EPIC
CAMPAIGNS & SUPPLEMENTS

WAR OF LOST FAITHS

Squat Warrior
Hive fleet Behemoth is reported to have consumed the Squat Homeworlds late in the 41st millenium

The Emperor's praise brings victory

His will is your shield and sword

CONTENTS

approved

Atmospheric Fighters from the 1123rd Strike Wing, after the Battle for Sulphur River, on an attack run on Da Great 'Un gargant.

So it's that time again and here we are with booklet 2 — War of Lost Faiths. So are you ready for a different game, instead of the old tournament game setting? Thirst for new ideas and the excitement of something new? Putting yourself into a situation of an ever changing battlefield, can you rise to the occasion and fight something that's not another "meeting engagement"?

The booklet contains another ten scenarios. Some of them have been influenced by historical battles from the past. Also in the booklet is a set of terrain tables and some rules for battlefield debris. This should, I hope, add some spice to the games and even the standard meeting engagement…

The following scenarios have been tested, but all armies and possible combinations have not been covered. We look forward to seeing your Batrep's on how you handled War of Lost Faiths scenario or Battle of Strong Desires! While some armies may have difficulties, most should do well.

All the maps were made using *mapping board*, which is a free program. The program can be accessed from http://map.tylermade.co.uk/

"I need a couple of guys, that don't owe me no money, for a little routine patrol"

- SGT GRIFFER, IRONCLAW MARINES, SAMO V CAMPAIGN.

Scout Titans from the Legio Ignatum counterattacking one Speed Freak warband during the Armageddon Campaign, 998M41

His will is your shield and sword

1. WAR OF LOST FAITHS

Armies: This mission is fought between 3,000 points of Force A and 4,000 points of Force B. Force B must include a Supreme commander and may not include any fortifications. Force A may not contain any Drop Pods or Flyers of any kind, and must include a Supreme commander too

The Battlefield: This mission is played on a 6 ft. x 4 ft. board. The terrain should follow the tournament terrain setup, but may include craters, ruins, debris, barricades, trench lines, gun emplacements and these are set up by the Force A player in any manner desired.

Deployment: The Force A player deploys all of his army anywhere on the battlefield not within 30cm of any table edge. The Force A player may not hold any units in reserve, even if a unit's individual special rules would allow them to do so. Once the Force A player has deployed all forces, then Force B player nominates a single table edge. The entire strength of Force B that does not arrive via Teleporting, Drop pods or by air transport must enter play from this table edge. Also three objective markers will be placed in the "Force A deployment area", 45 cm apart. Two will

be placed by Force A and one by Force B. Force A may have up to 4 formations on overwatch.

First turn: The Force B player automatically has the first turn. Then from 2 turn on, roll to see who goes first.

Game Length: This mission is four turns long.

Victory Conditions: At the end of the game the player with the most Victory points has won the game. If both players have the same number of Victory points the game is a draw.

Primary Objectives: A player gains 3 points for every victory objective marker they hold at the end of the game.

Secondary Objectives: Completely destroying the formation that has the Supreme commander is worth an additional Victory point. This means that if a player completely destroys the enemy formation with the Supreme commander in it, he/she will gain a total of 2 Victory points for that formation. At the end of the game each player receives 1 victory point for each enemy formation that has been completely destroyed.

Hive fleet Zeist attacked Madji III, segmentum Obscurus, in 943M41 - the forces arrayed involved millions of gaunts and some new bioconstructs the Imperium hadn't seen before

Battlefield:

Force A no closer than 30cm from table edge

FORCE A DEPLOYMENT

Warlord Titan Primus Victoriam of the Legio Ignatum during the pacification of the Sigma Sector campaign

War of Lost Faiths

2. BATTLE OF ARES STARPORT

Armies: This mission is fought between forces of 1,000 points each, but may not include flyers, AV's, War engines, Spaceships, no teleporting and items that use planetfall. The Force A player has three markers, which he can assign to three different formations (see rule below). Force A should consist of a minimum of 4 formations.

The Battlefield: This mission is played on a 4 Ft. x 4 Ft. board. The terrain should represent a bombed-out city or space dockyard, and may be set up in a mutually agreed manner.

Place Objective Shuttle/landing pad: After the battlefield terrain has been placed, the Force A player nominates a table quarter (see deployment map below) to be their deployment zone. The Force A player then places a model to represent a shuttle in the quarter diagonally opposite his deployment zone. The objective Shuttle/landing pad model must be placed at least 50 cm's from the centre of the table.

Deployment: The Force A player deploys one formation on or within 15 cm of Shuttle/landing pad. This formation cannot have a marker. The rest of Force A's formations deploy anywhere within his table quarter, but no closer than 30 cm to the centre of the table. The Force B player then deploys half his formations in each of his deployment zones no closer than 45 cm's to any Force A formation and no closer than 30 cm's to the centre of the table.

First turn: The Force A player get the first turn. Then, from 2 turn on, roll to see who goes first.

Game Length: The game lasts 4 turns.

Victory Conditions: The Force A side wins if at the end of the game a marker is in base-to-base contact with the objective Shuttle/landing pad model. Any other result is a Force B victory.

Mission Special Rules:

Markers: As stated the Force A player gets three markers. The markers are carried by three different units. If the formation is broken or destroyed, then the marker is dropped, before the formation flees or is removed. Any Force A or Force B formation may pick the marker up. To pick the marker up, the formation will need to do a move order and travel over the marker.

Hive Fleet Zeist's attack on Madji III was a complete surprise, but valiant efforts by the XII Madji IG Regimental Combat Teams bought some time for imperial reinforcements to be brought to bear

Battlefield:

Force B deployment zone

Shuttle/landing pad Objective

30 cm wide

30 cm Wide

45 cm wide

45 cm Wide

No man's land

Force A deployment zone

Force B deployment zone
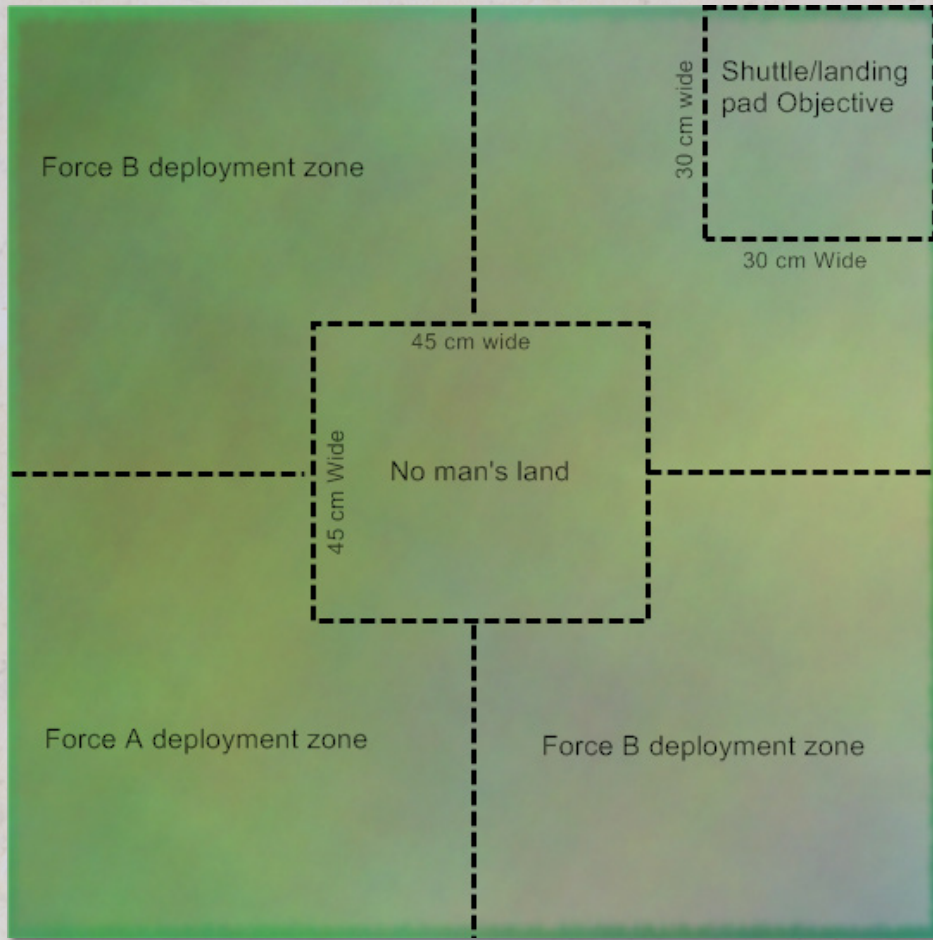
One of the rare instances during the Sigma Sector pacification that imperial navy atmospheric craft managed to get the drop on Saim-Hann Eldar fighters

3. COUNTER-INSERTION

Armies: Players choose armies to an agreed points total, with 3000 points per side recommended for play. In this mission neither side is allowed to take Fortifications, teleporting, planetfall formation/units.

The Battlefield: This battle is played down the length of a 6 ft x 4 ft table. Set up the terrain on the battlefield in a mutually agreed manner.

Deployment: Before deployment both sides roll a dice and the highest score can choose to be Force A or Force B. The Force A player nominates a short table edge for his deployment zone. The battlefield is then divided as shown on the deployment map. Three objective markers are then placed in the Breakthrough Zone, making sure that they follow the stand spacing. The Force B player then deploys his army, followed by Force A player.

First turn: The Force A player gets the first turn. From 2 turn on, roll to see who goes first.

Game Length: The game last 4 turns.

Victory Conditions: At the end of the game the player with the most Victory points has won. If both players have the same number of Victory points the game is a draw.

Main Objectives

Capture those objectives: Force A gets 2 Points for each objective marker it holds at the end of the game.

