EPIC

A BATTLEFIELD IS A DANGEROUS THING...

Alternative Objectives for your Epic games by David McLeod

Objectives are one of those things that make an Epic game so lively. In the grand tournament game, objectives don't represent anything in particular – there are these mysterious little patches of ground that must be fought for that often leave the ordinary grunt in the mud asking just what it is that constitutes military intelligence. Nevertheless, the objective is there and by the Emperor they are going to take it!

You can fiddle around a lot when making scenarios, coming up with interesting and varied reasons for the armies to be there and fighting each other, or you can just use the regular objective rules and trust that there is something there that matters. But sometimes it is fun, and challenging not to have any idea what problems your troops will have to surmount to claim the victory. I would suggest that your first time doing something weird with objectives that you go all out and use them as much as possible! I know people say don't dive in head first but honestly, lets have some courage! It's fun and will let you try out a lot of them quickly to see if you like the way it changes your focus in the game. The first time or two I'd recommend writing the rules for the objectives out on card and keeping them close at hand near the objectives so you don't forget to use the rules!

When playing a campaign you may want to use scenarios to define the events in a game. Doing so makes writing a weekly bulletin for your gaming group much easier.

"The Howling Griffons Third Company defeated the Cadian 21st Armoured by capturing the third and fourth objectives late in the game".

This does not sound nearly as interesting to other people (who may not have a clue as to the game mechanics work) as:

"The Howling Griffons Third Company defeated the Cadian 21st Armoured by deploying quickly to their flank and then using strategically placed beacons to teleport in Terminator squads to wipe out the Third Company in a furious fight over the poison marshes and the Cadian's fuel dumps."

SPECIAL OBJECTIVES

What follows is a set of special conditions, and new ways of using objectives, which I have developed with my gaming group for use in our games of Epic.

Using These Rules

Of course, like any good set of ideas there are a million and one ways to play using the objectives that I have outlined. The best is to use one of the objectives listed below as a basis for an idea of your own, build that special set piece of terrain to represent it, and then play your game.

Perhaps when arranging a game you could decide ahead of time which objectives each player will use. Each player can make three rolls and pick the ones they like the best to place (though the player should have to build models for the objectives!). The players could place objectives as normal and roll to see what each one is as they are placed, or after all the objectives are placed. You could deploy your armies and then roll for what the objectives are. Players could choose to use a special rule such as rolling a dice when an objective is placed and on a 1-3 the placing player chooses a type, and a 4-6 the other player chooses (recommended for players with a lot of experience with the following rules!) or have a third person (a game judge or umpire) decide or roll before the game what the objectives will be.

Alternatively you can use these rules to provide a little more variety to the GT game without the need for players to make up rules/scenarios. Just follow the instructions and play it out. If you want to be really daring, have each player write down which two objectives they want to place in their opponent's side (not the table edge objectives), and then place objectives but roll a D6 with a roll of 5+ changing the objective from what the player wrote down to a random type.

Roll D66 (roll one D6 for tens, and another D6 for ones):

11-16 Buildings
Unless noted all building are only captured by entering them and when there are no other enemy units within 5cm of the building.

11 **Blockhouse.** A 12cm x 8cm x 6cm blockhouse. Formations fully inside may not be subject to supporting attacks.

12 **Shack.** Has a 12cm square base and is 24cm+ tall. Light construction. 5+ Cover Save.

13 **Reinforced Building.** Is 5cm x 5cm x 10cm tall and counts as reinforced fortification (-2 to hit units inside, 3+ Cover). Enemy formations must be within 5cm to capture.

14 **Booby-trapped Building.** 15cm x 15cm base. Booby-trapped. Infantry count this objective as dangerous terrain. Formations must have one or more units inside the building to claim control.

15 **Unstable Building.** 10cm x 15cm on the base and is unstable. Roll a D6 whenever a formation inside the building is shot at or engaged. On a 6 all infantry inside the building are removed as casualties and the building replaced by rubble.

16 **Megalithic Building.** Has a 20cm x 30cm base and must be at least 10cm tall. The player that places this objective must define two zones inside the building. Holding one zone counts as an objective, holding both counts as a goal.

