

Battles

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This document is an output from the *Epic Remastered* project, which has its home online at <https://epicremastered.com>. This is a fan community project that **reworks** and **extends** the third edition of Games Workshop's *Epic* game system, *Epic 40,000*.

Epic Remastered is by fans, for fans, and open to the community as a collaborative effort.

The rules for setup and scenarios

Here you'll find guidance and ideas on how to set up a game of *Epic Remastered*. You'll also find scenario special rules; these are particular to some scenarios, so we detail them here rather than in the *Core* component.

Topics that we cover here include:

- How to select a scenario and decide what armies to use.
- How to set up a scenario and terrain for the playing area.
- Fate cards — what they are and how to use them in your games.
- How to deploy your armies and how to begin and end the game.
- Scenario special rules and how to apply them to your games.
- How to play through multiple scenarios as a campaign.

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Get ready to play

Select a scenario

The scenario that you select determines the overall nature of the battle that you intend to play.

Each scenario offers a unique combination of rules for setup and play, to model different types of confrontation and victory conditions.

We detail a range of scenarios at [Scenarios](#).



You don't necessarily have to decide what scenario you will play before you choose armies — it can also be fun to try to build a versatile army first, and then adapt to the situation that you find yourself in later. However, this may limit your choice of scenarios, as some scenarios specify restrictions or requirements for the composition of one or both armies.

Types of scenario

Scenarios can take many different forms, but *Epic Remastered* presents them broadly as follows:

- **Refight scenarios:** Recreations of 'historical' battles in the *Warhammer 40,000* universe. These scenarios showcase the use of narratives to create engaging, unique battles.
- **Battle scenarios:** Outlines of various different types of confrontation that are common on battlefields across the galaxy. These scenarios give you generalised frameworks for your battles, but include little in the way of narrative — that's up to you.
- **The Fog of War:** A method to generate lots of different match-ups — in effect, a great way to generate lots of different scenarios that force you and your opponent to adapt to the unexpected.

Some of the scenarios use common special rules that model the effects of fortifications, morale, and so on ([Scenario special rules](#)). Some specify rules that are unique to those scenarios.

How to select a scenario to play

Of course, you and your opponent can simply agree on a scenario to play, invent a new one, or plan several to play in a sequence as a mini-campaign. Or, you may prefer to select a scenario at random.



If you're new to the game, it's best to start with the simplest scenarios. We recommend [Refight 1: Gogard's Last Stand!](#) and [Refight 4: The Sulphur River](#).

Random scenario selection

If you'd like to select a scenario at random, consult this table:

Table 1. Scenario generator table (roll a D6)

1 Refight: Roll another D6	2 to 5 Battle: Roll another D6	6
1. Refight 1: Gogard's Last Stand!	1. Battle 1: Meeting Engagement	The Fog of War
2. Refight 2: Rescue	2. Battle 2: Escalating Engagement	
3. Refight 3: The Hellblade Mountains	3. Battle 3: Dawn Assault	
4. Refight 4: The Sulphur River	4. Battle 4: Blitzkrieg!	
5. Refight 5: Breakout	5. Battle 5: Ambush	
6. Re-roll, or opt for The Fog of War	6. Battle 6: Planetary Assault	

Choose armies

To play a scenario, you and your opponent need to decide what armies you will use — that is, which factions you will play, how big the armies will be, and the composition of each army.



Some terms that we use a lot in relation to scenarios and army-building can be confusing, because we use them in multiple ways that sometimes overlap. For example, 'army' can mean a faction or sub-faction — such as the Imperial army or Space Marines — or it can mean the army that you built before a scenario, or it can mean the sum total of forces that you use in a scenario (which may or may not be exactly the same as the army you built). This problem stems from the original *Epic 40,000* texts (although this type of issue is not unique to *Epic 40,000* of course).

We try to disambiguate through context, and through additional terms. So, for example: You choose the **army** (or **faction**) that you want to play, along with a corresponding **army list** that you wish to use to guide you as you build **your army**. When you build your army, you record its composition, and this record is your **army roster**.

How to choose your army

If you've decided to play a Refight scenario with the pre-determined 'historical forces', then you and your opponent need only decide who will control each army.

Otherwise, you each need to choose your army. You can do this any way you like, but most of the time players agree to use the [standard army lists](https://epicremastered.com/armies/index.html) [https://epicremastered.com/armies/index.html] and a [Maximum points value limit](#).

For most scenarios, it is usual to agree these things in advance, as you need time to:

- Gather your miniatures — and perhaps finish some assembly and paint jobs.
- Document your army build, so you have all your roster sheets and unit data sheets ready to use in your game session.

Be sure to read the details of the scenario that you intend to play before you choose your army — they might specify restrictions or requirements for the composition of your army, or they might imply a need for tactics that make some choices particularly weak or unsuitable.

Maximum points value limit

Points values are a rough measure of the overall power of units in your army, in comparison to other units. Each army list defines points values for the units that you can choose for an army that you build with that list. This helps us to balance games — two armies of similar total points value should be roughly equivalent in overall power, if all else is equal.

The maximum points value limit that you agree with your opponent sets the upper limit to the total points value of all the elements in each of your respective armies.

Epic Remastered scales well to a wide range of maximum points value limits.

As a rough guide, once you are familiar with the rules:

- A limit in the range of **1,500 to 2,000** points is common for a typical game that you can easily complete within **a few hours**. This is ideal for the 120x180 cm playing area that we consider to be standard for *Epic Remastered*.
- A limit in the range of **3,000 to 5,000** points will likely take **most of a day** to play. You might like to have two or more players on each side, to handle the forces more quickly. (That said, bickering over tactics might offset the gains — but that's part of the fun too!) Such a limit will also require a bigger playing area — perhaps 120x240 cm.
- A limit **in excess of 5,000** points will likely take **a whole day or more** to play, and you'll need a correspondingly bigger playing area.

Related information

- [More thoughts on points value limits](#)

Set up terrain

How to set up terrain for the battle.

Some scenarios require or suggest specific terrain elements, for which you may need to plan ahead. Otherwise, you should set up terrain as you and your opponent see fit.

There are many ways to go about this, but we provide some ideas below. Consider what type of experience you and your opponent want, and use whatever idea or combination of ideas works best for you.

General advice for terrain setup

It's one thing to have access to lots of terrain—it's quite another thing to place it in ways that make for exciting battlefields. An engaging terrain setup makes a big difference to your game experience. It adds a wealth of narrative and visual excitement to your miniature armies as they fight, and it can provide interesting challenges and opportunities to your gameplay.

Aim for the terrain to 'make sense'. It only takes a little extra effort, and it's much more satisfying when the battlefield has some internal logic that makes it feel somewhat believable. Think about how the different pieces of terrain might relate to each other if the battlefield location were real. For example:

- Don't just place buildings at intervals to break up lines of sight, but rather cluster them together in groups where they might relate to each other and to the surrounding terrain.
- If you have an industrial facility or other buildings next to a river, it probably makes sense to place a bridge or ford nearby, to connect it to the lands beyond—even a wrecked bridge will do, to create a more credible scene.
- Remember that roads don't normally terminate in the middle of nowhere—they usually head off the edges of the battlefield, out of sight, or terminate at some feature, such as a power station, a mine or a farm.

Option: Hosting player sets up terrain in advance

This is a common approach, especially for games where a well-equipped player can host the game at their home: The hosting player sets up the terrain in advance, and then their opponent gets to choose which table edge they will use for deployment in the scenario.

This approach affords the hosting player the opportunity to choose from their terrain collection and lay out a really nice battlefield setup, without reducing the time available for the game session.

One slight drawback of this approach is that it incentivises the hosting player to make 'balanced' battlefields in which no deployment edge or terrain item offers a particular advantage or disadvantage to either player. That's fine if you want to play a tournament-style game—but it does tend to result in comparatively bland battlefields and, over time, a more repetitive feel to the game.

Option: Semi-random process for terrain setup

Perhaps you find the idea of just laying out the terrain a bit daunting. Or, maybe you've done that many times and feel the need for something outside of your usual habits. Either way, randomised terrain setup is here to help.

Of course, randomised terrain will sometimes yield results that don't make a lot of sense for your battlefield. So, where a randomised terrain result doesn't seem to work well, feel free to move terrain items around a bit to make it work, or generate a different result.

For some ready-to-use random terrain generators and themed terrain types, see [Random terrain generators](#).



For the best experience, treat randomised terrain generators and results as suggestions, not requirements—adjust as you and your opponent see fit.

Related information

- [Terrain types](#)

- [Terrain conventions](#)

Draw Fate cards

Deploy your armies

How to deploy your armies in the playing area.

Each scenario includes specific instructions on deployment, but here we'll explain some general points.

Position of your units

Within the restrictions that the scenario specifies, you may position units anywhere that that is not impassable to them. However, any time you want to place a unit in terrain that is Dangerous to it, you must make an immediate Dangerous Terrain test: if you fail the test then you may not deploy the unit in that terrain — and as usual you must roll again to see if the unit takes a hit.

Table edge

In many scenarios it is important to know which edge of the playing area — or 'table edge' — is 'yours'. Some scenarios specify this, while others let you choose. When you have the choice, you can opt for any one of the following (and your opponent will get the opposite edge):

- A long edge.
- A short edge.
- A corner edge — up to half-way along both a long and a short edge that meet each other.

[TODO: Example diagram to show each choice, and the half-way lines. Consider how best to use distinct terms for distinct meanings, to disambiguate throughout the scenarios; such as 'table edge' and 'deployment edge' (and potentially even 'Reserves arrival edge' or similar, as there is a difference from the deployment edge in some scenarios).]

Play the scenario

Scenario special rules

These rules cover unusual situations that apply in some scenarios and not in others.

Like the special rules in the Core rules component, you don't need to learn all of the scenario special rules at once. Just familiarise yourself with the rules that apply in the specific scenario that you intend to play.



If you like to invent your own scenarios, don't be afraid to modify or add to these rules. This can be a great way to bring the theme of your scenario to life and to create interesting new challenges. Just remember that it's best to keep it simple — a little can go a long way, and you don't want complexity to spoil the fun.

Army Morale

An army can only take so much punishment before it becomes ineffective and unable to undertake offensive actions, or loses its will to fight altogether.

These rules represent the fighting spirit and operational readiness of the opposing armies, as they wear each other down or get a boost from some spectacular success on the battlefield.



To be clear, when we refer to the end of the Rally phase in this topic, we mean specifically during step **R4. Check the game end conditions** [<https://epicremastered.com/core/main-rules/check-the-game-end-conditions.html>].

The Army Morale value

In scenarios that use Army Morale:

- The opposing armies each have an Army Morale value.
 - At the start of the game, your Army Morale value is simply the total of all **Detachment Morale values** in your army.
 - Each player's Army Morale value will change throughout the course of the game as your armies clash, and as you vie for control of objectives.
- The goal is to reduce your opponent's Army Morale value to zero or less before they do the same to you.
- At the end of the Rally phase, after you've applied all modifiers that have triggered:
 - If a player has an Army Morale value of zero or less then the game ends and the other player is the winner. (We assume that the player's army is no longer effective and disengages from the enemy.)
 - If both players' Army Morale values are zero or less then the game ends and the player whose value is highest is the winner. (A **Pyrrhic victory** [https://en.wikipedia.org/wiki/Pyrrhic_victory], perhaps!)

Detachment Morale values

When you build your army in the standard way, you calculate the Morale value of each detachment and record this alongside other features of the detachment. The formula for the Morale value of a detachment is as follows:

Detachment Morale value = points value total of the detachment, divided by 50 (round up) ^[1]

Example 1. Detachment Morale values

A detachment that has a points value total anywhere in the range of 201 to 250 points has a Morale value of 5.

Army Morale effects and modifiers

There are lots of effects that can modify your Army Morale value. We list the main ones here.

Morale effects can be either **ongoing** or **one-time**:

Ongoing morale effects

These effects can repeat in a given context, such that we apply their modifiers multiple times throughout the course of a game.

We check for ongoing morale effects every turn, at the end of the Rally phase. We apply the appropriate modifiers for any ongoing morale effects that are applicable at that time.

One-time morale effects

These effects do not repeat — we apply their modifiers only once for a given context.

In general, one-time morale effects can become applicable at almost any time — although there are some that we check at the end of the Rally phase. (This is also a good time to double-check for any that we might've forgotten to apply during the heat of battle!) We apply the appropriate modifier immediately whenever a one-time effect becomes applicable.

