



GOING ON CAMPAIGN



EPIC: ARMAGEDDON
Unofficial
SUPPLEMENT



Abandoned

The Boadicaea Campaign (917M38) saw extensive trench fighting, and many of the tanks used were abandoned and changed hands during the multi-year battles as they were frequently stuck in the trench systems.

Let the Emperor's will be your torch

Written by:
Greg Knight

Scenarios by:
Greg Knight

Contributors:

Britt Holtsclaw, Greg & Trent Knight – playtesting

Britt Holtsclaw, Greg Knight, Laurie-Ann Knight, Nuno Castilho – proof reading

Nuno Castilho aka 'Rastamann' – photography, graphic design and page layout

Peter Laycock – artwork throughout the booklet and the front and back covers

This booklet uses the following artwork from Peter (in alphabetical order)

Abandoned Ragnarok (front cover and page 2)

Aeronautica Imperialis (page 16)

Chaos decimator (page 8)

Eldar jetbike attack (page 23)

Ork gunwagon (page 7)

Naval actions (page 13)

No context (back cover)

Please be sure to visit his gallery at <http://stugmeister.deviantart.com>

'Frosthammer' – Paramax short story

Special thanks to:

Games Workshop – for creating the setting and game system

Tactical Command Forum Members – for being such a great community

Everything in this document is copyright of its original creators, notably those names, definitions, logos and visual media items which are and will remain the intellectual property, trademarks and copyrights of Games Workshop Ltd.

CONTENTS



0. Introduction	5
1. Map Campaigns	6
2. Chronicle Campaigns	10
3. Starting Locations	12
4. Initial Forces.....	13
5. Conclusion of the Campaign.....	14
6. Oh, but Sir, Where's my reward?	16
7. Battlefield Terrain	18
8. Scenarios.....	20

Death is not tolerated if failure ensues

Mention the word 'campaign' to any wargamer and there will be a twinkle in their eye, and their faces take on a peaceful half smiling look, as the old grey matter pulls out various memories of combats, sieges and all round back stabbery, that has happened in the past.

So, why do wargamers love campaigns so much? Well, it's because they give our games a background, a storyline, a situation and an importance. Quite often, the next battle is influenced by the previous one, giving an added value to the games you play. This way, games become more than just games; they have an effect on the whole campaign. If you can hold that pass this game, then next game your reinforcements will arrive and you can push back the antagonist. If you can't, well, they'll be at your city/hive gates in the next battle, and so on. Now, doesn't that sound more fun than just playing a standard tournament game?

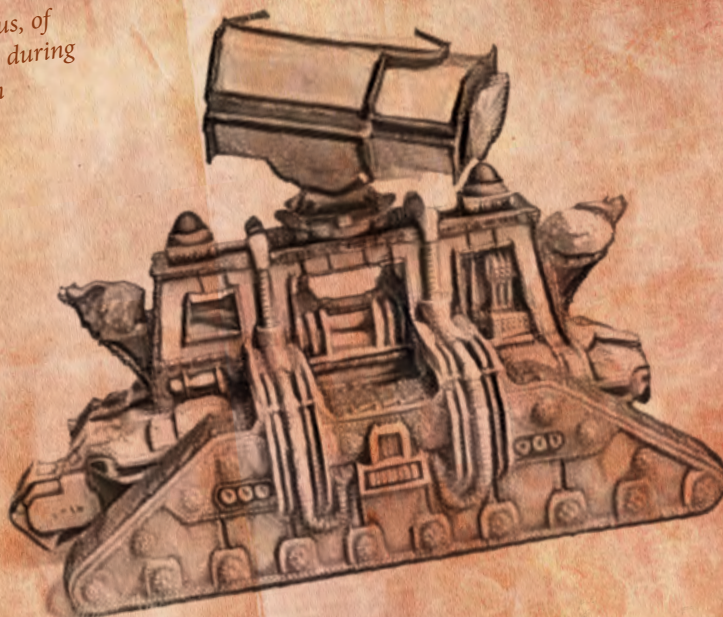
Campaigns also free you from the standard restraints of EpicA where you turn up with a standard force of Y points and play a standard scenario against another normal army. Campaigns can

throw that agreement out of the window. If your forces have taken a pounding and you've only got 1000 points worth of troops left holding the bridge against your associate's 2000 points force - tough! Welcome to the real world where generals never fight in equal battles and the significance of losing a battle can be far more reaching than it would be in a pick-up game.

Campaigns can also include more than one game system. So you play Epic for large land battles or 40k for small scale sabotage and scout games. Take it a step further and throw in Battlefleet Gothic to cover the space side of the campaign. You are only limited by the imagination and commitment of the players involved in the campaign.

Ok, so before you start a campaign, you will need some regular players who are committed to playing the campaign. It just takes one player not to play the games they need and this can ruin it for all the others in the campaign. The more multifaceted the campaign, the more commitment you need to see it through to the end.

*Ordinatus Maximus Fogus, of
the Forgeworld Delferak, during
the Stricke IX Campaign*



1. MAP CAMPAIGNS

Campaigns often invoke images of players gathered around a map moving their armies into battle. This in reality sums it up quite well. When doing a map campaign, it's the choice the players make on the map, and the subsequent battles they play, that drives the story. They can also offer players a whole new strategical level of play, from grand battle plans to controlling your supply lines and everything in between.

The simplest map campaign is the territorial campaign, where the map is split into sections and then the players battle over various sections, with the map being used to show how well the individual players are doing in the campaign.

Another form of map campaign is the node campaign, which is similar to the territorial one, with the exception that the map has interconnected nodes superimposed over it to battle over. Players can only attack nodes adjacent to the ones they already control and so the battle fronts flow over the map putting the battles in context. Don't be intimidated by the difficulties of map campaigning, they're actually quite simple to run as long as all the rules are in place.



Campaign map for the War without end 2011 Campaign, by Onyx, using the excellent Mighty Empires and Planetary Empires Hex Tiles by GW, both still available to purchase (<https://onyxworkshop.wordpress.com/epic-armeddon/war-without-end-2011>)

Regional campaigns

These are territorial campaigns, with players battling over the various territories. Each time they win a battle; they get to claim one of their opponent's territories with the total amount showing how well they're doing in the campaign.

Territorial campaigns work well with gaming clubs, but could work well with non-gaming club group, because they're don't restrict who plays who. You can battle for territories that don't need to be adjacent to your own territory or simply work on the basis that the winner of a battle can claim one of the loser's territories. This way, any player in the campaign can play any other player without needing to worry about their positions on the map.

When setting up a territorial campaign, it's always a good idea to make sure each player has a few territories to start with.

Ideally, this should be at least equal to the number of players plus one or two. So if there are 4 players, each player should start with 5 to 6 territories. This is to make sure that even if everyone attacks the same player in the first turn (which is very, very unfair), he or she isn't going to be wiped out of the campaign in the very first week... On the other hand, you could rule that players cannot lose their capitals or starting territory. That way, players who don't do so well in their battles aren't excluded from the campaign by losing all their territories.

As you can see, territorial campaigns offer a humble way for a group of players to track their games over a period of time. If you're looking to add a little strategy to your campaign, then consider a node based campaign.

*Ork gunwagon sketch found
after the Remax Campaign of
Pacification, M36*

Categories of maps

It goes without saying, but we'll state it anyway - the map is the key element in a map campaign. In a territorial map campaign, the map can be somewhat simple, as long as the regions are defined with nice clear borders; the actual map they are displayed on does not really affect the campaign. It's the same with node campaigns, as long as the nodes and the paths between them are clearly defined, the actual map is just a framework.