Retribution and Odium (Force A and Force B): At the end of the game each player receives 1 Victory point for each enemy formation that has been completely destroyed. Formations that are broken at the end of the game and units that are not on the board at the end of the game count as having been destroyed.

Splinter the Line (Force A): The Force A player earns 1 victory point for every complete formation that is in the Breakthrough Zone at the end of the game.

Cage of iron (Force B): Force B scores 1 Victory point for every Force A formation that is in No Man's Land or in the Force A's deployment zone at the end of the game.

The hive mind was hearing throughs of swarm it was controlling that was attacking an Alien structure, on the living begin it was consuming... thoughts of the swarm.......

worthy
corridor... long dark... see hear... good odors
worthy meat, good sustenance, good nourishment, ingest, ingest, ingest
quarry comes... good odors, obscurity, hide, forward hunt
watch, leap, teeth, clench, claws, thrash. Clatter, blood...blood
pain, pain, pain, pain, enemy danger prey...Pain...

Hive mind order the swarm to flight, fight, run, strike.....

watch, leap, teeth, clench, claws, thrash. Clatter, blood...blood
pain, pain, pain, pain, enemy danger prey...Pain...heat..pain

Hive mind hears silent from the swarm.....

Hey brother.......*
"You think we got all of them?"
"By the Emperor, I hope so."

Battlefield:

Force A Deployment zone
No-man's Land
Force B deployment zone
Breakthrough Zone

30 cm Wide   30 cm Wide   60 cm Wide   60 cm wide
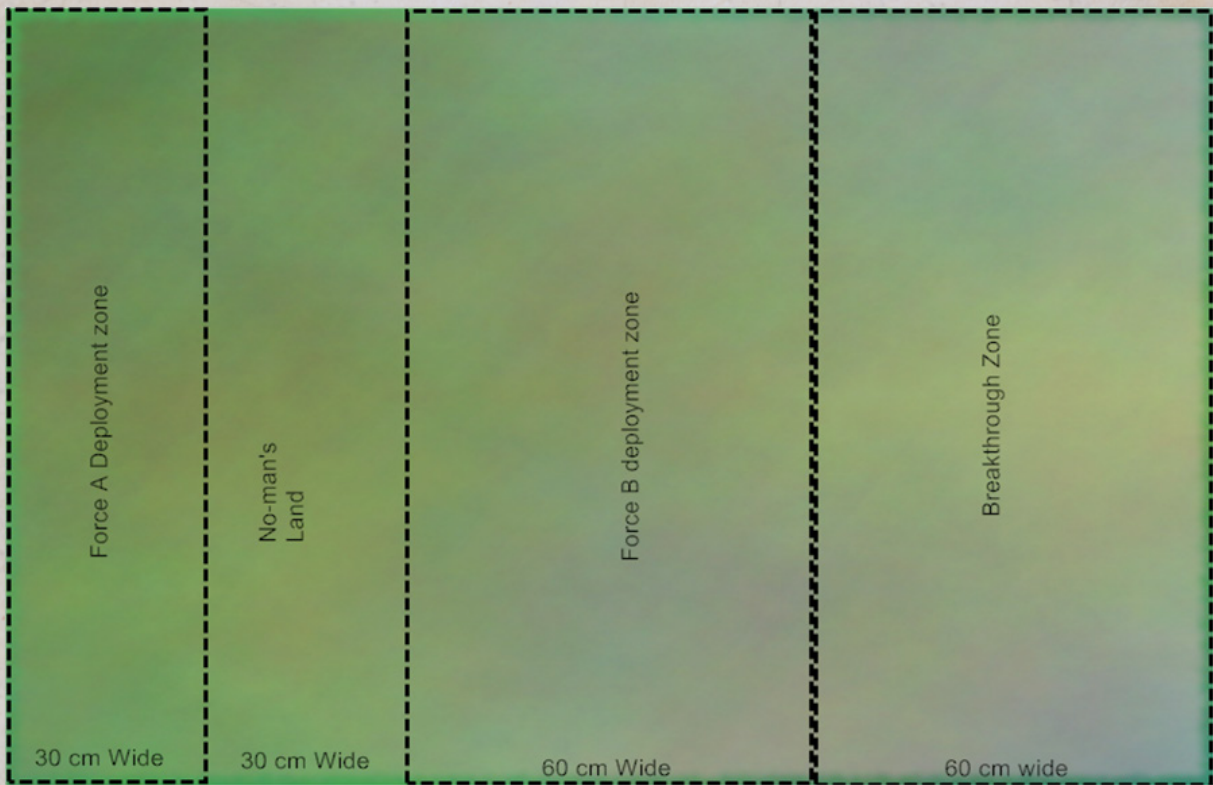
Ancient one

The sarcophagus was an old one found drifting in space and Nehemiah was given the task to see, if it was an ancient lost one. Nehemiah started to bring it back to life to see want information they could gather from it, like a name, how long it had been a drift in space. The Nehemiah connect to one of the data nodes to access this kind of information...

ENGAGE PLAYBACK 3258.12458
TIMESTAMP ####.300.M37
BEGIN

The boarding torpedo smashed into the enemy ship with an unmistakable impact. Ofihoid was expecting, something more, it didn't feel like a metal impact. The locking clamps released and Ofihoid readied himself for what lay beyond the portal. ###################################.

Nehemiah through to himself well, we have name, but was concern by the data damage he encounter so far, he pressed on to see he could gain more information.....

######### Front of the torpedo sphincter open, what greeted him was a screaming mass of chitin and foreign flesh. Revulsions of every description raged forth into the ##### chamber, mugging him with talons, tentacles, and some kind of acid. ############## close the sphincter and fire the ########......with satisfaction he saw several creatures get caught in the closing door, ########## already bursting with dozens of horrors chopping and piercing ######........., probing for a weak spot. He pulverized creature after creature with his power fist and metal feet, finding that their blood was decom- posing his body. ##########......his servos began to break down as the blood seeped in. ##########################.... Ofihoid though it strange he could see the Barrage and then he saw the enemy ship, a monstrous creatu- re.....#########...............

###########....

failed data bank
Nehemiah was highly agitated after he saw the enemy craft...

Short story by PFE-100

...e will be your shield and sword

SCENARIO SUPPLEMENT

4. THE DEATH OF INCENTIVES

Armies: Both sides choose armies to an agreed points total. This game is recommended for armies of between 2,000 and 3,000 points, with Force B having 500 more points available to them in all cases than Force A (so, for example, if Force A had 2,000 points to spend, then Force B would have 2,500 points and so on). No planetfall or teleporting allowed.

The Battlefield: This battle is played on a 6 ft x 4 ft table divided into three sections as shown in the diagram below. Set up the terrain on the battlefield in a mutually agreed manner, with at least three sizable (minimum 15 cm across) pieces of terrain placed in each table section. There must be three pieces of water terrain. Force A's side may choose a single piece of terrain within the middle table section to represent its rallying point.

Deployment: Before deployment both sides roll a dice and the highest score can choose to be Force A or Force B. The Force A player deploys their entire army within the table's central section. No Force A formations may be held off board even if they would normally be able to do so. If force A has aircraft then they must be part of the 500 points that are dropped. The Force B player splits his army into to equal forces points wise, then deploys one of each of these forces in Force B's deployment zones, as shown on the map.

First Turn: Force B automatically has the first tum. Then from 2 turn on, roll to see who goes first.

Battlefield Terrain: Mysterious rivers, pools and lakes rules are to be used in this scenario.

Game Length: This mission lasts at least six turns. At the end of the sixth turn, roll a D6. On the result of a 4+ a seventh (and final) turn is played.

Victory Conditions: At the end of the game the player with the most Victory points has won the game. If both players have the same number of Victory points the game is a draw.

Main Objectives:

Absolute Annihilation (Force B): At the end of the game each player receives 1 victory point for each enemy unit that has been completely destroyed. Formations that are broken at the end of the game, or formations that are not on the board at the end of the game, count as having been destroyed (Bombers/Fighter Bombers/Fighters don't count). War engines are worth 2 victory points if destroyed and if a Supreme commander is slain this is worth 2 victory points.

We shall Endure (Force A): For every Force A formation still surviving at the end of the battle, the Force A player gains 2 Victory points.

Walkers and Regimental Transport Gorgons of the 124th Ice Drillers of Walkyria advance on the Plains of Heccate against an unknown attacker that would later be confirmed as Necron Sautekh forces.