Morale: Blast markers on your detachments

Ongoing morale effect: Check at the end of each Rally phase.

For **each** Blast marker that remains on any of your detachments, deduct 1 point from your current Army Morale value.

Morale: Detachment reduced to half-strength

One-time morale effect: This applies no more than once per detachment.

When a detachment in your army is reduced to half of its initial strength, subtract its Morale value from your current Army Morale value.

[TODO: It'd probably be best to define a term such as 'Detachment Strength' — perhaps in the 'Common rules' section — and then use this term throughout the project wherever it is relevant for Leadership tests, assaults, Army Morale, and so on.]

Example 2. Infantry/Vehicle detachment at half strength

Before the start of the game, your Imperial Guard Infantry detachment had 20 units. It suffers losses to the extent that only 10 or fewer units remain. When this happens, you deduct the Morale value of this detachment from your Army Morale value.

Example 3. War Engine detachment at half strength

Before the start of the game, your Imperial Guard Super-heavy Tanks detachment had three Baneblades, each with a Damage Capacity value of 4 — a total Damage Capacity of 12. It suffers damage to the extent that the remaining Baneblades have only 6 or fewer points of current Damage Capacity left between them. When this happens, you deduct the Morale value of this detachment from your Army Morale value.

Morale: Enemy War Engine unit destroyed

One-time morale effect: This applies no more than once per War Engine unit.

Where an **enemy** War Engine unit suffers a Catastrophic Damage result of **Destroyed** — not merely **Wrecked** — add **half** of that unit's Morale value to your own Army Morale value. ^[2]

Note that this applies even in detachments that include two or more War Engine units — add half the value of the individual War Engine unit, not half the value of the detachment as a whole.

Morale: Blast markers on a destroyed detachment

One-time morale effect: This applies no more than once per detachment.

When one of your detachments is completely destroyed, immediately deduct 1 point from your Army Morale value for **each** Blast marker that was on the detachment at the time!

Morale: Objectives

A summary of the morale effects of the standard objectives — for full detail see [Objectives](#).

▼ Take & Hold

Ongoing morale effect: Check at the end of each Rally phase.

For each of your Take & Hold objectives that you control, add D3 points to your Army Morale value.

▼ Rescue

Ongoing morale effect: Check at the end of each Rally phase.

For each of your units that has a Rescue objective (that is, for each of your units that currently count as an escort unit), apply both of these modifiers:

- Add 1 point to your Army Morale value.
- Your opponent must deduct 1 point from their Army Morale value.

▼ Cleanse

Ongoing morale effect: Check at the end of each Rally phase.

For each of your Cleanse objectives that you control, add 1 point to your Army Morale value.

▼ Bunker

One-time morale effect: Each time you destroy one of your bunker objectives.

Roll a D6 — your opponent must subtract the score from their Army Morale value.

▼ Capture

One-time morale effect: Check at the end of each Rally phase.

For each of your Capture objectives that you control, choose and apply **one** of these effects:

- **Capture:** Roll a D6 — add the score to your Army Morale value.
- **Destroy:** Roll a D6 — your opponent must subtract the score from their Army Morale value.

Drop Pods

Drop pods are single-use planetary landing craft which afford commanders the means to send units from ships in orbit and straight into battle — without the need for transport aircraft.



We also use the Drop Pods rules to represent some other technologies that perform a similar function.



Option: Drop pods miniatures

You do not need to have any miniatures to represent drop pods. But, if you have some and you enjoy the spectacle, it can be fun to use them — and if your opponent agrees, you could allow infantry to use them as cover.

There are two main ways that we determine when you may use the Drop Pods rules — either by the scenario that you intend to

play, or by the composition of detachments in your army.

Scenarios that let you use the Drop Pods rules

Some scenarios state conditions under which you may use the Drop Pods rules for some detachments.

Example 4. Scenarios that let you use the Drop Pods rules

The [Battle 6: Planetary Assault](#) scenario lets the attacker use Drop Pods to bring some of their first wave of troops into play.

Detachments that let you use the Drop Pods rules

Some army lists let you build specific detachments that can use the Drop Pods rules in **any scenario** that does not explicitly forbid them.

You can do this where:

- The notes for the detachment state that you may use the Drop Pods rules — so long as you also meet any extra restrictions that these notes specify.
- You build a detachment that contains **only** units that have the 'Deep Strike' ability, or that are embarked in units that have both the 'Transport (X)' **and** 'Deep Strike' abilities.
- You build a detachment that contains **only** units that have the 'Tunneller' ability, or that are embarked in units that have both the 'Transport (X)' and 'Tunneller' abilities.



Unless a scenario says otherwise, you don't have to use the Drop Pods rules with such detachments — you can still deploy them in the usual way, if you prefer.

Example 5. Detachments that let you use the Drop Pods rules

In the Imperial army list:

- The Space Marine detachment specifies criteria that allow you to build detachments with which you can use the Drop Pods rules.
- The Imperial Tunneller Company detachment offers units that have both the 'Transport (X)' **and** 'Tunneller' abilities. This means that you may use the Drop Pods rules with this detachment — and, if you have another detachment that is comprised solely of suitable 'cargo' units, you may have the tunnellers carry that detachment into battle too.

In the Craftworld Eldar army list:

- The Eldar Warhost detachment includes Swooping Hawk Aspect Warriors, among the choices you can make. For any Eldar Warhost detachment you build that includes only Swooping Hawk Aspect Warriors units, their 'Deep Strike' ability lets you use the Drop Pods rules with that detachment.

How to use the Drop Pods rules

When you intend to use the Drop Pods rules in a game, act as follows.



For convenience, we refer to any valid detachment that you intend to use with the Drop Pods rules as a 'Drop Pods detachment'.

1. Setup: Place Drop Pods detachments in Reserves

Place all Drop Pods detachments in Reserves. Drop Pods detachments must always start the game in Reserves.

2. Start phase: Arrival of Drop Pods detachments from Reserves

No matter what units they contain, all Drop Pods detachments have a Reserve Speed of 30 cm.

When a Drop Pods detachment arrives from Reserves during a Start phase, choose any point in the play area and place a suitable marker there to act as a reminder; this is the landing zone target point for the incoming drop pods of that detachment.

3. Movement phase: Put incoming drop pods into play

After a given Drop Pods detachment arrives, you must put it into play in the following Movement Phase.

When you are ready to put it into play, proceed as follows:

1. Decide what orders to give to the detachment: You may choose only Assault orders or Advance orders.
2. Gather your Drop Pods tokens — you need one token for each unit in the detachment.
3. Use pen and paper to record which individual unit corresponds to each specific numbered token.
4. Place all of the tokens on a Barrage template. Hold the template 30 cm (12 inches) directly above the target point marker that you placed earlier.
5. Invert the template sharply, so that the tokens fall and distribute themselves across the surface of the play area below. Hopefully they'll all land in a random spread that is fairly close to the target point marker.
6. Remove the target point marker — you no longer need it.
7. Identify all units that correspond to tokens that landed outside of the play area or in terrain that is Impassable to Vehicle units. These units are destroyed.
8. Your opponent may resolve Snap Fire against all tokens that are within 10 cm of any of their units. If your opponent has Flak units that are on Flak orders then they may resolve shots as if the tokens are Flyer units (use the Armour value of the unit that corresponds to the token). Remove tokens that suffer a hit and identify the corresponding units — these units are destroyed.
9. For each token that remains in the play area, replace it with its corresponding unit.
10. You may now move the units of this detachment in the usual way, as appropriate to the orders you chose for them. Place the appropriate Order marker, if you haven't already.

Related information

- [Deep Strike](https://epicremastered.com/core/special-rules/deep-strike.html) [https://epicremastered.com/core/special-rules/deep-strike.html]
- [Reserves](#)
- [Drop Pods tokens](https://epicremastered.com/core/basics/what-you-will-need-to-play.html#drop-pods-tokens) [https://epicremastered.com/core/basics/what-you-will-need-to-play.html#drop-pods-tokens]
- [Barrage templates](https://epicremastered.com/core/basics/what-you-will-need-to-play.html#barrage-templates) [https://epicremastered.com/core/basics/what-you-will-need-to-play.html#barrage-templates]
- [Terrain effects on movement](https://epicremastered.com/core/main-rules/terrain-effects-on-movement.html) [https://epicremastered.com/core/main-rules/terrain-effects-on-movement.html]

Fortifications

Some scenarios allow one or both sides to make use of fortified positions.

Hastily dug trenches and emplacements, foxholes, formidable reinforced bunkers, and the like, give troops effective cover. Razorwire is a simple but effective menace to infantry, and even to vehicles. Well-placed razorwire can slow down enemy forces at a critical point, or funnel them into a crossfire.

Forces in fortified positions are harder to destroy with shooting, and more difficult to reach with assaults too.

Where a scenario tells you that you may use fortifications, use them as follows.

Trenches, emplacements and bunkers

Setup

1. Place these fortifications before the start of the game, in your deployment zone, at the same time as you deploy your detachments. Note that you may deploy only Infantry units within these fortifications, as fortifications are Impassable to Vehicle and War Engine units.
2. To the extent that you have suitable scenic items, you may set up any amount of these fortifications.



Keep in mind that the more of these fortifications you put into play, the greater the risk that your opponent will use them against when they overrun part of your position!

[TODO: Shouldn't War Engine units be able to cross trenches...? Perhaps it'd be good to expand these rules a bit to differentiate between hasty entrenchments and the likes of hardened bunkers and redoubts...? And perhaps to allow Vehicle units to use emplacements? Also, it'd be good to disambiguate the term 'Fortifications' so it is clearer when we mean all fortifications including razorwire, and when we mean specific cover-giving fortifications as in this section and in the terrain tables.]

Play

- These fortifications offer excellent cover to Infantry units, and are Impassable to Vehicle and War Engine units. See [Terrain effects](https://epicremastered.com/core/more/quick-reference.html#_terrain_effects) [https://epicremastered.com/core/more/quick-reference.html#_terrain_effects].

Razorwire

Setup

1. Place razorwire before the start of the game, after you have deployed your detachments.
2. To the extent that you have suitable scenic items to represent razorwire, you may set up any amount you like.
3. You may place each section of razorwire anywhere that is within 15 cm of either:
 - The units you deployed.
 - [Hidden Setup](#) markers that you placed instead of units.

Play

- No player may move Vehicle or Infantry units over razorwire while those units are subject to March or Assault orders — unless those units have either the *Skimmer* or *Jump Packs* ability.
- Players may move War Engine and Flyer units over razorwire without penalty.

Related information

- [Terrain effects on movement](https://epicremastered.com/core/main-rules/terrain-effects-on-movement.html) [https://epicremastered.com/core/main-rules/terrain-effects-on-movement.html]
- [Terrain effects on shooting](https://epicremastered.com/core/main-rules/terrain-effects-on-shooting.html) [https://epicremastered.com/core/main-rules/terrain-effects-on-shooting.html]

Hidden Setup

Sometimes a defending force has had time to conceal units on the battlefield, lay minefields, and set up other nasty surprises.

Where a scenario tells you that you that the Defender uses the Hidden Setup rules, act as follows.

Setup (Defender)

1. Gather your Hidden Setup markers. You need one for each detachment of Infantry and/or Vehicle units in your

army — regardless of whether or not any of these detachments will be in Reserves or otherwise not deployed at the start of the game. You do not need markers for War Engine units — they're simply too big to hide!

2. Use pen and paper to record which numbered Hidden Setup marker corresponds to each specific Infantry and/or Vehicle detachment.
3. During deployment for the scenario, place your Hidden Setup markers instead of the detachments they represent. You may place a given marker within terrain, as long the corresponding detachment includes at least one unit that can move into that terrain. (See [Terrain effects on movement](https://epicremastered.com/core/main-rules/terrain-effects-on-movement.html) [https://epicremastered.com/core/main-rules/terrain-effects-on-movement.html].)

Play

Shooting at Hidden Setup markers (Attacker)

You can shoot your detachments at the Defender's Hidden Setup markers. Although your forces can't see where the enemy units are, they can shoot at likely locations in the hope that they achieve a useful amount of suppression.