In the true map campaign, however, the map becomes very significant because it's essentially the details on the map that affect the campaign. They are the details that let you know which areas are metropolitan, grasslands, impassable seas or rivers, and so on. So, with a true map campaign, the truth is in the details, and the more detailed your map, the more detailed the campaign. So with this in mind, it's well worth taking your time to find the right map to fit your campaign as it really is the most important part of planning your map campaign.



On the Hisfal III Campaign, the introduction of Decimator Superheavy tanks by the Iron Templars Traitor Marines turned the battle in their favor

Detailing maps

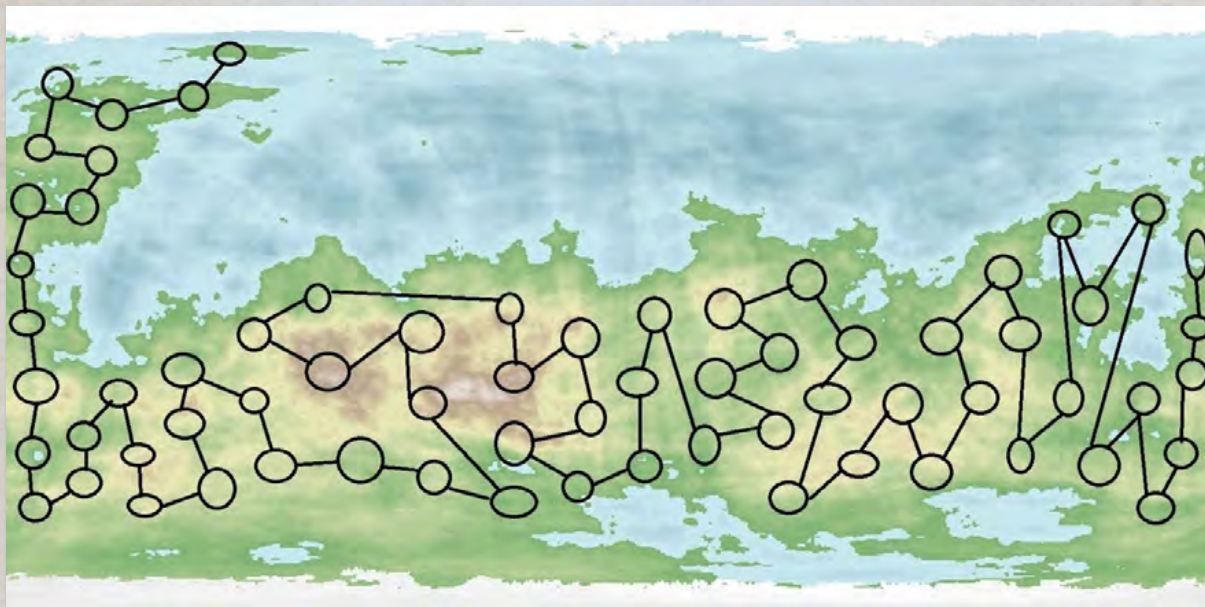
As mentioned above, in territorial or node campaigns, the map just serves as a backdrop to the sectors or node network overlaid on to it. In a true map campaign, however, the actual details on the map affect the campaign both at a campaign and battle level, depending on how granular you want your campaign.

With this in mind, you need to decide what topographies on the map will affect your campaign. Before you can do that, there's a crucial decision that needs to be made and that is whether it should be a grid map or a freeform one.

Grid maps are simply maps with either a square or hex grid superimposed over them. The grid serves as a guide to movement and position. This allows the players and campaign organiser to simply track which grid an army is in and its movement. Individual square

or hex grids can also be given various effects to represent wooded or urban areas and these affect any army in that square or hex.

Freeform maps are a bit more organic. They do not have grids to guide movement or define areas that are affected by what terrain. Instead, armies can move around the map much like models do in a miniatures game. How far they can move in a campaign turn depends on their movement rate and the effect of any terrain they might be passing through. Freeform maps are far more representative than grid maps but they do require a lot more work in setting up and tracking armies during the campaign. As always, what you decide to use is down to what you want out of the campaign and how much effort you want to put into setting up and running the campaign.



Simple node map that can be used to move from node to node, creating strategic control areas and battlefields corresponding to each node.

2. CHRONICLE CAMPAIGNS

So, you want to follow your armies' fortunes as the battle rages through the campaign!!! Chronicle campaigns are a nice way of linking the battles you play by using a narrative; it gives the games you play a background. Chronicle campaigns are usually played amongst two friends as a way of recording the ongoing exploits of their armies. Either the story is used to decide what scenario is to be played next in the campaign, or the results of the scenario can be used to drive the story.

Chronicle campaigns come in two basic forms: ladder campaigns and tree campaigns. Ladder campaigns are a set of scenarios that are linked consecutively as a simple ongoing storyline, where one scenario follows the other based on a story that's been decided in advance. Tree campaigns are a slight variant on the ladder campaign, where the next scenario is decided by the outcome of the previous scenario, and then the results of the scenarios drive the story. It doesn't matter which type you choose; with Chronicle campaigns, it's all about the story.

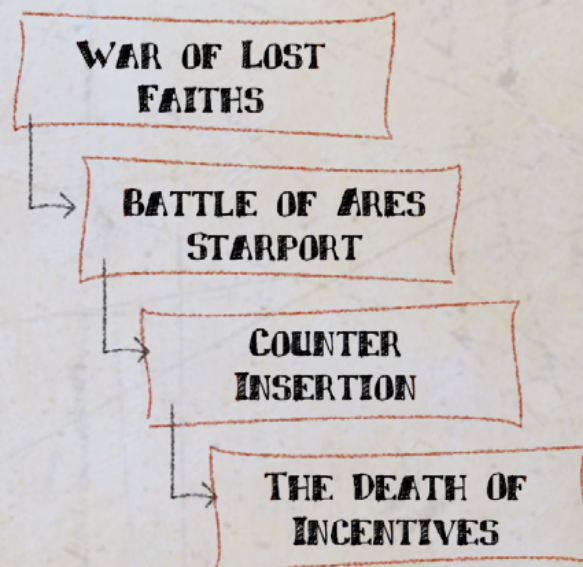
Ladder campaigns

Ladder campaigns are the most modest of all campaigns. They're a simple set of linked games where each scenario follows the ongoing story. It can be anything from two games to twenty, but six or eight games are the most common. Mainly, they tend to be aimed at two players, often friends who want to add a little storyline to their regular gaming.

It's quite likely you've already played a ladder campaign with an acquaintance without even realising it. Any time you sit down with your acquaintance after a game, thought about what would happen next and planned the next

scenario around that idea, and then you've been playing a ladder campaign. The only modification is that in a "correct" ladder campaign, the scenarios are planned before the games are played, rather than after them.

In the example below, the storyline follows a strike force heading into enemy territory to take out an enemy communication centre or something comparable. First, the strike force has to move in and scout the target, then disrupt it without being discovered and then evacuate their forces safely. Ladder campaigns are a great way for friends to add a bit of fun to their games and can really help them coming up with interesting scenarios to play, rather than just sticking to the standard ones. If you're looking for an even more dynamic narrative, then tree campaigns will be the next step.