Battlefield:

Force B Deployment zone

Force A Deployment zone

Force B Deployment zone

30 cm Wide

60 cm Wide

30 cm Wide
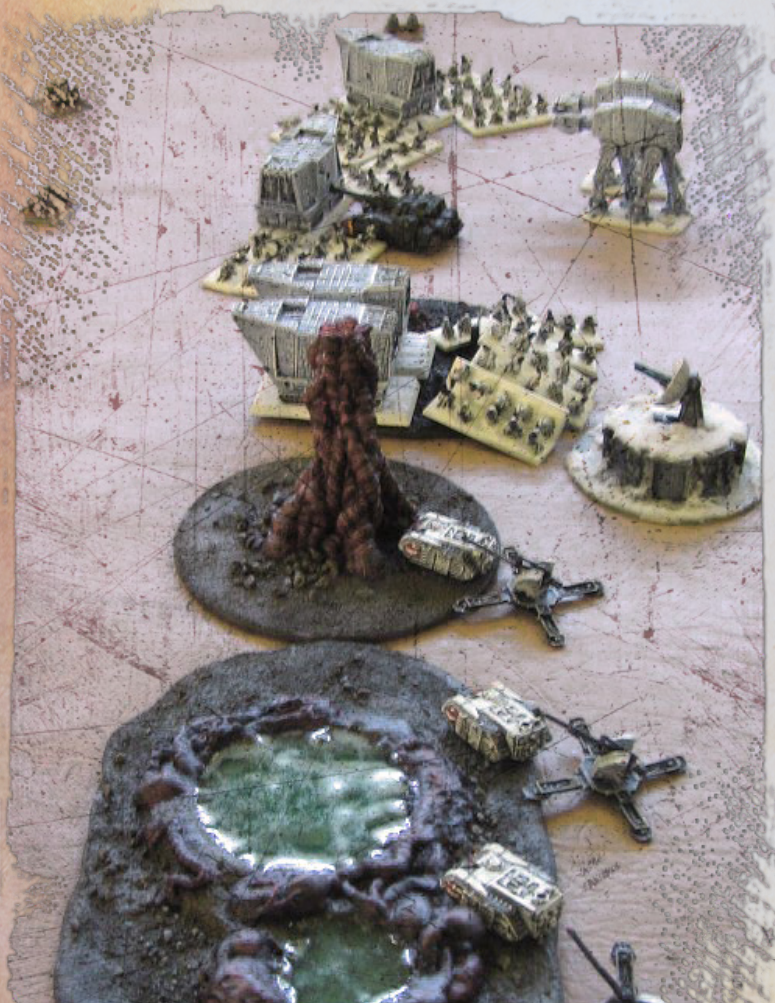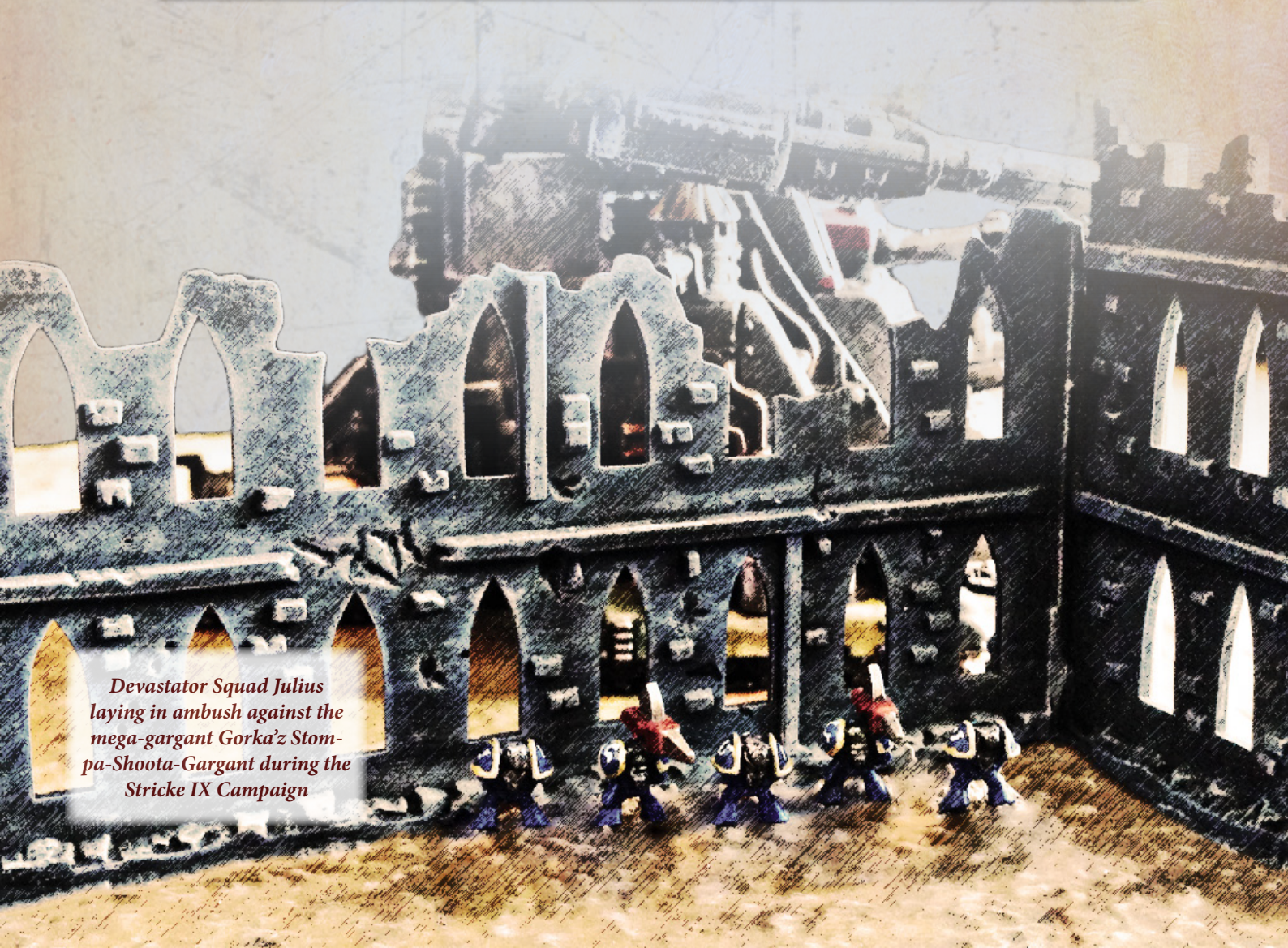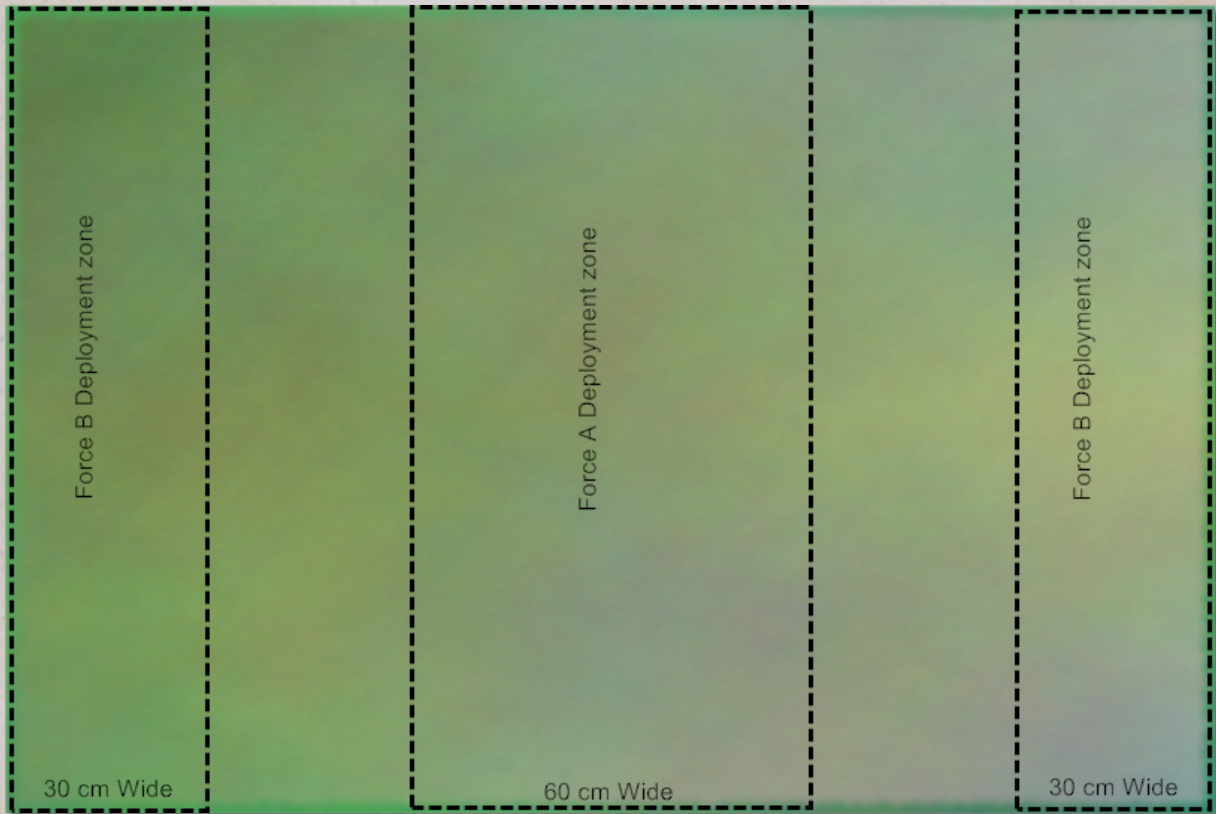
Devastator Squad Julius laying in ambush against the mega-gargant Gorka'z Stom-pa-Shoota-Gargant during the Stricke IX Campaign

War of Lost Faiths

5. ASSAULT OF THE ETERNAL DAY

The Armies: Players choose armies to an agreed points total, with 3000 points per side recommended for play. A Supreme commander must be included in both armies.

The Battlefield: This battle is played on a 6 ft. x 4 ft. table divided into three sections as shown in the diagram below. Set up the terrain on the battlefield in a mutually agreed manner. At least three piece of terrain must be buildings. Once the terrain is set, each player will place 2 VP markers in the area marked on the map. No VP marker can be closer than 25 cm's to another VP marker.

Battlefield Terrain: Cryptic Constructions rules are to be used in this scenario.

Deployment: The army with the highest strategy rating deploys first and is designated Force A and deploys its entire force in area marked on the map. Then Force B will deploy its forces in the area marked on the map.

First Turn: Roll a D6 and add strategy rating to see who goes first.

Game Length: This mission lasts for four turns.

