



ASSAULT!

A new scenario for assaults against static defences in Epic, by Miles Holmes

The Assault scenario was developed for two reasons; to simulate a static defence type of battle common throughout history, and second, to have an excuse to use all the cool Forge World terrain like bunkers and pillboxes! The Assault scenario allows players to choose between playing defender in a heavily fortified and dug-in position, or take on the role of attacker, commanding superior numbers, tasked with smashing through enemy lines. This scenario introduces the following new special rules: Fortifications, Concealment, and Preliminary Bombardment, all of which are specific to this scenario.

FORCES

The defender chooses an army to a points total between 2,000 and 5,000 points using the tournament army lists. The attacker then chooses an army to a total 150% the size of the defender's. As an example, if the defender's army was 2,000 points, the attacker would add an additional 1,000 points, for a total of 3,000 points. The defender may then choose an additional 25% of their force's total in points as fortifications from the list below. This is a bonus allotment of points, and is not drawn from army point totals, nor may it be used to purchase any units other than those shown on the fortifications list. To continue the example given above, a defender with an army of 2,000 points in size could select up

to 500 points from the fortifications list. Note that neither side may have forces in excess of 5000 points, so for this reason, it is recommended that the defender's army be between 2000 and 3,000 points.

GAMING AREA

For this scenario, we assume the game to be played on a 6' x 4' table. Set up the gaming table in any mutually agreeable manner. Once this has been done, determine which table edge belongs to the defender by rolling using strategy ratings. The winner chooses the short edge the defender will deploy on. The attacker takes the opposing short edge.

DEPLOYMENT

The attacker places an objective on the defending player's short table edge, and two objectives within the defending player's deployment zone. They must be at least 30cm from any table or deployment zone edges, and at least 30cm from each other.

The defender next designates concealed formations and fortifications (see concealment). The defender then deploys all concealment markers and formations in a deployment zone that spans the defender's short table edge up to the halfway point of the table (3' x 4' area). The defender may





hold any formations he wishes off table to bring on as reserves, teleportation, etc. The defender will be eligible to bring on reserves any turn after the first turn.

The attacker now deploys his entire force in a deployment zone from along his short edge up to 15cm forward. Formations that consist of units with the Scout ability may be set up as garrisons for this mission. The attacker may hold any formations he wishes off table for reserves, teleportation, planetfall, etc. All are eligible to enter play from turn 1 onwards. The attacker then conducts a preliminary bombardment, if applicable (see preliminary bombardment). Apply any results.

The attacker automatically gains initiative to begin turn 1, but must still take an Initiative check for whichever formation is nominated to take the first action.

VICTORY CONDITIONS

The game will last between 4 to 6 turns. The attacker can claim victory if by the end of turn 4, 5 or 6 he has achieved both the Blitzkrieg and both Take and Hold goals while the defender has achieved one or less of his goals. The defender can claim victory if he achieves the Defend the Flag and Break Their Spirit objectives by the end of turn 4, 5, or 6, as long as the attacker has achieved one or less of his objectives. Either player can claim a minor victory if by turn 6 they have achieved at least one objective and their opponent has not. Any other result by turn 6 is a draw.

Fortification List (up to 25% of defenders point total)

Entrenchment by formation:

Note: All eligible units in the formation must entrench if entrenchment is purchased for a formation. Where infantry has transport, they may begin in transport and forego entrenchment.

Infantry stand+2 points
Vehicle+2 points
War Engine+5 points

0-4 Razor wire25 points for 5 stands*

0-2 Tank traps50 points for 5 stands**

0-3 Minefield50 points for 2 stands***

*Razor wire is depicted on a stand that is 10cm long by no more than 2cm wide.

**Tank traps are depicted by a 10cm long, 2cm wide stand.

***Any combination of either anti-tank or anti-personnel mines.

Pill boxes: Any 4 of the stands chosen from below

Battlecannon+20 points

Twin lascannon+15 points

Twin heavy bolter+10 points

Bunker35 points each

A bunker is represented by a terrain feature no more than 5cm by 5cm size.



ASSAULT SPECIAL RULES

The Assault scenario makes use of the following special rules:

Fortifications

The defender has had time to fortify their position, making it harder for enemy forces to advance, and giving friendly troops improved cover, support and concealment. Fortifications include the following options: Entrenchment, Bunkers, Pillboxes, Razor wire, Tank traps and Minefields. The defending player may purchase these options from the list below, spending an additional 25% of the agreed points total for their army. While the rules described below describe largely Imperial style fortifications, each and every army could adapt their own version of each, for equal point values and effect. For example, a Tyranid force might use Spore Mines for minefields, barbed strangler vines for razor wire, and burrow rather than entrench! Players should have fun making their own army's unique fortifications.