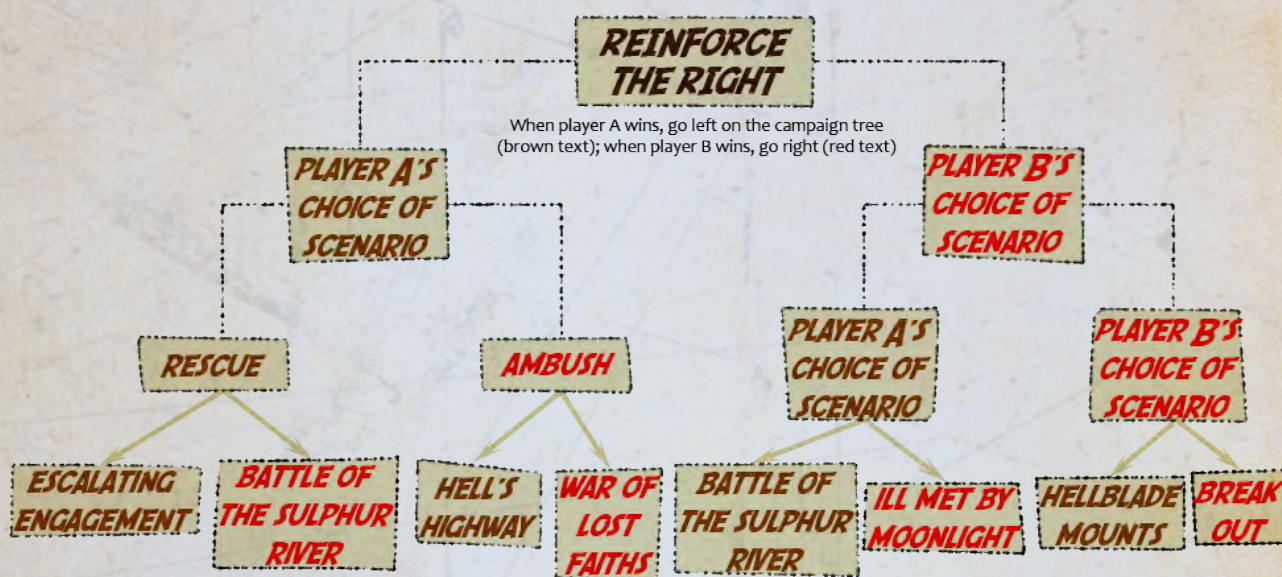


Example of a simple ladder campaign, where you simply follow the scenarios from one to the next. The scenarios used are from the previous two supplements

Tree Campaign

In a tree campaign, you have a number of battles organised, like a flow chart. So each time you fight a battle, whether one side loses or wins decides which way you go next. In a more extended campaign you will end up with something looking like a tree with each battle spawning a few more branches, depending on the results and other conditions that you could add in. It is also possible to include campaign paths along the tree that loop back or miss whole sections, and so on. It's not that complex and once it starts, ideas will start popping out like crazy. Tree campaigns are simple to run and offer something different from a ladder campaign, because all the battles can be different.

It's very easy to create a tree campaign for EpicA; there are 20 scenarios to choose from the previous booklets (War of last faith and Ill met by Moonlight) and it's a simple case of working out the narrative and joining the scenarios together. The scenarios could be tweaked to fit the narrative, as well. Another way to add spice to the tree is to add extra information to the scenarios, like restrictions on war engines or flyers, points limits and so on. You are only limited by what you can think of.



Example of a simple Tree Campaign.

Start at the top of the tree then follow the path depending on who wins a scenario.

In this case, Player A's victories lead left; Player B's victories lead right.

The scenarios used are from the previous two supplements

3. STARTING LOCATIONS

When placing starting positions on the map, there's a few factors you need to consider...

Map size - the larger the map, the more space player will have to manoeuvre and seize ground before engaging the other players in battle and longer the campaign will run.

Number of players - the more players in the campaign, the more likely that there will be less space to manoeuvre and more quickly the players will be battling.

Starting territories - do the players start with one sector and expand from there, or do they start with a number of territories?

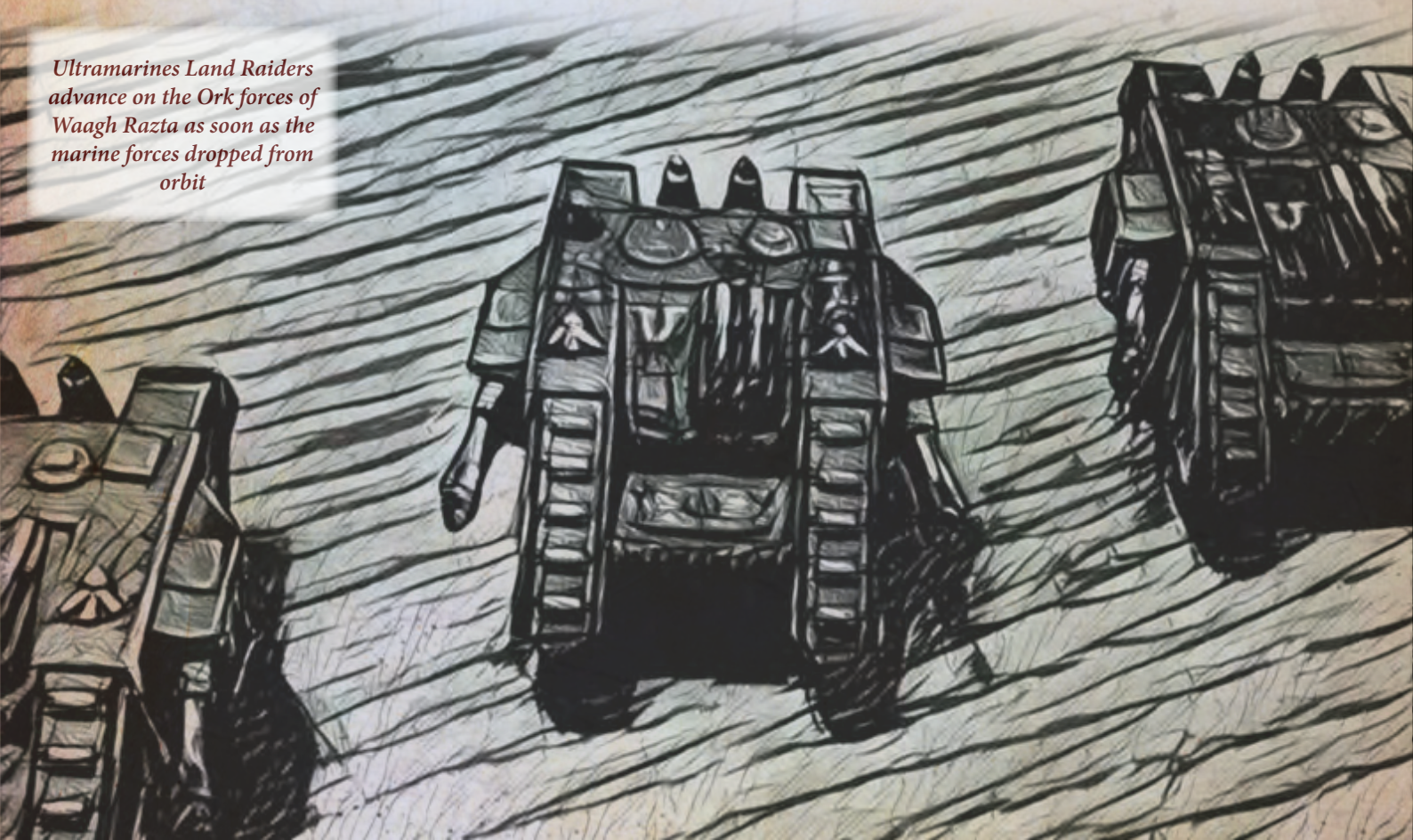
Map details - players that start close to a number of valuable sectors will have an advantage over the ones who don't.