Victory Conditions: At the end of the game each side gains 2 VP's for each VP objective they hold. Completely destroying the formation that has the Supreme commander is worth an additional VP.
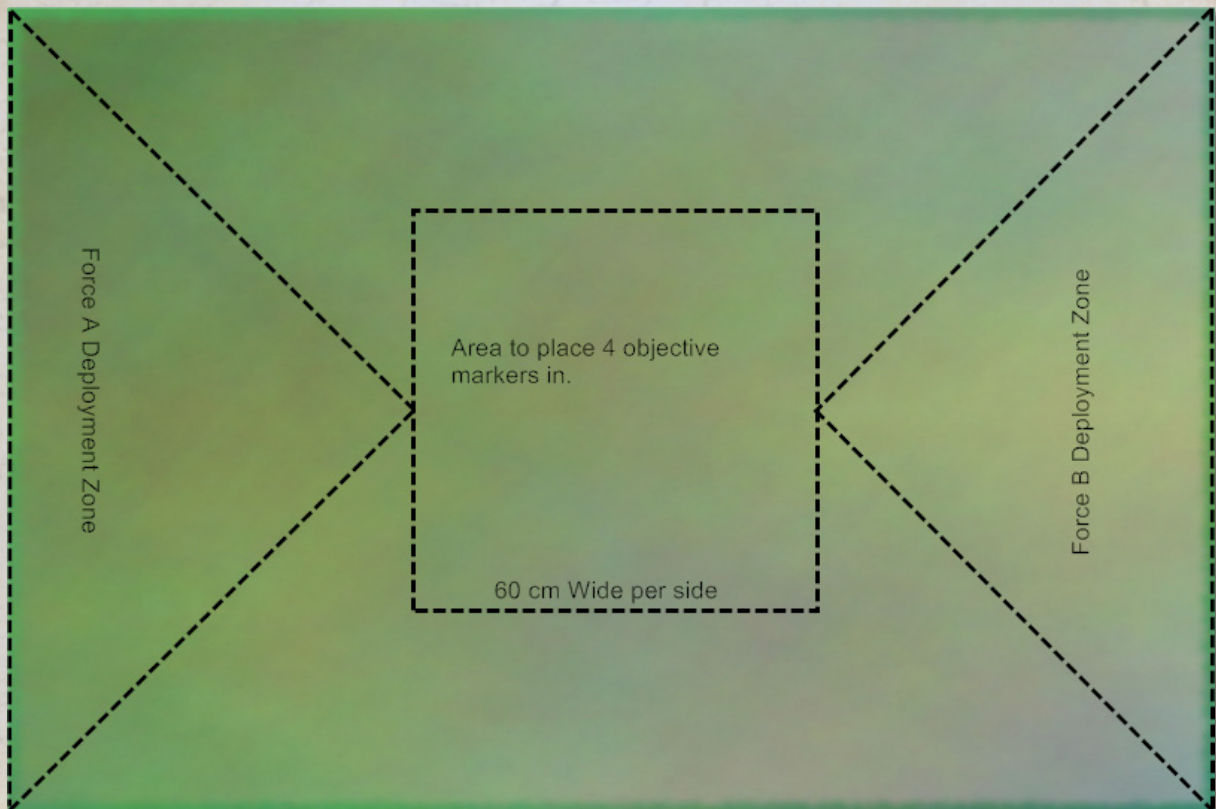

Militias of Megido II during the Chaos Upheaval wars, 998M41

Death Korps troops preparing to board a Gorgon Assault Transport during the Stricke IX Campaign against orks

Battlefield:

Force A Deployment Zone

Area to place 4 objective markers in.

60 cm Wide per side

Force B Deployment Zone

War of Lost Faiths

6. FIRESTORM

The Armies: Players choose armies to an agreed points total, with 3000 points per side recommended for play.

The Battlefield: This battle is played on a 6 ft. x 4 ft. table divided into three sections as shown in the diagram below. Set up the terrain on the battlefield in a mutually agreed manner. Once the terrain is set, both players roll a D6 and player who rolls higher will place D3+2 VP markers in No Man's Land. No VP marker can be closer than 30 cm's to another VP marker and they must be placed halfway through No Man's Land.

Deployment: The army with the highest strategy rating is designated Force A and deploys its entire force in area marked on the map before Force B. Then Force B's player will deploy all his forces in the area marked on the map

First Turn: Roll a D6 and add strategy rating to see who goes first.

Game Length: This mission lasts for four turns.

Victory Conditions: At the end of the game each side gains 2 Victory points for each VP objective they hold. *Break their spirit* victory condition is in effect for this scenario (1 VP).

Mission Special Rules

Raging Inferno: At the start of each turn and before the strategy roll, both players will roll a D6 and the player who rolls the highest will place a Firestorm marker on the table. A Firestorm marker is the Orbital Bombardment template that has a diameter of 12cm and is topped by a suitable representation of fire. ~~The marker scatters randomly 3D6 cm once it has been placed~~. The marker can't be placed any closer than 20 cm to an enemy formation, and then scatters randomly 3D6 cm after it has been placed. Any models within 15cm of the marker suffer a hit on 5+ and can make normal saves. Firestorm markers remain in play and will cause hits against models within 15cm at the start of each turn.

Burning World: Furthermore, if a Firestorm marker ends upon or in a piece of flammable terrain (wood, building etc.), then that terrain bursts into flames and becomes dangerous terrain; if already dangerous terrain, then nothing happens. In addition, the terrain piece now blocks line of sight entirely for any model.

Chaos titans on the Rampage of Sigzeit III, Traitor Titan Legion unknown

Battlefield:

Force B Deployment Zone

No man's land and is 30 cm's wide

Force A Deployment Zone
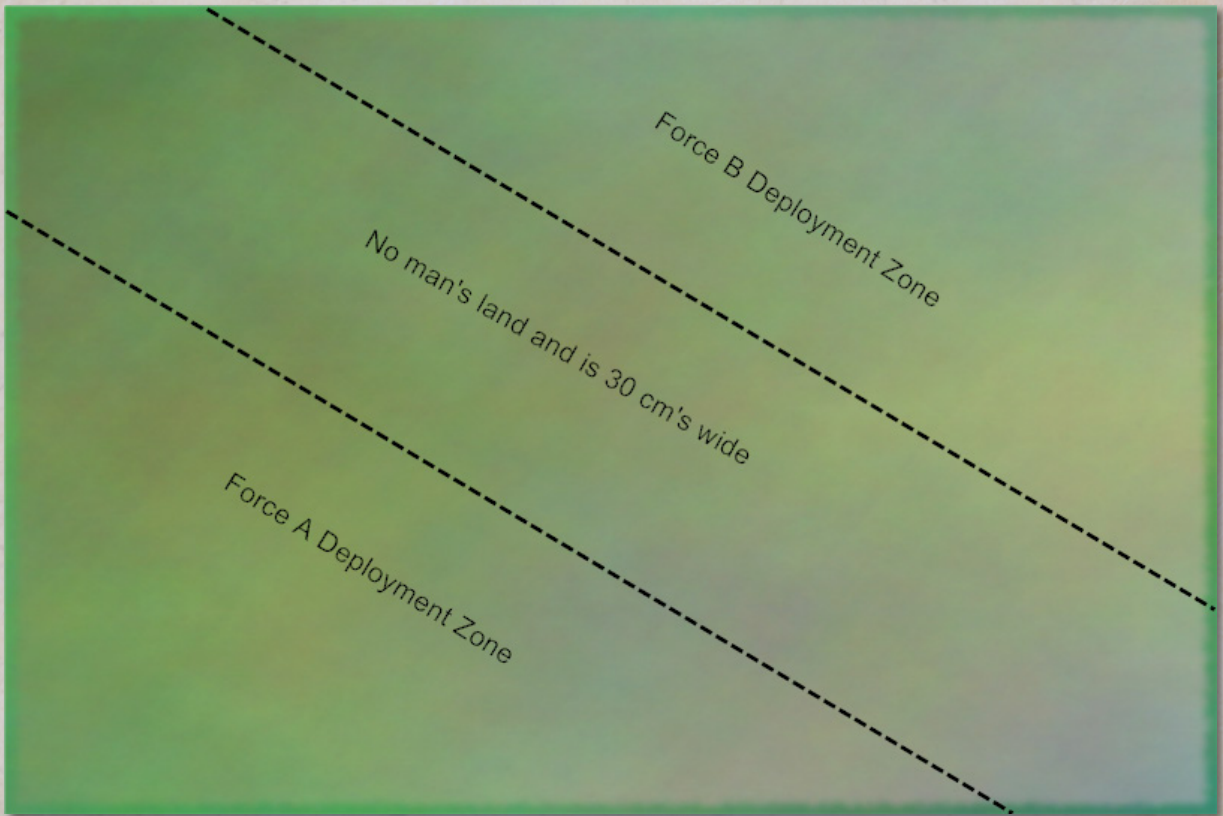
Leman Russ from one of the 200 IG regiments involved in the Stricke IX campaign approaching the outskirts of Zin-Hive

7. STRIKE

The Armies: Players choose armies to an agreed points total, with 3000 points per side recommended for play.

The Battlefield: This battle is played on a 6 ft. x 4 ft. table divided into three sections as shown in the map below. Set up the terrain on the battlefield in a mutually agreed manner – it must contain at least three water pieces. Once the terrain is set, each player will place D3 + 2 VP markers on the board. No VP marker can be closer than 30 cm's to another VP marker and no VP marker can be placed in the deployment zones. Also no VP marker can be placed any closer than 20cm's from the base line of the deployment zones.

Deployment: The army with the highest strategy rating is designated Force A and deploys first its entire strength in the area marked on the map. Then Force B will deploy all its formations in the area marked on the map.

First Turn: Roll a D6 and add strategy rating to see who goes first.

Game Length: This mission lasts for four turns.

Battlefield Terrain: Mysterious rivers, pools and lakes rules are to be used in this scenario.