Each time you shoot with one of your detachments at a Hidden Setup marker, resolve the shooting much as if the Hidden Setup marker were a detachment, but with these differences:

[TODO: How, **exactly** do we resolve shooting at these markers? For example, if the marker is in cover, do we use the 'Vehicle or Infantry in cover' column on the Firepower table, and apply the Infantry Armour bonus for cover?]

1. The target detachment that corresponds to the marker does not suffer any casualties from hits.
2. Calculate Blast markers as normal, but place these next to the Hidden Setup marker — they might affect the Defender later.



For the purposes of Army Morale values, **ignore** Blast markers that are on Hidden Setup markers.

Revealing hidden detachments (Defender)

You cannot move or shoot with a hidden detachment until you reveal it.

- You **may** reveal any hidden detachment at any time during the game turn—even if this interrupts your opponent's movement actions. When you reveal a detachment, proceed to deploy it as at [Deploy a revealed detachment \(Defender\)](#).
- As soon as an enemy ground unit moves within 15 cm of a Hidden Setup marker, you **must** reveal the nature of that marker and act as follows: ^[3]
 - If the marker corresponds to a detachment that is in Reserves, or that you may not deploy yet for any other reason, then this marker is a 'dummy' — it represents an area that might contain mere decoys, or that may also contain booby-traps or a minefield! Do not place any units, and instead go to [Dummy markers, booby-traps and minefields](#).
 - Otherwise, proceed to [Deploy a revealed detachment \(Defender\)](#).

Deploy a revealed detachment (Defender)

1. Choose one of your units from the corresponding detachment and put it in the place of the Hidden Setup marker. Then place all the rest of the units from that detachment within 15 cm of this unit — but not within 15 cm of any enemy unit.
2. Transfer any Blast markers that the Hidden Setup marker has to the detachment, and then remove the Hidden Setup marker.
3. Decide what orders you want for the detachment, and place an Order marker as appropriate. Apply the effects of Blast markers as normal; for example, if you want to place Overwatch orders then you must first pass a Leadership test.

[TODO: Resolve inconsistency: The original text here is inconsistent with the usual rules, because it implies that **all** 'special' orders require a Leadership test just to **set** them, like Overwatch does: "When a hidden detachment is revealed the owning player may place it on special orders if he wants to (eg, Overwatch or Assault), but if there are any Blast markers on the detachment it must pass a Leadership test first."]

Dummy markers, booby-traps and minefields

When the approach of an enemy unit forces you to reveal a dummy Hidden Setup marker, roll a D6: ^[4]

- **1 to 3:** The marker represents decoys only — discard it with no further effect (along with any Blast markers it has).
- **4 to 6:** The marker represents not only decoys but also an area of either booby-traps or a minefield; as the controlling player, you may choose which it is.

Booby-traps

Roll a D6: On a result of 2+, the enemy unit that forced the reveal of the dummy marker takes a hit. Then discard the marker (along with any Blast markers it has).

Minefields

If you have a suitable scenic item then you may replace the dummy marker with a minefield in the same position. Minefield items can be up to 15 cm long by 5 cm wide.

Any time an enemy unit enters a minefield, make an attack with a Firepower value of 1 — that is, always roll one attack die. This minefield attack affects the target unit directly — it bypasses any void shields and power fields that might otherwise protect the target unit.

A given minefield can attack any number of different units in a turn, but can only attack the same unit once in a turn. Units that start a turn within a given minefield suffer an attack from that minefield only if they move. ‘Skimmer’ and ‘Jump Packs’ units **do** suffer the effects of minefields, but Flyer units do not. ^[5]

Related information

- [Hidden Setup markers](https://epicremastered.com/core/basics/what-you-will-need-to-play.html#hidden-setup-markers) [https://epicremastered.com/core/basics/what-you-will-need-to-play.html#hidden-setup-markers]

Objectives

Some scenarios specify that you must set up markers to represent battlefield objectives that the opposing armies seek to attain or to deny to their enemy.

Such scenarios explain what objective markers to place. They may also include special instructions that add to or over-ride the default rules that we explain here.

General rules for objectives and objective markers

Placement

There are various [types of objective](#), and each type has specific restrictions on where you can place corresponding markers. However, you must also observe these general restrictions by default:

- You may not place any objective marker within 15 cm of any of your other objective markers.
- You may not place any objective marker within 15 cm of the edge of the playing area — unless the scenario specifies that your forces enter from that edge. (In effect, that table edge is the leading edge of your deployment zone.)



We recommend that you base all objective-related measurements on the centres of the markers rather than on their edges. This gives you a bit more room to place them and means that it doesn't really matter exactly how big or small each marker is.

Control

For the most part, you can only benefit from your own objectives. Except where the rules say otherwise, you gain nothing from control of your opponent's objectives.

Of course, it is in your interests to prevent your opponent from getting the benefits of their objectives.

Types of objective/objective marker

The standard objective types and their default rules are as follows.

[TODO: We should tweak the 'R4. Check the game end conditions' topic and the 'End of turn' part of the turn sequence, and rationalise how we refer to objectives and Morale effects that we check or apply 'in the Rally phase' or 'at the end of the turn'. At present, the arrangement incorrectly implies that some Morale effects happen **after** we check for the game end conditions in the turn sequence.]

Take & Hold

This objective represents a location on the battlefield that is vital or highly advantageous to hold for as long as possible in the face of the enemy.

Placement: You must place the objective marker either in your opponent's deployment zone or more than 90 cm away from your deployment zone.

Game effects and control: At the end of the Rally phase: If you have a unit that is within 15 cm of your Take & Hold objective marker **and** closer to it than any enemy units, then you are in control of this objective this turn.

Morale effect: At the end of each Rally phase: For each Take & Hold objective that you control, add D3 points to your Army Morale value.

Rescue

This objective represents something that is significant to both sides in the conflict — something that both sides wish to control, to the exclusion of the other. Vital plans perhaps, or an important hostage.

Placement: You must place the objective marker more than 90 cm away from your deployment zone **and** within a terrain feature that offers an Infantry Armour bonus for cover.

Game effects and control: When a player moves a ground unit that they control onto the objective marker, they may use that unit to 'pick up' the objective. We call this the 'escort unit'.

- The player can then continue to use the escort unit entirely as normal for its type — it's just that the objective travels with it.
- If the escort unit is destroyed, leave the objective marker at that point on the playing surface — leave the marker there until **either** player moves a unit they control over it, picks it up, and becomes the current escort unit.
- If the escort unit is destroyed in **close combat** then, if there is a surviving enemy unit that was in base contact with the escort unit, the opposing player may declare this unit as the new escort unit and pick up the objective immediately.



To be clear, only you can make the initial pick up of your Rescue objective. However, once you have done this, it is possible for your opponent to destroy your escort unit and then have one of their units pick up your unescorted Rescue objective and become the current escort unit, as we explain above.

Morale effect: At the end of each Rally phase: For each of your units that has a Rescue objective (that is, for each of your units that currently count as an escort unit), apply **both** of these effects:

- Add 1 point to your Army Morale value.
- Your opponent must deduct 1 point from their Army Morale value.

Cleanse

This objective represents an area that you want to keep out of the enemy's hands.

Placement: You must place this objective marker inside your own deployment zone.

Game effects and control: At the end of the Rally phase: If you have a unit that is within 15 cm of your Cleanse objective marker **and** closer to it than any enemy units, then you control the objective.

Morale effect: At the end of each Rally phase: For each of your Cleanse objectives that you control, add 1 point to your Army Morale value.

Bunker

This objective represents something of particular value to the enemy that you want to destroy to hinder them in some way — a site of strategic or tactical value such as a command bunker, communications relay or missile silo.

Placement: You must place this objective marker inside your opponent’s deployment zone.

Game effects and control: The bunker objective marker represents a static unit that has these characteristics:

Table 2. Bunker data sheet

Unit	Type	Speed	Range	Firepower	Assault	Armour	Notes
Bunker	WE	0 cm	0 cm	0	2	6+	Damage Capacity 3

Your goal with this objective is to use shooting and/or assaults to attack and destroy the bunker.

- Treat the marker as if it were an enemy War Engine unit that is in the Immobilised condition.
- If it suffers critical damage, it is destroyed, irrespective of any remaining Damage Capacity.
- In an assault, enemy units that are within 15 cm of the bunker objective marker can lend support during the Assault phase.

[TODO: Clarify. My guess is that the intent is for such units to lend support, but not for this alone to cause their detachment to count as engaged in the assault... but I’m not sure.]

Morale effect: When you destroy your bunker objective, roll a D6 — your opponent must immediately deduct the score from their Army Morale value.

Then remove the objective marker from the playing area.

Capture

This objective represents something of particular one-time value to your army — such as a fuel dump or an ammunition store. When your forces capture it they exploit it immediately and continue with the battle.

Placement: You must place this objective in your opponent’s deployment zone.

Game effects and control: At the end of the Rally phase: If you have a unit in base contact with your Capture objective marker, then you control this objective.

Morale effect: At the end of the Rally phase: For each of your Capture objectives that you control at the end of a turn, choose and apply **one** of these effects:

- **Capture:** Add D6 points to your Army Morale value.
- **Destroy:** Your opponent must subtract D6 points from their Army Morale value.

Then remove the objective marker from the playing area.

Related information

- [Objective markers](https://epicremastered.com/core/basics/what-you-will-need-to-play.html#objective-markers) [https://epicremastered.com/core/basics/what-you-will-need-to-play.html#objective-markers]
- [Armour bonus for infantry that are in cover](https://epicremastered.com/core/main-rules/terrain-effects-on-shooting.html#infantry-armour-bonus) [https://epicremastered.com/core/main-rules/terrain-effects-on-shooting.html#infantry-armour-bonus]

Reserves

Commanders rarely commit the entirety of their available forces at the start of a battle. Rather, they hold some elements in reserve, at some distance from the battlefield. This gives them the flexibility to adapt as the battle progresses, to reinforce areas

that are weak or to capitalise on a breakthrough.

Or sometimes, elements of the available forces may be ready to join a vanguard when it encounters the enemy.

Some special rules or scenarios state that you may or must place some of your detachments in Reserves. This means that you will not deploy these detachments before the start of the game. Instead, you will put them into play when they arrive at some point after the start of the game, as we explain below.

For convenience, we refer to a detachment that is currently subject to the Reserves rules as a 'Reserves detachment'.

Setup

During the scenario setup, leave all Reserves detachments out of play. That is, do not deploy them before the game, but instead keep them close at hand to bring into play later.

Play

Unless the rules say otherwise, Reserves detachments arrive and go into play as we explain here.

Arrival of Reserves detachments

We determine the arrival of each Reserves detachment as a function of the Reserve Speed of the detachment, the number of turns you've already played, and the roll of a die.

- A detachment's Reserve Speed is equal to the Speed value of the slowest unit in the detachment, ignoring units that are embarked in transport units.^[6]
- In the Start phase of each turn, use the Reserves Detachment Arrival table to determine whether or not each Reserves detachment arrives: Roll a D6 for each of your Reserves detachments—the table shows the score you need to trigger the arrival of a given Reserves detachment.

Table 3. Reserves Detachment Arrival table

Detachment's Reserve Speed	Turn #1	#2	#3	#4	#5	#6
Up to 30 cm	-	4+	4+	3+	3+	2+
Over 30 cm	-	3+	3+	2+	2+	2+
Flyer	-	3+	2+	2+	2+	2+



By default, no Reserves detachment can arrive in the first turn. After that, while you have Reserves detachments that have not entered play, at least one **must** arrive and enter play each turn.

If you roll for all of your detachments and fail to get any die result that would trigger the arrival of a detachment, then your Reserves detachment with the highest Reserve Speed will arrive. If you have multiple detachments that tie for the highest Reserve Speed, then select one of these at random.

Putting arrived Reserves detachments into play

When your Reserves detachments arrive, they enter play anywhere along the table edge that lies inside your deployment zone.

1. Place the detachment's HQ unit on this table edge. This shows the point at which units from that detachment will enter play. If you want multiple arrived Reserves detachments to enter play at the same point—along a road, perhaps—simply place their HQ units in a column at that point.
2. In the Movement phase, measure movement for all units from the point on the table edge that the HQ unit identifies—not from the HQ unit itself!

Endnotes

[1] As we round up to get each Detachment Morale value, two armies of the same points value may nevertheless have slightly different initial Army Morale values. This does not imply any advantage or disadvantage to either player.

