



# 6.0 EPIC GAMING

*"Myriad are the ways of war. The lightning strike, the tenacious defence, the cunning ruse; all have their time and place, oft as not dictated by the lie of the land or balance of forces that you find at your disposal. The art of war is learning how to bind the tactics, terrain and forces at your command to your advantage."*

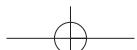
*Imperium Tactica*



By now you will know the rules for Epic, the forces that you can command, and the background to the Armageddon campaign. This section of the book describes the different ways that you can use these things in order to create exciting and interesting tabletop wargames to play. Because of the open-ended nature of the Epic rules, there are many different ways you can choose to play games, and describing them all in detail would fill a rulebook several times the size of this slim volume. Instead of trying to do this we have concentrated on three of the more popular styles of play to use as examples of ways that you can play games of Epic. You will find articles about other forms of gaming in White Dwarf and Fanatic magazines (details of which can be found in the Appendices section at the end of the rules), along with articles focusing on aspects of the styles of play described here. The three styles of play we have focused on are *tournament games*, *scenarios*, and *campaigns*. These are described below, and then specific rules and guidelines are given for each method of play. Then it is up to you how you decide exactly how you want to use the rules and

information presented in this book. In effect, we're simply saying "Look, you can play Epic like this, or like this, or like this..." in order to give you some idea of the possibilities.

This said, some methods of play are more popular than others. Of the methods we discuss in this section, 'tournament play' with its army lists, points value and simple 'line up and fight' scenario has proved far and away the most popular with the playtesters that have helped develop the Epic rules. This is understandable; it is easier to collect armies, find opponents and organise games when using the tournament rules than it is to create your own scenarios or set up and run campaigns. However, just because tournament play is more popular than the other forms of gaming just described doesn't make it intrinsically any better (or worse) — it just makes it different. The aim of the Epic Gaming section is therefore to show you as many different styles of play as possible, and then let *you* choose the style that suits your tastes best. In other words, we want to reveal the whole breadth of the Epic hobby, rather than just one small part of it.



## Tournament Games

As has already been mentioned, tournament games are the single most popular form of Epic game. This is mainly because it is the easiest way to play Epic. All you have to do is use the army lists to collect an army, safe in the knowledge that you can use it to play an even and balanced game even against a complete stranger, something that is simply not possible with scenarios or campaigns. In order to achieve this happy state of affairs, tournament games require three things: *army lists*, *points values*, and a set of *tournament game rules*.

An army list, as its name implies, is a list of units and formations that can be used by an army. What sets it apart from a simple order of battle, such as the forces included in the training scenarios presented earlier in this rulebook, is that it is a list of things you *can* use in your army rather than a list of things you *must* use. So, for example, a Space Marine army list would say something along the lines of: "You may have the following things in your army: Space Marine Tactical detachments, Space Marine Assault detachments, Space Marine Terminator detachments..." and so on. Army lists usually focus on one army, for example Space Marines, or Imperial Guard, or Orks, though some cover combined or allied forces. In addition, army lists can either be 'generic' and cover all armies of that type, or 'specific' and cover a particular army or famous regiment. For example, a generic Space Marine army list would allow you to collect any Chapter, while a Blood Angels army list would only allow Blood Angel units to be used. The advantage of specific lists is that they can include more interesting and characterful units, while a generic list lacks this level of detail but gives the player more freedom in terms of painting and modelling.

Of course, if players were simply allowed to pick any units or formations they liked from an army list then there is no way that tournament games could be fair – the player with the largest collection of models would always have a big advantage! Because of this, each formation and unit in an army list is given a points value. The points value shows how effective the unit or formation is when it is used in a tournament game. So, for example, a mighty Baneblade tank

would cost many more points than a humble Leman Russ, as the Baneblade will have a much greater impact on the course of the game. Players are then given the freedom to choose troops from their army list to a set points value. For example, players might agree to play a 2,000 point game, in which case each could pick troops worth 2,000 points from their own army list. As long as the army lists have been worked out properly, then any two armies with the same points value will have an equal chance of winning, although the actual composition of each army may be radically different, even if both are chosen from the same list. Returning to our prior example, one player might choose to take a few Baneblades, while his opponent chooses to take a horde of Leman Russ, but as long as the points values for the two units have been worked out properly then each player will have the same chance of winning the game.

The final piece of the jigsaw is the tournament game rules. In order to create a fair and balanced contest, tournament games need to have a method of setting up the terrain, deploying the armies, and determining the winner that is as even as possible for both sides. These are known as the tournament game rules, and they need to be set out in advance along with the army lists, so that a player can choose his army knowing what sort of battle he will be fighting. Because of the desire to create an even contest, tournament game rules tend to be quite simple. Terrain will usually be kept to a minimum and not include too many exotic features, and both armies will usually deploy in a 'set-up zone' near their own table edge. Victory conditions can be quite complex, but will almost always be the same for both sides (a process called 'mirroring'). A very common set of tournament game victory conditions is to play for a certain number of turns, and then for each player to count up the points value of destroyed enemy units to see who has won. A variation on this theme is for each player to place a certain number of 'objective markers' in the opposing half of the table, with the winner being the player that has captured the most objectives at the end of the game. Previous versions of Epic have used a combination of these two methods, with players winning points for destroying the enemy and



capturing objectives, to determine the winner. However, whatever rules are actually used, the aim is always to create as even a contest as possible between the two armies picked from the army lists, and this usually leads to fairly straightforward 'line up and fight' battles with a minimum of terrain and mirrored victory conditions for both sides.

The overall effect of this is to create a game that is ideal for 'pick-up' games between two players that have not met each other before. Tournament games allow the player to simply go ahead and collect an army, choosing whichever models they like within the constraints of the army list, and then turn up at a club or gaming event, find an opponent, and play knowing that the game will be as fair and even as possible.

### Scenarios

While tournament games create an even contest and are extremely easy to set up, they do so at a certain cost. This is because the rules used and the choices a player is allowed to



make when picking an army need to be constrained or limited in some way in order to keep the game balanced. A good example of this kind of thing is what is commonly known as 'min-maxing'. A good tournament game player will often try to 'max-out' on certain powerful units, usually ones that stretch the game mechanics in some way. In Epic, an example of this kind of unit is Imperial Titans. These are powerful units and no mistake, but if one is powerful on its own, three such units are even more powerful, so a good tournament player will be drawn to trying to field such an army – it's the old adage of "everything counts in large amounts". In order to stop players min-maxing, army lists will often include some kind of limit on the number of powerful units that can be taken. For example, you might only be allowed to spend 10% or 20% of your points on Titans, or only be allowed a maximum of one in the army. Two other areas where tournament games will be limited is in the ability to use models not covered by the army lists, and in having to use simple 'line up and fight' deployment rules and 'mirroring' victory conditions.

What all of these balancing mechanisms create is a game that can't really cover all of the possibilities of the game background. For example, the tournament army list described earlier doesn't allow a player to field an all-Titan force, even though such a thing could easily happen on Armageddon. It is because of these limitations and abstractions that many players prefer to play scenarios instead of tournament games. The main difference between a scenario and a tournament game is that a scenario is devised in advance by one of the players, who will determine what forces are used, how they are set up, what the terrain is like, and what the victory conditions will be. The training scenarios that appeared earlier in this book and that you should (we hope!) have played are perfect examples of pre-designed scenarios.

The advantage that scenarios offer is that they are unconstrained in any way, and allow you to explore things that are simply not possible in tournament games. For example, any student of military history will tell you that a common feature of most campaigns is desperate rear-guard actions where a horribly out-numbered force attempts to delay an overwhelmingly superior attacker. Lop-sided battles like this are next to impossible to set up in tournament games, but very easy to do as a scenario. Scenarios also allow players to field formations or units that they have created themselves. It's easy to come up with a scenario that allows one side to field an all-Titan force, for example. What's more, it's easy to include scratch-built or converted models in a scenario, and very hard to do so in a tournament game that requires extensive playtesting to get the points value for each unit exactly right.

However, with this great freedom (some might say great power), there also comes great responsibility on the part of the player devising the scenario, as it is their job to create a challenging, interesting and characterful game that will be fun for both players. It helps if both sides feel they have a chance of winning too, though this is a lot less important than in tournament games. (As an aside, the designer has always enjoyed playing games where he controls an 'underdog' with little chance of winning, as it gives him a good excuse if he loses, and far more glory if he wins!) Devising such a scenario takes time, it's not something easily done 'off the cuff' at the start of a game, and as scenarios often also rely on having certain types of model available, this means they are usually best suited to small groups of players that meet on a regular basis and trust each other's judgement. It is mainly for this reason that scenarios are

played less than tournament games. On the other hand, players that are lucky enough to be a member of a regular gaming group and who start playing scenarios generally find that they become their preferred method of play.

### Campaigns

A third and highly popular way of playing Epic is as part of a *campaign*. What differentiates campaign games from tournament games and scenarios, is that campaign games are not one-off battles, but instead form part of a sequence of games that are linked together in some way. There are lots of different ways to run campaigns, some of which are discussed in detail later on in this book, but they all share two traits. These two traits are that the games form part of a series of games, and that there needs to be an organiser who will set up and run the campaign.

What makes a campaign special is that each battle is part of a series of battles where the result of each game can affect the overall result of the campaign. This can work in a number of ways. At its simplest level a campaign can be a tournament game league, where a record is kept of the battles that players have won and lost, and the results posted so that players can see how well they are doing compared to everyone else. At its most extreme, a campaign involves maps that the opposing armies can manoeuvre over before transferring action to the tabletop when opposing forces meet, with detailed orders of battle, supply rules, and anything else the players can think of and wish to include.

Although very different, both of these are campaigns, because the result of each and every battle directly affects the outcome of the campaign. This can add a whole new dimension and depth to the battles that are fought as part of the campaign, be they a tournament game grudge match between two top-ranked opponents in a ladder campaign, or a scenario for a pivotal strategic battle in a map-based campaign. In both these examples, the fact that the game takes place in a campaign setting makes them more

interesting and more exciting than they would have been as 'one-off' battles.

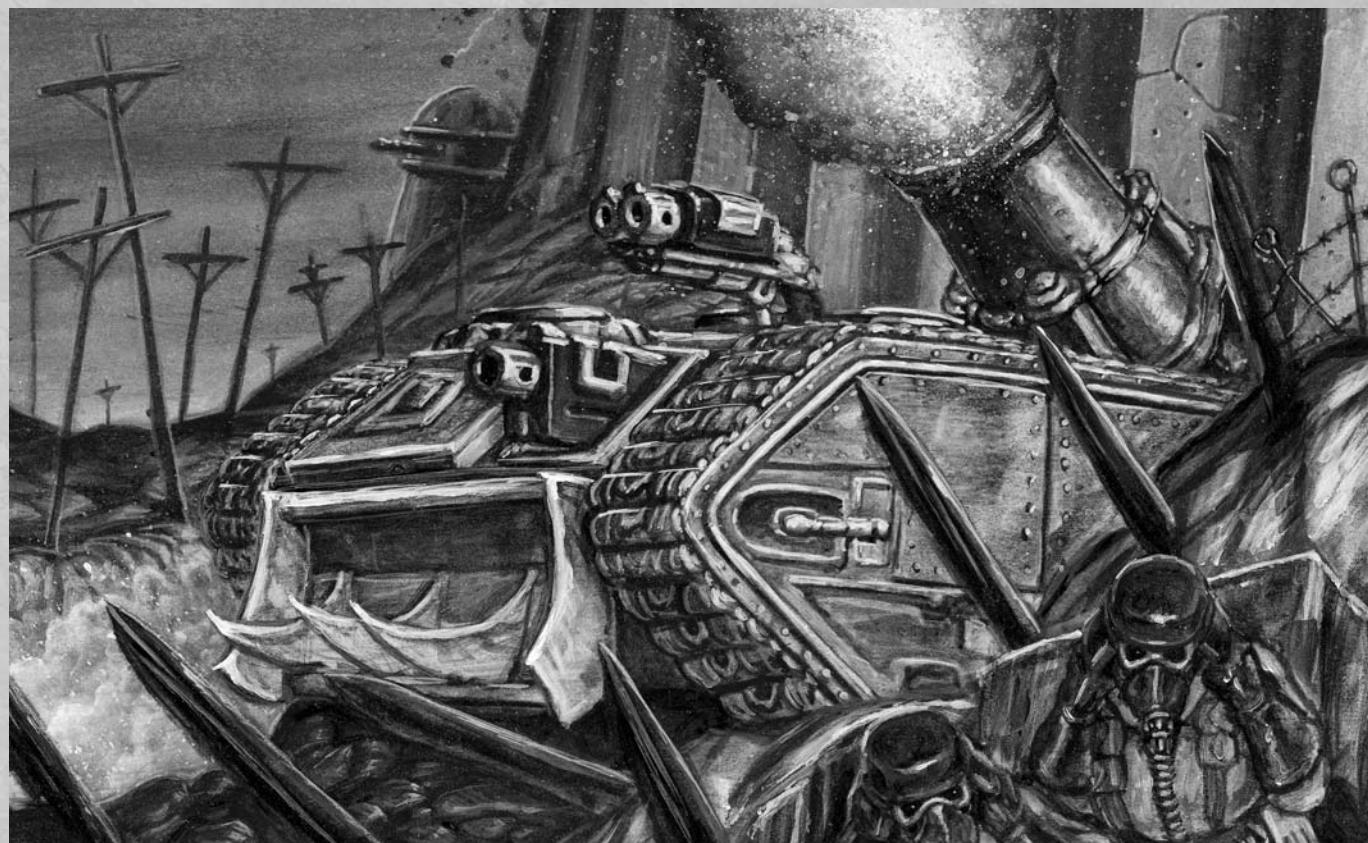
Because of the need for continuity, what all campaigns also require is an organiser. This selfless individual will take it upon themselves to decide how exactly the campaign will work, and will then gather the players together, cajole them into playing their games on time, and keep track of the results and do any other record keeping that is required. More often than not all this work, along with a need to appear unbiased, will mean that they won't get to play in the campaign themselves. On the other hand, the sheer pleasure provided to the participants by a well-run campaign is usually reward enough!

These two requirements (ie, continuity and an organiser) mean that campaigns are best suited to clubs or gaming groups that meet regularly and have reliable players. If these are available, they are arguably the most satisfying and involving way of playing Epic, thanks to the depth the campaign adds to any battles that are fought as part of it.

### Conclusion (or 'Money Where Mouth Is')

In the rest of the Gaming section of the Epic rulebook, we will provide concrete examples of each of these different methods of play. First we provide the 'official' Epic Tournament Game rules and army lists. After that we discuss different methods of designing scenarios, and provide some examples of scenarios that we have devised and played ourselves. Finally, we discuss some different methods of running campaigns.

Hopefully you'll be able to use these examples to tailor Epic to suit your own needs. When all is said and done, the single biggest advantage that tabletop wargames have over other forms of game is that you can get right in there and 'tinker' with the rules if you want to. We advise and encourage you to do exactly that – pick the style of play that suits you best, and make the Epic game system what you want it to be!



## 6.1 EPIC TOURNAMENT GAME RULES

The Epic tournament game rules are designed to be used in conjunction with the Epic tournament army lists. They will allow two players to fight an evenly balanced battle with little or no preparation. They are ideal for pick-up games at clubs or shows, and provide an evenly balanced contest in tournaments.