Victory Conditions: The aim of this mission is to take ground from the enemy. At the end of the game, the player who has scored the most VP's has won the game. If the players have the same number of VP's, the game ends in a draw. VP's are scored the following way:

1. Each player scores 1 VP for each formation within the enemy's deployment zone at the end of the game. Broken formations do not count.

2. Each player scores 1 VP for each VP marker they hold at the end of the game. Broken formations do not count.

Mission Special Rules

Fog of War: After deployment of forces, but before the strategy roll is done, each army can redeploy a single formation anywhere within their deployment zone. Roll off to see which player has the choice of redeploying first or second (roll a D6 and add strategy rating).

Attrition: The army which has destroyed the highest number of enemy formations at the end of the game gains an additional Victory point. Broken formations don't count.
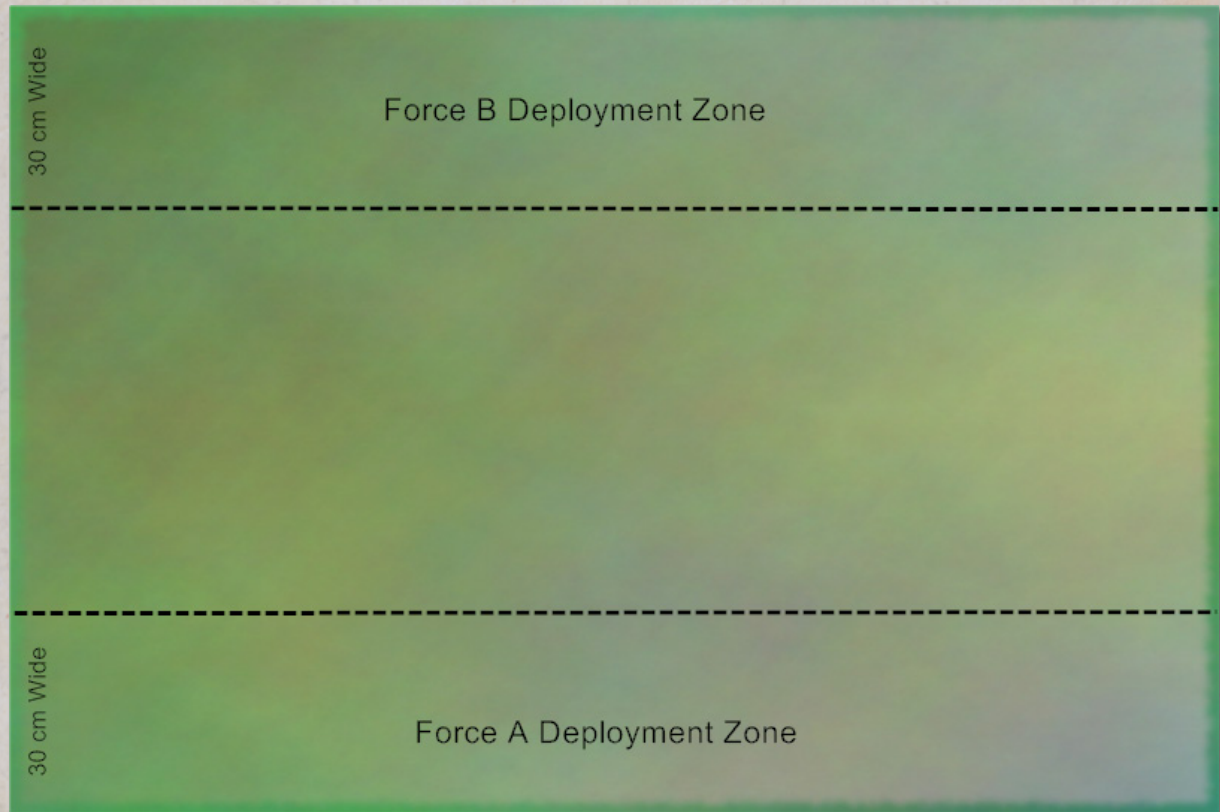
+ + warning + +
false emperor icon

action required:
tear apart ++ destroy ++ kill

Battlefield:

30 cm Wide

Force B Deployment Zone

30 cm Wide

Force A Deployment Zone

War of Lost Faiths

SCENARIO SUPPLEMENT

8. ATTACK OF ETERNAL REGRETS

The Armies: Players choose armies to an agreed points total, with 3000 points per side recommended for play. Army should not contain any Off board forces

The Battlefield: This battle is played on a 6 ft x 4 ft table divided into sections as shown in the map below. Set up the terrain on the battlefield in a mutually agreed manner, and must have 5 buildings/ruins pieces. Battlefield terrain rules will be used.

Deployment: The army with the highest strategy rating deploys first and is call Force A and deploys its **entire** force in area marked on the map. Then Force B will deploy all his forces in the area marked on the map. After both sides have deployed, each player places a Single objective marker in their opponent's deployment zone and further than 15cm away from any table edge, and 30cm from the centre of the board, with the player that deployed first placing the first objective.

First Turn: Roll a D6 and add strategy rating to see who goes first.

Game Length: This mission lasts for four turns.

Battlefield Terrain: Cryptic Constructions rules are to be used in this scenario.

Victory Conditions: Victory in the mission is based on two factors: The success of the initial blitzkrieg and seizing the enemy's strategic objective in order to divide his line. At the end of the game, the player who has scored the most Victory points has won the game. If the players have the same number of Victory points, the game ends in a draw.

*Primary Objectives***:** Blitzkrieg Attack – any enemy unit destroyed in the first game turn is worth 1 VP. Broken formations don't count.

*Seize the Tactical Objective***:** If you have control of the strategic objective in your opponent's deployment zone at the end of the game you gain 5 VP's.

*Attrition***:** The army which has destroyed the highest number of enemy formations at the end of the game gains an additional VP. Broken formations don't count.
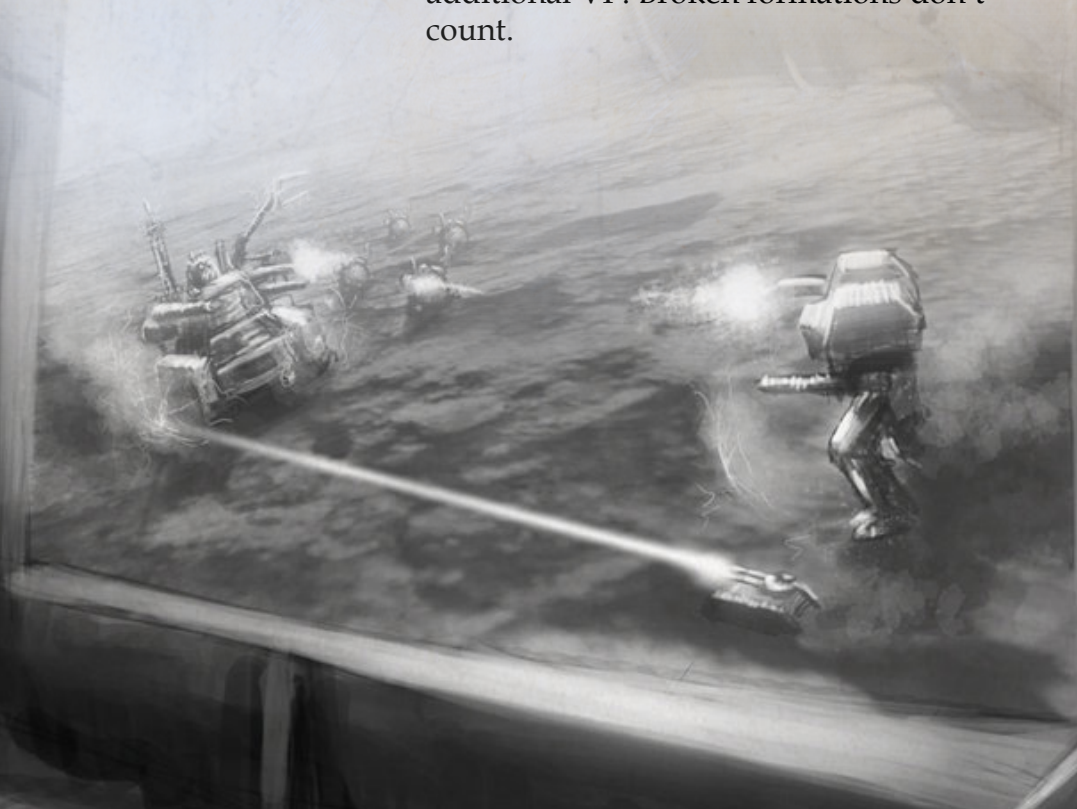
During the Battle of the Sulphur River, there were several engagements between imperial titans and gargants, complete with super-heavy vehicle support.

