

SCENARIO – SPEARHEAD

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NOTE: This is just a taste of one of the scenarios to be presented in the "EPIC: Total War" supplement.

Scouting elements locate what appears to be a weak spot in the enemy lines. They call in friendly forces to exploit the weakness before the enemy can muster a counter attack.

Forces: Both players pick armies to an agreed points total between 2,000 to 5,000 points using the tournament army lists.

Game Length: 3+ turns

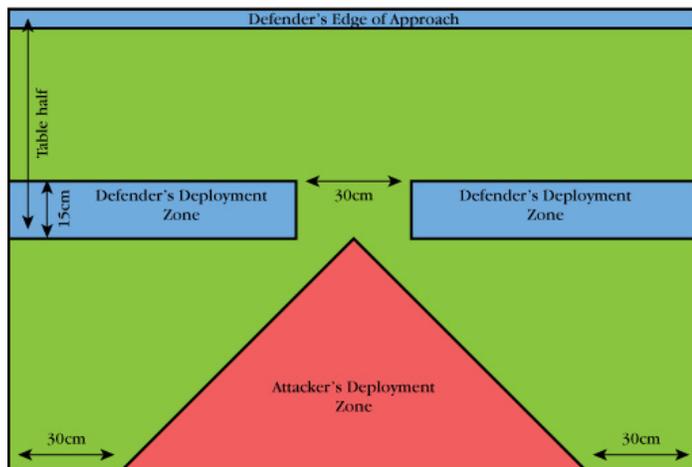
Scenario Special Rules – Alpha Level:

Objectives. Vanguard

Attacker – Reinforcements

Defender – Garrisons, Reinforcements (Delayed 1),

Gaming Area: Set up the terrain for the game in any mutually agreeable manner. Each player rolls a D6 and adds their strategy rating; high roll may decide whether to be attacker or defender. If one player sets up the terrain then his opponent may choose the long table edge the attacker will approach from. If you set up the terrain as a joint effort, then the player with the higher Strategy rating chooses. If both players have the same Strategy rating then dice to see who gets the choice of table edge. The attacker places two objectives within the defender's half of the table; these objectives cannot be placed within the defender's deployment zones and must be at least 30cm away from the defender's Edge of Approach and 30cm away from any other objectives that have already been placed. The defender then places an objective anywhere on their own table edge; this objective represents the defender's Point of Approach.



Deployment: The defender decides which of their formations will be garrisons and vanguard; the defender's vanguard and all remaining formations are held in reserve as reinforcements, delayed one turn. The attacker decides which formations will form their vanguard; all other formations will enter play as reinforcements. The defender deploys their garrisons within their deployment zones as desired; up to two garrison formations may be placed on overwatch. The attacker then deploys their vanguard formations anywhere within their triangular deployment zone. Attacker reinforcements will enter play along the long table edge encompassed by their deployment zone. The defender's non-vanguard reinforcements enter play on the defender's table edge anywhere within 15cm of their Point of

Approach. The defender's vanguard reinforcements may enter anywhere along their Edge of Approach.

The normal turn sequence applies.

Victory Conditions: Starting at the end of the third turn, determine if either player has won. At the end of Turn 4, each player roll a D6, if both players roll the same number then the game carries on for another turn and the players must roll again at the end of the next turn to see if the game ends or carries on another turn, and so on. If different numbers are rolled the game ends and the winner is determined by victory points.

Each player is trying to achieve specific goals. A player wins if they have achieved two of these goals in the end phase of turn three or later, and have achieved more goals than their opponent. The goals are:

All:

Break Their Spirit: This goal is achieved by destroying (not breaking) the formation worth the most points in the opposing army. If several formations are tied for the most points, this goal is achieved by destroying any one of them.

Make Them Pay: This goal is achieved if half or more of the enemy's formations are destroyed or broken and under half strength. Formations in reserve do not count towards this goal.

Attacker:

Breakthrough: The attacker achieves this goal if they have more unbroken formations fully within the defender's half of the table than the defender.

Overrun: The attacker achieves this goal if two or more of their formations capture the objective on the defender's table edge.

Take and Hold: The attacker achieves this goal if they control two or more of their opponent's objectives.

Defender:

Defend The Flag: The defender achieves this goal if they control all the objectives on their table half.

They Shall Not Pass: The defender achieves this goal if there are no unbroken enemy formations on their half of the table.

Seal the Breach: The defender achieves this goal if they have an unbroken formation, consisting of more than one unit, fully within the attacker's deployment zone (war engines count starting DC).

Scenario Special Rule Insert - Vanguard

Vanguard: An army moving into enemy territory cannot afford to do so blindly and usually sends fast or scouting elements ahead of its main body to look for danger. Such formations are considered the army's vanguard.

A scenario will indicate if and how vanguard formations may be used. Formations with a total value of up to one third of an army's total points may be used as a vanguard with the following restrictions:

- All units in the formation must have a speed greater than 20cm (formations that contain enough transport units with a speed greater than 20cm to carry any slower infantry meet this condition). OR
- half or more of the units in the formation have the *scouts* special ability

Formations containing units with the *supreme commander* and/or *indirect fire* ability or containing war engines with a damage capacity of greater than 3 may not be used in a vanguard. Armies will not risk their leaders, artillery, or large war engines on scouting duties.

Scenario Special Rule Insert – Attacker/Defender

Attacker/Defender: Some battles involve the push of forces into enemy held territory and the attempts of the enemy to hold them back. Such situations require an *attacker* and a *defender*.

Scenarios using attackers and defenders often have different setups, special rules, and deployments for each side of the conflict, as well as different victory conditions. A scenario will indicate how players can determine which of them will be the attacker and which will be the defender, usually involving a roll of opposed Strategy Ratings, and what rules apply to each side.

Some forces rarely act as defenders; either not valuing territory, or not having the manpower to employ static defenses, or simply tending to act as raiders. The following rules modify the way attackers and defenders are determined in a scenario:

Craftworld Eldar or Tau army	+2 to Strategy Roll
Dark Eldar army	may choose to be attacker
Necron army, without Tomb Complex	ALWAYS attacker
Necron army, with Tomb Complex	determine normally

Scenario Special Rule Insert - Reinforcements

Reinforcements: Wise commanders will often hold back a portion of their forces to commit where needed or to respond to enemy advances.

When using reinforcements, at the start of each turn, each player is allowed to bring on one or more formations, as listed below:

First Turn Arrivals: Any formation where the slowest unit in the formation has a speed greater than 30cm.

Second Turn Arrivals: Any formation where the slowest unit in the formation has a speed greater than 15cm.

Third Turn Arrivals: Any remaining formations.

Any Turn: Aircraft, spacecraft, formations that can teleport and formations that deploy from orbit (see normal rules for deploying these units).

Place one unit from the reinforcement formation on the appropriate table edge at the start of the turn it becomes available. Such formations take a normal action test to move onto the battlefield, measured from the previously placed unit. Formations that fail their action test take a Hold action to move onto the battlefield and suffer the normal Blast marker.

Note that formations with sufficient transports to carry slower units may arrive based on the speed of transporting units.

Occasionally, reinforcements may be *delayed*, arriving on a later turn than normal; the scenario special rules with indicate if this is in effect.