In many ways, tournament games represent the most 'basic' form of game play, and are designed to be as easy and accessible as possible in order to allow Epic players to play games with the minimum of fuss. Because of this, the tournament rules require little or no preparation other than picking forces from the army lists, while the army lists are designed to work with the packaged range of Epic miniatures produced by Games Workshop, making it easy for players to put together an army. Later sections include rather more advanced rules and guidelines that will allow experienced players to design their own unique formations and units for use in scenarios or campaigns of their own devising.

### 6.1.1 Forces

Both players pick armies to an agreed points total between 2,000 to 5,000 points using the tournament army lists. It is possible to play games using the tournament rules for larger or smaller games than this, but please note that the army lists have been balanced assuming that armies will fall within this range, and this means that larger or smaller games may be slightly unbalanced.

### 6.1.2 Set-up

Set up the terrain for the game in any mutually agreeable manner. If one player sets up the terrain then his opponent may choose where to deploy. If you set up the terrain as a joint effort or it was set up by a tournament organiser then

the player with the higher strategy rating may choose the table edge he sets up on. If both players have the same strategy rating, then dice to see who gets the choice of table edge. You can pick a long edge, or a corner (half way up each long and short edge). The opponent sets up on the opposite edge or corner.

The tournament game rules have been designed to be played on tables that are 90-150cm wide by 150-240cm long (that's 3-5 feet by 5-8 feet for you non-metric types!) The ideal size is round-about 120cm by 180cm (4 feet by 6 feet). It is possible to play games on tables that are wider or longer than this, but this may favour certain armies and could lead to an unbalanced game.

### 6.1.3 The Five Minute Warm Up

Tabletop miniatures wargaming is not an exact science. One person's line of sight is another's blocked line of fire, some people love pre-measuring, others hate it, and so on. Because of this after you have set up the terrain for a game you should spend five minutes going through things like how the line of fire rules will work, how the terrain features used will work, and so on. Here are some of the things you may want to discuss:

- The 'Counts As' Rule (see 6.2.1)
- Lines of Sight and Lines Of Fire
- Fire Arcs on units
- Pre-measuring
- Templates and if units are 'in or out'
- Terrain features – what do they count as on the terrain chart, when are units 'in' terrain
- How you will show if a formation is broken, in overwatch or has marched this turn.
- Anything else you can think of!

## DESIGN CONCEPT Tournament Terrain

The tournament game rules will work on any type of terrain. However, especially dense or extremely sparse terrain will favour some armies or troop choices over others. An Ork army with a lot of Boyz will do well on a table covered with lots of terrain, for example, while an Ork army with lots of buggies and gunwagons will do better on a table with sparse terrain. In addition, certain terrain features can favour one army over another. Having a river running the length of the table will favour an army with a lot of skimmers and aircraft. You get the idea, I'm sure.

Because of this, we recommend you use the following guidelines when setting up terrain for tournament games. These are not a set of hard and fast rules, but if they are used will ensure a well-balanced game no matter what army or units are taken.

- We recommend the use of *terrain features* when playing tournament games in preference to *modular terrain* (see the Appendices for a more detailed description of the two types of terrain).
- Terrain features can be of pretty much any type, but should be roughly 15-30cm across. Hills can be up to twice this size. See below for a note of how to deal with rivers and roads.
- Divide the table into 60cm (2 foot) square areas. The total number of terrain features placed should be equal to twice the number of 60cm square areas. For example, if you were playing on a 120cm by 180 cm, you would have six areas and should place 12 terrain features.
- Within the limits above, place between 0-4 features in each 60cm square.
- The terrain may include one river. Rivers count as a terrain feature for each area that they run through. They need to enter on one table edge and leave from another, and should not be greater in length than the shortest table edge. For example, on a 120cm by 180cm table, the river should not be more than 120cm long. There should be a bridge or ford every 30cm along the river.
- Roads may be added after all terrain features have been placed. Any number of roads may be used. They need to enter on one table edge and either exit from another or end at a terrain feature.

#### 6.1.4 Place Objective Markers

Take it in turns, starting with the player with the higher strategy rating, to place one objective marker on the table. If both players have the same strategy rating then dice to see who places the first objective marker.

The first objective a player sets up must be placed on their own table edge. The remaining two objectives must be set up in their opponent's half of the table, at least 30cm away from the opponent's table edge and 30cm away from any other objectives that have already been placed.

Keep placing objectives until six objective markers have been placed on the table in total. You can use anything as an objective marker but we would suggest using terrain pieces to represent them if you can. In our game, we've found that battling over an actual bunker or fuel dump is far more appealing than having your forces sell their lives for a cardboard counter!

You capture an objective if you have a unit within 15cms of it in the end phase and your opponent does not. An objective is contested if both sides have a unit within 15cms of it in the end phase. Units from broken formations or from formations that have rallied that end phase can not capture or contest objectives.

Check at the end of each turn to see how many objectives you control. Objectives do not have a 'memory' and you will lose control of any you have captured if there are no friendly units within 15cms of them at the end of any subsequent turn.



#### 6.1.5 Setup Spacecraft & Garrisons

If either player is using spacecraft then they are set up now before any other units (see 4.3). Units entering play via planetfall should be placed to one side at this time too (see 4.4).

On-table garrison units are set up after spacecraft have been set up. The following types of formations may be set up on the table as 'garrisons' at the start of the game:

- Formations where half or more of the units (rounding up) are scouts OR
- Formations where no more than one of the units has a move greater than 15cms, and where none of the units are war engines OR
- Any formations that include units with a speed of 0 (zero).

Players take it in turns to set up one garrison at a time, starting with the player with the higher strategy rating. Garrisons must be set up so that they have at least one unit within 15cm of an objective in the player's own half of the table. No units may be set up in the opponent's half of the table or in impassable terrain. Units may be set up in dangerous terrain (it's assumed that they took their time getting into position in order to do so safely!)

#### 6.1.6 Set-up Remaining Formations

All of the remaining formations in the players' armies must be set up within 15cms of their own side's table edge or be kept back 'in reserve'. The players take it in turn to set up these formations one at a time, starting with the player with the higher strategy rating.

Units kept in reserve must either aircraft, or be going to enter play in a transport aircraft or by teleportation. Reserve formations entering play in aircraft or by teleportation should be placed aside with units that will enter play via planetfall. These formations are not 'secret' and your opponent may inspect them at any time.

Units being transported must start the game already loaded into the transport vehicle that will bring them into play (ie, an aircraft or unit with the planetfall ability).

Formations entering play in aircraft or from spacecraft can do so on any turn, following the rules for transport aircraft and planetfall (see 4.2.5 & 4.4). Formations that are in reserve may not carry out *any* game functions or use special abilities they may have.

#### 6.1.7 Victory Conditions

You must check to see if either player has won at the end of the third and fourth game turns. If neither player has won at the end of the fourth turn then the 'tiebreaker' rule is used to determine the winner.

Each player is trying to achieve five things known as goals. You win if you have achieved two of these goals in the end phase of turns three or four, and you have achieved more goals than your opponent. The five goals are: *Blitzkrieg*, *Break Their Spirit*, *Defend The Flag*, *Take And Hold*, and *They Shall Not Pass*.

**Blitzkrieg:** You achieve this goal by capturing the objective that was set up on the opponent's table edge at the start of the game (ie, the first objective each player set up).

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

**Defend To Flag:** You achieve this goal if you control all three objectives in your half of the table.

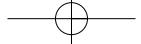
**Take And Hold:** You achieve this goal by capturing a total of two objectives in your opponent's half of the table.

**They Shall Not Pass:** You achieve this goal if there are no unbroken enemy formations in your half of the table.

If neither player has won at the end of the fourth or any subsequent turn then both players roll a D6 to see if the game carries on another turn or ends in a tiebreak.

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 the players roll different numbers then the game ends in a tiebreak. Each player scores a number of *victory points* equal to the full points value of any enemy formations that have been completely destroyed, plus the full points value of any enemy formations that are broken and have been reduced to half strength or less, plus half the value of any formation reduced to half strength or less but is not broken, plus half the value of any formation that is broken but is above half strength. Whoever has the higher points score is the winner. For the purpose of this rule, a formation's 'strength' is equal to the number of units in the formation plus the (remaining) damage capacity of any war engines.



## 6.2 TOURNAMENT ARMY LISTS

*"Do not throw your forces blindly into battle. Before committing your forces, examine the situation. Review your own strength, and that of your enemy. Remember your own objectives, and try to anticipate those of your opponent. Then select those of your troops best suited to the task in hand."*

*Imperium Tactica*

The following army lists are for the Space Marine, Imperial Guard and Ork armies. They are designed to work with the range of models produced by Games Workshop for Epic, and will produce a closely balanced game when used along with the tournament game rules (see 6.1).

Each army list covers a specific army that took part in the Third Armageddon War. Although each army list is based on one particular fighting force, they are typical of many other similar armies, and so all of these lists can be used as 'stand in' lists for players that may already have collected an Epic army from a previous edition of the rules. Over time we plan to produce additional army lists covering other armies from the Armageddon war and other famous conflicts of the 41st Millennium.

In order to use the army lists, you and your opponent must agree upon a points total for the game that you will play, and then select formations from the army lists that are equal to or less than this value. For example, you might agree to play a 3,000 point game, in which case you would both pick formations whose points value comes to 3,000 points or less.

The attached army lists provide points value for all of the models available in the Epic range. The 'counts as' rule

opposite will make it easy for you to use non-standard models in your games, and the appendices at the end of this book include sections on how to use models that are no longer in production from older versions of Epic in your games too. Our aim is to make it as easy as possible for players to use all of the models in their collection without receiving an unfair advantage by so doing, and as long as you use the rules in this spirit you will find your games all the better for it.

Each army list is broken down into four parts:

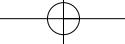
**Background:** A brief description of the army, its organisation, and its part in the Third Armageddon War.

**Using The Army List:** This section tells you how to use the army list, and covers the different types of formation used by the army and how they can be selected from the list.

**The Army List:** The army list describes the formations that can be used in the army, the units that make up each formation, and gives a points value for each formation. It also includes the army's strategy rating and the initiative rating for any formations in the army. The datasheets for all of the units in the armies in the Epic Armageddon rulebook can be found in the Forces section (see 5.0). A quick reference sheet for each army is included in the appendices at the back of the rules.



*Andy Chambers impressive Epic Ork army!*

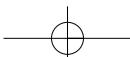


## SPECIAL RULE

### 6.2.1 The 'Counts As' Rule

You may if you wish decide that certain units in your army 'count as' something else from the army lists that is of roughly the same size and function. This is especially useful if you are using old models that are no longer in the range and therefore not covered in the army lists, or you are using models that are painted differently. For example, you might have managed to lay your hands on some of the old metal Ork Squigoth models that we made many years ago but that are now no longer in the range. Rather than leaving these models languishing on the shelf you could simply decide that they 'count as' Ork Battlewagons, which are roughly the same size as a Squigoth and have a similar function. Alternatively, you may have decided to use the Steel Legion army list to represent a different Imperial Guard regiment with a very different colour scheme. Again, it would be a great shame not to be able to use your gorgeously painted army, and the 'counts as' rule will allow you to do so. However, if you decide to use the 'counts as' rule, then there are three very important things to bear in mind:

- First of all, before the game starts you must tell your opponent that you have decided to use the 'counts as' rule, and you must let him know what counts as what.
- Secondly, this rule is here to allow you to use all the models in your collection, not as a method of fine-tuning your army for every game that you play. Therefore you may not use the 'counts as' rule for units that are actually covered in the army lists. For example, if you have a model of a Land Speeder, then you must use it as a Land Speeder and pay the points for a Land Speeder; you could not use it as a Land Speeder Tornado, or a Predator, or any other unit for that matter. By the same token, a Land Speeder Tornado must be used as a Land Speeder Tornado and can't stand in for any other units. This rule is included to prevent confusion and keep game play as even and balanced as possible. Note that you can paint the unit in any way you like, you just can't count it as a different unit from the list.
- Finally, if you decide that any unit in your army 'counts as' something else, then all of that type of unit in your army must count as the same thing. For example, if you decided that your old Squigoth model was a Battlewagon, then all the Squigoths in your army would have to be Battlewagons – you couldn't have one Squigoth as a Battlewagon, one as a Gunwagon, and so on.



## 6.3 CODEX ASTARTES SPACE MARINE ARMY LIST

*"The Codex Astartes is the holy tome of these loyal Battle Brothers. The wisdom of the ancients is both scripture and the unbending rod by which they are measured. In war, they are fierce and as steadfast as those of old who stood beside the Emperor and broke the Legions of Horus. In faith and valour they are unmatched. The torches of their chapels burn bright with flames whose holy fire has shone upon an unchanging brotherhood for a hundred centuries. In their lives and in war, the Codex Astartes is their guide."*

Space Marines are the most powerful and dreaded of all of the Imperium's warriors. They are not human at all but superhuman, having been made superior in all respects to a normal man by a harsh regime of genetic modification, psycho-conditioning and rigorous training. Space Marines are organised into small independent armies called Chapters, each of which is responsible for its own recruitment, equipment, organisation and strategy.

The Codex Astartes is a massive tome that describes the organisation, tactical operation, and countless other aspects of Space Marine doctrine. Subjects as diverse as religious instruction and strategic supply are all covered in great detail within its thousands of holo-pages. The Codex Astartes amounts to an authoritative guide to waging war in any number of ways on countless different types of world. The majority of Space Marine chapters follow its teachings as if they were holy writ.