Battlefield:

Force B Deployment Zone

Force A Deployment Zone
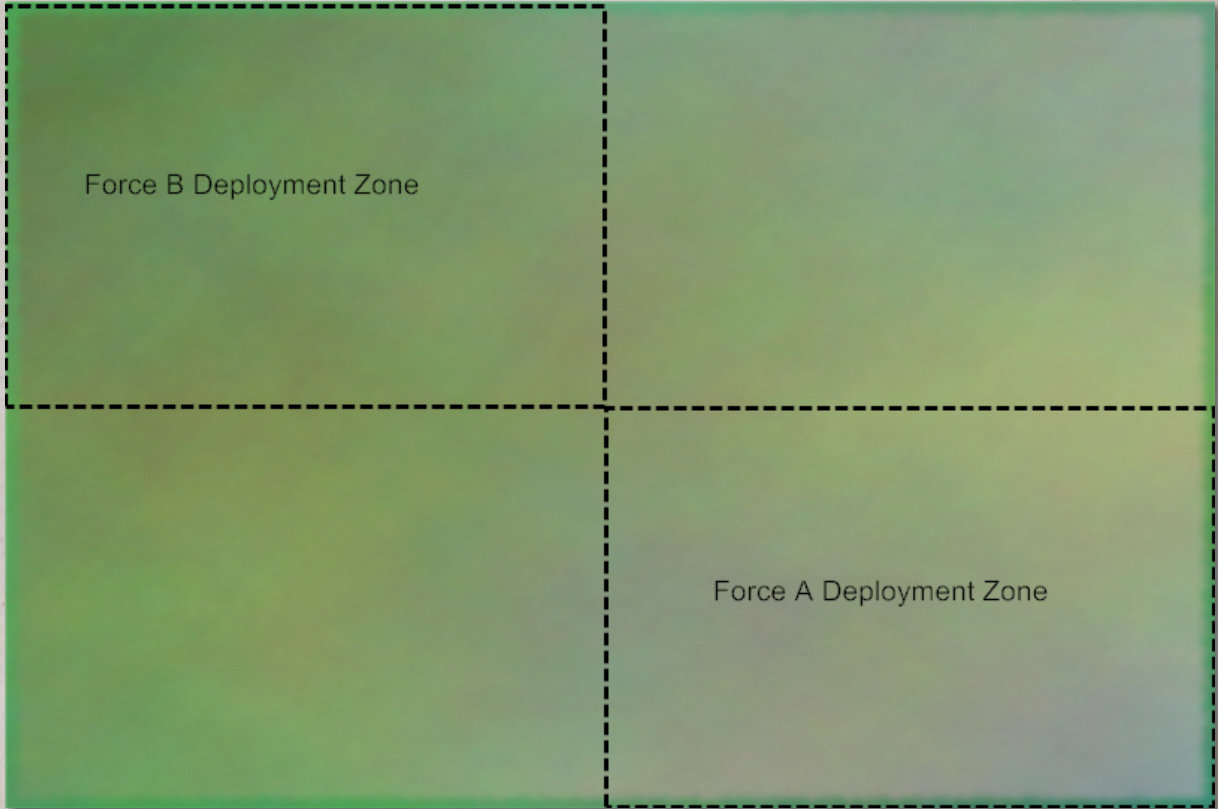
Sautekh Necron prepare to spring an ambush on the 124th Ice Drillers. Spotted by an Inquisitorial drone, no warning was given to the IG regimental forces about to be attacked, so as to study the Necron tactics unimpeded.

SCENARIO SUPPLEMENT

9. BATTLE OF STRONG DESIRES

The Armies: Players choose armies to an agreed points total, with 3000 points per side recommended for play.

The Battlefield: This battle is played on a 6 ft. x 4 ft. table divided into sections as shown in the map below. Set up the terrain on the battlefield in a mutually agreed manner, making sure that there are at least 2 forests/woods as part of the setup of terrain. Battlefield terrain rules will be used.

Place Primary Objectives: After you have set up terrain, the players take it in turns to place D3+2 primary objectives, each of which must be placed in an identifiable piece of terrain at least 15 cm away from any table edge – rearrange the terrain if needed to make this possible. Each objective marker is placed as close to the centre of the terrain piece as possible, and on the ground floor of multi-storey terrain. The player with the highest strategy rating places the first and all odd objectives.

Deployment: The army with the highest strategy rating is designated Force A and deploys its entire force first in area marked on the map. Then Force B will deploy all its formations in the area marked on the map.

First Turn: Roll a D6 and add strategy rating to see who goes first.

Game Length: This mission lasts for four turns.

**Battlefield Terrain:** Use Shadowy Forest rules.

Victory Conditions: At the end of the game each side gains 2 VP's for each VP objective they hold. If the players have the same number of VP's, the game ends in a draw.

Mission Special Rules

Attrition: The army which has destroyed the highest number of enemy formations at the end of the game, gains an additional VP. Broken formations don't count.

The sun blazed over the windless, ashen plains. The morning chill had vanished as if in a furnace as the grey landscape absorbed the radiation hungrily and reemitted it as heat. The two Orks barely noticed the discomfort. "Wizza! How far iz it?" Gorgut grunted, more out of boredom than anything else. Wizza snorted. "We flew half da circle before dat git hit us from behind. Should be four more nights if we keep walking!" The smaller Ork proudly held up three claws as proof of his arithmetical prowess. Normally Gorgut would have smacked him over the head for such bragging but it was probably better to save his strength. If it was that far he might need a snack before they got back to the airstrip. One had to remain cunning to survive in this bleak wasteland and Gorgut was the 'cunningest' Ork of the skwadron. At least until that weeny coward Toofpik had shot him down to settle the small matter of line of succession to Captin of the wing. "Bet he looks stoopid in dat hat anyway." Gorgut grumbled. Wizza knew better than to ask what da boss was mumbling about. A white line of condensation interspersed with the unmistakeable puffs of black smoke inherent to an Ork jet engine appeared across the pale sky. The stranded pair of Orks took notice of it and kept going. The newcomer was clearly too far up to take notice of two tiny specks miles below.

Hours later a second aircraft passed them at a much lower altitude, the high pitched roars of the engines echoing clearly across the dunes. Gorgut fired his slugga into the air and Wizza jumped and waved like a hungry squig on feeding day. The plane, a fighta Gorgut noted, turned around and made another pass over them wiggling its wings in salute or, more likely, rude gesture as it proceeded into a rapid climb, rolled over and resumed its original course. "Zoggin' Bone'ead!" Gorgut spat. "Must be one of Krakded's lot, or he wouldn't have dared to do that." "Crazy lot dem." Wizza agreed. Gorgut eyed the empty mag of the slugga diapprovingly and then tossed the entire weapon at Wizza. "Oi! Watch yerself!" Wizza brandished a well-oiled choppa at his boss. Gorgut squinted at him, where did that come from? He had thought the slugga was the only weapon they had had with them. Now the power of balance had shifted and he would have to be more careful. Not that he couldn't still beat the smaller Wizza, but it would be unfortunate to be stuck out here a few more nights recuperating from a few cuts. Even if he'd be well fed. Gorgut shrugged, turned his back and started off again. Wizza followed warily.

As they climbed over a ridge they came across a peculiar sight. Ahead of them was the burnt out wreckage of a lone flakwagon. Rather than having stripped it for parts the owners seem to have left it standing there. "It could be a trap!" Gorgut shouted as they raced for the abandoned vehicle. "It could be fixed!" Wizza shouted back as he tried

Battlefield:

30 cm Wide

Force B Deployment Zone

- -

- -

30 cm Wide

Force A Deployment Zone

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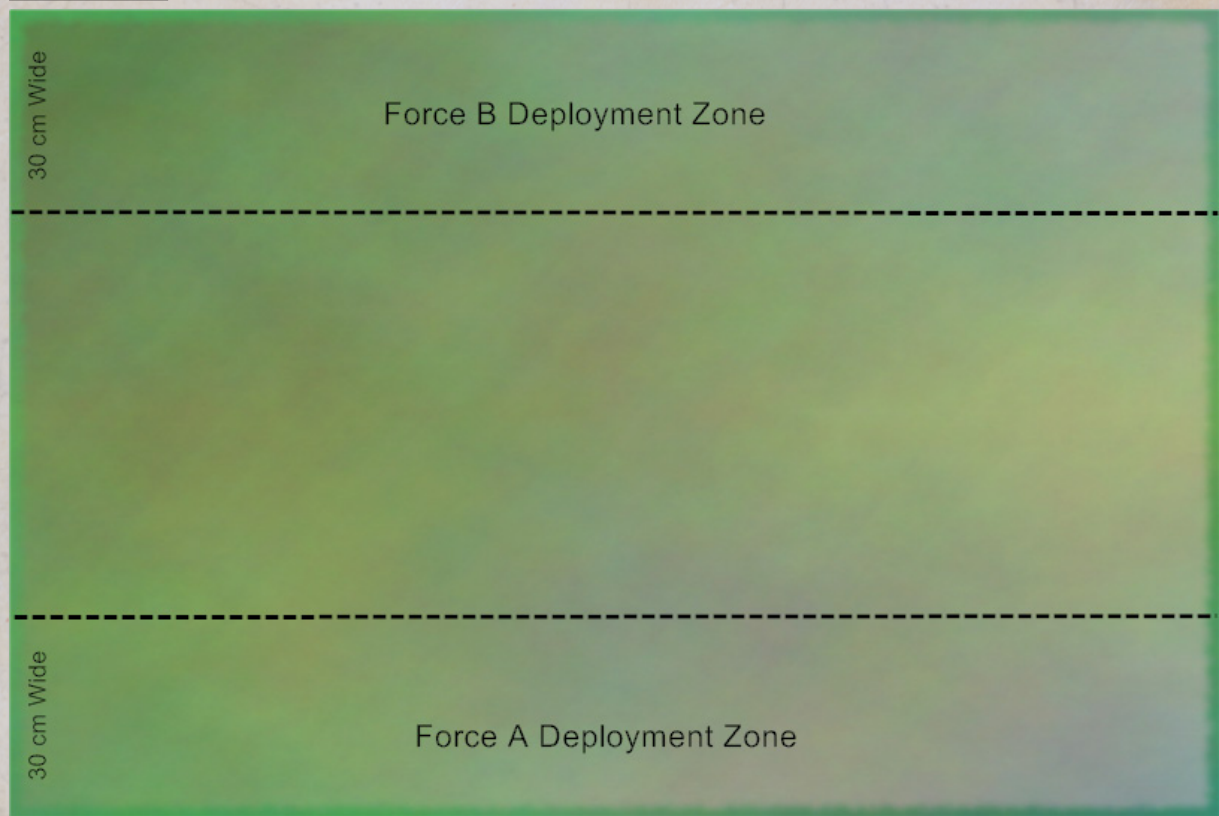
to keep up with his boss. On closer inspection it seemed a stray shot had penetrated the fuel tank and torched the ride and turned it into death trap. The red paint job had blistered and and were covered with soot where the flames had licked it. Most of the non-metallic parts of the engine had simply burnt away fuelling the funeral pyre of the crew. The flatbed was mostly untouched and the quadruple swivel mounted flakgun seemed to be in working order. Wizza mounted the firing seat. "Look at me! I'm a slugbiter!" he shouted using the Flyboy derogatory term for anti-aircraft gunners as he spun the gunz around. "Shut it! Listen!" Gorgut growled. Far away they could hear the howling roars of jet engines. They scanned the sky and quickly found the source of the rumble. Coming straight at them was another fighta. "My rounds are out, get his attention you stoopid!" Gorgut yelled at Wizza. The dull thumps of a firing quad-flak commenced even before he had finished the sentence. The first few shots exploded harmlessly in the sky before they started to hit the flyer bang on. "Wizza you useless piece of snotling dung! I told you to get his attention, not kill him!" Gorgut leapt onto the wagon to get his claws around Wizza's neck, choppas be damned. But before he could reach his former tail gunner now turned snack, he snarled. "Dey are!" Gorgut growled. "Funny way to thank me for decking Toofpik!" Wizza waved the choppa in the direction of the crashing aircraft as it dumped out of the sky and belly landed a few hundred meters away. Silence spread out from the scene as they watched for movement from the downed machine. Minutes passed and then Gorgut shrugged and started for the crash site. As he passed Wizza he blocked a slash from the choppa by grabbing Wizza's arm and twisting the sharpened blade out of his hand. "I should kill you for dat!" he growled as he caught the blade and slapped Wizza's head with the broadside. "But it seems I may need a mek." Besides, with possession of the choppa, the picking order was now restored.

