

EA-ETERNAL WAR



SCENARIOS FIRST CONTACT

Version: 1

An unofficial codex for use with Games Workshop's
Epic Armageddon rule set

Credits

Credits to all the people involved in the development steps from the Tactical Command Forums and netEA to make this possible.

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Change log

Scenario – First Contact

Epic Armageddon Tournament Rules

The EA-Eternal War tournament game rules are designed to be used in conjunction with the EA-Eternal War 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.



First Contact

First contact is a scenario based on the first initial engagements with a enemy at the start of a war/large battle. Objectives are to test the enemy's strengths and weakness. Attempt to demoralize the enemy with a hard blow at the start of a war.

Set Up

The tournament table size is 120cm by 180cm (4 feet by 6 feet). 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 may only pick a long edge.

Pre-game discussion

This is the time to discuss terrain with your opponent if the tables have not been giving a terrain card describing the table and basic layout. Work out with your opponent what things will be played as. Example, forests, hills, buildings ie. This is also the time to make new guys feel welcome or throw down your heaviest shit talk on veterans. Grab a drink and most importantly have fun.

Place Objective Markers

Place 3 objectives in each table half.

Place the 1st objective 30cm from the left edge and 30cm up from the long edge.

Place the 2nd objective 30cm from the right edge and 30cm up from the long edge.

Place the 3rd objective 90cm from the left/right edge and 30cm up from the long edge.

Do the same mirror imaged on the opposite side. Mark the objectives with numbers 1-6. Any easy order will help.

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 cannot capture or contest objectives. Aircraft which have landed may not capture an objective on the same turn that it lands. However, a landed aircraft may immediately contest an objective.



Setup Spacecraft & Garrisons

Each player may start up to two of their garrisoned formations on Overwatch. These formations represent sentries deployed as a trip wire and to provide security at the objectives. They are assumed to have gone on Overwatch in their previous Action phase. That Overwatch is 'carried over' into the first turn.

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!)

Set-up Remaining Formations

All 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 be 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.

Game Play

Game will run for 4 turns.

At the start of turn 1 each player is to randomly select 4 missions from the list. Roll 2d6 and write down the mission you rolled. If you roll Snake Eyes you may choose. Roll for the 4 missions.

Each player is to try and achieve the victory condition required on the missions. Each mission has a VC value. If the mission has been successful add this to a tally of VCs each player has at the end of each turn.

At the start of each turn players can keep missions for the turn or trade them in to reroll for others. You may trade any number of the 4 missions or keep all 4 from the previous turn.

There are 3 Secondary missions. If at any point either players have completed either of the missions, the bonus VC value is added to the player.

Missions:

3. Wild Roller

Free to choose any objective.

4. Take/Defend Objective 1 (VC: 1)

Hold objective 1 uncontested at the end of the turn.

5. Take/Defend Objective 2 (VC: 1)

Hold objective 2 uncontested at the end of the turn.

6. Take/Defend Objective 3 (VC: 1)

Hold objective 3 uncontested at the end of the turn.

7. Take/Defend Objective 4 (VC: 1)

Hold objective 4 uncontested at the end of the turn.

8. Take/Defend Objective 5 (VC: 1)

Hold objective 5 uncontested at the end of the turn.

9. Take/Defend Objective 6 (VC: 1)

Hold objective 6 uncontested at the end of the turn.

10. Phycological Warfare (VC: 1)

Break an enemy formation with game starting size of 5 or more units/DC.

11. Eye of the Storm (VC: 1)

Have the closest unbroken formation to the centre of the table at the end of the turn.

12. Take to the Air (VC: 1)

Have More aircraft on the table before fly offs then your opponent.

13. Break the line (VC: 1)

Control 2 objectives in your opponent's half.

14. Defend the Line (VC: 1)

Control the 3 objectives in your table half.

15. Assassination (VC: 1)

Kill an enemy character.

16. Take it down (VC: 1)

Roll a critical hit in for the turn.

17. Overwhelm (VC: 1)

Win an assault with double outnumber when working out assault resolution.

18. Final Stand (VC: 1)

Win an assault when the enemy has outnumbered when working out assault resolution.

Secondary Missions:

1. First Blood (VC: 1)

Destroy a formation first for the game. (May only be claimed by 1 player).

2. Slay the Warlord (VC: 2)

Kill the enemy SC

3. Take down the God Machine (VC: 3)

Kill a God Machine WE

Battle Points

At the end of turn 4 work out each other's VCs. Players are award the winner with the most Victory Conditions. Work out the difference and the apply it below.

12-0 Battle Points – Lead of 8+ VCs

10-2 Battle Points – Lead of 5-8 VCs

8-4 Battle Points – Lead of 3-5 VCs

7-5 Battle Points - Lead of 2 VCs

6-6 Battle Points - Lead of 1 VCs