Entrenchment: Entrenchment is not so much a particular type of fortification as the simple act of a formation trying damned hard to get something in between them and the enemy, be it hastily dug holes, piled up earth or something more elaborate. Entrenchment allows a formation to conceal itself and create cover even in open terrain. The first effect of entrenching a formation is to give it cover where none is present. For infantry, this counts as buildings (4+ Cover), and also provides a -1 penalty to be hit. For armoured and light vehicles, entrenching allows them to receive the hull down bonus against shooting, and also a Cover Save of 5+. War engines may entrench, but are too large to be eligible for concealment. Only formations that have fully entrenched are eligible for concealment (see below) in open terrain. Obviously, flyers do not entrench, nor can skimmers. Small trenches, defence lines, fox holes or even a simple marker can be made to show formations are entrenched.

Unlike more complex trenches or earthworks, entrenched positions are considered to be temporary and likely to collapse if the defenders leave them. If the formation moves from entrenchments, they may no longer claim entrenched status.

Razor wire: Razorwire represents infantry obstacles erected to prevent the movement of infantry or channel it into kill zones. Razorwire is typically represented by barbed wire, but any terrain feature that would appear to impede infantry movement will suit the purpose.

Type	Infantry	Vehicle	War Engine
Razor wire	Dangerous	None*	None

Notes: Vehicles with the Walker ability treat the razor wire as though they are infantry (though such vehicles do still receive their special Walker re-roll for the Dangerous Terrain test). Similarly, mounted infantry still count as infantry, and hence are affected by the razorwire. Infantry with the Jump Packs ability may leap over razor wire, but if they contact razor wire treat as normal infantry.

Tank traps: Tank traps represent erections designed to prevent or channel the movement of vehicles.


Type	Infantry	Vehicle	War Engine*
Tank Traps	6+ Cover Save	Impassable	Impassable

Notes: War engines, such as Titans, that can step over terrain are unaffected by tank traps. Against vehicles with the Skimmer or Walker abilities, they have no effect. Against any infantry, they do not impede movement whatsoever, and in fact, infantry in base contact with such stands may claim a Cover bonus in the same way as when contacting a friendly vehicle unit (6+ Cover Save), as noted in the profile above.

BUNKER				
Type	Speed	Armour	Close Combat	Firefight
War Engine	Immobile	3+	0	0

Notes: Thick Rear Armor, Transport 2, DC 3

Critical hit effect: partial collapse; bunker armour value reduced by 1




Upon deployment, bunkers are initially attached to a formation of the defending player's choice. The formation is not obligated to maintain coherency with the bunkers, however, and may move from them, allowing other formations to move into them. Bunkers count as war engines, so they may not conceal, and the formation attached to them is therefore ineligible as well. Any infantry without the mounted ability may be placed in a bunker. In addition, up to two stands may be placed on the roof of the bunker. This provides them the

fortifications cover save of 3+. Troops within a bunker may fire normally, and participate in a firefight. A formation that has engaged a formation with bunkers cannot target units inside the bunker, only the bunker itself or those units on top. If during a FF/CC a formation defending bunkers becomes broken and withdraws, the bunkers take no additional hits, and may now be claimed by the winning formation. As with any WE, bunkers do lend their starting DC for determining numbers in an engagement!



PILLBOX				
Type	Speed	Armour	Close Combat	Firefight
Pillbox	Immobile	4+	6+	5+
Weapon	Range	Firepower	Notes	
Battlecannon	75cm	AP4+ /AT4+	—	
Twin Lascannon	45cm	AT4+	—	
Twin Heavy Bolter	30cm	AP4+	—	
Notes: Reinforced Armour,				



Armoured Bunkers: Bunkers come in a variety of forms and serve an equal variety of roles. Primarily, bunkers are structures designed to hold troops defending a position. They are heavily fortified with thick plascrete walls and reinforced support beams. The most heavily armoured of bunkers can be colossal structures, able to withstand a heavy pounding even from enemy war engines.

Modelling Note: The bunkers made by Forge World are perfect in this role. Unlike the smaller bunkers, or command bunkers we've covered in previous articles, these armoured bunkers represent really durable, top notch defences, and so are a little tougher. If you want to use some of the other types of bunker in the game as well, you should feel free to do so – just make it clear to your opponent which bunker is which.