Gorgut climbed onto the fuselage of the fighta, ripped open the hatch to the pilot and made sure to finish what the crash had likely already completed. Best to be sure. He threw out the unfortunate remains of Toofpik and jumped into his seat. It was much more roomy than his old one. A cursory look indicated that it hadn't been the crash that had taken care of Toofpik but rather whatever shrapnel had made the holes in the cockpit to the right of him. "I think it can fly!" he shouted out to Wizza with gleefulness only a flyboy about to take off can muster. There was no reply. It didn't matter, while the seat was roomy there was hardly space enough for both of them. He hit the big red button and the engines roared alive in unison. Toofpik clearly had a good ground crew that would do well to serve the cunningest Ork of the skwadron soon if they knew what was best for them. A broad grin spread from ear to ear across Gorgut's usually grim face. Belly take-offs on the ash dunes were a bumpy business but the engineering of the Orks was as coarse as their navigational skills and with enough of a "runway" to accelerate on it wouldn't pose much of a problem. Accompanied a noise reminiscent of a thousand wining gretchin Gorgut left the hard embrace of ground and began his climb to glory. Then the world exploded with the fury of a tail pinched squiggoth as flak rounds ripped through the fighta and the ground came tumbling up in front of the viewports. "Dis must make me da cunningest Ork of da skwadron" Wizza thought from his seat on the flakwagon as the fighta hit the deck again and exploded from the repeated firing.

Short story by Karegak

SCENARIO SUPPLEMENT

10. ANNIHILATION

The Armies: Players choose armies to an agreed points total. 2-4000 points are recommended

The Battlefield: This battle is played on a 6 ft. x 4 ft. table divided into sections as shown in the map below. Set up the terrain on the battlefield in a mutually agreed manner, with at least 4 forest terrain pieces. See the battlefield terrain rules below. Each player places a single objective marker in their deployment zone, at least 15 cm away from any table edge starting with the player with the highest strategy rating.

Deployment: The army with the highest strategy rating is designated Force A and deploys its entire force first in the area marked on the map. Then Force B will deploy all its forces in the area marked on the map

First Turn: Roll a D6 and add strategy rating to see who goes first.

Game Length: This mission lasts for six turns.

Battlefield Terrain: Shadowy Forests rules are to be used in this scenario.

Victory Conditions: The aim of this scenario is the annihilation of enemy forces. At the end of the game, the player who has scored the most VP's has won the game. If the players have the same number of VP's, the game ends in a draw.

Primary Objectives: Destroyed enemy formations are worth a variable amount of VP's to the player, depending on their military significance. Broken formations do count when working this out.

Unit Type	Victory Points
War engine formation	4
Aircraft formations	3
Infantry formations	2*
Artillery formations	3
AV's formations	2
Scouts formations	1
LV formations	1
Fortifications(Bunkers)	1**

*add 2 more points if the formation has W/E as part of the formation, so DKOK formations with Gorgons or ocrs mobs with battles fortress)

**Destroyed or Captured

Note: You score points on the formation type, so if it's an IG infantry company/SM tactical it's worth 2 points. You don't score points for the SM Rhinos in the tactical formation.

Seize the Tactical Objective: If you have control of the strategic objective in your opponent's deployment zone at the end of the game you gain 2 VP's.

Battlefield:

Force A Deployment Zone

Force B Deployment Zone

60 cm Wide

60 cm Wide
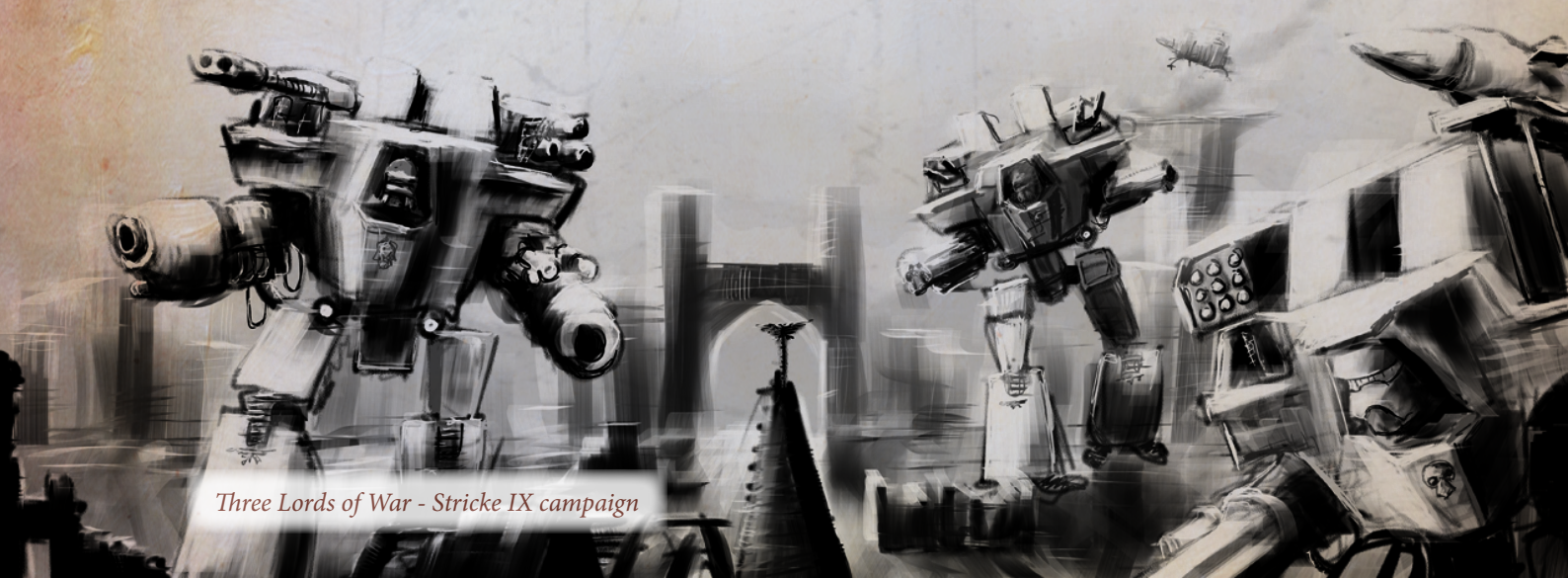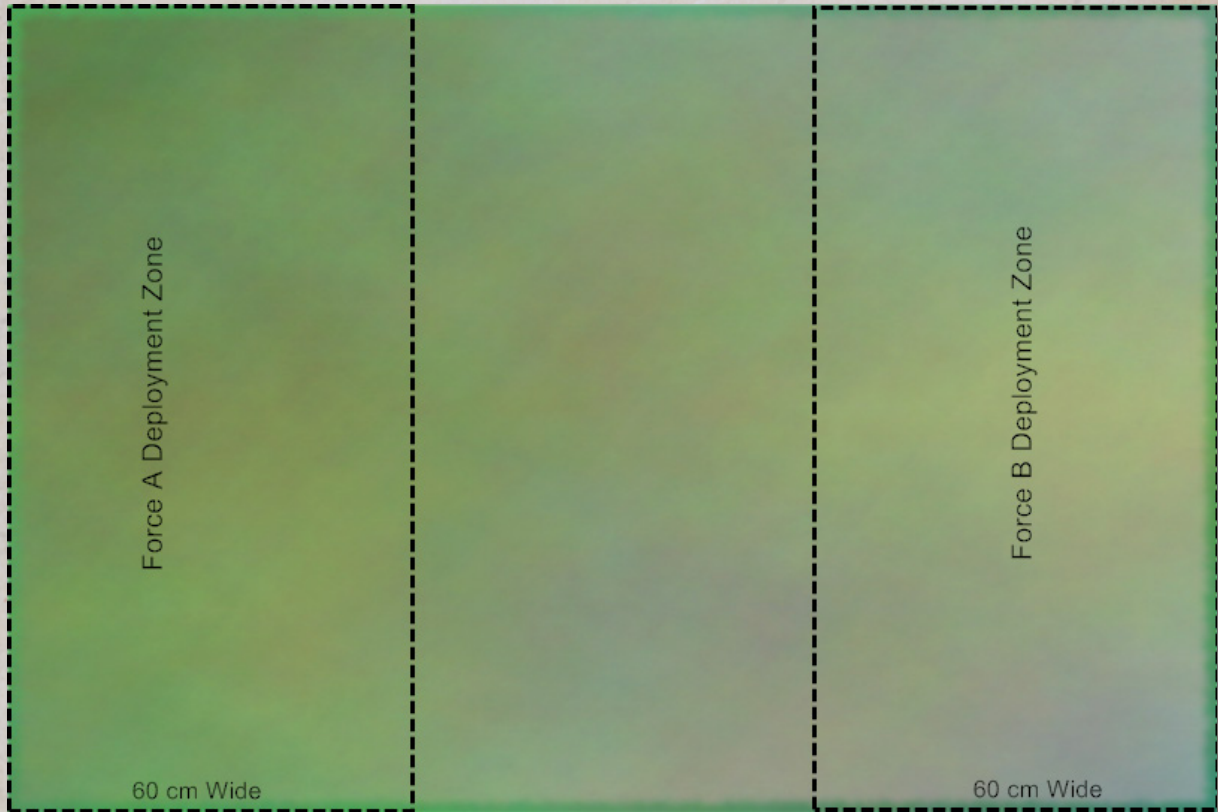
> Two privates watching an IG armour column going by to the front.
> "Nah, you'll never get me into one of those tanks. A moving foxhole attracts the eye"
> Arlo Hawking, "Letter From Hell"