So when starting a campaign, you should bear all these factors in mind when deciding where players start on the map. A small map with lots of players will result in a very bloody campaign, especially if players start with only one or a few territories. In this situation, it's likely that one or more players will

quickly lose their territories and drop out of the campaign, if they are attacked by multiple players or have a run of bad luck on their opening battles. On the reverse of that, campaigns with large maps and insufficient players and a lopsided amount of resources in certain areas can lead to some players gaining an excessive advantage. The fairest approach for a balanced campaign is to have the starting places dispersed evenly across the map, so that everyone has a chance to expand their territories and seize resources before they engage the other players.

Campaign controllers can pick where the players start on the map, which works well for campaigns with a strong narrative. Otherwise, starting points can be assigned to the map and then players can choose from the locations available. Whichever way you go is up to you and how you want the campaign to run - as long as it's fair on all the players involved and they know what sort of setup it is going to be, you should not have any problems.

Ultramarines Land Raiders advance on the Ork forces of Waagh Razta as soon as the marine forces dropped from orbit



4. INITIAL FORCES

The initial force that will be used in the campaign can be determined in a couple of ways. The first method is by points where you decide on a total amount of points available to a player and then that player assigns various points to various armies. For example, if a player has 5000 pts at the start of the campaign, they could allocate them equally into four 1250pt armies or they could have two 1750 pts armies and three 500pt ones, giving them a couple of proper armies and three scouting forces. This method requires more in the way of paper work, but allows for the points levels to change depending on the results of various battles and ongoing recruitment during a campaign. If you do decide to use this type, then it's best to suited to scenarios rather than tournament style games.

The second method is having a set army (set points level) to use throughout the

campaign. The benefits of this method are that it allows players to actually track the fortunes of the individual squads and vehicles playing in the campaign and this can be done using an experience. This method is seriously labour intensive to track and it's only recommended where there are a small number of very dedicated players playing in the campaign.

It's also important to realise that these are just the starting forces, over the course of the campaign; their forces could diminish due to losses in battle or because of various events. They could also be replaced over the course of the campaign by the recruitment of new forces, due to the formation been wipe off the board... Once the map and initial forces have been decided, all that remains in setting up the campaign is to decide how it will end.

Even though seldom mentioned, wet navies are still used about the galaxy, most often in Ocean Worlds, where ground movement is impractical. Mare IV is one such world. The orks of Waagh! Trog-Lo Ur-Dregga built ocean going vessels and huge sea raids and air-sea battles were the hallmark of that campaign



5. CONCLUSION OF THE CAMPAIGN

The final element in planning a campaign is deciding how it will end. Without setting out what the victory conditions will be, campaigns run the risk of running on for a long time with players slowly losing interest and the campaign ending in a sort of stalemate. It's easy to think that a last man standing approach is the best way forward, but that's not always the case. There are a few different ways of ending a campaign including by a time limit, achieving certain victory conditions or by holding a certain amount of the map.

The easiest is setting a time limit. Simply specify how long the campaign will last in either actual time or campaign turns. When this limit is reached, the players with the greatest number of regions, forces left or victories are declared the winner. There are a number of benefits to using this technique, the first being that it's pretty easy to keep track of, but more significantly, it lets the players know how long they're going to be playing the campaign. Without describing an end point, it's easy for players to lose interest in the campaign and drop out, particularly when things are not going well for them. Whereas when they know that the campaign is only going to last a few more turns or another month, they're more likely to stick with it and see the campaign through to the end even if they're not doing that well.

The second method is through accomplishments, whether it's achieving a certain number of victories,

controlling a number of key locations or a certain amount of the map. This method encourages players to go for the objectives of the game picking their fights strategically compared with the time limit method, which just encourages players to play the campaign to the end. The downside of this is that it could take a while to attain those triumph conditions, especially if the campaign turns into a deadlock. The other important thing to note is that the triumph conditions must be reasonably attainable. The harder the triumph conditions are to achieve, the longer the campaign will run and the more you risk the players losing interest.

The third, and most obvious, method, is also the hardest to achieve – a total wipe out victory. Although it wouldn't be recommended to set this as a sole victory condition for the campaign, but if a player manages to win all his battles, then obviously they should win.

The best forms of triumph conditions are ones that include all these methods. Simply decide on what you want your main victory condition to be based on, such as controlling key areas or a certain fraction of the map and then stipulate a time limit to the campaign and how the winner will be decided when the time limit is reached. This way, the players will still play the campaign tactically going after their objectives but won't lose interest if they're not doing well because they know when the campaign will be ending.

A doubt removed

by Frosthammer

The hard bang of displaced air disrupted the low hum of machinery that normally fills the chamber, six black and silver behemoths survey the room, weapons sweeping over every space surrounding them. Footsteps come down one of the corridors leading into the chamber, an odd gait and the metallic ring from the decking tells the intruders that one of the disciples of the Omnisiah approaches. As the Enginseer enters from the passageway it is met with a hail of bolt rounds, the corpse crashing to the deck leaking blood and other non-biological fluids.

Similar episodes repeated throughout the station. Monsters in black and silver armour appear from nowhere, murdering crew members with efficiency and minimal effort. Alarms scream and confusion reigns as mortals and the blessed of Omnisiah scurry like vermin, seeking escape from the death that stalks them.

Clade Lavyh marched to their objective, Morlock Captain Rabinn leading the advance, their Gorgon suits glittering in the flickering lights of the corridors. Rabinn listened to the comm chatter, other legion units were generally meeting minimal opposition, with any resistance from station personnel being crushed quickly. "Ogben, this intersection is yours. Make sure no one passes". The rest of the Clade marched on, scanners turned to maximum gain, weapons tracking every inch of the passages they pass through. Gebbi and Pretek were stationed at other intersections as the Clade pressed on, leaving Sergeant Leven and Morlock Ashkan to escort Rabinn to the AuxGen.

As the trio approached the AuxGen, a slight hiss preluded blast doors slamming shut at either end of the corridor they currently occupied. "The fools seek to trap us" chuckled Ashkan, as he triggered his chainfist. With the screech of metal, the Morlock cut an opening through a blast door. Stepping through the opening Ashkan felt hard impacts against his terminator armour, projectile rounds ricochet off his war plate as he advances on the occupants of the chamber. The station crew were arrayed behind whatever cover they could find and poured everything they had into the post-human juggernaut who just appeared before them. Ashkan roared with pleasure at this vain attempt to stop him and charged into the room, clubbing and cutting his way through the unfortunates, not deigning to waste ammunition on them.

With the room secured, Rabinn had the rest of the Clade retreated back to his position as he and Leven set magnetic pulse charges on vital equipment, ensuring that the AuxGen would be rendered useless at a word from his Primarch.

The Armorium proved a different prospect for Clades Urrel and Benrii. Station Armsmen and a smattering of Skitarii defended the Armoury with vigour. The Immortals of Clade Urrel advanced behind their shields, bolters barking, calling shots to each other as threats presented themselves. Plasma fire washed over them as the Skitarii rose from cover to fire at the intruders. Krenlen, Terekh and Ezkael had already fallen, cut down by plasma fire and some exotic Mechanicus weapon carried by the Skitarii. Immortals were not mourned, their deaths were only marked by their brothers. Sergeant Fehld called back the Immortals to the nearest cover, regrouping for yet another push.