21-26 Target of Opportunity
These objectives may be captured as usual but in the end phase the player in control of the objective may choose to demolish it. Remove the objective. A player can only remove an objective in his opponent's half. Neither side may claim a demolished objective. Destroying two of your opponent's Targets of Opportunity counts as a goal.

21 **Communications Tower.** Opponent suffers -1 on Initiative on aircraft and spacecraft operations while you control this objective.

22 **Fuel/Munitions Dump.** Special Rule: Leader (for controlling formation). Any unit within 2D6cm takes a hit on a 6+ if this objective is demolished.

23 **Diplomatic/Official Entourage.** Moves 3D6cm in the End phase after the Rally tests (player whose side it is deployed in decides direction).

24 **Stranded Commander.** Moves 10cm after Rally tests. Controlling player decides direction. If neither player is in control, objective does not move.

25 **Outpost.** Counts as a bunker (fortified). Place one stand of infantry inside (chosen by your opponent). The stand will count as Fearless when deployed. The unit must be killed to claim the objective. Counts as claimed by owning player until the unit is killed.

26 **Cultural Icon.** Something with a lot of glass preferably... Any formation that demolishes this objective is worth double Victory Points. If this makes the formation the most valuable in terms of Victory Points, they will count for the purposes of the Break Their Spirit goal.

31-33 Special Terrain Feature

Special terrain features are extraordinary positions that provide huge advantages to controlling formations. To control a special terrain feature you must have one unit from a formation within the feature and no enemy units within 5cm of it.

31 **Crater.** Crater is the same size as the Orbital Blast template (surprise!). Counts as cover, Infantry receive a 4+ Cover Save, Tanks a 3+ Cover Save.

32 **Gully.** 5cm x 15cm Gully. Counts as cover for infantry, 5+ Save. May not be claimed by formations without infantry.

33 **Sniper Position.** Any infantry unit occupying the position counts as cross-firing any formation it shoots at.

34 **Alien Colony.** 10 cm radius. 4+ Cover for armoured vehicles, light vehicles and infantry. Counts as dangerous terrain, no re-rolls allowed. After Rally tests place one Blast marker on any formation with a unit in the alien colony.

35 **Knoll.** Small hill 15cm in diameter. Vehicles count the knoll as cover, all units treat it as difficult ground. Roll a dice during deployment. On a roll of a 6 the knoll is also 'Grassy' and provides the same advantages as Sniper Position (above).

36 **Cavern Entrance.** Must be a hill at least 20cm x 30cm long with a cave entrance approximately 6cm wide – you can add this entrance to a hill already on the table, if available. Units within cave entrance are immune to indirect fire, orbital bombardments. Formations of up to 30 units may enter the cavern which counts as difficult terrain for armoured vehicles bot entering and leaving the cavern. Units in the cavern can only be attacked by engaging them in a combat. In this case, all units count as being within 15 of the opening, owning player sets up units off-table showing order of units front to back for casualty purposes. During these combats, the cave provides a 5+ Cover Save for infantry.

41-46 Pretty Plain Lookin'

These are objectives that look normal but are something a little better. Place markers for this objective type as usual. All special rules for an 'ordinary' objective only apply to a controlling formation.

41   **Alien Energy Field.** Roll a D3 in each strategy phase. The number rolled is the To Hit modifier this objective provides.

42   **'Something strange is going on…'** Roll a D6 for any formation controlling or contesting this objective. On a 1 something weird happens and a unit disappears without a trace. Remove one unit within 15cm of the objective (owning player's choice).

43   **'Something is making people crazy here...'** Controlling formations count as Fearless, but count as cross-fired if they are shot at. These effects only apply to infantry.

44-46   **Nothin' Special.** Really. Actually totally ordinary!

51-56 Something Wrong With the Orders...

When something is wrong with the orders the objective doesn't make sense to the attacker. Count objectives as normal except where stated.

51   **Inaccurate Coordinates.** When the player deploys a garrison formation on this objective both the objective and the garrison may move 30cm in any direction (though not into the opponent's half of the table). This only works once!

52   **Invisible to the Naked Eye.** If this objective is in terrain increase the Saving throw by 1, any formation using it to garrison may deploy on Overwatch.

53   **Arrived Early.** Player may garrison 0-1 reserve formation with this objective.

54   **Wasted Resources.** Player must garrison their "Break Their Spirit" formation at this objective. Normal restrictions for garrisons do not apply. If they have more than one "Break Their Spirit" formation they must deploy them all!