Baneblade SH Tank defending the approaches to Industrial Outpost XCIII during the pacification of the Sigma Sector campaign

His will is your shield and sword

11. BATTLEFIELD TERRAIN

The battlefield sections that follow, allow you to replace or add to the existing terrain rules in Epic. They also appear in some of the scenarios throughout the booklet.

Shadowy Forests

The forest counts as mysterious terrain, as soon as a formation enters the forest, roll on the Shadowy Forest table. You should agree with your opponent at the beginning of the game whether all forests on the table will be of the same type (in which case roll once on the table the first time any Formation enters a forest), or whether you will have a variety of forests on the table (in which case you should roll for each forest separately, the first time any Formation enters it). Formations within a forest's boundaries benefit from a 5+ cover save unless otherwise noted.

D6	Forest Type	Description
1-2	Burned Forest	The burned forest grants a 6+ cover save, rather than the usual 5+.
3	Cinder Tangle	At the start of every turn roll a D6. On a roll of 4+ the fire sleeping in the hot embers flares up again. From this point onwards the cinder tangle blocks line of Sight completely, and is considered Impassable terrain.
4	Iron Thicket	The iron thicket grants a 4+ cover save rather than the usual 5+, and is considered Impassable terrain for vehicles and War engines.
5	Ashen Wood	Remove the forest from the table.
6	Corpse Grove	All Formations within, or partially within the corpse grove, take the lowest dice for removing BM's when doing the Rally or Marshalling orders.

Shadowy Forests Table

- "Sir our Left flank is crumbling and our right flank can't hold much longer."
- "Excellent Prepare to attack"

- FRANCIAN OVERLORD, GREAT WAR I

Mysterious Rivers, Pools and Lakes

Rivers, lakes and pools count as mysterious terrain as soon as a formation enters them. If they are considered impassable terrain, they are explored as soon as a unit ends its move within 5 cm of the terrain feature. Roll on the Mysterious rivers, lakes and pools table. You should agree with your opponent at the beginning of the game whether all rivers, lakes and pools on the table will be of the same type (in which case roll once on the table the first time any Formation enters a rivers, lakes and pools), or whether you will have a variety of rivers, lakes and pools on the table (in which case you should roll for each rivers, lakes and pools separately, the first time any formation enters it). Unless otherwise noted, terrain of this type grants a cover save of 6+.

D6	River/Pool/Lake type	Description
1	Black Liquid	The liquid is considered difficult terrain. Roll a Dangerous terrain test. On the roll of a 1 or 2 the unit is removed, if war engine it suffers a DC. 5+ cover save to all formations excepted War Engines.
2	Clogged Water Course	The water course counts as open ground and provides a 5+ cover save to all formations excepted War Engines. All AV's and WE's must roll a D6 when entering, on a roll of 1 become bogged and end their movement. On the formation's next activation, it may attempt to break free on a 2+. If successful, they may move; if not, they're stuck until the next turn's activation.
3	Toxic Fog	Formation within the channel of fog have their Armour save reduced by 1 (3+ becoming 4+ and so on). Once they move out of the fog their Armour save returns to its previous value. 6+ cover save to all formations.
4	River of Fire	The river of fire is considered dangerous terrain, and any formation caught within it fails its Dangerous Terrain test on a 1 or 2. Any War Engine caught within it, fails its dangerous terrain test on a 1 suffers 1D3 hits.
5	Rad Sludge	Formation within the Rad Sludge has its Close Combat value reduced by 1 (3+ becoming 4+ and so on). Once they move out of the Rad Sludge, their Close Combat value returns to its normal value.
6	Grave Slime	All Formations within, or partially within the Grave Slime take the lowest dice for removing BM's when doing Rally or Marshalling orders.

Rivers, Pools and Lakes Table

His will is your shield and sword

Battlefield Debris

The following are rules are for types of debris which may appear on the battlefields across the universe.

Unexploded Ordnance

The piece of unexploded ordnance is impassable terrain that provides a 5+ cover save. If, however, a formation successfully makes the cover save immediately roll a D6, on a roll of 1 or 2 the ordnance explodes. All units within 2D6 cm of the terrain take an automatic hit. Normal armour saves are allowed. Replace the model of exploded ordnance with a suitable sized crater after it has exploded. The size of this piece of terrain should be no longer than 15 cm by 10 cm.

Carcass Mound

The dead are everywhere on the battlefield. The shattered remains of thousands of dead bodies lie heaped like driftwood on seashore, leaking liquefied juices from the split joints and any other crack in body. The carcass mound is considered area terrain that provides a 4+ cover save, but any unit within its boundaries suffers a -1 to the initiative roll for Rally or Marshalling orders. The size of this piece of terrain should be no larger than 20 cm by 15 cm.

As the command to charge the Eldar over open ground was given, a private yelled out:
"For what we about to received O lord, make us truly grateful"

- PRIVATE MARKO STIRLING, "THROUGH THE BLOOD AND GUTS"

Cryptic Constructions on the Battlefield

Unless otherwise noted, terrain of this type grants a cover save of 4+.

Cryptic Constructions as mysterious terrain

You may simply decide that a particularly imposing piece of terrain is a cryptic construction while setting up the battlefield. Alternatively you may leave it to chance, in which case when setting up your battlefield roll a D6 and compare the result to the following table to see how many Cryptic Constructions there will be.

D6	Result
1-2	no cryptic constructions
3-4	one cryptic construction
5	two cryptic constructions
6	three cryptic constructions

Exploring Cryptic Constructions

If a cryptic constructions is area terrain or an open plan building, then it is considered explored as soon as a unit enters the terrain. If the cryptic construction is impassable terrain then it is explored as soon as a unit ends its move within 5cm of the terrain feature. Once a cryptic construction is explored roll on the cryptic constructions table on the facing page to determine its nature.

2D6	Construction Type	Description
2	Catacombs Entrance	The player may immediately redeploy one Infantry formation (+Upgrades), that has already been destroyed within the cryptic constructions or within 5cm of its edge. This is a free upgrade; If you have an already destroyed infantry formation (+Upgrades) to use.
3	Shield Dome Generator	The construction contains a generator that projects a dome over the building and nearby area. All formations within the structure (or within 5cm of the structure, if it is impassable terrain) gain a 5+ invulnerable save.
4	Ordnance Cache	The construction contains vast amounts of ammunition and weaponry lying around. All formations within the structure (or within 5cm of the structure if it is impassable terrain), Improve their FF by one (so for example if a 5 would go to a 4). However, since there is a danger of munitions lying around, any cover save claimed by using the ordnance cache is one less than it would otherwise be for its type (to a minimum of 6+).
5	Planetary Communications Array	The construction contains a powerful and still functioning communications device. Infantry formation (+Upgrades), in the structure, gain the ability of having Supreme Commander reroll ability. The reroll ability may only be used for the occupying formation whilst it remains in the building.
6	Enduring Imperial Edifice	The structure was built after the planet was brought into the Imperium soon after the Great Crusade. All formations within the structure (or within 5cm of the structure if it is impassable terrain), gain the fearless rule, while they remain in the structure.
7	Failed Refuge	The bodies of the dead fill the cryptic construction. All formations within the structure (or within 5cm of the structure if it is impassable terrain), suffer a –1 penalty to the initiative roll for Rally or Marshalling orders. This is cumulative with other modifiers.
8	Ruined House	The ruin house is from a different time and may have belonged to a person of consequence. The ruined house counts as rough terrain.
9	Shrine	All formations within the structure (or within 5cm of the structure if it is impassable terrain), gain the leader rule, while they remain in the structure.
10	Sanatorium	All formations within the structure (or within 5cm of the structure if it is impassable terrain) may attempt to bring units back that were destroyed. For each unit not with the formation roll a D6 and on a 5+ they are place back with the formation. This counts as the formation's activation.
11	Tank factory	The player may immediately redeploy one armour formation (+Upgrades), that has already been destroyed within the cryptic constructions or within 5cm of its edge. This is a free upgrade; If you have an already destroyed armour formation (+Upgrades) to use.
12	Death to the planet	When formation enters the building (or within 5cm of the structure if it is impassable terrain) roll a D6 and on a 1 or 2 a virus bomb goes off. Every unit in the formation must make armour save or die. Each unit that dies gives the formation a BM.

Cryptic Constructions Table

The xenos is evil unto itself