### Fighting Units

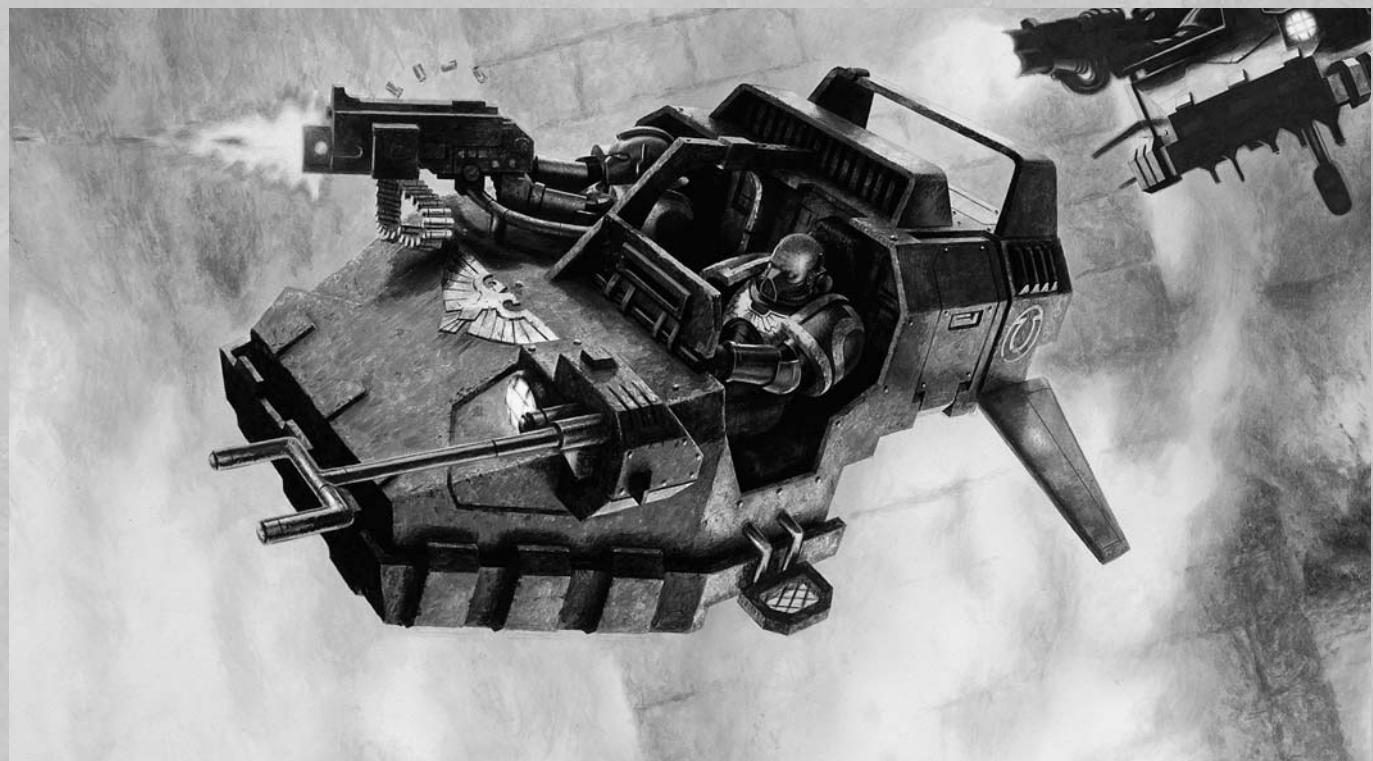
The organisation of the fighting units of Space Marines was laid down by the High Lords of Terra following the reformation of the Space Marine Chapters after the Horus Heresy. The rules governing Space Marine organisation and numbers are called the Codex Astartes.

Although not drawn up until the Emperor's incarceration, the Codex Astartes is commonly taken as his work. During the ten thousand years since the original Codex Astartes, many Chapters have introduced their own variations. In some cases their organisation and equipment differs completely from the rigid dictates of the Codex Astartes. However, in most cases, today's Space Marines follow the broad organisational rules laid down ten thousand years ago. A few chapters regard the Codex Astartes as a holy text, and stick rigidly to its contents, regarding any deviation as tantamount to heresy. The organisation described next is that of the Codex Astartes, and it may be regarded as the normal organisational pattern of Space Marines.

Space Marines are divided into companies, the exact number of which varies from Chapter to Chapter but is typically ten. A company is led by a Space Marine Captain. There are ten squads to a company, and each squad consists of nine Space Marines plus a Space Marine Sergeant.

The First Company is made up from the oldest and most battle-hardened Space Marines. It is the senior and most respected company, and its members use Terminator armour as well as other Space Marine equipment.





The Tenth Company forms a training company, and is comprised of Scout squads. Its sergeants are older veterans but its fighting Space Marines are the Chapter's least experienced warriors. After a period in the training company, Space Marines are allotted to other companies to replace battle casualties.

Individual Space Marines are trained to use all equipment, but in battle each squad is equipped in one of three ways: as a Devastator squad, an Assault squad, or a Tactical squad. Devastator squads use a high proportion of heavy weapons; Assault squads carry close combat weapons; Tactical squads are used in a general combat role.

The squads that make up a company are organised into ad-hoc formations called *detachments* when they undertake a mission. Although a detachment can theoretically include any of the units from a chapter, the Codex Astartes details a number of standard detachments which it recommends be used in most circumstances.

#### **The Codex Chapters**

Not all Chapters follow the strict organisational and tactical guidelines of the Codex Astartes. Those that do are sometimes referred to as Codex Chapters. These Space Marines adhere to the Codex as the model for their organisation and identification markings. Of all the Codex Chapters' the oldest and most famous is the Ultramarines, the Chapter of the Primarch Roboute Guilliman himself. Many of the other Codex Chapters are descended from the Ultramarines' genetic line.

Most Chapters do not stick so rigidly to the Codex patterns laid down either for organisation, tactical roles, or other processes. Many Chapters are largely organised according to the Codex but have slight variations, such as the Blood Angels and Dark Angels, for example. A small number of chapters are utterly different from the Codex and owe nothing to it at all. The most famous of these Chapters is the Space Wolves. The Space Wolves have never followed the Codex, their strong willed Primarch moulded his Chapter very much in his own image, irrespective of other influences.

The Adeptus Terra has never felt it necessary to enforce the Codex absolutely. Indeed it is doubtful if it could. However, with subsequent foundings they have always favoured the Ultramarines' gene-seed and created new Codex Chapters from their line. With the passage of years, some of these chapters have subsequently strayed from the strict letter of the Codex, introducing new variations but remaining broadly faithful to the principles of Roboute Guilliman.



## Using The Army List

The following army list allows you to field an army based on one of the Space Marine Chapters that closely follows the teachings of the Codex Astartes. It can also be used as a 'stand in' army list for other Space Marine Chapters that do not follow the Codex Astartes, such as the Blood Angels, Dark Angels and Space Wolves.

Space Marines are organised into small formations called *detachments*. Each detachment is made up of three or more units, and may also include a number of extra units called *upgrades*.

The detachments that may be taken in a Codex Astartes army are shown on the chart that follows. The chart also shows what units comprise the detachment, what upgrades are allowed, and its points cost. For example, an Assault detachment consists of four Space Marine Assault units for 175 points, and may include the Commander and Vindicator upgrades at an additional cost in points.

Each upgrade that is taken adds to the cost of the detachment, as shown on the *upgrade chart*. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taken for, and sometimes takes the form of additional units for the detachment. Each upgrade may be taken once per formation. For example, an Assault detachment could include one Commander and one Vindicator. If both were taken it would cost  $175 + 50 + 75 = 300$  points.

Codex Astartes Space Marine armies may be supported by Imperial Navy aircraft and Titan Legion battle groups. A maximum of up to a third of the points available to the army may be spent on these formations.

## SPECIAL RULE

### 6.3.1 Space Marine Transports

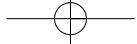
*The Space Marines are a highly mobile army. Because of this, the points cost of a detachment usually includes enough Rhinos to transport it and any upgrades that have been taken. The number of Rhinos will always be the minimum needed to carry the formation, you can't take extras along to cover any losses!*

*Note that many formations don't receive Rhinos, usually because they can't fit into them. Detachments that come with Rhinos will be noted as having 'plus transport' in the units section of the army list opposite.*

*Also note that you don't have to take Rhinos if you don't want to. If you'd rather field the formation on foot instead, so it can act as a garrison for example, or be transported in a Thunderhawk Gunship, then you may do so.*

*In addition, you may choose to replace a detachment's Rhinos with Drop Pods. If you do this then the detachment will enter play in a Drop Pod using the rules for planetfall (see section 4.4). Note that if you choose to do this you will also require at least one Space Marine Strike Cruiser or Battle Barge to deploy the drop pods from.*





## CODEX ASTARTES ARMY LIST

Codex Astartes Space Marine armies have a strategy rating of 5. All Space Marine and Titan Legion formations have an initiative rating of 1+. Imperial Navy aircraft formations have an initiative rating of 2+. The 'They Shall Know No Fear' rule applies to all Space Marine formations (see 5.1.1).

### SPACE MARINE DETACHMENTS

DETACHMENT	UNITS	UPGRADES ALLOWED	POINTS COST
Assault	Four Assault units	Commander, Vindicator	175 points
Bike	Five Bike units	Commander, Attack Bike	200 points
Devastator	Four Devastator units plus transport	Commander, Razorbacks, Dreadnought, Hunter, Land Raider	250 points
Land Raider	Four Land Raiders	Commander, Vindicator	400 points
Land Speeder	Five Land Speeders	Commander, Typhoon/Tornado	200 points
Landing Craft	One Landing Craft	None	350 points
Predators	Four Predators (may choose either Annihilators or Destructors or a combination of the two)	Commander, Vindicator	300 points
Scout	Four Scout units plus transport	Commander, Razorbacks, Sniper	150 points
Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Tactical	Six Tactical units plus transport	Commander, Dreadnought, Razorbacks, Hunter, Vindicator	300 points
Terminator	Four Terminator units	Commander, Land Raiders, Dreadnought, Vindicator	325 points
Thunderhawk	One Thunderhawk Gunship.	None	200 points
Vindicator	Four Vindicators	Commander	300 points
Whirlwind	Four Whirlwinds	Commander, Hunter	300 points

### SPACE MARINE UPGRADES

UPGRADE	UNITS	COST
Attack Bike	Replace any number of Bike units with 1 Attack Bike each	Free
Battle Barge	Replace Strike Cruiser with Battle Barge	150 points
Commander	Add one Space Marine Commander character to a unit in the formation. The Commander may be a Captain, Librarian or Chaplain. One Space Marine Commander in the army may be a Supreme Commander	50 points (+50 points if Supreme Commander)
Dreadnought	Add one or two Dreadnoughts	50 points each
Hunter	Add one Hunter	75 points
Land Raiders	Add up to four Land Raiders	100 points each
Razorbacks	Replace any number of Rhinos with 1 or 2 Razorbacks each	+25 points per Razorback
Sniper	One Scout unit may be given the Sniper ability	+25 points
Typhoon/ Tornado	Replace any number of Land Speeders with 1 Land Speeder Tornado or Typhoon each	+25 points per Typhoon +10 points per Tornado
Vindicator	Add one or two Vindicators	75 points each

### IMPERIAL NAVY AIRCRAFT

FORMATION	COST
Two Thunderbolt Fighters	150 points
Two Marauder Bombers	300 points



### TITAN LEGION BATTLEGROUPS

FORMATION	COST
One Warlord Class Titan	850 points
One Reaver Class Titan	650 points
One to Two Warhound Titans	250 points each



## 6.4 ARMAGEDDON STEEL LEGION ARMY LIST

*"Strike fast and suddenly. Attack without warning. Secure victory before the foe is aware of his danger. Remember always, a war is easily won if your enemy does not know he is fighting."*

*Lord General Solar Macharius*

The Imperial Guard is the largest and most diverse military organisation the galaxy has ever seen. Numbering in the billions and equipped with armoured vehicles, Artillery antiaircraft and all the other adjuncts of armoured warfare, the Imperial Guard forms both the hammer and the anvil of the Imperium's military might.

### The Regiments of Armageddon

The regiments that make up the Imperial Guard are raised on different planets all across the Imperium, and because of this they do not wear standardised uniforms, follow identical tactical doctrines, or all use exactly the same sort of equipment. Regiments raised on the jungle Death World of Catachan, for example, tend to be lightly equipped assault troops, while those from the Agri-world of Atilla are mainly Rough Riders. Those raised on Armageddon make use of the planet's vast industrial might to provide plentiful armoured fighting vehicles, and because of this they have become famous across the galaxy as Armageddon's *steel legions*.

Armageddon has a massive population and is capable of raising a large number of Imperial Guard regiments in time of war. In the fighting taking place on Armageddon following Ghazkghul's invasion, well over one hundred of the regiments fighting had been raised on Armageddon itself, and they form by far the largest contingent of the Imperial Guard forces fighting on the planet.

Armageddon is often called upon to raise regiments for major battles and campaigns all over the Armageddon sector. Regiments that fight off-world like this are called 'tithed regiments', after the process whereby each world in the Imperium is required to offer up at least 10% of the troops it raises and trains to the Departmento Munitorum for incorporation in the Imperial Guard.

Tithed regiments are supplemented by troops raised on other worlds that are not found on Armageddon, such as Ratlings or Ogruys, as well as certain types of vehicle that are not manufactured on the planet. Many of these tithed regiments have been recalled to the planet during the Third Armageddon War, so a good proportion of Steel Legion regiments include troops not found on Armageddon itself.

This said, the bulk of the Steel Legion regiments fighting on Armageddon have never left the planet and are part of the Armageddon Planetary Defence Force. These regiments differ slightly from tithed regiments in the mix of units that they use, generally having no off-world auxilia or vehicles.

### Regimental Organisation

Regiments raised on Armageddon consists of twelve companies made up of a mix of infantry, artillery, armour and mechanised infantry companies. Although some regiments only include one type of company, the bulk are combined arms forces that include a mix of companies. However, the highly industrialised nature of Armageddon means that a far higher proportion than normal are mechanised infantry, and it's not uncommon for over 90% of a regiment to be made up of such units. It is for this reason that regiments raised on Armageddon for the Imperial Guard are commonly known as Armageddon Steel Legions.



At full strength, infantry and mechanised infantry companies in Steel Legion regiments consist of a command section comprising a captain and his support staff, one fire support platoon with 10 heavy weapons teams, and three infantry platoons each with 50 men including 5 heavy weapon teams. This means that a full-strength company will number 175 men. However the casualties suffered during a campaign will quickly reduce the strength of a company, and it is not uncommon for a company's fire support platoon to be detached from the company for special duties elsewhere. Because of this most 'companies' in a Steel Legion regiment will be little larger than one of the platoons in a newly raised formation.

Tank and artillery companies in a Steel Legion regiment consist of a command vehicle and three squadrons (in Tank companies) or batteries (in the artillery) with three vehicles each. Tank and artillery companies are much more likely to operate at their full strength, as they are usually only directly engaged by the enemy in major battles with the result that they are either operating at full strength or have suffered such heavy casualties that they need to be withdrawn from front-line duty and amalgamated with other similarly battered formations. Artillery, in particular, either survives a battle unscathed or is overrun or wiped out.

As already noted, the most common type of company found in regiments raised on Armageddon are mechanised infantry companies, sometimes referred to as armoured fist companies. These are similar in many respects to normal Imperial Guard infantry companies, except that all of the infantry that would normally have to move around on foot are provided with Chimera armoured transport vehicles. Mechanised infantry companies are normally quite rare in the Imperial Guard, as it is difficult for most planetary governors to obtain and maintain the vehicles for such a formation. However, Armageddon is one of the chief manufacturing planets for Chimeras, producing several hundred every day for use all across the Imperium. Because of this, infantry units raised on Armageddon are routinely equipped with Chimeras.

It is important not to overstate the number of mechanised infantry companies in each Steel Legion regiment. While it's not uncommon for them to make up 90% of a regiment's companies, it is equally likely they account for less than a quarter of the units available, especially in Armageddon Steel Legion regiments that were raised as part of the Armageddon Planetary Defence Force. Battlefield attrition can also be very high amongst lightly protected vehicles like Chimeras, and there have been numerous cases in the Armageddon campaign where a regiment has lost almost all of its Chimeras in battle, and has been reduced to using what were once mechanised infantry companies as plain old infantry.

## Using The Army List

The following army list allows you to field an Imperial Guard army that is based on an Armageddon Steel Legion regiment. It can also be used as a 'stand in' army list for other Imperial Guard regiments, such as Cadian Shock Troops, Mordian Iron Guard or Valhallen Ice Warriors, among many others. Note that we have based the number of units in the infantry formations on what will be found in a typical field formation, rather than what is found in a full-strength company when first enlisted.

Steel Legion formations come in two types: *companies* and *support formations*. Each company you include in the army allows you to field any two support formations. Although you can only take a support formation if you first take a company, they are treated as separate independent formations during a battle and do not have to move around together. For example, taking a Steel Legion Tank Company would entitle you to take two formations from the support formation chart. If you decided to take an artillery battery then it and the tank company would operate as two separate formations.