[2] This represents the boost to morale that troops get when they see an imposing enemy war engine destroyed in spectacular fashion!

[3] Flyer units cannot reveal hidden detachments.

[4] Only dummy markers that are revealed by enemy movement can be booby-traps or a minefield. If for any reason you voluntarily reveal a marker that does not correlate to a detachment that you will deploy immediately, then that dummy marker automatically has no further effect.

[5] Difference from *Epic 40,000*: The original rules are ambiguous on this point, but we think it makes sense that a unit that crosses multiple **different** minefields in a single phase will be subject to multiple attacks. So, we phrased the text in a way that makes this clear.

[6] To be clear, where you have a detachment that is transporting another detachment, treat them as a single detachment for the sake of arrival — and ignore the cargo units when you determine the Reserve Speed.

Scenarios

These rules give you step-by-step instructions for how to set up and play battles of many different types.

We recommend that you start with the simplest scenarios and with small forces that don't specify many special rules. As you become more fluent with the rules and gameplay, then gradually try more complex scenarios, bigger forces and more special rules.

The step-by-step instructions in these scenarios are meant to make the scenarios as easy to understand and use as possible.^[1] But of course you should feel free to adapt the scenarios or invent new ones, if you want to.

Standard Refight scenarios

These scenarios outline confrontations that are 'historical' in the *Warhammer 40,000* universe. They offer pre-defined historical forces that use the contents of the original *Epic 40,000* boxed set.^[2]

You can 're-fight' these scenarios just as we present them, or, in most cases they are easy to use more generally with different armies and narrative as you see fit.



Some of these scenarios specify essential terrain that you must set up in a particular way. Don't fret about the details though; the exact dimensions and style of terrain items aren't important — just use whatever you have in your terrain collection. Or, if you lack suitable terrain pieces, just improvise them — use scissors to cut suitable shapes from spare cloth, card or paper.

Refight 1: Gogard's Last Stand!

Narrative background



This is just a summary. For the full narrative background, refer to the original *Epic 40,000* content. (See <https://thehobby.zone/resources/e40k-compendium/Content/Battles/TheScenarios/Refight1GogardsLastStand.htm>)

[TODO: Create a summary of the narrative.]

Scenario special rules

Objectives (only the 'game effects' parts of the Bunker objective rules, not the placement, control or morale effect rules)

Armies

The main purpose of this scenario is to provide an introductory experience with the **Historical forces**. We have made no attempt to include instructions for more general usage.

However, for ideas to vary this scenario, see **Scenario variants**.

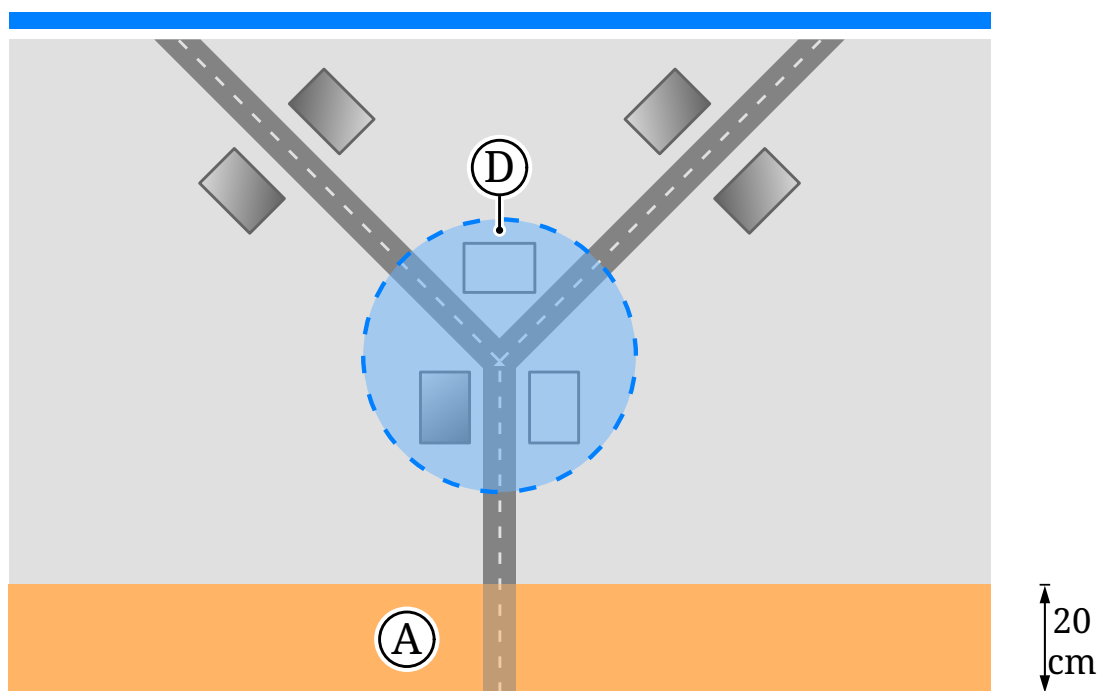
Maps

Essential terrain

- Roads that converge at a 'Y' junction in the centre of the playing area.
- Seven areas of ruins, close to the roads.

Deployment

- The Attacker has no deployment edge.
- The Defender has a fixed deployment edge.
- Fixed deployment zones — refer to the map.



Legend

A Attacker's deployment zone.

D Defender's deployment zone (approximate — actually defined by [Initial deployment](#)).

Setup

1. Set up terrain as we show at [Maps](#). You may set up further terrain as you agree between you.
2. Decide which player will be the **Attacker** (Orks) and which the **Defender** (Space Marines).
3. Place objectives:
 - **Attacker:** You do not set up any objectives for this scenario — the Defender places markers for your objectives.
 - **Defender:** You have no objectives of your own, but you must place markers for two Bunker objectives that will be the focus of your opponent's attack. You may place these anywhere in the playing area that is at least 15 cm away from any table edge.

Disposition of forces

Attacker: Determine the disposition of your forces.

1. Keep your detachment (gargant) at hand for your initial deployment.

Defender: Determine the disposition of your forces.

1. Choose one detachment to be in position near the 'Y' junction at the start of the battle. Keep this force at hand for initial deployment.
2. Keep your other detachments at hand for deployment in your first turn.

Initial deployment

1. **Defender:** Deploy the detachment that you kept at hand for initial deployment. You must deploy the units so that they are in, or in base contact with, the ruins that are adjacent to the 'Y' junction (see [Maps](#)).

2. **Defender:** Do not deploy your remaining detachments yet. Instead, place their HQ units anywhere along your deployment edge (on the roads if you like) to indicate where these detachments will enter play during the first turn of the game.
3. **Attacker:** Deploy your detachment (gargant) anywhere within the Attacker's deployment zone A (see [Maps](#)).

Play the game

Start

Start the game in the usual way: Proceed to the Start phase.

Reinforcements

Defender: When you reach the first Movement phase and it is your turn to complete your moves, put into play the detachments that correspond to the HQ units you placed. Each time you put a detachment into play, measure the movement of its units — including its HQ unit — from the point that its HQ unit indicates on your deployment edge.

New krew

The gargant has a new krew of lowly Gretchin riggers — Gogard used the old krew for target practice after a very poor performance in the most recent battle. This new krew are a bit slow to implement the orders that Gogard blares at them...

In the Movement and Assault phases, the Defender always wins the Initiative. [TODO: Clarify — presumably we should still remove the Defender's Initiative token from the mug?]

Bunker objectives

When a Bunker objective marker comes under attack, treat it as an Immobilised War Engine unit with the following profile:

Table 4. Bunker data sheet

Unit	Type	Speed	Range	Firepower	Assault	Armour	Notes
Bunker	WE	0 cm	0 cm	0	2	6+	Damage Capacity 3

Game length and victory conditions

Play until either the Ork Gargant is destroyed or both Bunker objectives are destroyed.

- If the Defender destroys the Gargant before it has destroyed either bunker, then they win immediately.
- If the Attacker destroys both Bunker objectives, then they win immediately.
- If the Attacker destroys just one Bunker objective and then their Gargant is destroyed, then the game is a draw.

Historical forces

Orks army

Ork Gargants detachment

1 x Great Gargant (*Korps Grinda*).

[TODO: Create new data sheet for *Korps Grinda*/Great Gargant. In the meantime, we can refer to the original *Epic 40,000* content. (See [Korps Grinda data card](#) [https://thehobby.zone/resources/e40k-compendium/Content/Resources/Images/Illustrations/BattlesBook/Refight1GogardsLastStand_KorpsGrindaDataCard.gif])]

Ready-made army roster in the Detachment Builder



[Ork army detachments for Refight 1](https://builder.epicremastered.com/print.lc?listname=Ork+army+detachments+for+Refight+1&listurl=https%3A%2F%2Fbuilder.epicremastered.com%2Fchooser.html%3Flist%3DRemastered_Ork_Gargants%26force%3DKorps+Grinda%7E503&submitButtonname=Submit) [https://builder.epicremastered.com/print.lc?listname=Ork+army+detachments+for+Refight+1&listurl=https%3A%2F%2Fbuilder.epicremastered.com%2Fchooser.html%3Flist%3DRemastered_Ork_Gargants%26force%3DKorps+Grinda%7E503&submitButtonname=Submit]

Space Marines army

Space Marine Armour detachment, *Force Citus*

4 x Space Marine Land Raider.

Space Marine detachment, *Force Adonis*

1 x Space Marine Captain; 4 x Space Marine unit, with 4 x Devastator option.

Space Marine detachment, *Force Lentus*

1 x Space Marine Captain, with Rhino option; 6 x Space Marine unit, with 3 x Rhino option.

Ready-made army roster in the Detachment Builder

Imperium **army** **detachments** **for** **Refight** **1** [https://builder.epicremastered.com/print.lc?listname=Imperium+army+detachments+for+Refight+1&listurl=https%3A%2F%2Fbuilder.epicremastered.com%2Fchooser.html%3Flist%3DRemastered_SM_Armoured%26force%3DForce%2520Citus%7E501%7E512%7E101x2%7E512%7E101x2%0D%0Ahttps%3A%2F%2Fbuilder.epicremastered.com%2Fchooser.html%3Flist%3DRemastered_SM_Detachment%26force%3DForce+Adonis%7E501%7E502%7E130x1%7E511%7E116x1%7E511%7E116x1%0D%0Ahttps%3A%2F%2Fbuilder.epicremastered.com%2Fchooser.html%3Flist%3DRemastered_SM_Detachment%26force%3DIncompertus%7E501%7E502%7E130x1%7E100x1%7E511%7E114x1%7E100x1%7E511%7E114x1%7E100x1%7E511%7E114x1%7E100x1%0D%0A]

Scenario variants

This scenario is meant to introduce you to the core rules, and just a few special rules (including those for War Engine units). So it is quite straightforward, and includes only a small number of units.

You might like to play it a few times before you get into anything more complex. Even so, you might like to change things a bit to keep it interesting — so, here are some ideas for variants to try:

- Swap the Defender's heavy weapons infantry for more tanks: Simply drop *Force Adonis* and add another armoured detachment like *Force Citus* instead.
- Swap the Defender's tanks for more heavy weapons infantry: Simply drop *Force Citus* and add another detachment like *Force Adonis* instead.
- The defending Imperial force could've been very different. Create a different defending force, which will likely present much more of a challenge for the Attacker: The Defender may use the Imperial army list to build an army of up to 500 points.
- Gogard's gargant was barely operational when it attacked the Imperial positions. If it had broken down before it arrived for this battle, then Gogard would have had to cobble together a different force of Orks to attack with. Create a different attacking force: The Attacker may use the Ork army list to build an army of up to 500 points.

Refight 2: Rescue**Narrative background**

This is just a summary. For the full narrative background, refer to the original *Epic 40,000* content. (See <https://thehobby.zone/resources/e40k-compendium/Content/Battles/TheScenarios/Refight2Rescue.htm>)

[TODO: Create a summary of the narrative.]

Scenario special rules

Objectives (only the 'game effects and control' parts of the Rescue objective rules, not the placement or morale effect rules)

Armies

For pre-defined armies that correspond to the narrative background, see [Historical forces](#).

Otherwise, for more general use of this scenario: With your opponent, agree a maximum points value limit for the battle. Then build your army within this limit.



Be mindful that armies that field a lot of fast-moving transport vehicles — especially transport flyers, skimmers and fast attack vehicles — are apt to unbalance this scenario.