"We need to find another way, this is taking too long and the Primarch will be displeased" Roak called over the noise of battle. Fehld look at his squad, "ideas brothers?" "Grenades, lots of grenades", muttered Drezk as he took a quick look down the corridor towards the enemy position. Gathering together some smoke and frag grenades, he looked at the members of his Clade, "be ready when I throw this little gift to the enemy". Gripping weapons and shields a little tighter, the Clade members shifted into position, ready to spring forward. Drezk looked back at his brothers and then threw the bundle of grenades into the midst of the enemy. Cries of alarm came from the defenders as they realised what had landed amongst them. Fire, shrapnel and smoke engulfed the defenders first line of defence, the Clades sprinted down the corridor crashing into the defenders. Brutal close combat as only the Astartes know ended lives in an ugly fashion, with blood and meat flung across the walls. Taking advantage of the opening the warriors of the Iron Tenth pushed further into the Armoury, the defenders no longer able to keep them at a distance. Fehld stomped an injured armsman, ending his suffering and looked around, "push forward brothers, give them no reprieve from your anger". The Clades made quicker progress now, resistance began to falter the deper they pushed into the Armorium. After the last shots had died out, Sergeant Fehld surveyed the wreckage, cringing a little at some of the worst damage as he knew the Iron Father would definitely be unhappy with the excess of his brothers. Contacting his commander, he confirmed the objective had been secured. With that obligation dealt with Fehld began to reform the Clades to prepare for the next phase of the operation.

continued on page 25

6. OH, BUT SIR, WHERE'S OUR REWARD?

Not every campaign is going work with an experience based progression system added to it. It is nice, however, to see a formation harden after many battles and using an experience system is a way to represent that. The idea here is that once the formation gains enough experience it will become battle hardened. It should recover more quickly from set-backs and suffer less from disruption under fire. Unless the formation is totally wiped from the board, it will maintain a core of experienced troops and leaders, which will pass on their skills to the new troops. The flip side of this is inexperienced formations are more likely to panic more and remain disrupted for longer periods. As illustrated by the table below, that blast markers and leadership come into play.

Starting experience points (XP)

All formations gain d6-1 XP at the start of the campaign, except the Supreme Commander, who gets D6+3 XP.

Gaining experience

A formation gains XP for each battle it is involved in:

- +1 For fighting in the battle
- +1 If the formation claims an objective marker
- +1 If the formation destroys a War Engine formation
- +1 If the Blitz objective is captured
- +1 For achieving a scenario goal
- +1 If the formation participates in a close combat or Fire fight
- 2 If the formation falls below half strength

Each of the above modifiers can only be applied once during the game. So the most a formation could active is 6 points and the lowest being 0 from a battle, unless it's wiped out.



On the famous Battle for the Sulphur River, Armageddon Campaign, many air aces arose on both the imperial and ork side

Experienced Formations

Formations can attain one of five levels of experiences, which are Green, Experienced, Veteran, Crack and Elite. The level of a formation is based on how many XP it has at the beginning of a battle. The table to the right shows the levels, the required XP and their respective effects.

XP	Level	Effects
0	Green	Extra BM for coming under fire
1-5	Experienced	No effect
6-20	Veteran	No BM for coming under fire
21-35	Crack	+1 to Initiative roll
36+	Elite	+1 to CC <u>or</u> FF value

Formation Experience Table

Aircraft

Aircraft are going to need something different. The Aircraft Experience Table is used for all flyers (including Flying W/E)

XP	Level	Effects
0	Green	-1 to Initiative roll
1-5	Experienced	No effect
6-20	Veteran	+ 1 to the Initiative roll
21-35	Crack	+1 to armour
36+	Elite	+1 to jinx rolls

Aircraft Experience Table

War engines

The big ground based boys also have their own XP table (W/E Experience Table). You can also come up with a separate table for titans and maybe include or adapt the honour system from the old Adeptus Titanicus.

XP	Level	Effects
0	Green	N/A
1-5	Experience	+1 to hit when shooting other W/E
6-20	Veteran	Extra blast marker remove in rally phase
21-35	Crack	+1 to FF
36+	Elite	+1 CC

War Engine Experience Table

After action recovery

After each battle, all the casualties are replaced and all vehicles are repaired. ALL war engines are repaired or replaced if they were destroyed or damaged. When a formation is wiped out, another formation exactly like it is brought back in with the same upgrades. Formations that were wiped out in combat will start as Green for experience, unless they're the Supreme Commander formation which will get replaced with D3+1 XP.

7. BATTLEFIELD TERRAIN

Knocking them down

Many would remember in the SM era that you had the ability to knock building down and kill the occupiers inside (although not an easy task, one must say). The rules presented below should allow that happen again in EpicA, though this is meant only fun, friendly games.

The first thing to do is work out what each building's DC will be. Listed to the right are some standard buildings, which can be changed as needed.

Wood building - DC4; 6+ armour save

Concrete Building - DC6; 4+ armour save

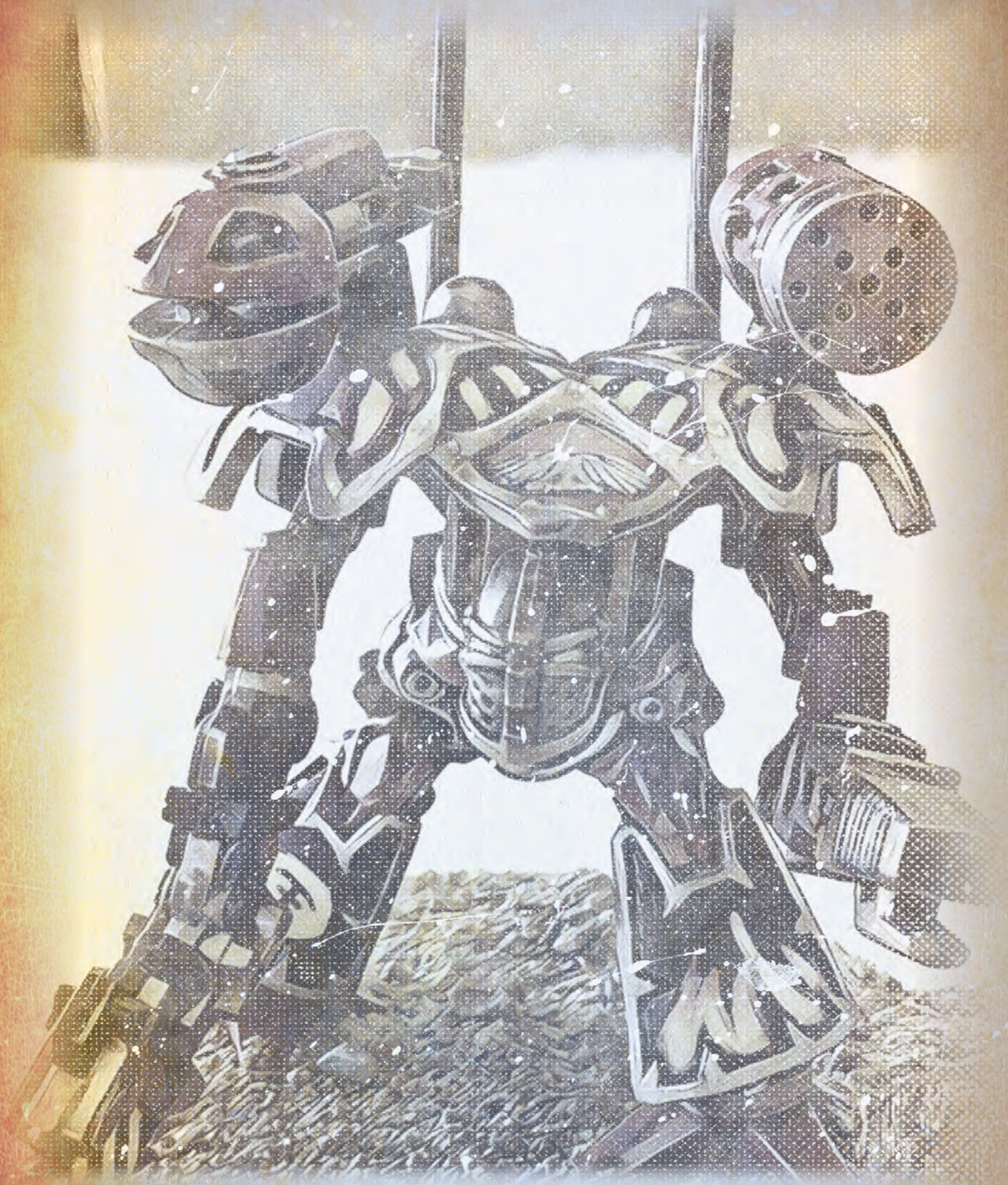
Plasteel Building - DC9; 3+ armour save

If a building suffers a hit from shooting, then make a save against each shot that hits. As per usual on multiple DC units, for each unsaved hit you may cause a critical on an additional d6 roll of 6. If you do cause a critical, then roll a D6 and consult the table below, applying:

