movement rate after setup is complete, and Cavalry & Vehicles may move normally. This move may not bring the unit closer than 5 cm to an enemy model.

The Unit has become one with their surroundings, choosing to encamp in the battlefield rather than with the rest of their forces.

Legendary – Applies to the unit/formation that completes the 'Break their spirit' achievement: The unit gains the 'inspirational' ability for the remainder of the campaign.
All friendly detachments with a model within 10 cm get +1 to all morale tests.

The Unit is selected by their high command to be the faces on the posters for other troops to look up to for this campaign, songs are written about them.

The Unit's name is whispered by friend and foe alike.

Spend RP

- Call for Reinforcements – convert RP to points to buy more units to create new formations and reinforce existing ones.
- Base Upgrades – Use RP to purchase upgrades for your base

Call for Reinforcements

A player may convert their RP to Points to spend on additional units. For every 1 RP a player may buy 50 pts worth of units. These points are not carried over and must be spent before the next battle or they will be lost (RP can still be banked if not converted).

Reinforcing

Only 'whole' formations may be fielded – if you do not have the required CP to reinforce a formation back to full strength it may not be taken to a battle. When determining the cost of replacement units in the formation consult other cards for costings and work out a 'best guess' – if in doubt round up or discuss with your opponent(s).

For example, a Space Marine tactical marine detachment costs 250pts. During a battle, it loses one Rhino and 2 Marine stands. The cost of 3 Rhinos is 50pts (found on the rhino formation card), meaning 6 Marine stands cost 200pts. This means that it is roughly 33pts per marine stand and 17pts per Rhino, therefore the formation can be reinforced to full strength for 50pts.

New Recruits

Established units do not always take kindly to fresh meat on their team, for others the new blood can help mend old wounds and fears. To represent this – when reinforcing a unit with XP roll a D6, on a 1-3 result the unit loses its XP (good and bad) and on a 4-6 it is retained.

Formations/Companies

To aid with fielding forces compliant with NetEpic army organisation rules it should be possible to disband purchased companies into their component units/formations at no cost. XP will follow the unit/formation as normal. Any HQ units or special units attached to the company (Commissars for example) are lost.
Likewise, if there are formations in the players' Force that could make up a company they may incorporate them and will gain any HQ units at no cost. This is normally offset by a slightly higher initial cost when buying formations.

Base Upgrades

Base Level Upgrades

Level	Upgrade	RP	Renown	Army
1	Beach head	0	0+	3000Pts
2	Forward Base	5	2+	3500Pts
3	Main Base	10	5+	4000Pts
4	Command Centre	15	10+	4500Pts
5	Fortress	20	15+	5000Pts

Base Upgrades

Upgrade	RP	Required	Benefit
Comms Relay	5	Beach Head+	+1 to Initiative Rolls
Hospital	10	Forward Base+	You can re-roll the casualty results for up to 5 infantry/Cavalry models/stands per battle
Repair Bay	10	Main Base+	You can re-roll the casualty results for up to 3 Walkers/Vehicles/Knights per battle
Scout Training	5	Main Base+	One formation/unit may gain the 'Infiltrate' special rule for this battle
Targeting Satellite	5	Comms Relay	Once per battle you may re-roll a scatter result for artillery/ordinance

Appendix 1. (Starting Force and Army Example – 4000pt force with 2000pt army)

Space Marines	Force Cost	4000				
Force						
Formation	**Cost**	**BP**	**Morale**	**VP**	**XP**	**Casualties**
Battle Company	800	15	2	9		
Land Raider Company	700	5	2	8		
Scout Company	450	10	3	5		
Bike Company	450	8	2	5		
Devastator Detachment	350	5	2	4		
Terminator Detachment	350	3	1	4		
Land Speeders	200	3	2	2		
Predators	200	2	2	2		
Whirlwinds	150	2	2	2		
Warhound Titan Hull	125					
Vulcan Mega bolter	50					
Plasma Blastgun	75					
Librarian	100			1		

Army	Army Cost	1950				
Formation	**Cost**	**BP**	**Morale**	**VP**		
Battle Company	800	15	2	9		
Land Raider Company (Commander)	700	5	2	8		
Predators	200	2	2	2		
Warhound Titan Hull	125					
Vulcan Mega bolter	50					
Plasma Blastgun	75					

Appendix 2. (Example Storyline Campaign)

Space Marine forces have established a beachhead on a desert world; they are expecting resistance from a nearby Eldar craftworld as they both race to secure artefacts from the ancient planet before the warp consumes it…

Mission 1:
Standard Engagement (8 Objectives)

Marine Victory

Eldar Victory

Mission 2a
Play 'The Flank Attack' Mission with Eldar Attacking and Marines Defending

Mission 2b
Play 'A Bridge too Far' Mission with Marines Attacking and Eldar Defending

Mission 3:
Standard Engagement (8 Objectives)

Marine Victory

Eldar Victory

Mission 4a
Play 'Breakout' Mission with Marines Attacking and Eldar Defending

Mission 4b
Play 'Breakout' Mission with Eldar Attacking and Marines Defending