Therefore, we recommend that you and your opponent agree to limit such units in your army builds for this scenario.

Maps



The map and dimensions in the original *Epic 40,000* rules content are ambiguous and incompatible with the 180 cm length of the standard playing area. This implies that the designers intended a larger-than-usual playing area for this scenario. So, we present two different layouts for you to choose from — one with the original dimensions for use with a larger playing area, and one with dimensions we suggest to suit the standard-sized playing area.

- Fixed deployment edges and zones — refer to the maps.

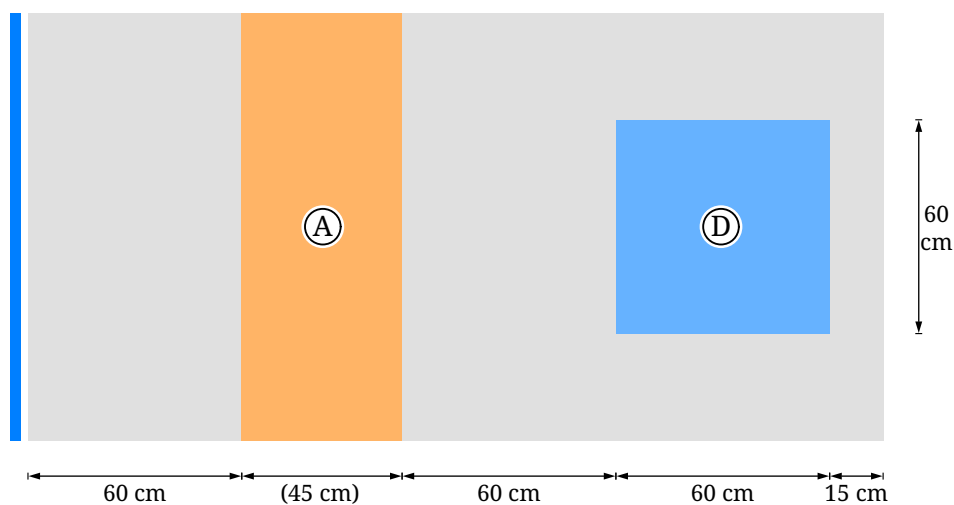


Figure 1. Original dimensions (recommended): Requires larger playing area (240x120 cm)

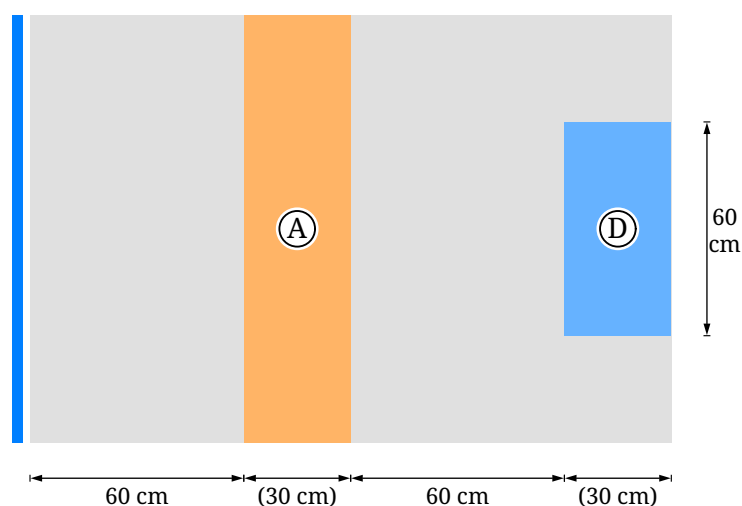


Figure 2. Compressed dimensions (alternative): To suit the standard-sized playing area (180x120 cm)

Legend

A Attacker's deployment zone.

D Defender's garrison deployment zone.

Setup

1. **Set up terrain** in the standard way.
2. Decide **at random** which player will be the **Attacker** and which the **Defender**.
3. Choose your **objectives**, as follows:
 - **Attacker:** You have no objectives of your own. Instead, your mission is to interfere with the Defender's rescue mission (see [Game length and victory conditions](#)).
 - **Defender:** You have a single Rescue objective.
4. **Defender:** Place your Rescue objective marker anywhere within the Defender's garrison deployment zone D (see [Maps](#)).



Usually, you may only make the **initial** pick-up of a Rescue objective if it is **your** objective. For this scenario, if the Defender's forces have not picked up the Rescue objective and the Attacker's forces reach a position where they could otherwise make the initial pick-up, then they may do so.

[TODO: Clarify whether or not (and how) the Defender may choose to transfer the Rescue objective from one unit to another. The Defender might want or need to transfer the objective from a garrison unit that picked it up initially to another unit, perhaps to one in a relief force detachment. I think that the tactical suggestions, and practicalities of the distance to cover within 6 turns for a successful rescue, imply that this should be allowed — but as far as I can recall, the rules don't actually make it explicit anywhere. Probably we should clarify this as a general thing in the Rescue objective rules first, and then add a reminder somewhere in this scenario.]

Disposition of forces

Attacker: Determine the disposition of your forces.

1. Place all of your Flyer detachments in [Reserves](#).
2. If you have any detachments that qualify for the Reserves rules on their own merit, place them in Reserves.
3. Keep all of your other detachments at hand for your initial deployment.

Defender: Determine the disposition of your forces.

1. Place all of your Flyer detachments in [Reserves](#).
2. If you have any detachments that qualify for the Reserves rules on their own merit, place them in Reserves.
3. Choose detachments up to a total of a quarter of your army's maximum points value limit as the garrison force that protects the vital assassin. You may only use complete detachments in the garrison force. Keep this force at hand for initial deployment.
4. The remainder of your detachments form your relief force. Keep this force at hand for initial deployment.

Initial deployment

1. **Defender:** Deploy all of the detachments of your garrison force.
 - Deploy within the Defender's garrison deployment zone D (see [Maps](#)).
2. **Attacker:** Deploy all of the detachments that you kept at hand for your initial deployment.
3. **Defender:** Do not deploy any detachments yet. Instead, place HQ units to indicate where the detachments you kept at hand for the relief force will enter play during the first turn of the game.
 - a. Pick an HQ unit to be first, and place it to indicate any point along your deployment edge.
 - b. Each other HQ unit you place must indicate a point that is on your deployment edge **and** within 15 cm of the point that your first HQ unit indicates. You may 'stack' multiple HQ units in a column, to indicate the same point on your deployment edge — you might want to do this where a road crosses the table edge, for example.
 - c. Each player may choose one detachment per 1,000 points of the maximum points value limit (or part thereof — round up) to be a **flanking** detachment, if they wish. You may place the HQ units of your flanking detachments to indicate any point along your deployment edge, rather than only within 15 cm of the point you indicated with the first HQ unit you placed.

Play the game

Start

Start the game in the usual way: Proceed to the Start phase.

Reserves

Attacker: You may bring your Reserves detachments into play anywhere along ????. [TODO: The original version of this scenario made no accommodation for Reserves. Can we integrate them sensibly, so we can include aircraft and whatnot? In particular, where should the Attacker's Reserves detachments enter play?]

Defender: If you have any Reserves detachments then, as they arrive, bring them into play anywhere along your deployment edge (see [Maps](#)).

Game length and victory conditions

To win this scenario, the Defender must exit the Rescue objective marker off of the Defender's deployment edge by the end of Turn 6.

If the Defender has control of the objective marker but hasn't moved it off of the play area by the end of Turn 6, then the result is a draw.

If the Attacker has control of the objective marker at the end of any turn then they win immediately.

Any other result is a draw.

Historical forces

Orks army

Ork Warband detachment, *Badruk's Speedas*

1 x Warboss in Stompa; 6 x Ork unit; 6 x Gunwagon.

Ork Warband detachment, *Urglag's Blastas*

1 x Warboss in Stompa; 3 x Shooty Boyz unit; 3 x Big Gunz.

Ork Warband detachment, *Grizzard da Magnifisunt (an' der Ladz)*

1 x Warboss in Stompa; 3 x Boarboyz unit; 3 x Stormboyz unit; 3 x Kommandos unit; 3 x Bikeboyz unit; 2 x Gunwagon.

Ready-made army roster in the Detachment Builder

Ork army detachments for Refight 2 [https://builder.epicremastered.com/print_21_unitlist.lc?listname=Ork+army+detachments+for+Refight+2&



listurl=https%3A%2F%2Fbuilder.epicremastered.com%2Fchooser.html%3Flist%3DRemastered_Ork_Warband%26force%3DBadruck%60s%26speedas%7E501%7E503%7E510%7E110x3%7E510%7E110x3%7E528%7E128x3%7E528%7E128x3%0D%0Ahttps%3A%2F%2Fbuilder.epicremastered.com%2Fchooser.html%3Flist%3DRemastered_Ork_Warband%26force%3DUrglag%60s%26blastas%7E501%7E503%7E512%7E112x3%7E523%7E123x3%0D%0Ahttps%3A%2F%2Fbuilder.epicremastered.com%2Fchooser.html%3Flist%3DRemastered_Ork_Warband%26force%3DGizzard%2520da%2520Magnifisunt%2520t%2520%25206%2520der%2520Ladz%29%7E501%7E503%7E513%7E113x3%7E515%7E115x3%7E516%7E116x3%7E522%7E122x3%7E528%7E128x2%0D%0A]

Space Marines army

Space Marine detachment, *Force Hachiman*

1 x Space Marine Captain; 4 x Space Marine unit, with 4 x Assault option; 2 x Scout unit.

Historically, *Force Hachiman* defended the assassin.

Space Marine Armour detachment, *Force Kharira*

5 x Land Raider; 5 x Whirlwind.

Space Marine detachment, *Force Krysha*

1 x Space Marine Captain, with Rhino option; 6 x Space Marine unit, with 3 x Rhino option.

Ready-made army roster in the Detachment Builder

Imperium army detachments for Refight 2 [https://builder.epicremastered.com/print_21_unitlist.l?listname=Imperium+army+detachments+for+Refight+2&listurl=https%3A%2F%2Fbuilder.epicremastered.com%2Fchooser.html%3Flist%3DRemastered_SM_Detachment%26force%3DForce+Hachiman%7E501%7E502%7E130x1%7E511%7E115x1%7E511%7E115x1%7E513%7E513%0D%0Ahttps%3A%2F%2Fbuilder.epicremastered.com%2Fchooser.html%3Flist%3DRemastered_SM_Armoured%26force%3DForce%2520Kharira%7E501%7E512%7E101x3%7E512%7E101x2%7E514%7E114x3%7E514%7E114x2%0D%0Ahttps%3A%2F%2Fbuilder.epicremastered.com%2Fchooser.html%3Flist%3DRemastered_SM_Detachment%26force%3DForce+Krysha%7E501%7E502%7E130x1%7E100x1%7E511%7E114x1%7E100x1%7E511%7E114x1%7E100x1%7E511%7E114x1%7E100x1%0D%0A]



Tactics

Attacker's tactics

You have two extremes to consider:

- Use the bulk of your army to engage and stall the Defender's relief force; and use a smaller force with which you will attempt to pry the assassin loose of her garrison bodyguards. If you can stabilise the rearward situation, then you may be able to redirect part of your rearguard to overwhelm the garrison.

OR

- Use as much of your army as possible to attack the garrison at the outset; in effect, fight on a single front in the hope that you can overwhelm the garrison and secure the objective before the Defender's relief force can do enough to stop you in a two-front fight.

Defender's tactics

Your garrison force needs to be able to hold its own until your relief force can help it.

You should probably consider a mix of infantry equipped with heavy weapons, and tough assault units.

- Deploy the heavy weapons infantry with a good view of the enemy approach, and put them on Overwatch orders.
- Surround the Rescue objective marker with the best all-round infantry you have (effectively, bodyguards for the assassin). Some good examples include Space Marine Terminators, Imperial Ogryns, Ork Nobz, and similarly powerful infantry units.
- Be mindful of enemy Barrage weapons—if you pack your garrison units too tightly then you'll suffer extra casualties from enemy artillery, that you could've avoided.

Or, you might consider a fast-moving garrison force, with the hope that you can pierce the Attacker's battle line and break through to join up with your relief force. For this to work, your garrison force must be able to move very fast, and you'll need to time your break-through attempt carefully. Otherwise, you'll find your garrison force overwhelmed by the superior attacking force before your relief force can affect the outcome.