In addition, companies may be given up to three company upgrades. Each type of upgrade can only be taken once by a company (ie, an infantry company could have an Ogryn and a Sniper upgrade, but not two Sniper upgrades). Upgrades are added to the company and are not a separate formation. Support formations may not be given company upgrades.

Each upgrade that is taken adds to the cost of the company, as shown on the upgrade chart. For example, if you took a Tank Company and added a mechanised infantry platoon to it as an upgrade, then the cost of the tank company would be  $650 + 100 + 75$  (for the Chimera) = 825 points. Note that you may take any type of upgrade for any type of company;

## SPECIAL RULE

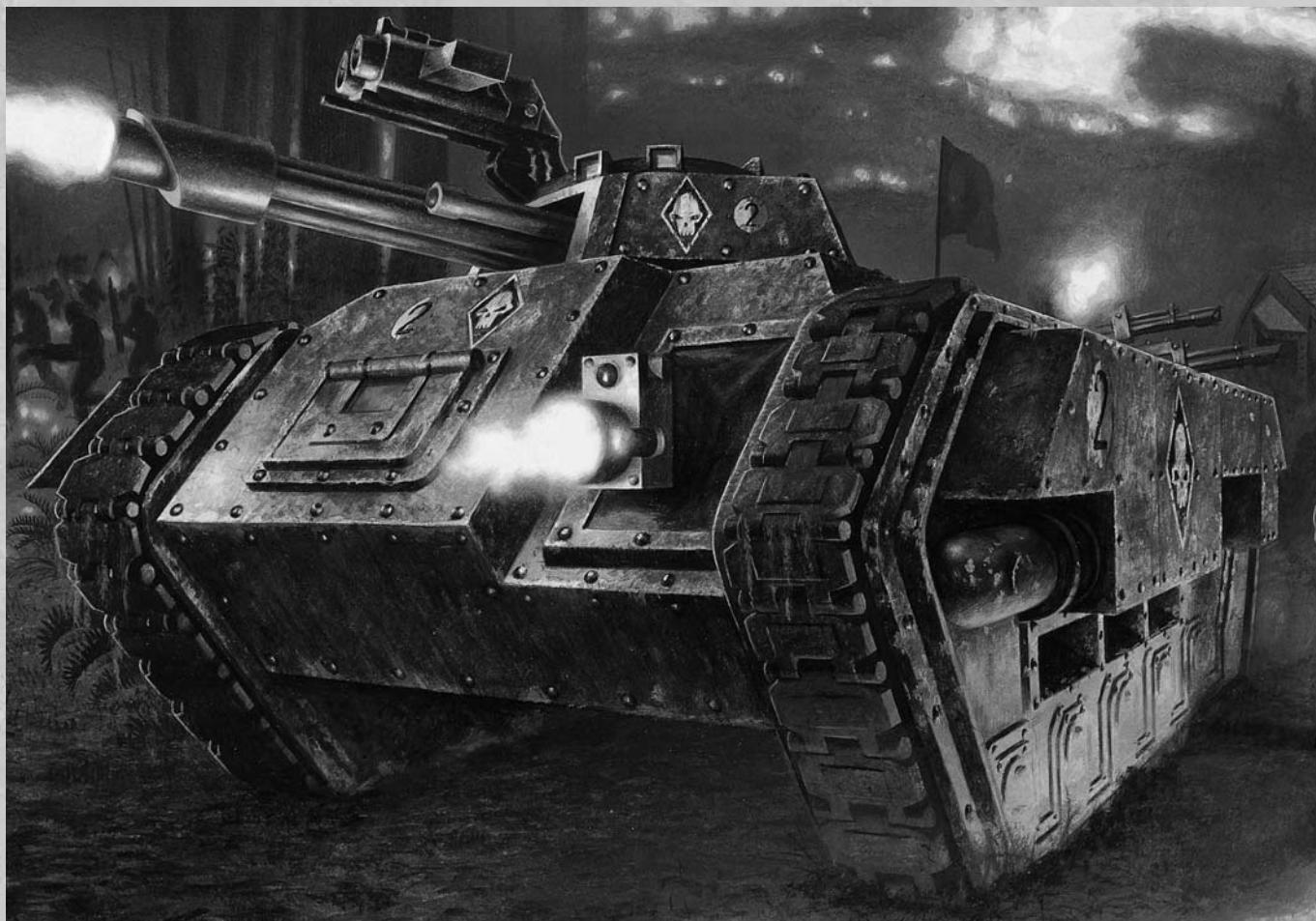
### 6.4.1 Commissars

A Steel Legion Imperial Guard army may include 2D6 Commissar characters. The Commissars do not cost any points. If the dice roll exceeds the number of Commissar units that a player has available then any excess is lost.

Roll to see how many Commissar units a player may add to their army at the start of the battle before either side sets up. If the army includes a Supreme Commander then the first Commissar must be attached to the Supreme Commander's formation. Any further Commissars may be attached to any other formations. You may not include more than one Commissar per formation. If you have more Commissars than formations any excess is lost.

so, for example, if you want to include a platoon of Leman Russ tanks in an infantry company or snipers in a Tank Company then you may do so.

Imperial Navy aircraft and Titan Legion battle groups may support Steel Legion Imperial Guard armies. A maximum of up to a third of the points available to the army may be spent on these formations.





## STEEL LEGION ARMY LIST

Steel Legion Imperial Guard armies have a strategy rating of 2. Steel Legion Imperial Guard formations and Imperial Navy aircraft formations have an initiative rating of 2+. Titans have an initiative rating of 1+.

### STEEL LEGION COMPANIES

UPGRADE	UNITS	COST
Regimental HQ (only one allowed)	One Supreme Command unit, twelve Imperial Guard Infantry units, and seven Chimera transport vehicles (one for Commander)	500 points
Steel Legion Infantry Company	Imperial Guard Command unit plus twelve Imperial Guard Infantry units	250 points
Steel Legion Mechanised Infantry Company	Imperial Guard Command unit, twelve Imperial Guard Infantry units, and seven Chimera transport vehicles (one for Commander)	400 points
Steel Legion Tank Company	Ten Leman Russ tanks. One Leman Russ may be upgraded to a Vanquisher command tank at no additional cost	650 points
Steel Legion Super-heavy Tank Company	Three Baneblades or Shadowswords, or any combination of the two	500 points
Steel Legion Artillery Company	Nine Artillery units chosen from the following list: Basilisk, Manticore	650 points

### STEEL LEGION SUPPORT FORMATION

**(Two may be taken per Steel Legion Company)**

UPGRADE	UNITS	COST
Rough Rider Platoon	Six Rough Rider units	150 points
Storm Trooper Platoon	Eight Storm Trooper units (may have four Valkyrie transport vehicles)	200 points (+150 points)
Steel Legion Artillery Battery	Three units of the same type chosen from the following list: Basilisk, Bombard, Manticore	250 points
Sentinel Squadron	Four Sentinels	100 points
0-1 Deathstrike Missile Battery	Two Deathstrike Missile Launchers	200 points
Super-heavy Tank Platoon	One Baneblade or Shadowsword	200 points
Orbital Support	One Imperial Navy Lunar class cruiser OR one Emperor class Battleship	150 points 300 points
Flak Battery	Three Hydra	150 points
Vulture Squadron	Four Vultures	300 points

### STEEL LEGION COMPANY UPGRADES

**(Three may be taken per Steel Legion Company)**

UPGRADE	UNITS	COST
Fire Support Platoon	Four Fire Support*	100 points
Infantry Platoon	Six Infantry units*	100 points
Tank Squadron	Three Leman Russ or three Leman Russ Demolisher	200 points
Hellhound Squadron	Three Hellhounds	150 points
Griffon Battery	Three Griffons	100 points
Snipers	Two Snipers*	50 points
Ogryns	Two Ogryns*	50 points
Flak	One Hydra	50 points

\* These unit's formations may have Chimera transport vehicles. Each Chimera costs 25 points. You must take enough Chimera to transport the whole formation if any are taken, but you may not take more than one Chimera per unit in the formation.

### IMPERIAL NAVY AIRCRAFT

FORMATION	COST
Two Thunderbolt Fighters	150 points
Two Marauder Bombers	300 points

### TITAN LEGION BATTLEGROUPS

FORMATION	COST
One Warlord Class Titan	850 points
One Reaver Class Titan	650 points
One to Two Warhound Titans	250 points each



## 6.5 GHAZGHKULL MAG URUK THRAKA'S ORK WAR HORDE ARMY LIST

*I'm da band of Gork and Mork, dey sent me to rouse up da boyz to crush and kill 'cos da boyz forgot what dere 'ere for. I woz one of da boyz till da godz smashed me in da 'ead an' I 'membered dat Orks is meant to conquer and make slaves of everyfing they don't kill.*

*I'm da profit of da Waaagh an' whole worlds burn in my boot prints. On Armour-Geddem, I led da boyz throug da fire deserts and smashed da bumies' metal cities to scrap. I fought Yarik, old one-eye at Tarturus, an' be fought good but we smashed iz city too.*

*I'm death to anyfing dat walks or crawls, where I go nothin' stands in my way. We crushed da stunties on Golgotha, an' we caught old one-eye when da speed freeks blew da bumies' big tanks ta bits. I let 'im go 'cause good enemies iz 'ard to find, an' Orks need enemies ta fight like they need meat ta eat an' grog ta drink.*

*I iz more cunnin' than a grot an' more killy than a dread, da boyz dat follow me can't be beat. On Pissenab we jumped da marine-boyz an' our bosspoles was covered in da helmets we took from da dead 'uns. We burned dere port an' killed dere bosses an' left nothin' but ruins behbind.*

*I'm Warlord Ghazghkull Mag Uruk Thraka an' I speak wiv da word of da gods. We iz gonna stomp da 'ooniverse flat an' kill anyfing that fights back. We iz gonna do this coz' we're Orks an' we was made ta fight an' win!"*

*Graffiti on Warlord Titan wreckage found by Dark Angels at Westerisle, Piscina IV*

Orks are a tough, brutal and remarkably successful race, and rank amongst the most powerful warriors in the whole galaxy. They control a significant part of known space, but this sprawling territory is divided amongst thousands of individual Ork warlords. Were Orkdom ever to unite against the Imperium it is unlikely that humanity would survive very long.

It is for this reason that Ghazghkul Thraka represents such a potent threat to the Imperium, as he seems to be able to unit the warring Ork tribes in a way that no Ork leader has ever been able to achieve before. Two of the most deadly Waaaghs the Imperium have faced were led by Ghazghkull. After suffering a nasty head wound, he became convinced he had been chosen by Gork and Mork to unite the whole of Orkdom and bring the galaxy under the heel of he greenskins. His rise to prominence was nothing short of meteoric, going from a simple warrior in the mob to being Warlord commanding thousands of Orks in a startlingly short time.

Normally rival warlords are fiercely competitive and spend much of their time fighting each other. However, they all hold an innate desire to gather as many boyz together as possible and lead a huge Waaagh against their greatest enemies. The Waaagh is a sort of crusade – the Orks stop fighting each other and decide to stomp someone else instead! This overriding urge to expand and conquer is a natural part of the Orks' psychological make-up, and has greatly contributed to their success as a race.

All Orks are slightly psychic, so very potent ideas tend to filter from one Ork to another. When a warlord gets really powerful other Orks sense it and flock to join him, increasing





his power and encouraging more and more Boyz to join the growing Waaagh. As Ork Boyz from nearby worlds gather they form into huge armies ready to do battle.

Mekboyz, the engineers and inventors of the Orkish race, also sense that something is brewing, and begin to build huge fighting machines in readiness for the coming war. At the very core of the Waaagh lies the construction of the gigantic war engines known as Gargants. Each Gargant is a towering war machine with awesome destructive powers. It is also a titanic, mechanical, fighting, fire-belching idol made in the image of the Ork gods, and building Gargants is thus very much an act of worship for the Orks. The Ork war gods, Mork and Gork, epitomise the Orkish character on a vast scale, being big, carefree, boisterous beings that leave a trail of destruction in their wake. War, conquest, migration, endless feuds, the din of weapons and the war cries of countless Orks are but the crude games and raucous laughter of the Ork gods of war.

Ghazghkull's War Horde is typical of these large Ork armies. It includes Orks from several hundred tribes gathered from over a hundred planets, and includes members of all of the major Ork clans, and quite a few minor ones too! The Boyz in the horde are backed up by prodigious numbers of Grot orderlies and Grot Big Gun mobs, and the most inventive and dangerous Mekaniaks in all Orkdom labour day and night to provide Ghazghkull with the most potent and dangerous Gargants belonging to any warlord in the Waaagh.

Ghazghkull's first invasion was stopped and he was assumed slain. As is now very well-known, this was not true, and he has proved to be the most dangerous of Ork leaders, one with both drive and ability in abundance. Now he has returned to Armageddon after decades of planning and testing the Imperium's defences. If Armageddon falls, Ghazghkull could unify Orks across the entire sementum into an unstoppable Waaagh that might threaten Earth itself!

## How To Use The Army List

Unlike the very rigid formations used by the Imperium, Ork formations vary widely in both size and composition. The rules for creating Ork formations reflect this. The most common type of Ork formation is the warband. Other more specialised formations do exist, suchas Kults of Speed and Blitz Brigades. The different types of Ork formation you may choose are shown on the army list that follows.

The army list includes the following information:

**Type:** The name of the formation.

**Core Units:** The units that make up the formation. An Ork player can choose to double or triple the number of units in the formation if he wishes. A formation with double the normal number of units is called a *big* formation, and a formation with three times the normal number of units is called a *'uge* formation.

**Cost:** Most Ork formations have three values. The first value is the cost for the basic formation, the second is its cost if it is a big formation, and the third value is its cost if it is a *'uge* formation. If the formation only has one cost then it may not be increased in size. Up to one third of the points available to an Ork army can be spent on aircraft and Gargants.

**Extra Units:** An Ork formation may include any of the extra units listed in the 'Extras' column. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there is a limitation then the limit is

## SPECIAL RULE

### 6.5.1 Ork Warlords

Every Ork army *must* include a Supreme Command character called a Warlord. The Warlord character is free, you don't have to pay any points for it. If the army includes any Great Gargants, then the Warlord must be placed in one of them. If there are no Great Gargants in the army then the Warlord will join a Nob or a Gargant unit.

doubled for a big formation and tripled for a *'uge* formation. For example, a normal sized Kult of Speed can include 0-1 Oddboy, a big Kult of Speed can include 0-2, and a *'uge* Kult of Speed can include 0-3. All of the core, extra, and free units in an Ork formation count as being part of one large formation. The different units may not move off on their own.

**Battlefortresses & Gunfortresses:** In tournament games, these units may only transport units from their own formation (ie, the rules for War Engine transports do not apply to them when using the tournament army lists).





## GHAZGHULL MAG URUK THRAKA'S WAR HORDE

Ork armies have a strategy rating of 3. All Ork formations have an initiative rating of 3+, but receive modifiers depending on the action chosen when taking an action test, or the size of the warband when rallying (see 5.5.1 and 5.5.2).