+1 for hits caused by a Macro-weapon

+2 for hits caused by a TK weapon

D6		Effect
1	Breach!	Massive cracks appear in the building's walls. The building's Armour Value is reduced by 1 for the remainder of the battle.
2	Tremor	The building shakes viciously, throwing its tenants to their knees. If the building is occupied, the occupying formation can't take Overwatch, or Sustain fire orders in the current and following turn. If an occupying formation does leave the building in that turn or the following turn, they can only do a move action.
3	Partial Collapse	Part of the support structure is blasted away, causing portions of the roof to fall in. If the building is occupied, the occupying formation suffers additional 1D6 Blast Markers and follows the same restrictions as in the tremor. The building's Armour Value is reduced by 1 for the remainder of the battle too.
4	Structural Collapse	Inner supports are destroyed, causing several levels to breakdown under their own weight. If the building is occupied, the occupying formation suffers additional D6 hits on 4+ and follows the same restrictions as in the tremor.
5	Catastrophic Breach	A huge slab of stonework falls from the building's flank. The building's Armour Value is reduced by D3 for the remainder of the battle. This is cumulative with any other penalties to the building's Armour Value. If the building is occupied, the occupying formation suffers additional D6 hits on 4+ (with no armour save) and follows the same restrictions as in the tremor.
6+	Total Collapse	The roof and several interior floors fall in, crushing many of the occupiers and forcing the remainder outside. The building is destroyed. If the building is occupied, the occupying formation suffers additional 2D6 hits on 4+ (no armour save) and follows the same restrictions as in the tremor, but the formation must abandon the building and is placed 5cm in a random direction (use the scatter die). Replace the building with a suitable ruins piece.



The Emperor's Wrath is Mighty

8. SCENARIOS

Battle for the Fertiliser Complex

Forces: Both sides choose armies to an agreed points total. This game is recommended for armies of between 2,000 and 3,000 points.

Terrain

6ft x 4ft table

Terrain follows the standard tournament setup.

There will need to be a building complex set up in centre of the table and it should have a size of at least 30cm by 60 cm. Different sized buildings can be placed on it. It blocks LOS but can be shot into or out of. It counts as cover.

There are three roads, two will exit from the long side of the complex and then exit the long side of the table and one will exit the complex and go to the short side of the board (as shown in map).

Space Wolves

Set up 50% of their force (by points) in the building complex. No teleporting for this force is allowed.

The remaining 50% will come in as Group A and Group B (roughly 25% in each group) from turn 2 onwards.

Before the strategy roll on turn 2, randomly roll for which group will enter play. The other reinforcement group arrives on turn 3.

Don't roll for road entry point until a formation in that group activates. These formations may enter on one of the roads, or within 20 cm to either side of it. Roll a D6 and check the map below to see which road they the formation takes. All movement is measured from the edge of the board that the formation enters from. The formations will enter one at a time, as they're activated as per the usual rules.

Teleporting units can teleport onto the board anywhere but on the complex.

Otherwise, aircraft may be used as normal from turn 1, except for planetfall or air landings and air assaults.

Thousand Sons

The Thousand Sons can deploy their force anywhere on the table, but can't deploy any unit closer than 40 cm to the complex.

Teleporting is allowed from turn 2.

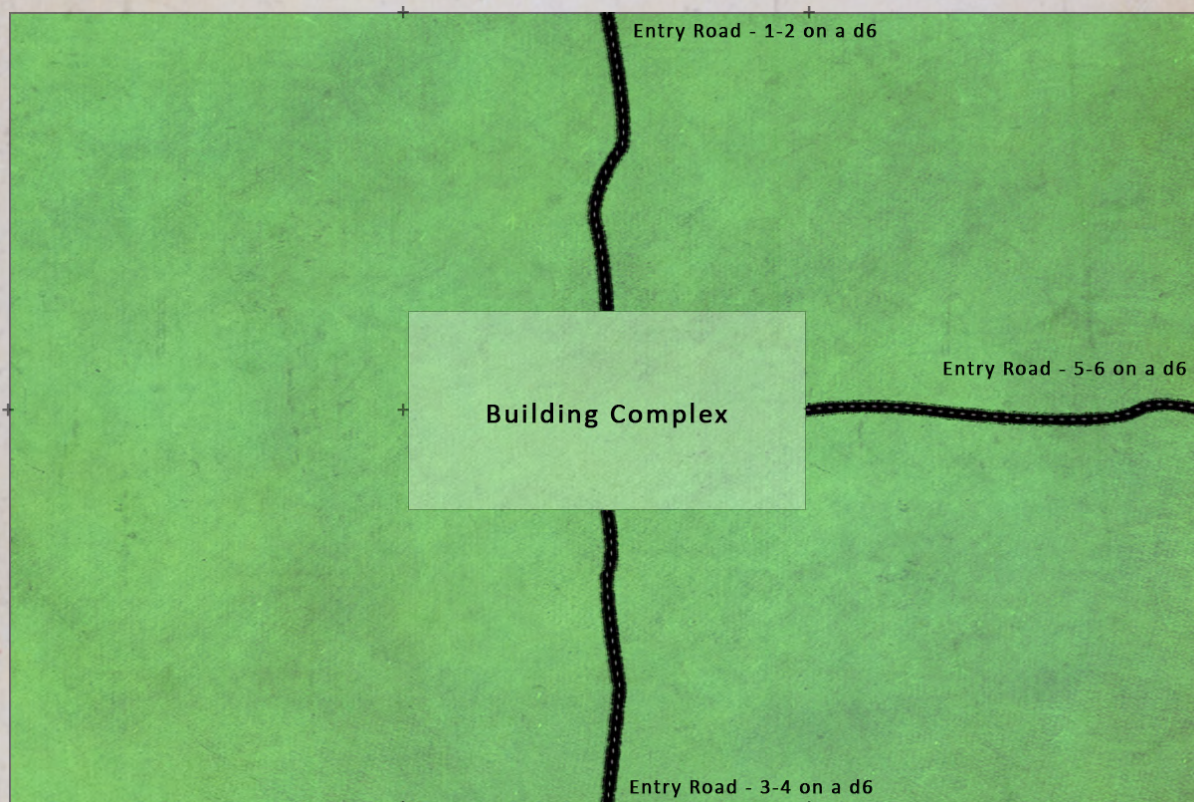
First Turn: The Space Wolves automatically get the first turn. Then from 2 turn on, roll to see who goes first.

Game Length: 4 turns.

Victory conditions: Space Wolves win if they control the complex. The Thousand Sons win if there are no Space Wolf formations in the complex. Routing or broken units don't count for control of the complex.