For your relief force, you'll probably do best if you consider it in two parts:

- **Engagement:** A general range of tanks, artillery and war engines to engage and destroy enemy detachments — or at least keep them busy while your other forces complete the rescue operation.
- **Rescue:** Some fast but hard-hitting units that you can use to give direct aid to the garrison force — either to force their way through to effect the rescue themselves, or to assist a break-through by the garrison force.

Of course your opponent knows that they must deal with an attack from rearward, and will plan for this. Nonetheless, this is a big disadvantage for them.

To exploit this to best effect, work out which enemy detachments your opponent will likely use to spearhead the assault on your garrison force and prioritise these for attack. The more pressure you can take off of your garrison force, the better.

- Ideally, if you can catch the enemy spearhead troops with your own assault troops in your relief force, do so. The resulting combat is likely to be more disruptive to your opponent's plans, in comparison to shooting.
- Those you can't catch, weaken with your long-range firepower and super-heavy weapons.

Remember, your goal is to rescue the assassin (extract the Rescue objective marker) — don't let tempting targets distract you from higher-priority activities that have more bearing on the success of your mission.

Refight 3: The Hellblade Mountains

Narrative background



This is just a summary. For the full narrative background, refer to the original *Epic 40,000* content. (See <https://thehobby.zone/resources/e40k-compendium/Content/Battles/TheScenarios/Refight3TheHellbladeMountains.htm>)

[TODO: Create a summary of the narrative.]

Scenario special rules

[Army Morale](#); [Fortifications](#); [Objectives](#)

Armies

For pre-defined armies that correspond to the narrative background, see [Historical forces](#).

Otherwise, for more general use of this scenario: With your opponent, agree a maximum points value limit for the battle. Then build your army within this limit.

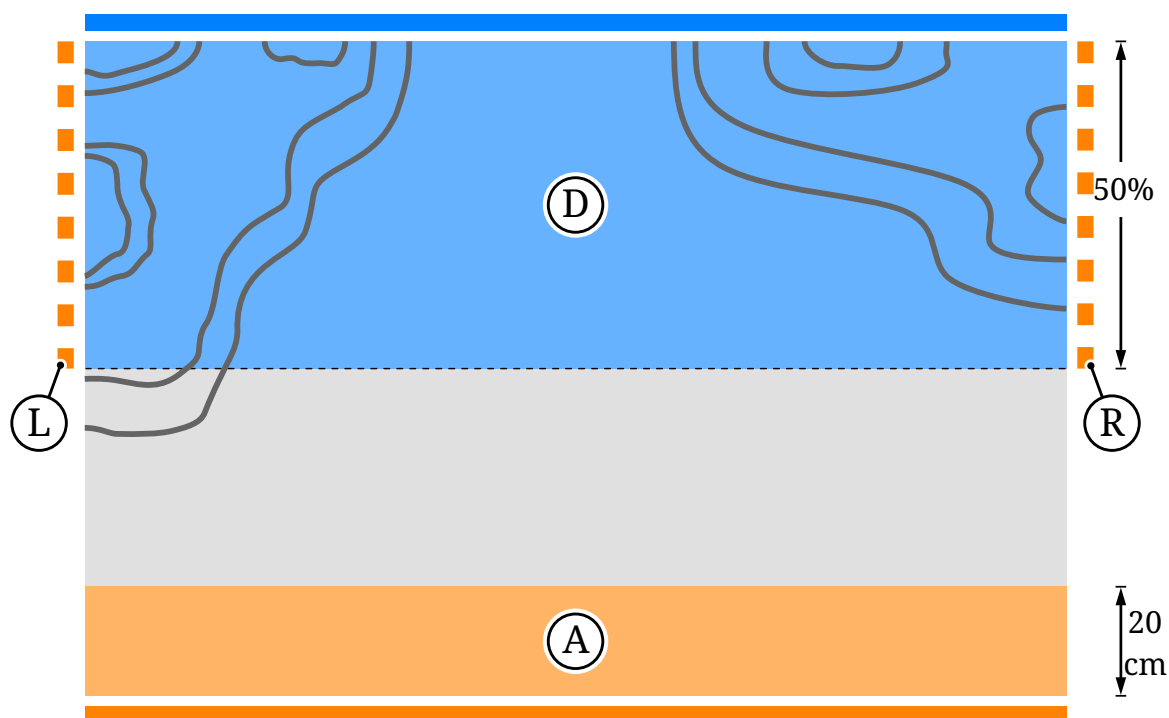
Maps

Essential terrain

- Two areas of foothills, each flanking the Defender's side of the playing area.

Deployment

- Fixed deployment edges and zones — refer to the map.
- The Attacker has two possible edges for 'flanking deployment', one adjacent to each area of foothills. ^[3]



Legend

- A Attacker's deployment zone.
- D Defender's deployment zone.
- L Attacker's left flanking edge.
- R Attacker's right flanking edge.

Setup

1. Place two areas of foothills, as we show at [Maps](#). These represent the lower slopes of a mountain chain.



Use any mountainous or rocky terrain that you have in your terrain collection. Or, if you lack suitable items, you could use hills and woods instead. Just try to make the terrain in the two areas of foothills quite dense and hilly, but still passable for ground units.

2. [Set up terrain](#) in the rest of the playing area in the standard way.
3. Determine at random which player will be the **Attacker** and which the **Defender**.
4. Choose your [objectives](#), as follows:
 - **Attacker:** You must have one objective per 500 points in your army (round fractions up). You may use any objectives, except for Rescue and Cleanse. You may either choose from among those available, or pick at random.
 - **Defender:** You must have one objective per 1,000 points in your army (rounding fractions **down**). You may use only Cleanse objectives.

Example 6. Number of objectives

In a 1,500 point game, the Attacker will have three objectives and the Defender will have one.

5. Place your objective markers. The Attacker must place the first objective marker and then the players alternate until they have placed all of the objective markers.

Disposition of forces

Attacker: Determine the disposition of your forces.

1. Place all of your Flyer detachments in [Reserves](#).
2. If you have any detachments that qualify for the Reserves rules on their own merit, place them in Reserves.
3. Set aside up to a quarter of your army's maximum points value limit as a **flanking force**. You may only use complete detachments in the flanking force. You will put this force into play in the second turn of the game.
4. Keep all of your other detachments at hand for your initial deployment.

Defender: Determine the disposition of your forces.

1. Place all of your Flyer detachments in [Reserves](#).
2. If you have any detachments that qualify for the Reserves rules on their own merit, place them in Reserves.
3. Keep all of your other detachments at hand for your initial deployment.

Initial deployment

1. **Attacker:** In secret, make a note that states which one of the two possible flanking edges your flanking force will arrive on — left L, or right R.
2. **Defender:** Deploy all of the detachments that you kept at hand for your initial deployment.
 - Deploy within the Defender's deployment zone D (see [Maps](#)).
 - You may also use [Fortifications](#) if you wish.



To be clear, the Defender **may** place units in either or both of the two areas of foothills.

3. **Attacker:** Deploy within the Attacker's deployment zone A (see [Maps](#)).

Play the game

Start

Start the game in the usual way: Proceed to the Start phase.

Flanking force

Attacker: When you reach the Start phase of the second turn, your flanking force arrives.

1. Reveal your secret note which states which flanking edge you will use.
2. Place the HQ unit of each detachment you have in the flanking force to identify a point on that edge, to indicate where the corresponding detachment will enter play.

When you reach the Movement phase of the second turn, and it is your turn to complete your moves, put your flanking detachments into play. Each time you put a flanking detachment into play, measure the movement of its units — including its HQ unit — from the point that its HQ unit indicates on your flanking edge.



The flanking force catches the defenders by surprise — the Defender may **not** use the Snap Fire rule against units of the Attacker's flanking force on the turn that it arrives.

Bringing Reserves detachments into play

If you have any Reserves detachments then, as they arrive, bring them into play anywhere along your deployment edge (see [Maps](#)).

Game length and victory conditions

Standard Army Morale win conditions apply: At the end of the Rally phase, if a player has an Army Morale value of zero or less then the game ends and the other player is the winner. ^[4]

If this hasn't happened by the end of the 5th turn, or if both players' Army Morale values drop to 0 or less on the same turn, then the player with the highest Army Morale value is the winner.

Historical forces

Orks army

Ork Warband detachment, *Bogrot's Boyz*

1 x Warboss; 1 x Weirdboy; 12 x Ork unit; 1 x Nobz unit; 9 x Gretchin unit.

Ork Warband detachment, *Da Profeshernalz*

1 x Warboss; 1 x Weirdboy; 3x Kommandos unit.

Ork Warband detachment, *Der Gunnerz*

1 x Warboss, with Battlewagon option; 3 x Shooty Boyz unit; 3 x Stompa.

Ready-made army roster in the Detachment Builder



Ork army detachments for Refight 3 [https://builder.epicremastered.com/print.lc?listname=Ork+army+detachments+for+Refight+3&listurl=https%3A%2F%2Fbuilder.epicremastered.com%2Fchooser.html%3Flist%3DRemastered_Ork_Warband%26force%3DBogrot%60s+Boyz%7E501%7E502%7E505%7E510%7E110x4%7E510%7E110x4%7E510%7E110x4%7E511%7E111x1%7E517%7E117x3%7E517%7E117x3%7E517%7E117x3%0D%0Ahttps%3A%2F%2Fbuilder.epicremastered.com%2Fchooser.html%3Flist%3DRemastered_Ork_Warband%26force%3DDa+Profeshernalz%7E501%7E502%7E505%7E516%7E116x3%0D%0Ahttps%3A%2F%2Fbuilder.epicremastered.com%2Fchooser.html%3Flist%3DRemastered_Ork_Warband%26force%3DDer%2520Gunnerz%7E501%7E502%7E109x1%7E512%7E112x1%7E512%7E112x1%7E512%7E112x1%7E524%7E524%7E524%0D%0A&submitButtonname=Submit]

Space Marines army

Space Marine detachment 1, *Force Subodai*

1 x Space Marine Captain; 2 x Terminator unit; 2 x Scout unit.

Historically, *Force Subodai* was the flanking force.

Space Marine Armour detachment, *Force Kuant*

6 x Land Raider.

Space Marine detachment, *Force Susanowo*

1 x Space Marine Captain, with Rhino option; 6 x Space Marine unit, with 3 x Rhino option; 1 x Whirlwind.

Ready-made army roster in the Detachment Builder



Imperium army detachments for Refight 3 [https://builder.epicremastered.com/print_21_unitlist.lc?listname=Imperium+army+detachments+for+Refight+3&listurl=https%3A%2F%2Fbuilder.epicremastered.com%2Fchooser.html%3Flist%3DRemastered_SM_Detachment%26force%3DForce+Subodai%7E501%7E502%7E130x1%7E510%7E510%7E513%7E513%0D%0Ahttps%3A%2F%2Fbuilder.epicremastered.com%2Fchooser.html%3Flist%3DRemastered_SM_Armoured%26force%3DForce%2520Kuant%7E501%7E512%7E101x3%7E512%7E101x3%0D%0Ahttps%3A%2F%2Fbuilder.epicremastered.com%2Fchooser.html%3Flist%3DRemastered_SM_Detachment%26force%3DForce+Susanowo%7E501%7E502%7E130x1%7E100x1%7E511%7E114x1%7E100x1%7E511%7E114x1%7E100x1%7E511%7E114x1%7E100x1%7E511%7E114x1%7E100x1%7E524%0D%0A]

Tactics

At the start of the game, the Defender has their entire army in the playing area, while the Attacker does not. The Defender must capitalise on this early advantage as much as possible, before the Attacker's flanking force arrives in the second turn. The Attacker has a golden opportunity to strike at detachments that might otherwise be difficult to reach, especially if they have a relatively slow-moving army.

Attacker's tactics

The larger you make your flanking force, the weaker the main force you'll deploy and then manoeuvre in the first turn. But, a faint heart won't win the day: With a strong flanking force, a good battle plan, and the benefit of knowledge that your opponent lacks (that is, you know which flank you'll attack) you have the chance to inflict some crushing casualties.

Note that your flanking force gives you a golden opportunity to put slow-moving but powerful units close to the enemy without a long slog across the battlefield under fire. This has obvious benefit for the less-mobile armies, such as the Imperial Guard. But, even the likes of Space Marines have some slow units and allied support options — and you can't fit a titan in a Thunderhawk Gunship!