TYPE	CORE UNITS	COST PER FORMATION			EXTRAS
		NORMAL	BIG	'UGE	
Warband	Two Nobz and six Ork Boyz and two Gretchin	200	350	500	Any number of the following for +25 points each: Boyz (+ an optional free Grot per Boy unit ), Stormboyz, Kommandos, Buggies, Warbikes, Skorchas, Big Gunz, Killa Kans Any number of the following for +35 points each: Battlewagonz, Deth Koptas, Dreadnoughts, Flakwagons, Gunwagons Up to two Nobz for +35 points each Up to one Oddboy character for +50 points Any number of Stompas for +75 points each Any number of Battlefortress for +125 points each Any number of Gunfortress for +135 points each
Stormboyz Warhorde	Six Stormboyz	150	n/a	n/a	Any number of the following for +25 points each: Stormboyz, Kommandos, Buggies, Warbikes, Skorchas Any number of Deth Koptas for +35 points each
Kult Of Speed	Any eight of the following units: Buggies, Warbikes, Skorchas.	200	350	500	Any number of the following for +25 points each: Buggies, Warbikes, Skorchas Any number of the following for +35 points each: Gunwagons, Deth Koptas, Flakwagonz Up to one Oddboy character for +50 points
Blitz Brigade	Any four of the following units: Gunwagons, Deth Koptas, Flakwagonz	150	250	350	Any number of the following for +25 points each: Buggies, Warbikes, Skorchas Any number of the following for +35 points each: Gunwagons, Deth Koptas, Flakwagonz Up to one Oddboy character for +50 points Up to one Gunfortress for +135 points each
Mekboy Stompamob	Three Stompas	225	n/a	n/a	Any number of Killa Kanz for +25 points each Any number of the following for +35 points each: Dreadnoughts, Flakwagons Any number of Stompas for +75 points each Up to one Supa-Stompa for 250 points
Mekboy Gunzmob	Five Big Gunz	125	225	325	Any number of Big Gunz for +25 points each Any number of the following for +35 points each: Battlewagonz, Flakwagons Up to one Nobz for +35 points Up to one Oddboy character for +50 points
Fighta Sqwadron	Three Fighta-Bommers	150	n/a	n/a	Up to six Fighta-bommers for +50 points each
Ork Landa	Olk Landa	200	n/a	n/a	None
Kill Kroozer	One Kill Kroozer	200	n/a	n/a	May be upgraded to Ork Battlekroozer for +50 points
Gargant	One Gargant	650	n/a	n/a	None
Great Gargant	One Great Gargant	850	n/a	n/a	None

## 6.6 SCENARIOS

*"Well, I never expected that to happen..."*

*Last words of Colonel Einz*

The pre-defined and slightly abstracted nature of tournament games is not for everybody, and many players prefer to play Epic in a way that allows them to really explore all of the possibilities presented by the game's background. If you are one of those players, or if you are someone like the author who enjoys playing both tournament games and scenarios, then this section is for you. In it we describe how you can devise your own scenarios, and we also provide half-a-dozen or so scenarios that we have devised and which are presented here as examples of what can be done.

We are using the term scenario here in its broadest possible sense, to cover any game that is not a tournament game. Many players imagine scenarios to be something that comes with a bit of historical background, a list of the forces involved, some special rules, and a set of victory conditions – like the training scenarios presented earlier in this book. In actual fact they can be anything that provides a context for a game that you play using the Epic rules and Epic models. Thus saying "Let's just set up all our Epic models on the living room floor and keep on playing until one side is dead!" is every bit as much a scenario as a carefully worked out reconstruction of the assault on the Emperor's Palace – and somewhat easier to organise and play to boot!

### Getting Started

While the freedom of choice that scenarios allow is what makes playing them so much fun, it can also make them quite intimidating. There are just so many possibilities one doesn't know where to start! Because of this, is it much better to begin by creating scenarios that are as simple as possible. Trust me, you'll quickly build up to more ambitious projects. In the author's experience, the easiest way to create a new scenario is simply to come up with a new set of victory conditions to use with the tournament game rules. Simply changing the victory conditions can have a profound effect on the way that the game plays, and by concentrating on this it means you don't have to worry about other things like special force lists, special rules or special terrain.

Although tinkering with the tournament game victory conditions is the easiest way to go about create your own

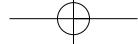


scenarios, you do need to be aware that the victory conditions you come up with can affect the balance of the game. There are exceptions of course, for example, the first two or three training scenarios are as about an even game as you could imagine, but generally one side or the other will have slightly more chance of winning than the other. This scares a lot of players, especially inexperienced players who haven't had the chance to learn that losing a game played with toy soldiers really doesn't matter all that much in the cosmic scale of things. This isn't to say that scenarios should be completely one-sided, just that they don't need to be a completely even 50-50 proposition for each side. To be honest once you've played a few scenarios the whole idea of them needing to be balanced will seem slightly ludicrous, as you'll have learnt that losing an interesting scenario can be every bit as much fun as winning a perfectly balanced tournament game.

None the less, if this kind of thing worries you then it is best to start off by playing scenarios that are as even as you can make them. A good way of doing this is to take a leaf from the tournament game rules, and come up with a scenario where victory conditions 'mirror' each other and are the same for both sides. If you do this and also allow players to pick their forces from the tournament army lists, then you can be pretty certain that the game will be an even contest for both sides. The trick with this type of game is to come up with a way of setting up and winning that is different enough to the tournament game set-up rules and victory conditions to create an interesting game. After all, if you set up in more or less the same way as the tournament game and the victory conditions are similar to those in the tournament game, and you are using the tournament game army lists, then you might as well play the tournament game anyway!

Coming up with alternative ways of setting up or winning is really not all that hard at all. One good source of inspiration are the 'Standard Missions' in Epic's sister game Warhammer 40,000. The standard scenarios are designed to be as easy to play as 'pick-up' games, and because of this they use even-point forces and mirrored victory conditions. The Cleanse mission is one of the most commonly played, and transfers extremely easily into Epic. In Cleanse, the table is divided into four equal quarters, and the players' armies set up in opposite quarters at least 18' (45cms in Epic) apart. The game is played for a set number of turns (about four would be right for Epic), and the player that controls the most table quarters at the end of the game is declared the winner. To control a quarter you must have an unbroken formation that is over half strength in the area, and your opponent must not. With a bit of common sense it is possible to transfer the other Warhammer 40,000 standard scenarios to Epic just as easily.

The Escalating Engagement scenario presented on the opposite page is another example of a fairly well balanced scenario that uses the tournament army lists and has mirrored victory conditions. We say 'fairly well' balanced, as it's important to note that both the Cleanse mission described above and the Escalating Engagement scenario shown opposite do slightly unbalance things in favour of certain armies. In particular, you will find that armies with a lot of infantry and war engines do much better at the Cleanse mission, while armies with plenty of transport and fast moving units do better in an Escalating Engagement. But to be honest, part of the fun of playing scenarios, even very simple ones like these, is that it forces you to re-evaluate your army and the mix of forces that you use, and to learn new tactics, both of which will make the games more interesting and challenging.



### Escalating Engagement Scenario

Two patrols clash while they are probing a weakened sector of the battlefield. As the engagement continues, both sides call in additional reinforcements to maintain the attack.

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

**Gaming Area:** Set up the terrain for the game in any mutually agreeable manner. If one player sets up the terrain then his opponent may choose where to deploy. If you set up the terrain as a joint effort then the player with the higher Strategy rating may choose the table edge he sets up on. If both players have the same Strategy rating then dice to see who gets the choice of table edge. You can pick a long edge or a corner (half way up each long and short edge). The opponent sets up on the opposite edge.

**Deployment:** Each player starts with only one formation deployed on the table. This must be the formation with the lowest points value in the army, not including any formations that include war engines, aircraft or a supreme commander. The formation may be set up anywhere within 45cm of their table edge.

**Reinforcements:** All of the remaining formations in the players' armies are assumed to be advancing towards their table edge as quickly as possible. 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).

Formations must deploy on their turn of arrival. To decide where the formations come on the players take it in turn, starting with the player with the lower Strategy rating, to place a unit from each formation on their table edge. The unit shows where the rest of the units in the formation will enter play during the first turn. If several formations want to enter play at the same point (along a road, for example) simply place the units in a row one in front of the other, and measure their movement from the rearmost unit in the row. If you prefer you can place counters or tokens instead of units, just as long as you know which token corresponds to which formation. The formations move onto the table in the action phase. Formations that fail their Initiative test must choose to move as their Hold action, and will enter play with a Blast marker for failing the Initiative test. All formations must enter play on the turn of arrival; you may not keep formations 'in reserve'.



**Victory Conditions:** At the end of the fifth turn count up Victory points to see who has won. Each player scores a number of points equal to the full points value of any enemy formations that have been completely destroyed, plus the full points value of any enemy formations that are broken and have been reduced to half strength or less, plus half the points value of any formation that has been reduced to half strength but is not broken, plus half the points value of each formation over half strength that is broken. Whoever has the higher points score is the winner. For the purpose of this rule, a formation's 'strength' is equal to the number of units in the formation plus the (remaining) damage capacity of any war engines.



## Opposed Victory Conditions

Although many of the scenarios you'll have played so far use the same victory conditions for both sides, this is not always the case. Several of the training scenarios have what are called opposed victory conditions, where one side must do something in order to win, and the other side wins if they can stop them doing it. The victory conditions for the training scenario 'Death From The Skies' (see 4.5.1) are a perfect example of opposed victory conditions. The Orks have three turns to destroy the bunkers and the Basilisks, and if they don't do this within the time limit then the Imperial player wins!

A slight variation on this standard form of opposed victory conditions are ones where each side is trying to achieve a slightly different objective. The victory conditions for the 'Korps Grinda Returns!' scenario (see 3.4.1) are an example of a very simple form of this type of opposed victory condition. In 'Korps Grinda Returns', the Orks must destroy two bunkers to win, while the Marines must destroy the Gargant before it achieves its objective. If the Marines destroy the Gargant but the Gargant managed to destroy a bunker, then the game is a draw.

The difficulty with opposed victory conditions, and the reason that tournament games usually have mirrored victory conditions, is that opposed victory conditions are inherently unbalanced. Even with identical forces there is no way to know for sure that both sides have the same chance of winning, where as with mirrored victory conditions and identical forces only luck and skill will separate the winner from the loser. Fortunately, scenarios don't need to be perfectly balanced – in fact they don't need to be balanced at all! Instead, all the victory conditions need to do is decide who has won. It helps if both sides feel that they have some chance of achieving their victory conditions, of course, but to be honest this isn't that hard to achieve, especially after a bit of practice. If you start out by setting up some small scenarios with opposed victory conditions you'll quickly start to get a 'feel' for what works and what doesn't, and just how much of an advantage different sorts of opposed victory conditions offer each side.

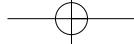
Much more importantly, the opportunities offered to the budding scenario designer by opposed victory conditions more than outweigh their disadvantages. The main problem with mirrored victory conditions is that they are always slightly abstract. By this I mean that they work well in terms of making Epic a balanced *game*, but are less effective in

terms of making Epic a compelling and believable *story*. This is because very few battles involve two sides trying to achieve exactly the same thing; battles are usually fought because one side wants to achieve something, and the other side wants to stop them! Using opposed victory conditions allows a scenario designer to draw on all of these archetypal battlefield situations and include them in their games of Epic. The result is games that feel like they are based on real events, rather than the more formal and chess-like games represented by the tournament game rules.

The importance of this can't be understated, as it is one of the primary reasons for playing scenarios in particular and tabletop wargames in general in the first place. A good tabletop wargame will allow you to 'suspend your disbelief' so that you start to see what is going on as an exciting story that you are witnessing, as much as a game that you are trying to win. You'll find yourself thinking 'Well done lads!' when some of your troops pull off a risky assault, or as they bravely regroup under heavy fire and keep on 'Hanging on in there!', and before you know it your army will stop being a collection of toy soldiers, and become real little men (or aliens!) taking part in a life or death struggle under your command.

We've already mentioned some examples of how opposed victory conditions can be used, and it is not difficult to find many, many more by the simple expedient of reading military history books or Black Library novels, or by watching war movies (I know, it's tough work, but someone has to do it!) In addition, many of the non-standard missions in the Warhammer 40,000 rulebook use opposed victory conditions and can be transferred very easily to Epic. The 'Breakout' scenario on the opposite page is based on the mission of the same name from Warhammer 40,000, while the introductory text is actually based on the real-life exploits of a Red Army officer that fought against the Germans when they invaded Russia in 1941.





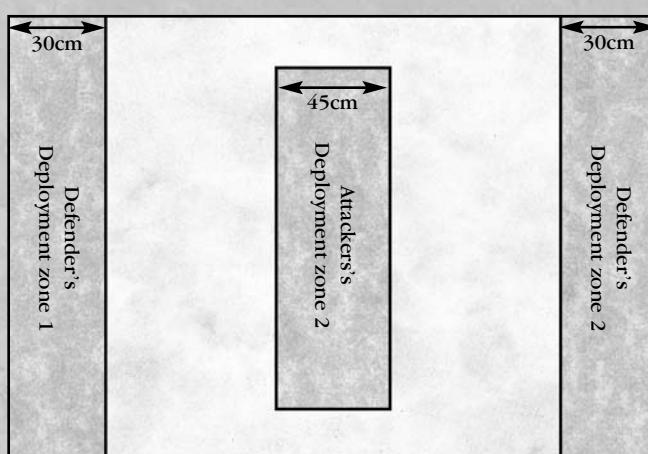
### Breakout Scenario

General Belov was the commander of the 10th Minervan Tank Legion on Armageddon, and held a vital position on the flak of the Imperial defence line for the hive city of Death Mire. The 10th was caught off guard by the Ork invasion, surrounded on all sides as Ork warbands descended on the planet or appeared from their hiding places in the dense jungle that separated Hive Prime and Hive Secundus.

Rather than stand and die, Belov decided to break through the Ork lines and reunite his regiment with the other Imperial forces gathering to defend Death Mire against the Ork invaders. The 10th fought a series of increasingly bloody engagements against the Ork forces, until they finally managed to breakout and rejoin the other defenders of Death Mire after five days of almost continuous conflict. The long and bloody march cost the regiment over half of its men.

**Forces:** One player commands the 10th Minervan Tank Legion (see the Designer's note on the right), and the other the Orks. The players pick armies to an agreed points total between 1,500 to 5,000 points using the Armageddon Steel Legion and Waaagh Ghazkhull tournament army lists. Note that Titans, Gargants and Spacecraft *may* be used, as such units featured in a number of the battles that took place during the 10th's breakout.

**Gaming Area:** Set up the terrain for the game in any mutually agreeable manner.



### DESIGN CONCEPT 10th Minervan Tank Legion

The 10th Minervan Tank Legion was at full strength at the start of the battle, and included companies of armoured infantry, tanks and self-propelled artillery. Although there are some minor differences between the uniforms and vehicle patterns used by the Minervan's and those used by Armageddon Steel Legion formations, these can safely be ignored and a Minervan army can be represented by Steel Legion 'stand-ins'. To be strictly accurate, any Minervan force should include a high proportion of Tank Companies, as these formed over half of the regiment's total strength at the start of the campaign. However, over the course of the five-day breakout, the 10th fought numerous engagements where they fielded few if any tanks. This was especially true towards the end of the break-out, when heavy losses due to enemy action and mechanical breakdown had reduced the number of Leman Russ tanks in the regiment to less than a quarter of their starting strength.