Pillboxes: Pillboxes are similar to bunkers in that they are fortified structures designed to withstand an attack and support troops defending a position. As a terrain feature, they are perfectly represented by the Forge World pillboxes, though any similar effect on a 3cm by 3cm stand is fine also.

Pillboxes are units that join formations in the following manner. At the beginning of the game, they are attached to a formation on deployment, being placed in coherency as any other unit.

Each group of pillboxes may be spread out over one or more detachments in deployment, they are not required to maintain any coherency among themselves, nor do they count as a formation on their own. Following deployment, any

formation that has units within 15cm of the Pillbox, may count it as being part of that detachment, participating in any shooting that formation may make, overwatch, sustained, etc. Where several formations are in proximity of a pillbox, the owning player nominates which formation the pillbox will attach to. Note that control may change from turn to turn as formations manoeuvre in and out of proximity.

During the game, a pillbox with no formations within 15cm is 'out of command' and may take no action. It may still be fired upon, however. Pillboxes may entrench, at no extra cost, so long as the formation they deploy with has entrenched.

Any pillboxes involved in a losing CC/FF are destroyed, as they cannot withdraw.

Pillboxes come in 3 varieties of crewed weapons; battle cannon, twin lascannon, and twin heavy bolter.

Minefields: Minefields are, like razor wire or tank traps, an obstacle placed to limit or channel the movement of enemy forces. They are also a surprise in most cases, in that the enemy does not know they are there until it is too late

Type	Infantry	Vehicle	War Engine*
Minefield	Dangerous	Dangerous	Dangerous

Notes: Skimmers are free to move over minefields without penalty. Jump pack troops are free to fly over minefields without penalty. Each casualty caused by a minefield will place a Blast marker on the formation.





Concealment

Forces defending a position will have the opportunity to hide their precise location. This makes an attack far riskier, as the defenders are nearly certain to get off the first few key shots, and the attackers must move in blind, able only to guess where to manoeuvre key units. To use concealment, a force must first generate numbered concealment markers. A defending force has as many concealment markers as it has formations, plus D3. Thus, a force with 5 formations would have 5+D3 concealment markers.

Next, for any units that wish to conceal, secretly assign a concealment marker number to them. You do not have to conceal formations if you do not wish to. Certain formations, namely those with war engines, are unable to conceal at all. Assigning a marker to a single minefield

allows it to conceal. Pillboxes may be concealed along with formations by being noted as included with that formation to begin the game.

Once concealing formations or fortifications have been noted, deploy forces and all markers as normal. A formation may only conceal in terrain features that provide it with cover. Note that the purchase of entrenchment for a formation achieves this condition in open terrain.

Once a marker is in place, it represents an area that attacker intelligence believes is of some note. Excess concealment markers not assigned to any formations or fortifications are placed as decoys. Concealment markers cannot be fired upon or engaged in any way. The only way for opposing formations to interact with them is to