Think of the mayhem you could cause with a company of Baneblade super-heavy tanks supported by infantry... or a horde of Goff Orks... or a Chaos Greater Daemon with a retinue of Lesser Daemons...

In any case, whatever the size and composition of your flanking force, it gives you the advantage of knowledge that your opponent doesn't have. In the early stages of the battle, your opponent is forced to be somewhat conservative and reactive.

Defender's tactics

In general, the flank attack is less of a worry for a Defender who has a highly mobile army, and more of a worry for a Defender who has slow-moving army. And the flank attack might present a more valuable opportunity for an Attacker who has a slow-moving army rather than a highly mobile army.

So, as the Defender, what can you do? You know for certain that there will be a flank attack, you know when, and you know the maximum strength it could be (in terms of points value). You just don't know the exact strength or composition of the force. No matter what army you command, the one thing you can't do is ignore the flanking force. Things to consider include:

- Make sure that by the end of Turn 1, you've positioned Infantry units to protect any vulnerable Vehicle units.
- Position detachments of close combat specialists such that they will be ready to counter attack or take cover if the flanking force has a lot of firepower.
- Where you don't have a better plan, make use of Overwatch orders to make your detachments more dangerous to approach.
- You know that one of your flanks will face the flanking force while the other will be relatively secure. Have a plan for what you'll do once you know whether it is your left or right flank that faces the flanking force, and then implement your plan from Turn 2 onwards.

Refight 4: The Sulphur River

Narrative background



This is just a summary. For the full narrative background, refer to the original *Epic 40,000* content. (See <https://thehobby.zone/resources/e40k-compendium/Content/Battles/TheScenarios/Refight4TheSulphurRiver.htm>)

[TODO: Create a summary of the narrative.]

Scenario special rules

None.

Armies

For pre-defined armies that correspond to the narrative background, see [Historical forces](#).

Otherwise, for more general use of this scenario: With your opponent, agree a maximum points value limit for the battle. Then build your army within this limit.

For ideas to vary this scenario, see [Scenario variants](#).

Maps

Essential terrain

- A river, with two bridges over it.

Deployment

- Standard deployment edges.
- No deployment zones.

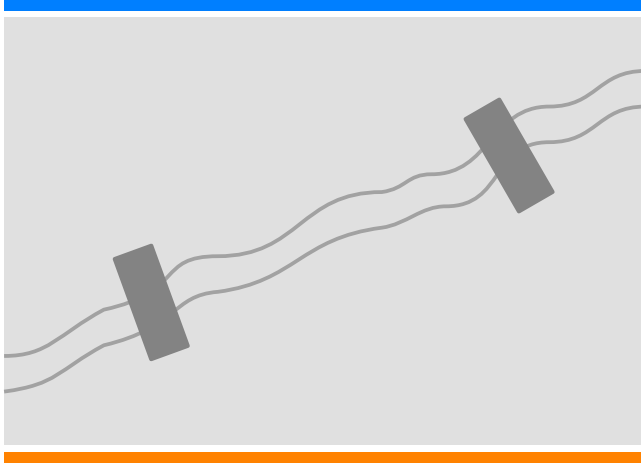


Figure 3. Long deployment edge

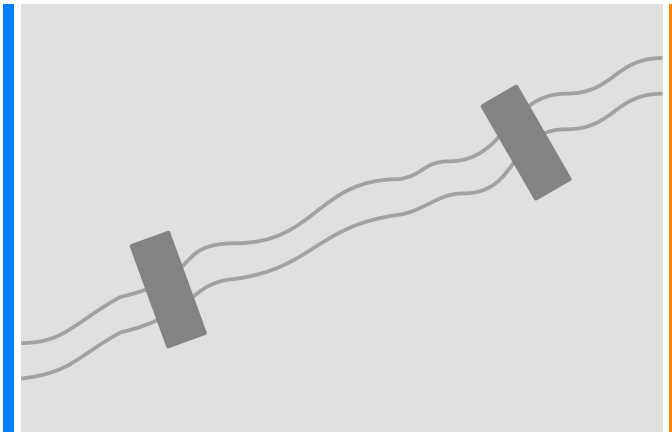


Figure 4. Short deployment edge

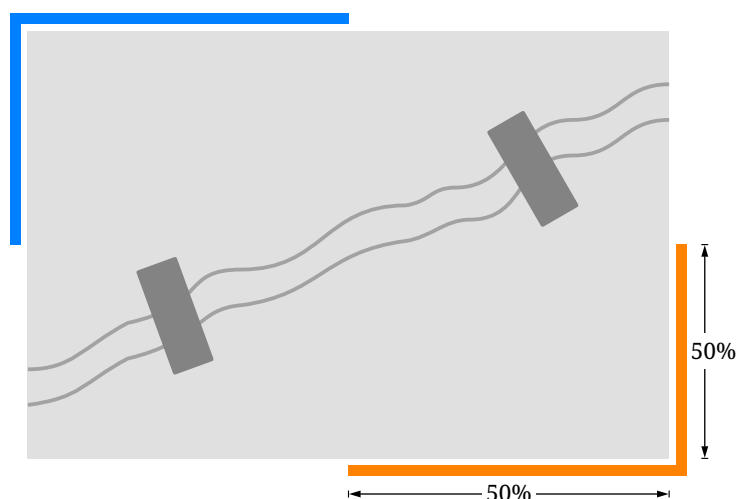


Figure 5. Corner deployment edge

Setup

1. Place a wide river with two bridges across it, as we show at [Maps](#). Place the bridges such that each of the two armies can reach the bridge that is nearest to them in the first turn.
2. [Set up terrain](#) in the rest of the playing area in the standard way.
3. Determine at random which player may choose which table edge they prefer as the basis for their deployment. The other player gets the opposite table edge. See [Maps](#).

Disposition of forces

Determine the disposition of your forces.

1. Place all of your Flyer detachments in [Reserves](#).
2. If you have any detachments that qualify for the Reserves rules on their own merit, place them in Reserves.
3. Keep all of your other detachments at hand for your initial deployment.

Initial deployment

Do not deploy any detachments yet. Instead, place HQ units to indicate where the detachments you kept at hand for initial deployment will enter play during the first turn of the game.

Start with the player whose army has the lower Strategy Rating and alternate between you until there are no more HQ units to place:

1. Pick an HQ unit to be first, and place it to indicate any point along your deployment edge.
2. Each other HQ unit you place must indicate a point that is on your deployment edge **and** within 15 cm of the point that your first HQ unit indicates. You may 'stack' multiple HQ units in a column, to indicate the same point on your deployment edge—you might want to do this where a road crosses the table edge, for example.
3. Each player may choose one detachment per 1,000 points of the maximum points value limit (or part thereof—round up) to be a **flanking** detachment, if they wish. You may place the HQ units of your flanking detachments to indicate any point along your deployment edge, rather than only within 15 cm of the point you indicated with the first HQ unit you placed.

Play the game

Start

Start the game in the usual way: Proceed to the Start phase.

The Sulphur River

The Sulphur River is highly corrosive, so it is impassable terrain for all ground units (except at the bridges, of course).

Bringing Reserves detachments into play

If you have any Reserves detachments then, as they arrive, bring them into play anywhere along your deployment edge (see [Maps](#)).

Game length and victory conditions

The goal is to control both bridges. To control a bridge, you must have at least one of your units on the bridge, and no enemy units.

The game lasts D3+3 turns. [TODO: Clarify: When exactly should we make this roll? Before or after deployment?]

When the game ends, determine the result as follows:

- If a player controls both bridges, then this player wins a major victory.
- If a player controls one bridge and disputes the other, then this player achieves a minor victory.
- If the opposing players each control one bridge, or dispute both bridges, then the result is a draw.

Option: Victory or Death!



For a real bloodbath, if both players agree, ignore the limit of D3+3 turns. Instead, play this scenario for as many turns as it takes until one player can claim victory by virtue of the fact that their opponent has no units left!

Historical forces

Orks army

Ork Warband detachment, *Gazbold's Speed Boyz*

1 x Warboss; 1 x Weirdboy Battle Tower; 3 x Kommando unit; 6 x Nobz unit; 3 x Boarboyz unit; 3 x Bikeboyz unit; 7 x Battlewagon.

Ork Warband detachment, *Waaa-Dreg's Stompas*

1 x Warboss in Stompa; 1 x Weirdboy Battle Tower; 12 x Ork unit; 3 x Shooty Boyz unit; 4 x Gretchin unit; 2 x Stompa.

Ready-made army roster in the Detachment Builder

Ork **army** **detachments** **for** **Refight** **4**

[https://builder.epicremastered.com/print_21_unitlist.fc?listname=Ork+army+detachments+for+Refight+4&listurl=https%3A%2F%2Fbuilder.epicremastered.com%2Fchooser.html%3Flist%3DRemastered_Ork_Warband%26force%3DGazbold%60s+SPEED+Boyz%7E501%7E502%7E506%7E516%7E116x3%7E511%7E111x3%7E511%7E111x3%7E513%7E113x3%7E522%7E122x3%7E520%7E520%7E520%7E520%7E520%7E520%7E520%0D%Ahttps%3A%2F%2Fbuilder.epicremastered.com%2Fchooser.html%3Flist%3DRemastered_Ork_Warband%26force%3DWaaa-Dreg%2S60s%2S20Stompas%7E501%7E503%7E506%7E510%7E110x4%7E510%7E110x4%7E510%7E110x4%7E517%7E117x4%7E512%7E112x3%7E524%7E524%0D%0A]



Space Marines army

Space Marine detachment, *Force Firmus*

1x Space Marine Captain, with Rhino option; 4 x Space Marine unit, with 4 x Assault option and 2 x Rhino option; 2 x Space Marine unit, with Rhino option; 2 x Space Marine Bike unit; 1 x Terminator unit, with Land Raider option; 2 x Land Raider.

Space Marine detachment, *Force Tardus*

1 x Space Marine Captain, with Rhino option; 4 x Space Marine unit, with 4 x Devastator option and 2 x Rhino option; 2 x Land Raider.

Space Marine Armour detachment, *Force Supra*

6 x Whirlwind.



Ready-made army roster in the Detachment Builder

Imperium army detachments for Refight 4 [https://builder.epicremastered.com/print_21_unitlist.lc?listname=Imperium+army+detachments+for+Refight+4&listurl=https%3A%2F%2Fbuilder.epicremastered.com%2Fchooser.html%3Flist%3DRemastered_SM_Detachment%26force%3DForce+Firmus%7E501%7E502%7E130x1%7E100x1%7E511%7E100x1%7E115x1%7E511%7E100x1%7E115x1%7E511%7E114x1%7E100x1%7E512%7E124x2%7E510%7E101x1%7E526%7E101x1%7E526%7E101x1%0D%0Ahttps%3A%2F%2Fbuilder.epicremastered.com%2Fchooser.html%3Flist%3DRemastered_SM_Detachment%26force%3DForce%2520Tardus%7E501%7E502%7E130x1%7E100x1%7E511%7E100x1%7E116x1%7E511%7E100x1%7E116x1%7E526%7E101x1%7E526%7E101x1%0D%0Ahttps%3A%2F%2Fbuilder.epicremastered.com%2Fchooser.html%3Flist%3DRemastered_SM_Armoured%26force%3DForce+Supra%7E501%7E514%7E114x3%7E514%7E114x3%0D%0A]

Scenario variants

Bridges are often of great strategic and tactical importance, so battles to control them are common.

For a simple variation that can represent other historical battles, if both players agree, simply allow the Space Marines to use drop pods to deploy (see [Drop Pods](#)).

[TODO: Clarify: This variation doesn't really seem to make sense with the given historical forces, as each of the Space Marine detachments includes Vehicle units that the rules do not normally allow for drop pods (and not just Rhino transport vehicles, which are the usual 'trade' for drop pods — there's also 5 Land Raiders, and 6 Whirlwinds that comprise an entire detachment). Should we ignore the usual restrictions and allow such units in the historical force to deploy via drop pods alongside the rest for this scenario? Or do something else?]

Refight 5: Breakout

Narrative background



This is just a summary. For the full narrative background, refer to the original *Epic 40,000* content. (See <https://thehobby.zone/resources/e40k-compendium/Content/Battles/TheScenarios/Refight5Breakout.htm>)

[TODO: Create a summary of the narrative.]