**Deployment:** The Ork player must split his force into two parts, one for each deployment area (see map). Each force must only include whole formations, and formations may not be split between the two deployment zones. After the Ork player has deployed, the Minervan player may deploy his army in the central deployment area.

**Special Rules:** Minervan formations are allowed to leave the table along either *narrow* table edge (ie, the edge where the Orks deploy). All surviving units in the formation must leave on the same turn in order for any to be allowed to leave the table – it's all or nothing, you can't leave part of the formation behind!)

**Victory Conditions:** The Minervan player must get half or more of his formations off the table in order to win. Any formation reduced to half strength or less only counts as half a formation for this rule.





## Unbalanced Forces

If using mirrored victory conditions is rather abstract, then having balanced forces is even more so. It is extremely rare for battles to be fought between two evenly balanced forces, and what happens far more frequently is that one side will have a numerical or qualitative advantage, which the other side will try to offset through the clever use of terrain or by employing cunning stratagems such as ambushes. These things are very difficult, in fact almost impossible, to include in a tournament game. This is partially because it is very difficult in a battle between two unbalanced forces to come up with a set of victory conditions that 'mirror' each other and which are still fair to both sides, and partially because tournament games use army lists that allow players a great amount of freedom in what they choose. This freedom can make it very easy for one side or the other to get round any special victory conditions designed to make the game an even contest.

This becomes much less of an issue in a scenario, where it is less important that the game be perfectly balanced, and where it is also possible for the scenario designer to dictate what forces a player may use. Let us say, for example, that you have decided to create a scenario where a smaller force ambushes a larger enemy and then has to escape. Given a free hand, the ambusher would take as many skimmers and fast moving units as he could to allow for a quick escape, while his opponent could either do the same to allow for a quick pursuit or take the toughest units in his army to minimise the damage that he suffers. While this may make for a swift game, it could also be a rather boring one, and therefore the scenario designer might limit the amount of skimmers or fast

units the ambusher can use, and force the player being ambushed to take a reasonable number of lightly armoured vehicles and infantry. The degree to which the scenario designer dictates what is available is up to them, and can range from simply saying "Use the tournament list but no skimmers" through to providing a specific force list for each player. We'll return to this second option again later...

First though, it's important to underline that scenarios that use unbalanced forces are, well, unbalanced! This means that they require the use of some special rules or set-up restrictions that provide enough of an advantage to the smaller force to give it some chance of winning. Remember, you don't need things to be completely balanced, but you should avoid setting up games that end up similar to the Drop Zone Massacre on Istvaan V. The other thing to bear in mind is that it is very difficult to win against a superior force, so the advantages given to the inferior force need to be quite substantial. Imagine playing tournament games where your opponent has even a third more points than you; how often do you think you would win? Not very often is the answer! Because of this, you should try as much as possible to avoid battles where one side has a greater than 2-1 advantage, as it will be very nearly impossible to come up with a situation where the smaller force does anything other than run or die.

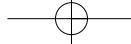
As with opposed victory conditions, it takes some practise before you will learn what makes an interesting scenario between unbalanced forces, and what leads to a one-sided walkover. Because of this it's best to start off small and then work your way up to bigger battles. Apart from anything else, you'll be able to fight smaller battles more than once over the course of a gaming session, allowing the commanders to swap sides and see if they can do better than their opponent.

## Fixed Forces vs Army Lists

One subject mentioned briefly above was the decision as to whether to allow players to pick their army from the army lists, or to provide a fixed force list – in other words whether you should write down exactly which forces are to be used in the scenario. All of the training scenarios use fixed force lists, and in the author's experience it is the best way of ensuring that scenarios make interesting games. If you consider some of the later training scenarios like Thunderhawk Down (see 4.5.2), then you'll see that these scenarios simply wouldn't work without fixed forces. Imagine what would happen in the Thunderhawk Down scenario if the Ork player could choose to take a warband instead of fighter-bomberz, for example.

In fact the only real advantage of using an army list is that it allows the people playing the scenario to choose the forces they will use for you. Sometimes there is a good reason for allowing players this option; you might not be sure exactly what models there will be available to use, for example, or you might not have time to draw up a force list, especially if you are designing a very large scenario. More often than not, though, these are excuses rather than good reasons. In 99 cases out of 100, scenarios are used by players from a regular group, where everybody knows each other well, and knows what forces the other players can field. In these circumstances it's really not that hard to come up with a fixed force for a scenario, and doing so will almost invariably lead to a closer and more exciting game as you will be able to engineer the forces in such a way as to make things more interesting. For example, the Ambush scenario on the opposite page uses carefully selected forces for the two sides in order to ensure an interesting and challenging game. Using fixed force lists also makes it far easier to incorporate new units and new formations, as discussed next.





### Ambush Scenario

Throughout the Armageddon campaign, contingents of Space Marines operated in a covert role behind enemy lines. These forces were usually dropped off by Thunderhawk Gunship or landed by Drop Pods, and would then operate independently and attack targets of opportunity until they were picked back up. Although lightly equipped and devoid of anything other than the lightest support vehicles, Space Marine raiding parties like this caused huge problems for the Orks by launching raids and carrying out numerous ambushes.

The Angels of Fire 3rd Company was dropped behind Ork lines early in the campaign, and remained there for over a month. One week after they landed, Scouts reported that several large formations belonging to Warlord Morbad's Big Gunz were heading in their direction. The resulting ambush completely destroyed one of Morbad's Big Gun warbands and badly damaged two more for the loss of two Land Speeders and less than a dozen Marine casualties.

**Elements of Morbad's Big Gunz:** One Blitz Brigade with five Deth Koptas; one Kult of Speed with five Buggies, four Warbikes and one Skorcha; three Mekboy Gunzmobz each with six Big Gunz; one Kult of Speed with three Buggies, four Battlewagons, eight Boyz and four Grots.

**Angels of Fire 3rd Company:** One Assault detachment with three Assault units led by a Space Marine Chaplain character; one Devastator detachment with four Devastator units and two Dreadnoughts; one Tactical detachment with four Tactical units led by a Space Marine Captain character; one Tactical detachment with five Tactical units led by a Space Marine Librarian character; one Scout detachment (attached from 10th Company) with four Scouts units and one Sniper; one Land Speeder detachment, with four Land Speeders; one Land Speeder detachment two Land Speeder Typhoons and three Land Speeder Tornados; one Bike detachment with four Bike units and four Attack Bikes.

**Gaming Area:** Set up the terrain for the game in any mutually agreeable manner, as long as there is a road running from one narrow table edge to the opposite narrow table edge.

**Deployment:** The Ork player sets up first, by placing one unit from each formation at one end of the road that links the two narrow table edges. This shows where the Ork convoy will enter on Turn one, and the order that the units

### DESIGN CONCEPT

#### Scenario Special Rules

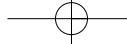
The special rules reflect the fact that the Orks were in a convoy driving along the road, and didn't see the Marines until they opened fire. Allowing the Marine player to make any Ork withdrawal moves on Turn one reflects the panic caused by the Marine ambush. Note that the Marine player is not allowed to move the Orks within 15cms of a Marine unit in order to get them killed 'while trying to escape'.

are placed shows the order that the Ork formations will enter play. The formation with a unit at the front of the queue enters first, and so on. The Space Marine player now deploys his whole army, anywhere he likes on the table that is at least 30cm away from the road that joins the two narrow table edges. If the Space Marine player desires, he can deploy the Scout detachment within 15cms of the road.

**Special Rules:** On the first turn the normal sequence of play is not used. Instead each Ork formation *must* take a march action, and may not leave the road. All Ork units must enter play on the first turn, must stay on the road, and must remain in the order determined during deployment. After all the Ork formations have made this first move, all Space Marine formations may shoot just as if they were on overwatch. If any Ork formations are broken by the Marine fire then the *Space Marine* player is allowed to make their withdrawal move; however the Marine player is not allowed to move the Orks so that any units end up within 15cms of a Marine unit. Once all Marine formations have shot, carry out the Rally phase. Play then returns to the normal sequence for the rest of the game.

**Victory Conditions:** The Space Marine player has three turns (including the first) in which to reduce all Ork formations to half strength or less, while at the same time avoiding having four or more Marine detachments reduced to half their starting strength or less. In addition, the Marine player must completely wipe out at least one of the Mekboy Gunmobz. Any other result is an Ork victory.



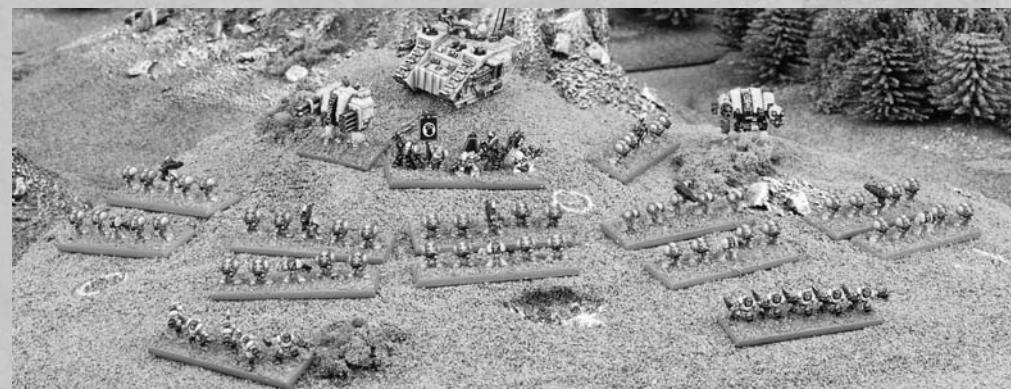


## New Units & Formations

The ease with which new units and unique formations can be used in a scenario is one of the biggest advantages they have over tournament games. In a tournament army list, it takes months of testing to ensure that units and formations have the correct points value and that they are balanced and fair. Over the years I have worked at Games Workshop, I have attempted to come up with systems that allow players to build their own units and add them to a tournament game army list – but I have never succeeded in coming up with a system that players can't exploit in some way or another. For this reason, the Epic tournament army lists only include units and formations that have been extensively play-tested, and that are readily available as part of the Epic model range. The bottom line of any set of army lists is that it they are as fair as possible for both players. Having a situation where one player may have access to units that another player simply can't get hold of just would not be fair, and so is not allowed.

On the other hand, there are many players who really enjoy scratch-building and converting models, or that have collections of models from older versions of the Epic rules that they would like to use. Scenarios are the perfect place to use such models, as the player devising the scenario can create the units in such a way as to ensure that everything is – more or less – fair and balanced for both sides. (Players with collections of Epic models that are no longer in production should also check out the Appendices at the end of the rules, which have specific rules and guidelines for using these models).

Scenarios also allow players to field non-standard formations – in other words formations that are different to those described in the army lists. The ‘fixed’ formations used in the tournament army lists are a huge simplification of the type and variety of formations that can be fielded in an army. It is extremely rare for two formations to be exactly the same in their composition, even if they are nominally of the same type. For example, while a newly recruited formation would start off at full strength, over the course of a campaign



*An example of three formations created for a scenario. The HQ detachment on the top of the hill is made up of six units, supported by two Tactical detachments, one with six Tactical units and one with four. Each Tactical detachment has an attached Scout unit.*

casualties will reduce its strength until finally only a hard core of very experienced troops were left. If we take a Steel Legion Infantry Company as an example of this process, then a newly raised company would probably have twice as many units as the formation shown in the Steel Legion army list (ie, about 24 instead of 12), but as it is green and inexperienced should probably have an Initiative value of 3+. The same company at the end of a campaign might be reduced to half a dozen stands, but as these are all hardened veterans they should probably have an Initiative value of 1+. You get the idea, I'm sure.

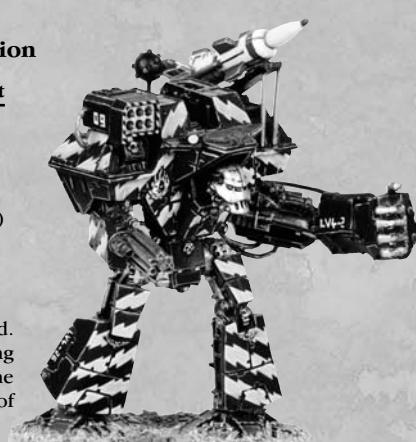
Now, it is clearly neither practical or desirable to try to create a set of tournament army lists that cover every type of unit and every type of formation they could possibly be in an army. Instead, they very sensibly concentrate on what is typically found in each army. Thus the Steel Legion infantry company does represent a bunch of wet behind the ears new recruits or a small group of hardened veterans, but something about half way in between. When playing a scenario, however, there are no such restrictions, and you should feel free to invent new units and create new formations as you see fit. If you are devising a scenario that requires an Imperial Governor's elite personal bodyguard to be present, along with the Governor in his bullet-proof limousine, then you can just go ahead and work out what is in the formation and then come up with the datasheets for the new units. Any new units that you invent like this clearly won't have any points values, that isn't really a problem in a scenario as you can just use a fixed force list instead.

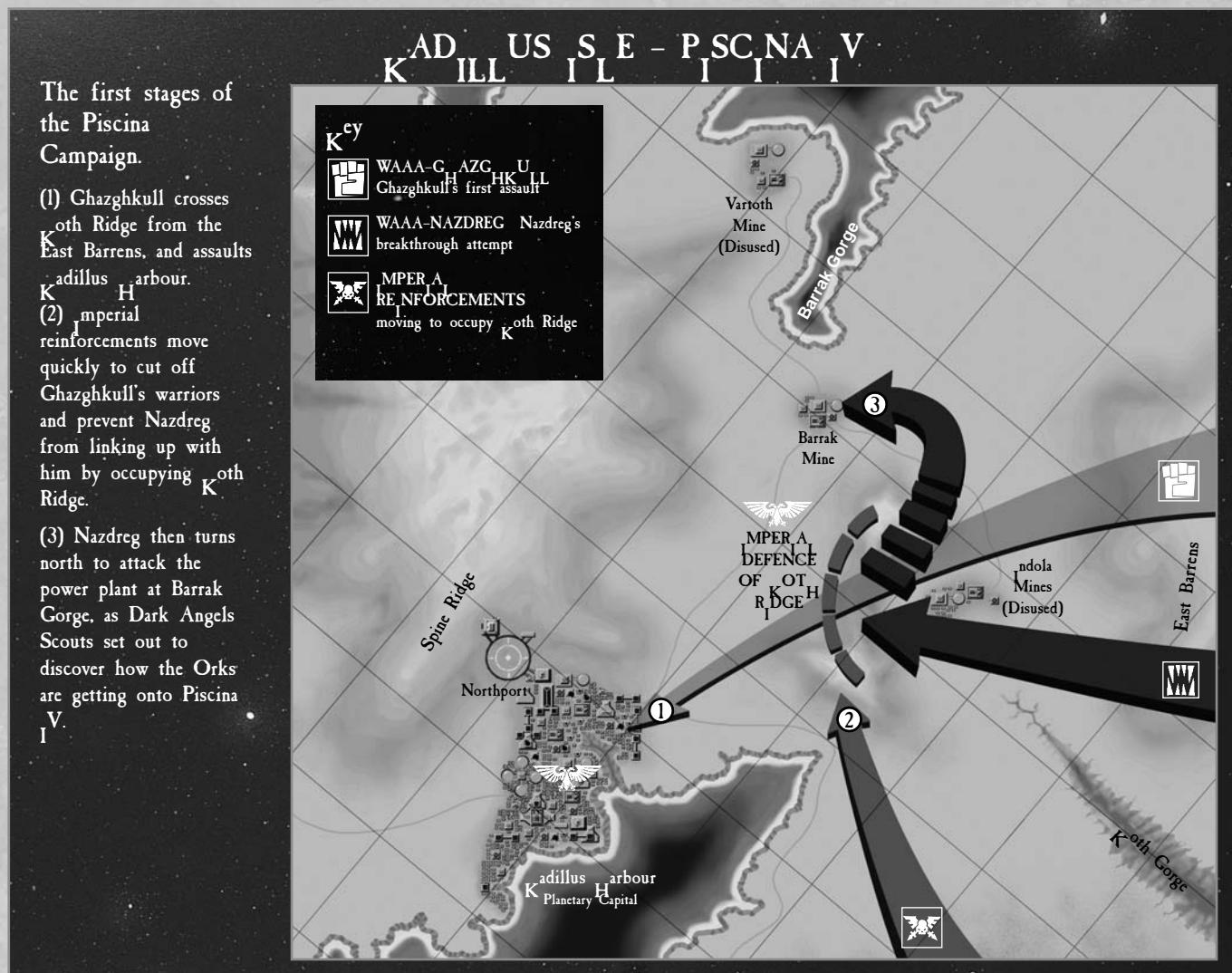
### WARLORD CLASS BATTLE TITAN Mars pattern, Deathstrike Weapon Configuration

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	2+	3+
Weapon	Range	Firepower	Notes	
Rocket Launcher	60cm	2BP	Fixed Forward Arc	
Deathstrike missile	Unlimited	MW2+	One-Shot, Titan killer (D6)	
Gatling Blaster	45cm	4 x AP4+/AT4+	Forward Arc	
Power Fist	(base contact)	Assault Weapon	Extra Attack (+1), Titan Killer (D6)	

Damage Capacity 8. 6 Void Shields. Critical Hit Effect: The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will be hit on a roll of 4+.