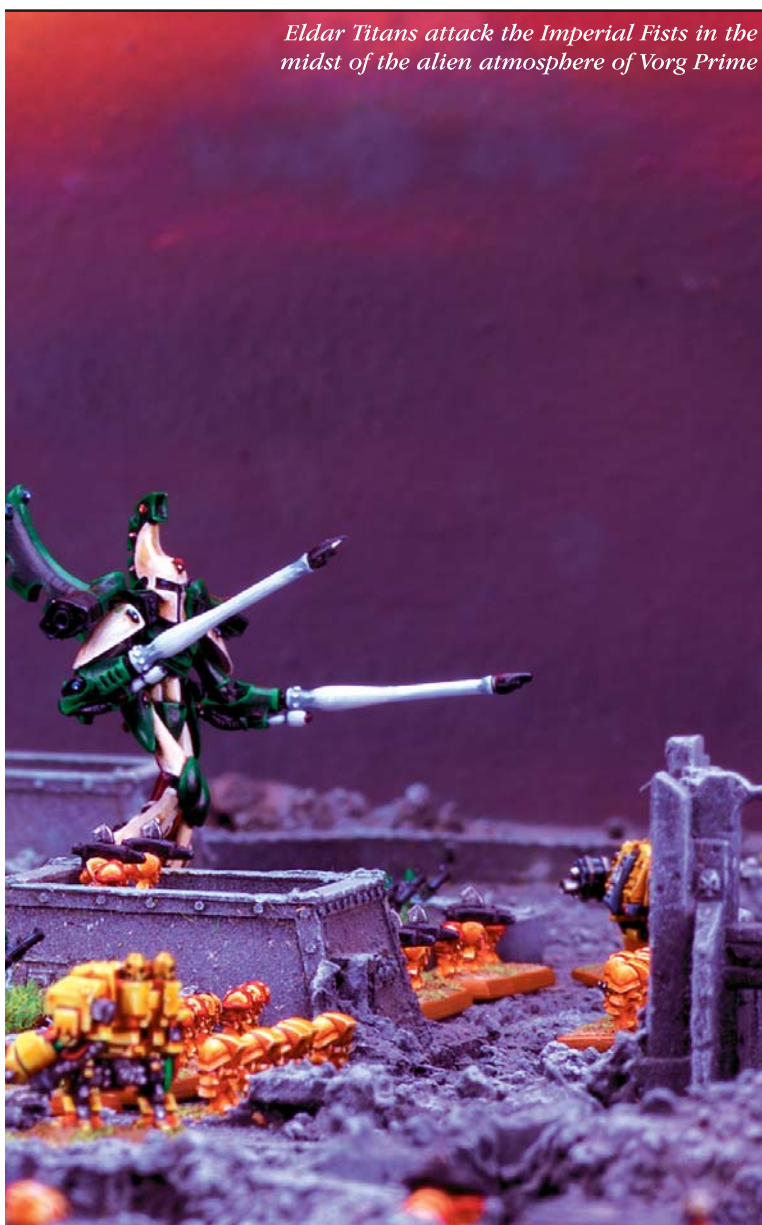




spot. Formations that are concealed are considered to be on Overwatch. This carries over from turn to turn, and the formation is not required to activate on any turn. During the turn, when the defending player has the initiative, they may choose to pass on a concealed formation, or activate a visible one. When no such formations remain, the defender is done for the turn. Concealed formations or fortifications can be revealed in the following ways:

- Voluntarily by the defender through firing on Overwatch
- Voluntarily by the defender by dropping Overwatch orders during the Rally phase
- Involuntarily by attacker through spotting
- Involuntarily by attacker through preliminary bombardment

If a concealed formation chooses to use Overwatch Fire



Eldar Titans attack the Imperial Fists in the midst of the alien atmosphere of Vorg Prime

during a turn, place one unit within 5cm of the concealment marker, and all remaining units within 20cm of the first unit, in unit coherency, and in eligible concealing terrain. If for any reason there are units that cannot be placed within these conditions, they are lost from play. Once units are placed, complete the Overwatch Fire action. The formation is similarly placed if the defender wishes to conduct a flak attack.

If a concealed formation chooses to drop Overwatch in the Rally phase, reveal the formation at this time in the same manner, with the same restrictions as if you had revealed the unit with Overwatch Fire. If a unit carries Overwatch into the next turn, it must stick to that order until the next Rally phase.

Enemy forces may attempt to spot concealed units by approaching concealment markers visible on the table. It may be imagined that troops doing so are using careful observation and speculative fire to flush out the foe. A formation attempting to spot must be at least 45 cm from a concealment marker and may not fire. A formation attempting to reveal the contents of a concealment marker does so by making an Initiative roll at the end of their move with these modifiers:

Formation 31-45 cm away from marker	-3
Formation 16-30 cm away from marker	-2
Formation 15cm or less from marker	no penalty
Formation contains Scouts	+1
Formation moved at double or march	-1

If the Initiative roll is passed, the object assigned to the spotted marker must be placed on the table immediately. If it is a formation, reveal it with the normal procedure, units may be placed within enemy zone of control, but once placed the enemy units must be moved directly back along their original path out of zone of control. Any units that cannot be placed within these restrictions are lost. In addition, place one Blast marker on the revealed formation, and remove its Overwatch status. If the marker reveals a minefield, place it anywhere up to 5 cm away from the marker, and within enemy zones of control if you wish. Resolve Dangerous Terrain checks immediately for any eligible units that have just moved onto this obstacle. may also be revealed this way by the defending player as though they were on Overwatch (that is, triggered by enemy movement). A concealment marker placed as a decoy that has been spotted is removed from play.

If the Initiative roll is failed, the marker remains in position with no additional effects.

Finally, formations can be revealed through a preliminary bombardment (see overleaf).





Preliminary bombardment

An attacking force will soften up the area it intends to hit with artillery, air or orbital strikes just prior to the assault, in order to suppress defending troops, break up their fortifications and flush out their concealed elements. The rules here are also an abstraction of speculative artillery fire as the attacker moves in.

