

# Attack-Defend Scenario

## 1 Overview

Changing the function of objectives and having a game of two halves (more accurately two games, one as attacker and one as defender, against the same opponent).

## 2 Army Selection

Each player selects a 4,000pt army from any Epic UK approved list and needs two objective markers.

Note: *Spacecraft are limited in this scenario (see later).*

Note: *Aircraft are penalised in this scenario (see later).*

## 3 Rules

### 3.1 Set-up

Games will be played on thin tables, 120cm by 90cm, with scenery as typically used at EpicUK events (i.e. several hills, woods and ruins/buildings).

### 3.2 Dividing army

Each player, in secret, divides their 4,000pt army into two parts, a defending force and an attacking force, such that:

- Formations cannot be split between forces
- Defending force has 1,350pt minimum
- Defending force has no spacecraft
- Attacking force has 2,350pt minimum

The two forces are now completely separate.

Note: *Lists should have 10–12 activations, with splits of 5–8 attacking and 4–5 defending.*

Special rules:

**Eldar** Webway portal can only be part of the defending force, it may replace any defender objective

**Necron** Tomb Complex can only be part of the defending force, it may only replace objective IV (a defender objective)

**Space Marine** The marines can 'scout spam' this scenario, to prevent that marine lists are limited to one scout formation per 750pt (round up)

### 3.3 Selecting Side

The player with the higher strategy rating selects a short edge, this becomes the attacker edge for both games.

### 3.4 Objective placement

- The Attacker places an objective in region I
- The Defender places an objective in region II
- The Attacker places an objective in region III
- The Defender places an objective in region IV

Such that no objective is within 30cm of another objective.

### 3.5 Spacecraft

At this point the Attacker may plot their spacecraft, if they have one.

### 3.6 Garrisons

There are no garrisons. See placing formations.

### 3.7 Placing formations

Note, players **do not** alternate placing formations:

- The Attacker places all of their formations
- Then, the Defender places all of their formations

Subject to the following restrictions

Formations are classed as:

**Scout** Half or more of the units in the formation have the scout ability

**Fast**( $\geq 30\text{cm}$ ) All units in the formation have a speed greater than or equal to 30cm

**Any** Any formation

Formations are only allowed to be placed in certain regions and typically begin the game with blast markers (BMs). **See the setup diagram.**

All aircraft formations, for both attacker and defender, begin the game with one blast marker.

### 3.8 Aircraft edges

For the Attacker, there are no safe aircraft edges. Leaving by any edge places one blast markers.

For the Defender, the defender short table edge (region IV) is safe.

## 4 The game

The game is played for three turns.

### 4.1 First turn

The Attacker automatically wins the strategy roll on turn one.

- The Attacker's first activation must be a formation starting in the region I **or** an aircraft formation
- The Attacker may retain the initiative as normal, there are no restrictions on which formation may be activated
- The Defender's first activation must be a formation starting in the region IV **or** an aircraft formation
- The Defender may retain the initiative as normal, there are no restrictions on which formation may be activated

**Note: the first activation restrictions on turn one also apply to any teleported units that arrive turn one**

*Note: A formation counts as being in a region if at least one unit is within the third.*

### 4.2 Claiming objectives

An objective is claimed if at least one unit from an unbroken formation is with 15cm **and** no unbroken enemy units are with 15cm.

An objective is contested if both players have units from unbroken formations with 15cm.

On the turn aircraft land (or planetfall) they neither contest nor claim objectives. If they remain landed, on the following turn they may contest/claim objectives as normal.

*Note: This is a scenario specific rule to prevent air-assault armies easily over running the defenders.*

### 4.3 Effect of objectives

Claiming objectives gives a benefit to the Defender by hampering the Attacker's initiative and rallying rolls, and giving a benefit to the Defender's combat resolution rolls.

Number of objectives claimed by Defender	Modifier to Attacker's initiative rolls	Modifier to Attacker's rallying rolls	Modifier to Defender's combat resolution rolls
0	0	0	0
1	-1	-1	1
2	-2	-2	2
3	-3	-3	3
4	-4	-4	4

#### **Check the number of objectives claimed at the time of each roll**

*Note: The modifier that applies will change throughout the turn. It may also change during the rallying phase.*

*Example: If the attacker engages a defender formation claiming an objective from outside 15cm of the objective, for the initiative roll the defender would claim that objective, but if the attacker got within 15cm after the engagement move for the combat resolution roll the defender would not claim the objective (it would be contested). Hence the number of objectives claimed must be checked before each roll is made.*

## 5 Winning (and scoring)

The Defender scores no points, only the Attacker scores points within this scenario. Hence the need to play two games, one with each player as the attacker, to compare scores with your opponent.

### 5.1 Scoring

At the end of turn three, after rallying, the Attacker scores scenario points for formations in various parts of the board.

For each Attacker formation calculate its value using the following table (like in the standard GT senario, but the other way round):

Status	Points
Broken and less than or equal to half strength	No points
Broken and above half strength	Half points
Unbroken and less than or equal to half strength	Half points
Unbroken and above half strength	Full points

Multiply the formation points value by the multiplier for the region they occupy. Recall only a single unit in the formation needs to be within a region, if a formation is in multiple regions you may select which region to count it as being in:

Region	Multiplier
I and II	0
III	1
IV	2

The Attacker's final score is the total of the formation scenario points as a percentage of the original points total of the attacking force, i.e. the Attacker's final score ranges from 0%-200%.

# Setup diagram



All Attacker aircraft formations start with 1BM

All Defender aircraft formations start with 1BM