**Notes:** *Fearless, Reinforced Armour, Thick Rear Armour. Walker.* May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.





### To Map Or Not To Map

One thing every scenario designer needs to consider is whether the scenario requires a map or not, and also how detailed this map will be. Almost all of the training scenarios in this book do without a map. We've done this because it is difficult for us to know exactly what terrain the people playing the scenarios will have available, so we've left things as open as possible whenever we can.

When you are designing your own scenarios you can do the same thing, and there is no reason at all for you to draw a map unless you really have to. The advantage of not drawing detailed maps for scenarios is that it is easier to work this way, and it makes it easier to use whatever terrain you have available when playing a game. Quite often scenarios will not really require a map at all, and at other times they will only require a map showing vital terrain features. The Korps Grinda scenario works like this, just showing the terrain features that need to be placed, and allowing the players to add more scenery to the gaming table as they see fit.

On the other hand, making a proper map for a scenario will add a lot of character to the game, as you will be able to make sure that the terrain is interestingly and appropriately laid out, and you can also name all of the terrain features when this is appropriate. You can also use maps to show the 'larger picture', showing what is happening beyond the area represented on the gaming table. Once again this will help the players get a feel for the situation that the battle is taking place in, and this will make any games that are played that

much more enjoyable. It is far more fun knowing that you are battling for the famous heights of Koth Ridge on Piscina IV, or that you have just captured one of the bridges over the Sulphur River on Rynn's World, than it is to simply capture 'the hill' or 'the bridge'. On the whole, then, taking the time to create a map for a scenario is well worth the effort if you have the time, and the players will appreciate the game far more.

### Unique Situations & Terrain

Arguably the most important thing that scenarios allow you to do is fight battles based on unique situations or over exotic terrain. A classic example of the first type of scenario is the 'opposed planetary invasion' where one side must land all of their troops from orbit onto a well-defended landing site. An equally classic example of the second type of scenario is an 'opposed river crossing', where one side must breach a river defence line.

What these unique settings almost always require are a whole slew of special rules. Say, for example, you have decided to run a scenario that takes place on the frozen ice-wastes near the southern pole of Armageddon. You will need to decide what special rules will be required in order to fight battles in this special setting. How dangerous is the terrain? Are there hidden crevices in the ice? Could a blizzard blow up? Do special rules apply to certain units in this environment? And so on.

As with almost all of the other types of scenario that we have discussed so far, it is important not to bite off too much the

first time that you run a scenario using a very unique situation or exotic terrain. In other words, start off with a Space Marine Battle Company making a landing before you unleash and a Chapter, and do a small-scale river-crossing before attempting a D-Day style coastal landing! The other thing to watch out for is going overboard on the special rules front. It is extremely easy to get carried away and write too many special rules, and it's also very easy to make the rules you do write too complex. With special rules, it is almost always the case that 'less is more'. In other words it is almost always better to have a few simple rules that add a bit of character, than a stack of special rules that simply serve to slow the game down. One simple method of keeping things under control is to write all of the special rules you think you'll need, and then get rid of half of them! Trust me, what's left will be more than enough.

All these things said, unique situations and/or terrain are very well suited to big games, as they bring a feeling of weight and gravitas to the occasion. Although not recommended as your first game, a huge planetary assault, or a coastal landing, or a battle set on the ice-wastes on the southern pole of Armageddon, all make for superb 'monster games' played by all the members of a club, or a 'demo-game' at a games show. You'll find that big games like this will utilise all of the skills you'll have learned playing the other types of scenario discussed above. You'll need to deal with things like opposed victory conditions, unbalanced forces, foxed force lists and new units and formations, and then combine this with the need to devise special rules to cover the unique aspects of the scenario that you are playing. Big games like this are nearly always a group effort, and this means that you'll also need to organise the players that will be taking part, making sure that they turn up on time for the game, that they help paint the forces required, build the terrain, and so on. This makes the 'big monster scenario' the ultimate challenge for a scenario designer, but it is an equally rewarding project to undertake. There really is nothing quite like running a big monster game!



### **Multiplayer Games**

Scenarios, especially large scenarios, will often involve more than one player on each side. There are a number of different ways to play multiplayer games, each with their own advantages and disadvantages. When you play a multiplayer game, you will need to choose one of the following methods of deciding who does what and when. These methods are:

All-Against-All

Hierarchical Team Play

Simultaneous Team Play

### **All Against All**

In all-against-all games, each player has an army and all the formations belonging to the other players count as being the enemy as far as the rules are concerned. Each player takes a turn in order, based on their Strategy rolls at the start of the turn. The player that rolled highest chooses whether the players will move in order of lowest roll to highest roll, or from highest roll to lowest. In the Action phase, each player acts in this order. If you assault an enemy formation then

only units belonging to the same side as the formation you assault may lend supporting fire. You may not assault formations from two enemy armies in a single assault (well, not unless you want to come up with your own house rules for deciding how this works!).

The all-against-all method works best with fairly small games with up to about four players a side. If there are too many formations or too many players, then the game can slow to a crawl, and it is recommended that either simultaneous or hierarchical team play is used for larger games.

### **Hierarchical Team Game**

In team games, the players are split into two sides. All of the formations on the same side treat each other as friendly formations as far as the rules are concerned, and all formations on the opposing side are treated as enemy formations. In team games, formations belonging to different players on the same side may lend each other supporting fire if assaulted.

Team games may either be hierarchical or simultaneous (see below for simultaneous team play). In hierarchical games, one player is placed 'in supreme command' and decides which of the players on his side may take an action when it is their side's turn to do so. This aside, the normal game rules apply in full. Hierarchical games work well for small and medium sized games, but can slow things down a lot if you are running a really large monster session. It is an excellent way of introducing new players to the Epic rules, as they can be teamed up with an experienced player who is the supreme commander for their side, and because almost of the normal game rules are used unchanged.

### **Simultaneous Team Game**

In a simultaneous game, players are split into two teams as described for Hierarchical team play above. However, all of the players with an eligible formation get to take actions when it is their side's turn to do so, rather than just one player doing so. Once all the players have completed their action then play passes to the other side. If any of the players on a side wants to retain initiative then they may attempt to do so; other players on the same side may choose to retain the initiative or not as they see fit. Once all the players have completed the actions they wish to carry out, play passes to the other side and that side gets to carry out actions, and so on.

When playing a simultaneous game, it is possible for an enemy formation to be attacked by two or more attacking formations. For example, two players on the same side might both want to shoot at the same enemy formation, or one player might shoot at an enemy formation while another player wants to assault it, or two players both want to assault the same enemy formation. If this happens then combined shooting or assaults are allowed to take place. Treat the two (or more) formations taking part as a single force when working out the results of the shooting or assault, following the guidelines for coordinated assault in the core rules. On the other hand, if one player wants to assault an enemy formation then formations belonging to other players on the same side may not shoot at the target of the assault, as the assaulting troops get in the way!

Simultaneous play is the best option for very large games, as doing anything else can slow the game down to a snail's pace. However, it can throw up some strange situations that will require common sense or the roll of a dice to sort out. For this reason, it works best when used by experienced players from a regular gaming group that have the experience and maturity to deal with any rules problems that may arise, or if the scenario is run by a non-player 'umpire' who can resolve any disputes.

### The Defence of Water Processing Plant 10927

The southern pole of Armageddon is surrounded by an inhospitable region known as the Deadlands. The Deadlands are an icy and blizzard-swept wasteland where the only useful resource is the huge reserves of relatively pure water that can be found there. The numerous water processing plants dotted across this landscape filter out the few remaining impurities and then pipe the fresh water to the ever-thirsty hives on Armageddon Secundus.

When Warlord Skabsnik's Blitz Brigade landed in the Deadlands, it quickly began to overrun and destroy the water processing plants. Output soon fell to just under half of its pre-invasion levels, and Imperial commanders realised that unless something was done and done soon about Skabsnik then the Hives on Armageddon Secundus would fall without a shot being fired as the defenders died from lack of water. Five regiments of Imperial Guard troops, supported by Marines from half a dozen different chapters and Titans from the Legio Victorium were hastily despatched to the area. The first major confrontation between these forces and Skabsnik's boyz took place around the water processing plant known only as 10927.

**Forces:** The idea behind this game was simply to use as many of the Epic scale models in our collection as we could! We therefore worked out the points value of the Imperial forces that we had and compared them to the total Ork forces in our collection. This revealed that the Orks would be heavily outnumbered (in terms of points, at least), so we decided to use all of our Imperial Guard army with 'supporting elements' from our Marine and Titan collections to make up the numbers. This still amounted to a substantial force!

We split the Imperial army into three roughly equal-sized 'commands', and the Ork army into two roughly equal sized 'commands' (or should that be kommands for the Orks?).

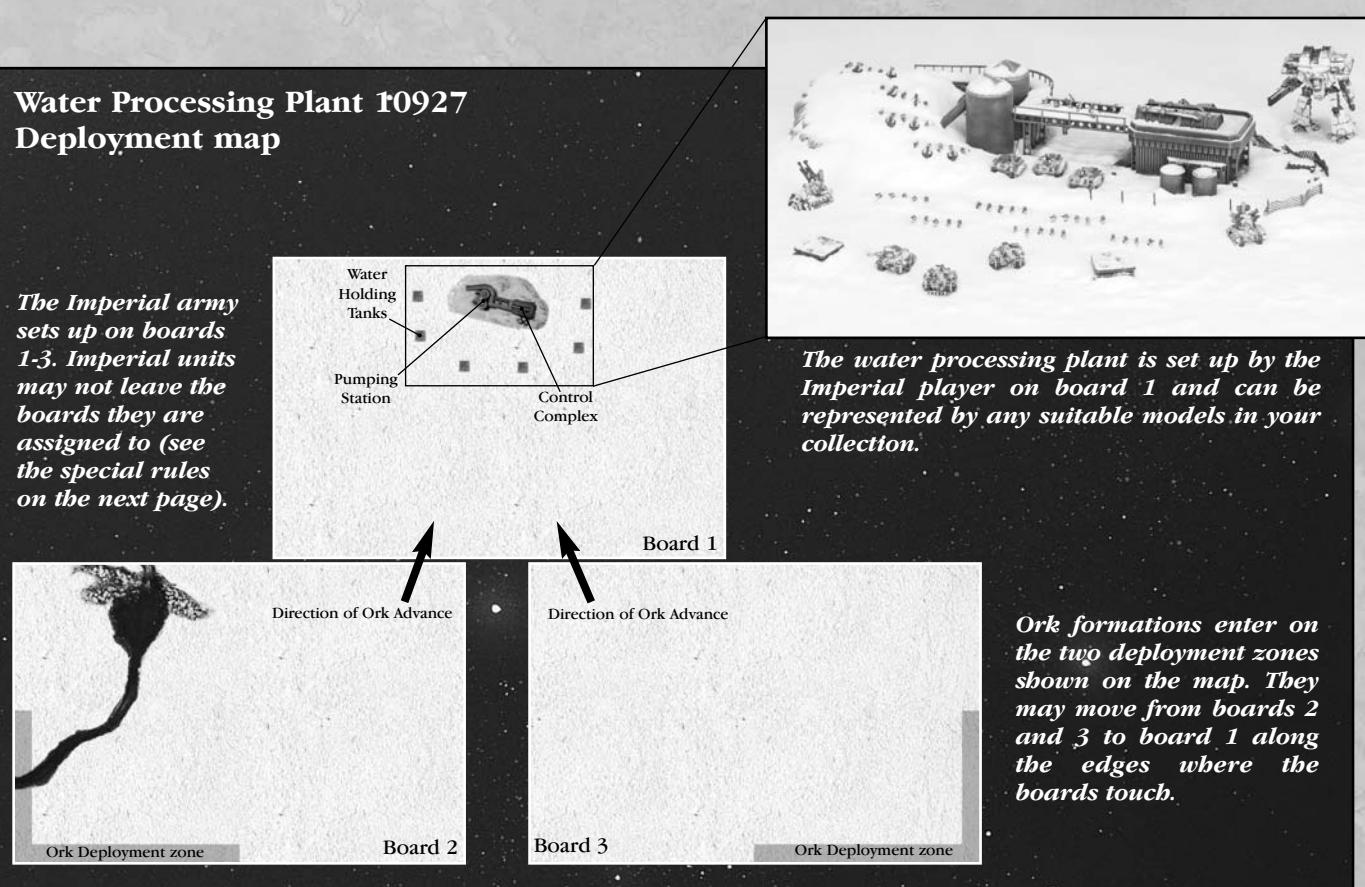
The reason for this is explained in the deployment and special rules below. As the Imperial side had a more 'fractured' command structure, and also because some of the other special rules favoured the Orks, we decided to allow the Imperial forces a few more units to even things back up (the fact this allowed us to use even more models from our collection had nothing to do with the decision!).

If you decide to refight the battle yourself, than I recommend that you follow exactly the same procedure; get all of the models that you have available, and use as many of them as you can, using the points values from the Grand Tournament army lists to keep things reasonably even! Note that you will need to split each army into separate commands (Two Ork and three Imperial). The important thing is not to fixate too much on 'keeping things even'. In a game of this type all that matters is that both sides have a chance of winning, not that they have the same chance of winning.