In this scenario, the procedure for generating a preliminary bombardment is simply this; total the Barrage Points in the attacker's forces, flyers barrage points included.

After the defender assigns concealment markers to formations and fortifications and then deploys them, the attacker conducts the preliminary bombardment. The attacker allocates one dice for each Barrage Point in his force to any of the defender's formations or groups of fortifications (see fortification list), of which the attacker was made aware before deployment. Once a dice has been allocated to a formation or fortification group, choose another, and another, until none remain. You may allocate Barrage Points to concealed formations, fortification groups (not pillboxes or bunkers, however, as they are assigned to a formation) and also visible formations.

Flyers or reserve formations are not assigned Barrage Points. If after all eligible formations or groups are assigned barrage points you still have Barrage Points left to allocate, you may begin to double, or even triple up, following the same procedure.

***Example:** The attacker has 6 Barrage Points in his forces. Before the defender sets up, he informs the attacker that he has three infantry companies and a fortification group – a minefield. The defender then deploys his forces. He conceals two of the infantry companies and the minefields placing only concealment markers for each. The last infantry company is deployed normally. Not knowing where precisely they are, the attacker allocates a single Barrage Point to each formation, and one to the fortification group. He has 2 Barrage Points remaining. He allocates 1 more barrage point to the fortification group, and 1 more Barrage Point to a concealed infantry company.*

When the attacker has no remaining dice to allocate, roll them on the designated targets. For each roll of 1, a formation or a Fortification group suffers D6 hits, with armour and cover saves allowed. Razorwire and tank traps have one hit each, no save, while minefields have three hits, no save, for the purposes of preliminary bombardment. If a formation suffers any casualties in this manner, remove the casualties from play.

A formation hit in this manner must make an Initiative check immediately. If it fails, it is no longer concealed, and must be revealed before the game starts as though it had been spotted. This means it will also begin play with a single Blast marker. If it passes, the formation or fortification group remains concealed. Concealed fortification groups (mines) use the Initiative rating of the army that placed them for this test.





IMPERIAL GUARD			
DETACHMENT	UNITS	UPGRADES ALLOWED	POINTS COST
0-1 Engineers	Six stands of Guardsmen	Engineer ability Chimeras	150 points +75 points

SPACE MARINES			
DETACHMENT	UNITS	UPGRADES ALLOWED	POINTS COST
0-1 Scouts	Four Scout units plus transport	Commander, Razorbacks, Sniper, Engineer ability	150 points +200 points

Continuing with the example above, the bombardment manages to roll a 1 on one of the concealed infantry companies, and also on the fortification group. Rolling another D6 on the infantry company, a 4 is rolled. Four units of the defenders choice take hits. Two units hit fail their Cover Save, and are removed from play. They must now take an Initiative test. They fail, and must be immediately revealed on the table as if they had been spotted, including taking a barrage marker. The fortification group is also hit, and a further D6 rolls results in a 2. One of the two minefields in the group is able to absorb the hits, and is not removed from play. Now an initiative check is made, and passed. The minefield remains concealed.

OPTIONAL EXTRA ATTACKER
SPECIAL RULES:

These rules describe Imperial forces, but could be adapted to any army. Try them out for fun.

Imperial Sappers

As from Siegemasters list, 0-1 support formations available to an Imperial Guard attacker.

Or

Engineer

Engineers may engage fortification groups providing they are visible. At least one unit must come in base contact with the fortification. To resolve the engagement, simply roll the CC

value for any stands in base contact with the fortification. If the engineers score sufficient hits, the fortification is neutralised or destroyed. In summary, bunkers and minefields have a DC of 3, and all other fortification stands have a DC of 1. Also, in the case of a minefield, it is able to “fight back” in effect (engineers may fall victim to the mines as they attempt to remove them), so assume it has a CC value of 6 in this instance. Roll against any units in contact with it and remove casualties if applicable. In the case of pillboxes, or bunkers or anything with a save, the engineers are equipped with demolitions satchels, and therefore count as having the MW ability.



Author	Miles Holmes is a keen Epic player who hales from Canada. He has a large Epic Ultramarine army.
Further Information	The Epic rulebook is available from Games Workshop hobby centres and from Games Workshop Direct.
More Epic	Turn to page 15 for 'A Battlefield is a Dangerous Thing'.
Websites	www.Epic-Battles.com