Identified as Da Dregga Sqwadron, these ork planes were an example of crude effectiveness on the Green Skin's attack on Rynn's World



Battle of unyielding bunkers

Forces: Agree which player will be Force A, and which will be Force B. Both players then select their armies to an agreed points limit. Force B must take between one and three Fortification choices for every 2 primary Formations (i.e. Warhost/Company) in his army.

The Battlefield: Set up terrain as described in the Epic Armageddon rulebook, using the deployment map below. Once all terrain is set up, Force B must nominate a single fortification to have a Targeting Auger, place an objective marker within 7.5cm of the fortification to represent the Targeting Auger.

Deployment: Force B deploys its forces first and Force A deploys its forces afterwards.

First Turn: The Defender goes first

Game Length: 4 turns.

Victory Conditions: At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

Primary Objective

At the end of the game, each player scores 1 Victory Point for each enemy unit that has been completely destroyed. The Attacker scores 1 Victory Point for each fortification it captures.

At the end of the game, the Force A scores 3 Victory Points if one or more of the following conditions are met:

The fortification with the Targeting Auger is occupied by one of Force A's units.

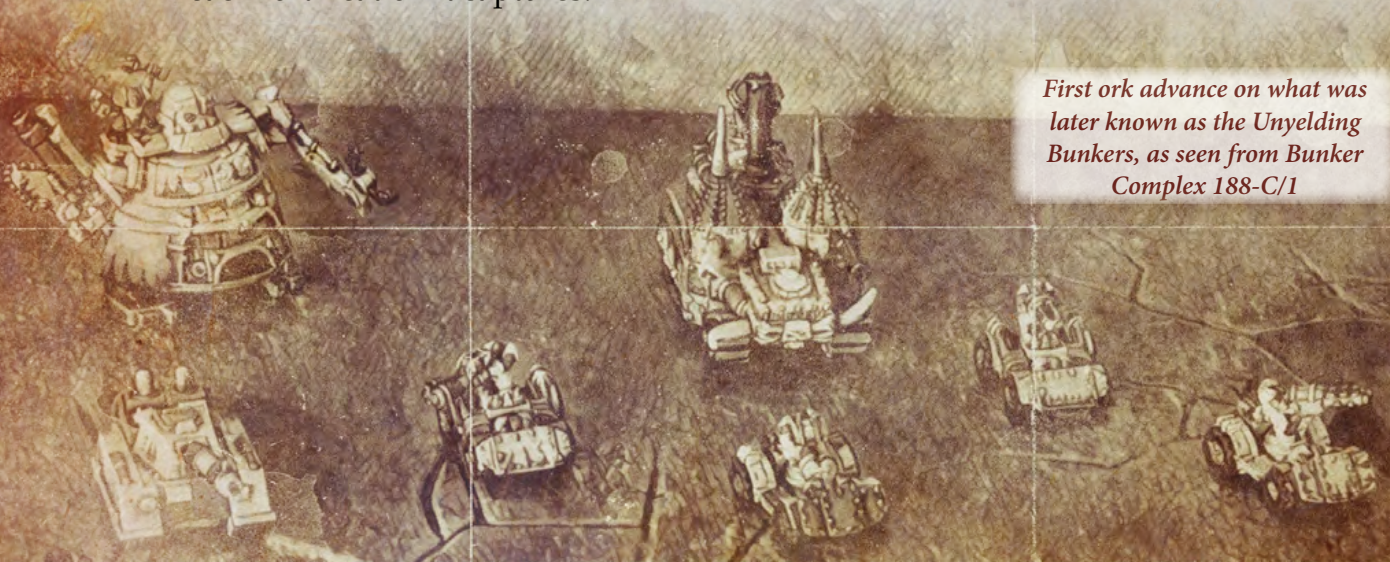
At least one of Force A's units is within 7.5 cm of the Targeting Auger objective.

Mission Special Rules:

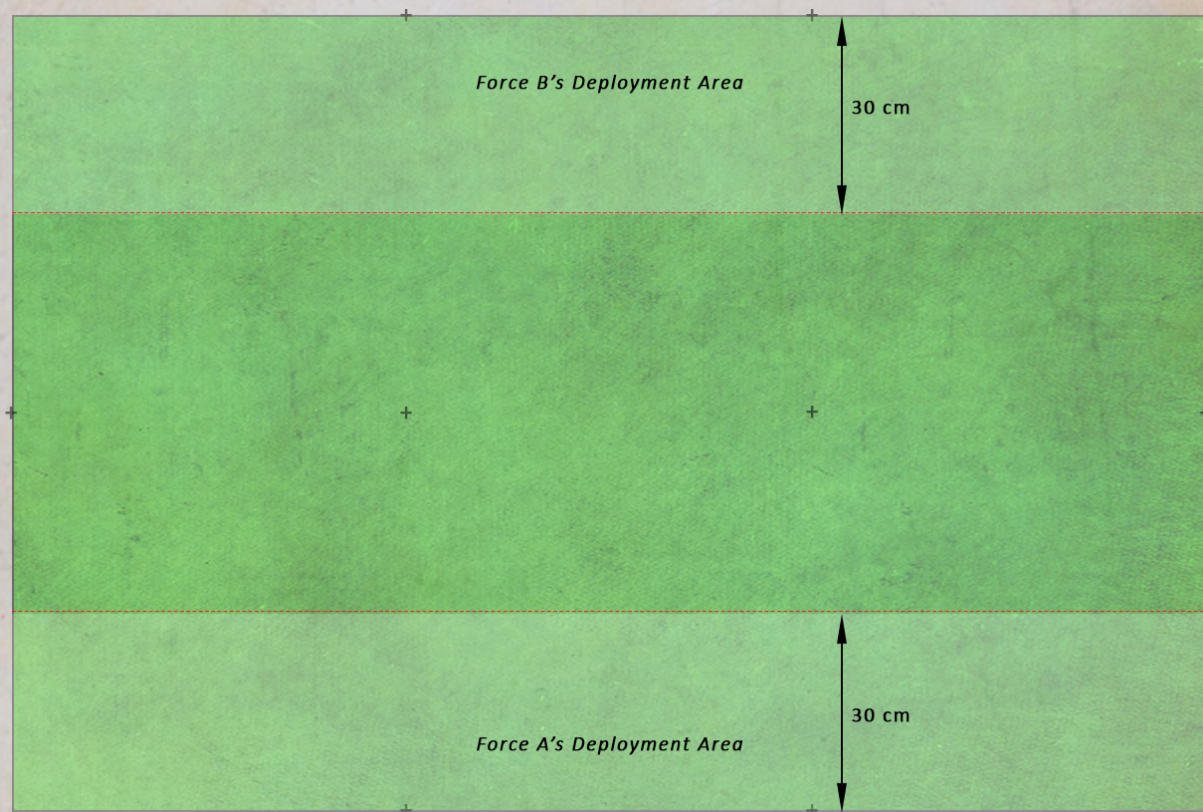
Targeting Auger: If, in Force A's Shooting phase, a friendly unit is occupying a fortification with the Targeting Auger, or is in base contact with the Targeting Auger objective, then that formation can direct an Artillery Strike. This is treated as a shooting attack with the following profile:

75 cm range, 3BP(IC) (large template).

An Artillery Strike is resolved separately from other weapons fired by the same formation in the same Shooting phase, and can be used to fire at a separate target. If a hit is rolled on the scatter dice, then the template doesn't scatter. If an arrow is rolled, the template scatters 2D6. The Targeting Auger can only be used once per turn. The Attacker cannot make use of the Targeting Auger. Also the formation doesn't need to have LOS to the target in question and only needs to have the target in range to shoot the Artillery Strike.