**Gaming Area:** With such large forces in play, we needed a suitably large gaming area too. Rather than use a single table, we decided to put together three of our standard 6' by 4' tables to create a suitable large playing area. As few players can reach across a table that is wider than 6' across, we decided not to butt the tables together in a fashion that created a large rectangular playing area, but instead set them up in a sort of arrow-head shape as shown on the map below. This method of setting up the tables ensured that everyone would be able to reach to the middle of any point on the table in order to manoeuvre their troops, while still giving us a suitably large area to play across. We assumed that all off-table areas were either sea or so filled with dangerous terrain as to make them impassable to all units – after all, they don't call it the Deadlands for nothing!

**Number Of Players:** This game is designed for five players using the special rules for simultaneous team play (see left).

### Water Processing Plant 10927 Deployment map



**Deployment:** The Imperial force is split into three commands as discussed. Each command has to set up on a separate table, as shown by the map. No Imperial units may be deployed closer than 45cms to one of the table edges where the Orks will enter play.

Ork forces are split into two commands that enter from different table edges on the first turn of the game. The table edges that the two commands enter from is shown on the map.

Ork formations entering play in aircraft or from spacecraft should be placed aside, along with the transport units that will bring them into play. Units being transported must start the game already loaded into the transport vehicle that will bring them into play (ie, an aircraft or unit with the planetfall ability).

Other Ork formations are assumed to be just off table edge assigned to their command. To show where these formations will come onto the table, you must place a unit from the formation anywhere on the appropriate table edge. This unit shows where the rest of the units in the formation will enter play during the first turn. If several formations want to enter play at the same point (along a road, for example) simply place the units in a row one in front of the other, and measure their movement from the rearmost unit in the row. If you prefer you can place counters or tokens instead of units, just as long as you know which token corresponds to which formation.

Formations entering play in aircraft or from spacecraft can do so on any turn following the rules for transport aircraft and planetfall (see 4.2.5 & 4.4). They are allowed to move onto the table assigned to their command or table one, but cannot be used on the table assigned to the other Ork command. Other Ork formations *must* move onto the table they have been assigned to in the Action phase of the first turn. Formations that fail their Initiative test must choose to move as their hold action, and will enter play with a Blast marker for failing the Initiative test. Formations that are in reserve may not carry out *any* game functions or use special abilities they may have.

**Victory Conditions:** The Ork player must destroy all three locations that make up the water purifying within 12 turns in order to win (how to destroy the plant is described below).

**Special Rules:** This scenario uses a number of special rules that are described below.

**Imperial Command Structure:** The Imperial forces were ordered to defend their positions to the last man and the troops that made up Commands Two and Three (ie, on the outlying tables) were ordered not to fall back towards the water purifying plant under any circumstances. Because of this, they are not allowed to leave the tables that they set up on during the game. If they do so, they are eliminated. Imperial aircraft are allowed to leave the table to rearm and refuel, but may only carry out missions on their assigned table.

**Destroying the water purifying plant:** The Ork player must destroy the water purifying plant in order to win. The plant is made up of three key locations, each of which needs to be destroyed for the Orks to win. These locations are: the water holding tanks, the pumping station, and the control complex. Each of these locations will need to be represented by a suitable model, which is set up on Table One by the Imperial player when he deploys his forces. The water holding tanks and the pumping station must be set up within 15cms of the control complex.

Each location can be targeted as if it were an enemy formation. They may be assaulted, but don't bother working

out the result of the assault (ie, just roll to see how much damage the attacker causes). Locations never receive Blast markers, and can't be broken, etc. Details of how the Orks can destroy each location are described below.

**Water Holding Tanks:** There are six holding tanks. Each is treated as an armoured vehicle with a save of 4+. One hit is all that is needed to destroy each holding tank.

**Pumping Station:** The pumping station is a robust building that is treated as a war engine target with a 4+ save, a damage capacity of 6, and reinforced armour.

**Control Complex:** The control complex is underground. In order to destroy it, Ork troops must enter the complex and kill all of the technicians that are there. Ork units can enter the complex by launching an assault and moving inside (remove the units from the table). Only units that can enter buildings may enter the complex. If part of the assaulting formation remains outside, then at least one unit outside needs to stay within 5cms of the entrance in order to maintain formation coherency. All units that enter the complex are allowed to attack with their Close Combat or Firefight values. They must score a total of six hits to kill all of the technicians. Imperial defenders are not allowed to enter the complex (it's off limits!). Ork units in the complex may leave by measuring their move back onto the table from the complex entrance.

**Blizzards:** The battlefield around the water purifying plant was swept by blizzards and pitted with hidden crevices. To represent these factors, the Imperial player must roll a D6 at the start of each turn:

#### D6 Result

- 1 Table One is hit by a blizzard
- 2 Table Two is hit by a blizzard
- 3 Table Three is hit by a blizzard
- 4 The Ork player may choose which table is hit by a blizzard
- 5 The Imperial player may choose which table is hit by a blizzard
- 6 All tables are hit by blizzards

If a table is hit by a blizzard then the following rules apply:

- Any weapons shooting at units on the blizzard-swept table suffer a -1 to hit modifier.
- All units on the blizzard-swept table that fight in an assault suffer a -1 modifier to any to hit rolls made with Firefight values.
- Formations must treat all terrain other than roads as dangerous terrain (representing hidden crevices covered that the units fails to see because of the blizzard).



## 6.7 CAMPAIGNS

*A battle is but one part of a larger whole. Any student of war will tell you that a wise commander will not commit to battle unless he has first ensured that it is a fight he cannot lose. But this still gives the battle an importance it does not warrant. Fighting a battle, even a battle you cannot fail to win, is the purest foolishness unless it advances the chances of ending the need for any further battles. Your primary aim must always be to win the war, not win the battle.*

### *Imperium Tactica*

Playing one-off games of Epic is an engrossing and hugely enjoyable hobby, but any veteran gamer will tell you that playing an Epic campaign is even more fun. Campaigns allow you to link several games together, testing your ability over the course of several games rather than just one. Although campaigns are quite difficult to organise, they are well worth the effort, and really do represent the ultimate way of playing Epic.

There are a number of different ways of running a campaign, from simple tournament game leagues, right through to highly detailed map based campaigns. In this section, we'll provide some concrete examples of several of these different methods of running a campaign. There are, however, countless different ways of running campaigns, and what we describe here is really only the tip of the iceberg. More than any other part of the rules, the way that you run a campaign is a personal thing, and you should go about it in the way that seems best to you. When all is said and done, if you put in the effort to set up and run a campaign, then you have the right to decide what rules will be used for it!



#### Tournament Game Leagues

By far the simplest and easiest form of campaign is a tournament game league. In such a league, players simply play tournament games and give their results to the league organiser. The organiser tracks the results and keeps a league table that shows how well all of the players are doing. Leagues like this are very easy to run and are an ideal way of running a campaign in a club with a large number of players.

The simplest form of league to run is called a 'ladder'. At the start players are listed in order of their age, with the oldest player at the top (don't worry, he or she won't be there for long!). When players fight a battle, the winner swaps places with the loser, or moves up one place on the list, whichever gets the winner closer to the top of the list.

In more advanced leagues, the players score points depending on how well they do in a battle, and are ranked in order of the number of points scored. For example, you might say that winning a game by achieving goals is worth 3 points, winning on a tie-break or drawing is worth 2 points, and losing is worth 1 point. If you wish, you can add bonus points for things like using a fully painted army, which might be worth a bonus point, or have special 'league sessions' where games are worth more points.

A league organiser may also want to start to track 'stats' from the league games played. In order to do this, you need to make sure that you have a results form that collects the information you want to track, and then come up with some

way of tracking the data you have collected. For example, if you wanted to track how long games last, you'd need players to write this down, and if you wanted to know how many goals a player had achieved and which ones you'd need to get them to write this down to. Having this information would allow you to do things like publish the shortest game, longest game, most commonly achieved objective, and so on. For some reason, players find this information fascinating, even if it has no real effect on the outcome of the league.

One other thing you will need to consider is how long the league is going to run for, and if there is to be some kind of 'grand final' to decide the winner. There is no reason at all not to have a 'perpetual' league that keeps on running forever if you wish. However, even perpetual leagues benefit from some kind of regular championship match to decide who is the league champion. Grudge matches between the two top ranked players in a league are always exciting, and will often draw a crowd, and this alone makes them well worth holding. If you are running a league that will finish after a certain amount of time, then a grand final offers a suitably climactic end to the league, and should leave players eager to sign up for a new league if another one is set up at a future date.

While on the subject of leagues that run for a limited period of time, it is probably worth mentioning the Grand Tournaments run by Games Workshop. These are weekend long gaming events where players take part in a series of tournament games. Points are scored for winning games, how well painted your army is, and how sporting an opponent you are. At the end of the weekend, the player with the most points is declared the winner, and players also win awards for being the best general (ie, winning the most games), having the best army, and being the most sporting opponent. Grand Tournaments like this are really nothing more than a tournament game league run over the course of a weekend with a lot of players, and there is no reason not to consider running a similar event for your own gaming group or club.

#### Different Types Of Campaigns

Fighting a campaign is very rewarding and great fun, and there are many ways to approach it. There are several common types of wargames campaign:

##### Narrative Campaign

A narrative campaign is a series of battles linked together by a story. This story is often mediated by an independent referee, who can introduce special scenarios, victory conditions, strange events, extra rules and so forth.

For example, the players want to play a narrative campaign detailing an Ork invasion of an Imperial world. The first battle takes place as the beleaguered defenders of the space port are attacked, when the Orks try to capture the port so they can get their war engines to the surface. The Orks win, so the referee decides they can use war engines in the next battle because they can use the space port landing pads. In the next game, the Orks go on the offensive and attempt to break through the defenders now encircling the space port. Say they win again, the referee decides that the Governor's palace is now under threat from the Ork invaders and a large battle takes place between the Governor's guards and attacking Orks. The Imperium wins this time so the referee allows the Imperial player to attempt to send a Space Marine strike force mounted in Thunderhawks to make a surprise attack on the base of the Ork Warlord leading the invasion, and so on. The campaign continues like this until the narrative suggests an ending.

It may even be the case that a battle suggests various different courses of action. Rather than the referee arbitrarily deciding which battle is fought next, they may present one or more of the players with some options – does the Ork player want to drive for the Governor's palace or consolidate their hold on the space port? Does the Imperial player want to counter-attack immediately or prepare their defences? What the players opt for will alter the course of the campaign, so that strategic decisions, in combination with winning battles, can affect the outcome.

Of course, a referee isn't essential in a narrative campaign – the players can discuss the various options and decide between themselves on the course of action. A narrative campaign, more than any other campaign, is more than just winning battles – it's an exciting story where the results of your battles decide the outcome.



### Ladder Campaign

In ladder campaigns, the players agree to play a pre-set series of battles, with each battle affecting the outcome of later battles. Unlike narrative campaigns which let each battle's outcome drive the story, the links within a ladder campaign tend to be predetermined, so you don't need a referee.

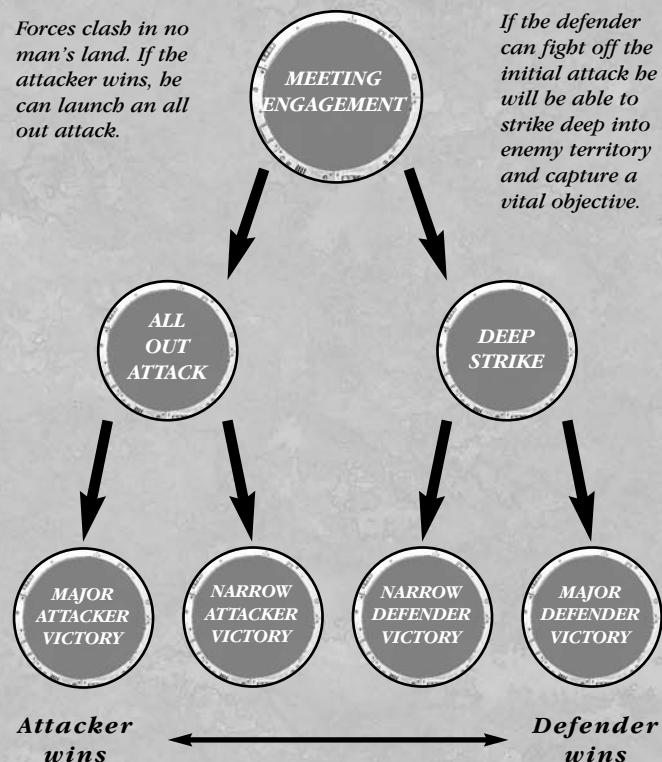
Using the above example, the players may decide beforehand to play these battles: *Defend the Space Port, Break Out, Governor's Defence and Surprise Attack*. Before any of the battles are fought, the players decide what the benefits or penalties for winning and losing these battles will be. The winner of the first battle may have reinforcements from orbit in the form of more war engines. For the second battle, the loser may have some of their forces delayed in reserve for the later battles as they attempt to destroy their enemies around the space port. In the third battle, the victor will score a boost in morale which allows all his units to add +1 to their initiative when rallying, and the final battle determines who is the winner of the whole campaign.

### Map Campaign

A map-based campaign uses a map (surprise, surprise!) to control the action of each force under a player's control. There are 'campaign turns' between battles, in which the players move their forces about on the map. When armies move into each other on the map, a battle is fought to determine the outcome of the encounter. Map campaigns often include special rules for such things as supplies, reinforcements and scouting forces, so perhaps a unit's movement would be restricted if it didn't have enough fuel for its vehicles. Map-based campaigns often turn into games in their own right and actually fighting the battles on the tabletop becomes of secondary importance to outmanoeuvring your opponent on the campaign map. You don't need a referee for a map-based campaign, but it helps to have an independent arbitrator who can force the protagonists to fight their tabletop games in time for the next campaign turn, and impose forfeits if players do not. The best asset a map campaign can have is very dedicated players, who will play their battles before the next campaign turn starts.

### Tree Campaign

A more elaborate form of ladder campaign is known as a tree campaign. In a tree campaign, battles are organised by a pre-drawn flow diagram with the results of each battle giving predetermined advantages in following battles. Each time a battle is fought, the diagram will tell you which mission to fight next by following the correct path. The longer the campaign, the larger the diagram will need to be. In this short example, there are only two battles to fight, and winning or losing determines whether you achieve a major victory in the campaign or are crushed by your foes.



In more involved campaigns you could also include paths on the diagram that looped back, or sub-plots which branched off the main tree. You could also experiment with allowing victors a few extra points in their armies after winning a particularly important battle, or perhaps losing a fight for control of a tank factory might mean that armoured vehicle units cost more points. The amount of variation depends only on your campaign background and your imagination.

### Campaign Journals

Campaigns are not just about organising battles, they are also about developing your own army and characters and giving them some history. Because of this, you should consider keeping a journal of what happens in the campaigns that you fight. You can use the journal as a place to store away the maps, unit data sheets and formations that you create for your campaigns, and you can also use it to write down all of the things that happen. In time, your journal will become a valuable reference book that you can refer back to when devising future scenarios and campaigns. The author has journals for campaigns he ran back when he started wargaming in the 1970s, and which bring back many happy memories to this day!

Although challenging to run, a campaign offers a lot more to players than constantly playing one-off battles. I really do highly recommend that you give one a try!