Battle for Kaeron

An exciting Epic 'Node' campaign
By Nuno Castilho

Some 600 years before the arrival of Julianus Kaeron, an extravagant but effective Rogue Trader that managed to find and acquire some 25 solar systems to the fold of the Imperium of Mankind, a massive planetary war engulfed the once Eldar planet of Sainn-Hal, pitting Ork against Eldar. The Orks had been somehow been attracted to the planet a few hundred years earlier due to the efforts of Farseer Eldrad Ulthwé and, having made a rather tragic planetfall in the southern continent, were made to believe they were its sole inhabitants. The planet was to be an observatory of ork behaviour, but it would not last long. Soon after making planetfall, the Orks managed to build more and more machines and began reproducing at an astonishing rate. In a few decades, several clans had assembled fleets and found the northernmost continent and, more importantly, discovered they were not alone. It was, then, a matter of time until a Waagh! developed and an invasion force assembled. Waagh! Kraal would take the planet and prepare to conquer the rest of the Sector.

The present document will form a node campaign as described in the pages of the Warhammer 40K book, except that it was developed with Epic: Armageddon in mind.

The "historical" version, the ork invasion of Kaeron's northern continent, included in these pages, pits Orks against Eldar, and takes place 600 years before the current W40K time frame. However, there is no reason that you shouldn't try it with other armies. Just make any modifications you deem necessary and fight away.

Please bear in mind that this is my first attempt at writing a campaign, so I may not get it right. If so, please feel free to send any critics or contributions to ncastilho@sapo.pt

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+++ Inquisitor Eyes Only +++
+++ From: Scribe-Historian Michaelis Nunum +++
+++ To: [deleted by order of Ordo Xenos] +++
+++ Date: [deleted by order of Ordo Xenos] +++

[excerpt begins]
It would appear that this world has seen warfare aplenty before the arrival of Rogue Trader Julianus Kaeron. There are ruins of ancient structures with architecture akin to that of the Eldar Xenos. But there are also remains of Ork structures. Both types of ruins bear marks of weapons damage which account for most of its destruction. The odd part is that this appears to have been a world where at some time there was a simultaneous coexistence of Ork and Eldar…
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CAMPAIGN RULES

1. Setting-up the Campaign
The set-up of the campaign will be very simple. Just use the location cards included with the zip file. The Eldar player has direct control over locations 5, 6 and 15. He starts the campaign in control of two mobile armies, to be stationed on any Eldar-controlled location.

The Ork player has control of locations 1, 2 and 3. Two Ork Mobile Warbands are deployed in any of these locations. In addition, in the end phase of any turn, the Ork player will be allowed to land a third mobile force at one of the following locations – 7, 11, 12 (the landing location must be free of Eldar mobile troops).

2. Campaign-turn Phases
1. Priority phase
2. Movement phase
3. Combat phase
4. End phase

2.1. Priority Phase
Both players roll 1d6 and add their respective armies' Strategy Rating. In the event of a tie the player who had priority last turn loses priority. As the invader, the Ork player is given automatic priority for the first turn only.
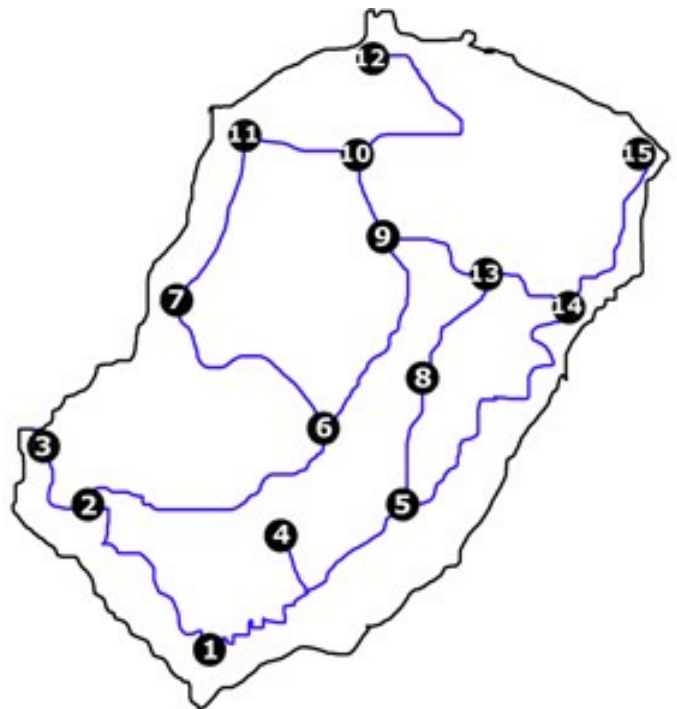
Players with priority choose whether to go first or second in the movement and combat phases.

2.2. Movement Phase

Starting with the player with priority, both players may move one or two armies from one location to an adjacent one. The Eldar player may always move both armies, to account for Eldar doctrine of swift, coordinated offence as means to a good defence. The Ork player, on the other hand, can only move one of his forces. All locations that belong to the enemy must be fought over and are said to be under attack when an army moves to control them – see the combat phase; all locations in which two enemy manoeuvre armies come into contact are said to be contested and are also dealt with in the combat phase.

Note that an army which has been attacked will not move until the attack is resolved - that effectively means that an army which has been attacked will not be allowed to move until next turn.

2.3. Combat Phase

The combat phase may involve two kinds of battles in rather different circumstances:

The battles are fought using a pre-established points total and preferably placing terrain features referred to by the Location Cards. The victor gets to retain the relevant location.

The vanquished force will be required to the following, depending on the relevant situation:

Loser was attacking $\longrightarrow$ retreat to the location from which it attacked

Loser was defending $\longrightarrow$ retreat to an adjacent location that is controlled by its side

Should an army not be able to retreat or if it is wiped out in combat (i.e. all its formations are broken and under 25% strength at the end of the game) then the force that it represents on the campaign map is eliminated and removed from play.

Location Type	Attacker Forces	Defender Forces
Under attack	Use relevant army list	Select only units capable of being deployed as garrisons or within wraithgates
Contested	Use relevant army list	Use relevant army list

2.4. End Phase

The end phase refers to basic book-keeping.

First each player adds up the number of locations it controls. If it ever reaches 10, the campaign has ended and that side is the victor. The campaign will also end in the event of one side running out of mobile armies.

Next, armies that were just defeated will be reduced by 10% of their points worth (i.e. if the players are using 5000 points armies, than an army which has just retreated will be playing its next encounter with only 4500 points).

Finally, armies which have emerged victorious from an encounter will be returned to 100% status. Players then return to the priority phase until one side or the other achieves victory.

ABOUT THE AUTHOR

Nuno is 31 and hails from sunny Portugal. he has been playing Epic since 1993 and owns at least 10,000 points of Orks, Space Marines, Eldar and Imperial Guard armies. Nuno loves games to be interconnected and have a background, and thus continually strives for campaign play.