55   **Infiltrators.** When this result is rolled the placing player may choose to deploy one formation consisting entirely of units with the scout ability within 15cm of the objective before the next objective is placed.

56   **'Is that Map right?'** Scatter the objective three times (use Scatter dice), 3D6cm each time. This may result in it being off-table (place on nearest board edge) or in enemy half of the table. Roll again on the 51-56 range on this table.

61-66 The Best Laid Plans…

These objectives represent exceptionally nasty things that the attacking army may have planned in conjunction with that objective. Count as regular objectives except where noted.

61 **Deathtrap.** Any formation moving through or ending a move within range of this objective must take D6 Dangerous Terrain tests (must be applied to units in range of objective only.

62 **Out of Control Automated Defences.** Roll a D6 whenever a unit finishes a move within range of this objective. If a 1 is rolled the objective attacks like a single Death Wind Drop Pod (see Space Marines rules) and will hit any unit, friend or foe in range.

63 **Trap.** Placing player may choose to detonate this objective in an End phase before any rally tests are made. There is no need to have a friendly formation within range in order to detonate the trap – it can be assumed that it is remotely operated. Roll a D6 when the trap is detonated. On a 1 or 2 the charges are duds and have no effect. On a 3 or more, the trap counts as a 'Target of Opportuniy' for the player and will inflict a hit on a 4+ to any unit within range when detonated.

64 **Orbital Beacon.** Any spacecraft firing an orbital bombardment may fire without scattering if the first template is centered on this objective.

65 **Teleport Homers.** Any teleporting formation belonging to the player who placed this objective will arrive without having to check for Blast markers.

66 **War is Hell!** Roll a D6. On a 1-3 roll once on the Best Laid Plans (61-66) table (re-rolling 6s), once on the Building (11-16) table, and once on the Something Went Wrong With the Orders (51-56) table. On a 4-6 roll once on the Best Laid Plans (61-66) table (re-rolling 6s), once on the Special Terrain Feature (31-36) table, and once on the Target of Opportunity (21-26) table. This objective has the characteristics of all three rolls.
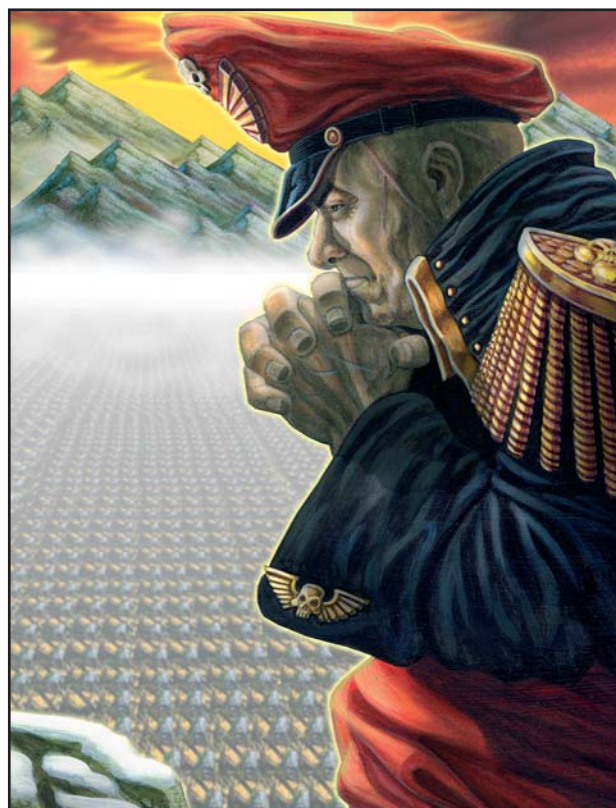
A Final Note…

Now that you've seen the objective tables it's worth pointing out that some of them will be much bigger modeling projects to tackle than others. For example playing the "Stranded Commander" Target of Opportunity objective will require only a single model of the right type painted up on a coin sized base, but some are much harder. At the moment I've spent over sixty hours building a massive cathedral to use as my megalithic building because I want it to be a centrepiece for special games such as the finale of a campaign or a Titan slug-fest. Whatever you choose to do it is worth the time and patience of turning all that built up pile of scavenged material into fantastic objectives to play your battles on!