First ork advance on what was later known as the Unyielding Bunkers, as seen from Bunker Complex 188-C/1



The Fedora Campaign of Pacification was finished only after Lord Warmaster Maxzimus ordered the building of a chain of fortified positions that could act as bait for the Eldar raining forces



The invaders have swept aside all

Forces: Agree which player will be the Force A, and which will be the Force B. Both players then select forces to an agreed point's limit. Force B must take between one and three Fortification choices for every 2 primary Formations (i.e. Warhost/Company) in his army.

The Battlefield: Set up terrain as described in the Epic Armageddon rulebook, using the deployment map below.

Place Primary Objectives: After setting up the terrain, the Force B places 3 Primary Objectives. These objectives are placed in the Force B deployment zone, and can be placed on top fortifications but cannot be placed inside buildings.

Deployment: Force B deploys his forces first and the Force A deploys his forces second.

First Turn: Force A goes first

Game Length: 6 turns.

Victory Conditions: At the end of the game, the player who has scored the most Victory Points is the winner. If both

players have the same number of Victory Points, the game is a draw.

Primary Objectives

At the end of the game, Force B scores 3 Victory Points for each Primary Objective he controls. In addition, at the end of the game, Force B scores 1 Victory Point for each enemy formation that has been completely destroyed.

At the end of the game, Force A scores 1 Victory Point for each of his formations that are in Force B's Deployment Zone, and D3 Victory Points for each unit that has exited the board via Force B's table edge (see the Punch through the Defence rule, below).

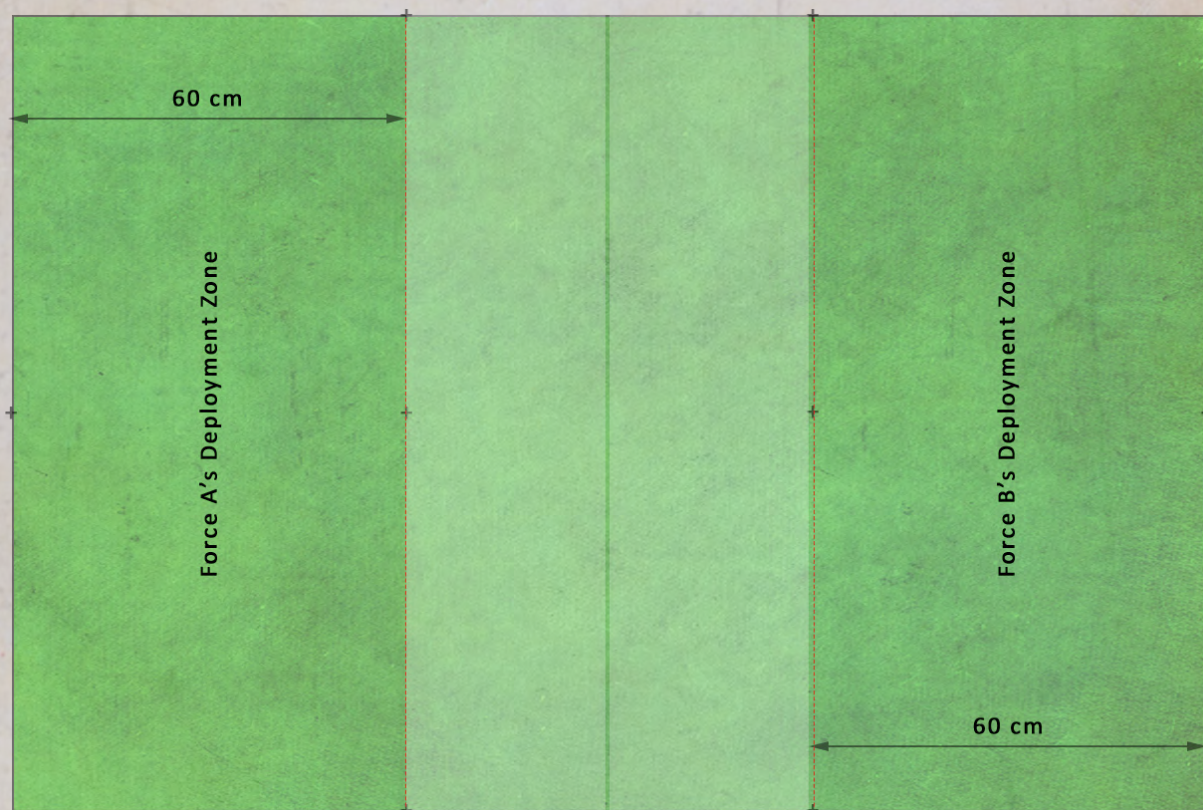
Mission Special Rules

Hold the Line: The Force B formations re-roll failed marshalling and rally tests whilst within 6" of one or more objectives.

Punch through the Defence: In this mission, the Force A units can move off of the Force B table edge. Formations that do so take no further part in the game, but award the Attacker with Victory Points as explained above.

*Ultramarine forces
(2nd Company) hold a position
against the onslaught of Hive
Kraken during what are now
known as the Tyrannic Wars.*





continued from page 15

Standing in the Master Bridge of the station, the Master of the Iron Tenth looked across the banks of screens and equipment manned by a combination of mortal crew and servitors. The technology of the station was old, predating the Unity Wars and the rise of his Father. Arch Magos Texamino Kappa-Primus in command of the station eyed the Primarch warily, the unannounced arrival of one of the Emperor's sons with so many of his warriors and sizeable fleet had startled the Magos and his staff, sending them scrambling for the correct protocols to meet such an esteemed personage and preparing for potential resupply and refit of his fleet.

The Lord of the Iron Hands had come aboard with minimal fanfare, dispensing with any pleasantries and requesting to be taken to the Master Bridge to review operations. Texamino acquiesced with this request and led the way to the Master Bridge, answering Ferrus' questions about the station and its operations. The Arch Magos silently questioned the size of Manus' escort, as 50 legionnaires in terminator plate seemed excessive. He sent a noospheric message to his subordinates, advising them to make sure a suitable skitarii escort met them along the way, thus matching his own escort with that of the Primarch's.

The Master Bridge seemed overcrowded with the Lord of the Iron Tenth and his retinue present, as well more Skitarii guards than normal. The Primarch and Arch Magos conferred about the capabilities of the station and as the discussion continued a bridge officer approached the Magos, clearing his throat to get his attention. "What is it adept?" said as he glanced towards his subordinate. Given permission to speak, the adept "Sorry to interrupt you Arch Magos, but we have noted a strange energy surge from several of the Iron Hands ships and thought there might be a might be problem we should be concerned about". As the adept finished speaking alarms were triggered across the station and reports began to come in about energy spikes throughout the station and heavily armoured intruders in various parts of the station.

As the looks of confusion spread across the bridge crew, Ferrus' Morlock bodyguard began to fire upon the skitarii and bridge crew, mowing down those closest to them before any reaction could impede them. The Gorgon struck out with his silver hands, driving them into the Arch Magos, rending him incapable of putting up any sort of fight and disrupting his ability communicate with his subordinates. Standing over the crumbled form of Texamino, Ferrus watched his Morlocks fulfil his will as he hefted Forgebreaker. He felt eyes upon him and looked down at the Arch Magos, Texamino's mangled body was barely able to support his battered skull as he tried to raise it to look at the Primarch's face, speaking one last word before expiring, "Why?" Ferrus surveyed the wreck before him and whispered, "The Emperor had a doubt and I came to remove it".



Defy not the Emperor's Will