



Hit'n'Run

An exciting Epic Scenario
By Pete Jones & Simon Kind

This scenario details a surgical strike against a lightly garrisoned industrial or military complex, where the attacking force must strike quick and hard to destroy key installations before reinforcements arrive for the defender. Although it sounds like a job for the Space Marines, it can be played using any army as the strike-force can planetfall, air-land, or arrive on the table in vehicles or on foot. The key to the scenario for the attacker is to attack fast, hit hard, then run! The defender must do their best to hold-on until reinforcements arrive, then annihilate the attacker once and for all. Sound like fun? Read on...

FORCES

Both sides have equal points available to spend on their forces, although at least 25% should be spent on infantry, as they alone can garrison the complex for the defender and destroy the installations for the attacker. It is recommended that you use the tournament army lists when selecting your forces. Players using planetfall must purchase a spaceship as part of their army.

The defender may purchase one fixed AA gun per 1000 points, at a cost of 50 points per gun. Each gun must be placed on an installation and may shoot at aircraft as per the EpicA rules. They have an AA value of 5+, a range of 30cm and an armour save of 4+ (counting as armoured vehicles). AA guns cannot move during the game and will be destroyed if the installation takes damage or is destroyed.

THE BATTLEFIELD

Place one installation for every 500 points spent on your forces, for example, three installations should be placed for an army costing between 1001 and 1500 points, four for 1501 to 2000, etc. The installations can be placed anywhere on the table, but none may be placed closer than 30cm to the table-edge. Feel free to use as much or as little additional terrain as you like.

DEPLOYMENT

The defender may deploy up to 25% of his forces on the table, with the remainder off-table for use as reinforcements later on in the game. The on-table troops should deploy so that at least one unit from each formation is within 15cm of an installation. You must choose formations with the most infantry with which to garrison the installations. These formations begin the game on overwatch.

The attacker will arrive on-table within 15cm either side of one of the table corners (attacking players choice) by taking action tests for each formation as normal. A failed initiative roll means the formation must move on to the table as its action. Aircraft that fail an action test on the first and subsequent turns are treated as per the rule book. Troops arriving by planetfall use the rules in the book.

OBJECTIVES

The objective for the attacker is to destroy as many installations as possible, then extricate his forces from the table. In order to destroy an installation, you must engage the installation in close-combat using infantry and they must be in, on, or in base-contact with it. This means an installation cannot be damaged by shooting or in a firefight (otherwise they would've just called in an air strike, wouldn't they?!).

An installation must be clear of enemy units before it can be assaulted. When carrying out an assault against a formation in an installation and the enemy formation is destroyed or forced to withdraw, you may then assault the installation in the same turn. Units make their consolidation move as normal, then you roll CC attacks (FF attacks have no effect) against the installation. It doesn't attack back and there is no need to roll for the result of the 'assault'.

Formations may assault more than one installation at a time provided that units remain in formation. In addition, units within a formation may attack an installation and an enemy formation as part of the same assault provided that the installation is clear of enemy troops. This could occur when a formation contains both infantry and armoured vehicles, where the infantry attack the installation and the armoured vehicles attack an enemy formation.

Installations have a damage capacity of 4 and an armour save of 4+, although you don't roll any attacks against the attacking formation. When an installation takes one or more hits, roll for a critical hit - even if it is destroyed. For each score of six, roll another D6 and compare the result to the following table:

Roll Result

- 1** Red Alert! The installation becomes unstable and all troops must evacuate by making a consolidation move or choosing to break and making a withdrawal move. Any units that cannot evacuate are destroyed. No troops may enter the installation for the remainder of the game. The installation isn't destroyed, but any hits already taken are counted at the end of the game.
- 2 - 5** Ka-Boom! The installation explodes, with all occupants taking one saveable hit. Any formations within 5cm of the installation take one blast marker.
- 6** "Oh \$%*%!" The reactor in the installation explodes, killing all occupants. Any units within 5cm of the installation each take one saveable hit, plus a blast marker for coming under fire!

As well as attempting to destroy installations, the attacker must extricate as many of his formations from the battlefield as possible. To do this, a formation must exit one of the table edges. No units may enter the zone-of-control of enemy units when carrying out this move. Broken formations may exit the table as part of their withdrawal move. Once off the table, formations may not return, with the exception of aircraft.

The objective for the defender is to protect the installations and prevent them from being destroyed. Destroying enemy formations or significantly reducing their numbers by attrition will earn additional victory points.

The game is limited to 4 turns, after which time both players roll one die each. If the scores are equal, play another turn, otherwise the game ends. Should the attacker have no land-based formations remaining on the table at the end of any turn, the game will end immediately.

REINFORCEMENTS

The defender can start deploying reinforcements as follows:

Formation	Turn
Aircraft (except when transporting troops)	May arrive from the 1st turn
Transport aircraft and Teleporters	May arrive from the 2nd turn
Formations where the minimum move is 25cm	May arrive from the 2nd turn
All other formations	May arrive from the 3rd turn

Note that units being transported are not counted when calculating the minimum move of a formation. Make an initiative roll for each formation as normal. A failed roll means the formation must move on to the table as its action. Formations, including aircraft, will arrive on a random table-edge, but you may choose the point along which they appear.

VICTORY CONDITIONS

Victory points are awarded to players at the end of the game.

Attacker Conditions	Victory Points
per installation destroyed	5 points
per installation damaged	1 point per damage point
per formation extricated, more than 50% strength *	the total points of the formation divided by 100
per formation extricated, 50% strength or less *	half the total points of the formation divided by 100

Defender Conditions	Victory Points
per intact installation	5 points
per damaged installation	1 point per damage point remaining
per enemy formation destroyed *	the total points of the formation divided by 100
per enemy formation at less than 50% strength *	half the total points of the formation divided by 100

* Note this doesn't include formations of aircraft

To determine the strength of a formation, count the number of units, not the points. Round up any fractions when dividing the cost of formations by 100. The player with the most points wins the scenario and if a player wins by 50% or more, it's a stunning victory! Note that when playing Tyranids, just count Synapse and Independent Creatures, not broods, when calculating the cost of formations.

CONCLUSION

After playing this scenario a few times, it certainly adds an extra dimension to a standard pick-up game. As the attacker, you need to think about conserving your forces and making the most of them in order to get a good result. It is the first time you will see an Ork player turn his back on your troops as his Grotz, Boyz and Nobz get stuck in to the business of creating much carnage and mayhem!



ABOUT THE AUTHORS

Pete Jones. Pete runs the Wargames Directory web site, which features a section on EpicA at <http://www.wargamesdirectory.com/Epic>. He's been playing EpicA since it came out and loses more battles than he wins – deliberately of course!

Simon Kind. Simon's been playing Epic since the days of Adeptus Titanicus, and despite the game getting continually better his generalship hasn't. For this reason he tends to play Orks and believes Charge! is the only true tactic.