Scenario special rules

[Fortifications](#); [Hidden Setup](#)

Armies

For pre-defined armies that correspond to the narrative background, see [Historical forces](#).

Otherwise, for more general use of this scenario: With your opponent, agree a maximum points value limit for the battle. Then build your army within this limit.

Be mindful that attacking armies that are able to field a lot of fast-moving transport vehicles, transport flyers and fast attack vehicles — as with Space Marines — are apt to unbalance this scenario.



Therefore, we recommend that for the attacking army you limit the number of transport flyers (such as Thunderhawk Gunship units carrying Space Marines units), or ban them altogether. Remember that the game is supposed to be challenging and fun for both players — not a one-sided stomp-fest.

Conversely, if your playing area is more than the standard 120 cm deep, the attacking army may struggle to cross it in time — so in that case, we suggest that you increase the game length by one turn for every additional 30 cm of depth. [TODO: Clarify: I'd argue that this logic should apply not only for playing areas that are physically larger, but also for the greater distances that result from short-edge deployment and corner deployment options on a standard-sized playing area.]

Maps

- Standard deployment edges.

- The Attacker's deployment zone extends from their deployment edge to 20 cm onto the playing area.
- The Defender's deployment zone extends from their deployment edge to the half-way line.

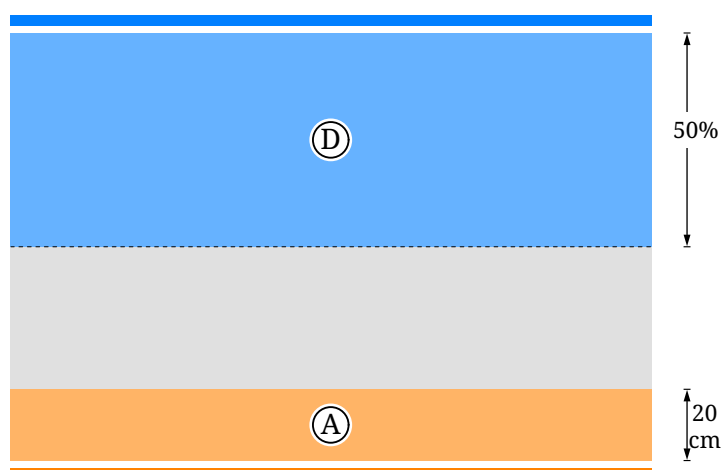


Figure 6. Long deployment edge

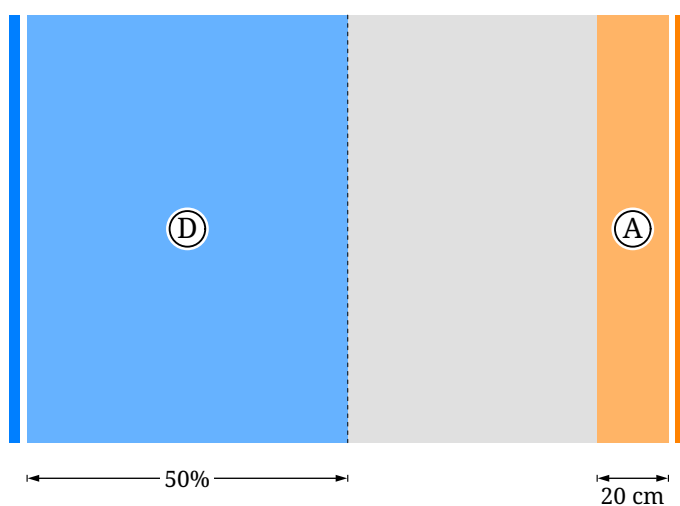


Figure 7. Short deployment edge

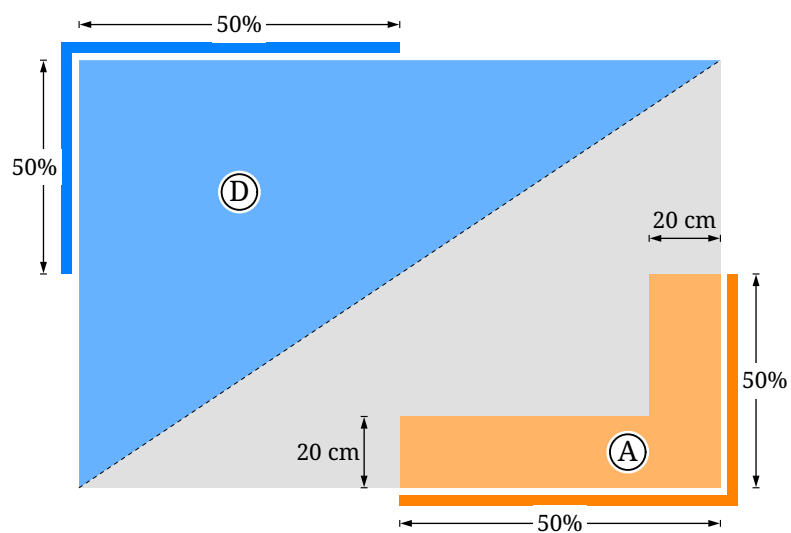


Figure 8. Corner deployment edge

Legend

A Attacker's deployment zone.

D Defender's deployment zone.

Setup

1. [Set up terrain](#) in the standard way.
2. Determine **at random** which player will be the **Attacker** and which the **Defender**.
3. **Defender:** Choose which table edge you prefer as the basis for your deployment. Your opponent gets the opposite table edge. See [Maps](#).

Disposition of forces

Attacker: Determine the disposition of your forces.

1. Place all of your Flyer detachments in [Reserves](#).
2. If you have any detachments that qualify for the Reserves rules on their own merit, place them in Reserves.
3. Keep all of your other detachments at hand for your initial deployment.

Defender: Determine the disposition of your forces. You will have only **half** of the strength of your army for this battle.

1. Choose the detachments that will form your defensive force.
 - The total points value of this force must be no more than half of the maximum points value limit for this battle.
 - You must choose complete detachments.

[TODO: Clarify: If the Defender chooses any Flyer detachments, should they place them aside to bring into play in the first turn, or should they place them in Reserves?]

Keep the detachments you choose at hand for your initial deployment. The rest of your army does not take part in this battle.

[TODO: Clarify: Why not simply have the Defender choose a smaller army in the first place? This scenario seems to be rather an oddity as I work to remaster it — in general, the original texts that pertain to scenarios imply that we should determine the scenario to play first and *then* build our armies, but this scenario implies the opposite (given that it instructs the Defender to use only half of their army)...]

Initial deployment

1. **Defender:** You must deploy first.
 - Use the [Hidden Setup](#) rules to deploy all of the detachments that you kept at hand for your initial deployment.
 - Deploy within the Defender's deployment zone D (see [Maps](#)).
 - You may also use [Fortifications](#) if you wish.

Although you have use of only half your army, you still get one Hidden Setup marker for each Infantry and/or Vehicle detachment that exists in your full army.



[TODO: Clarify: The original version of this scenario seems to have been written with no thought to Flyer or War Engine detachments. Should we explicitly exclude them, or should we make proper allowance for either or both of these types of detachment? If the latter, are there game balance issues to account for? How do Flyer detachments affect the number of ground-based detachments the Attacker must exit off of the Defender's table edge for a win? (Probably they shouldn't affect this at all, so the Attacker must be mindful that an excess of Flyer detachments could be a hindrance.)]

2. **Attacker:** Deploy all of the detachments that you kept at hand for initial deployment.
 - Deploy within the Attacker's deployment zone A (see [Maps](#)).

- When your Reserves detachments arrive, you may bring them into play anywhere along the Attacker's deployment edge.

Play the game

Start

Start the game in the usual way: Proceed to the Start phase.

Bringing Reserves detachments into play

If you have any Reserves detachments then, as they arrive, bring them into play anywhere along your deployment edge (see [Maps](#)).

Game length and victory conditions

To win this scenario, the Attacker must exit at least half of the detachments in their army off of the Defender's table edge by the end of Turn 6. Detachments reduced to half strength or less do not count. [TODO: For an odd number of attacking detachments, should we round up or round down for the number that must exit for a win...?]

Any other result is a win for the Defender.

Historical forces

Ork army

Ork Warlord detachment, *Warlord Nah-Badun an' der Retinue*

1 x Warlord, with Battlewagon option; 1 x Weirdboy Battle Tower; 1 x Nobz unit; 1 x Gretchin unit; 2 x Battlewagon.

Ork Kult of Speed detachment, *Da Chargerz*

1 x Warboss; 6 x Battlewagon; 3 x Bikeboyz.

Ork Warband detachment, *Naffgul's Shooty Boyz*

1 x Warboss in Stompa; 12 x Ork unit; 3 x Shooty Boyz unit; 4 x Gretchin unit; 2 x Stompa.

Ready-made army roster in the Detachment Builder



Ork army detachments for Refight 5 [https://builder.epicremastered.com/print_21_unitlist.lc?listname=Ork+army+detachments+for+Refight+5&listurl=https%3A%2F%2Fbuilder.epicremastered.com%2Fchooser.html%3Flist%3DRemastered_Ork_Warlord%26force%3DWarlord+Nah-Badun+an%60+der+Retinue%7E502%7E109x1%7E506%7E511%7E111x1%7E517%7E117x2%7E528%7E128x2%0D%0Ahttps%3A%2F%2Fbuilder.epicremastered.com%2Fchooser.html%3Flist%3DRemastered_Ork_Kult%26force%3DDa+Chargerz%7E501%7E502%7E522%7E122x3%7E528%7E128x3%7E528%7E128x3%0D%0Ahttps%3A%2F%2Fbuilder.epicremastered.com%2Fchooser.html%3Flist%3DRemastered_Ork_Warband%26force%3DNaffgul%2560s%2520Shooty%2520Boyz%7E501%7E503%7E510%7E110x4%7E510%7E110x4%7E510%7E110x4%7E512%7E112x3%7E517%7E117x4%7E524%7E524%0D%0A]

Space Marine army

Space Marine detachment, *Force Specula*

1 x Space Marine Captain; 6 x Space Marine unit, with 6 x Devastator option.

Space Marine detachment, *Force Ceptio*

1 x Space Marine Captain, with Land Raider option; 6 x Space Marine unit, with 6 x Assault option.

Historically, it was *Force Specula* and *Force Ceptio* that formed the Imperial line where the Orks planned to break out.

Space Marine detachment, *Force Odium*

1 x Land Raider; 12 x Space Marine unit, with 6 x Rhino option; 2 x Whirlwind.



Ready-made army roster in the Detachment Builder

Imperium army detachments for Refight 5 [

https://builder.epicremastered.com/print_21_unitlist.lc?listname=Imperium+army+detachments+for+Refight+5&listurl=https%3A%2F%2Fbuilder.epicremastered.com%2Fchooser.html%3Flist%3DRemastered_SM_Detachment%26force%3DForce+Specula%7E501%7E502%7E130x1%7E511%7E116x1%7E511%7E116x1%7E511%7E116x1%0D%0Ahttps%3A%2F%2Fbuilder.epicremastered.com%2Fchooser.html%3Flist%3DRemastered_SM_Detachment%26force%3DForce+Ceptio%7E501%7E502%7E130x1%7E101x1%7E511%7E115x1%7E511%7E115x1%7E511%7E115x1%0D%0Ahttps%3A%2F%2Fbuilder.epicremastered.com%2Fchooser.html%3Flist%3DRemastered_SM_Detachment%26force%3DForce%2520Odium%7E501%7E511%7E114x1%7E100x1%7E511%7E114x1%7E100x1%7E511%7E114x1%7E100x1%7E511%7E114x1%7E100x1%7E524%7E524%7E526%7E101x1%0D%0A]

Tactics

The role of the Attacker is perhaps a bit easier than that of the Defender. So, the Attacker's tactical considerations are more straightforward. There's still plenty to think about in each role though.

Attacker's tactics

You'll probably be tempted to invest all of your available points on fast units — including transport vehicles for as much of your infantry as possible — and then use March and Assault orders to rush them across the playing area.

On the one hand, if you over-do this with a highly mobile army it can seriously unbalance this scenario. On the other hand, you should be mindful that troop transports offer your opponent the opportunity to increase the overall effect of their shooting — each hit they get on a transport vehicle may also cause hits on the embarked cargo units.

So, consider a more balanced approach: If you include some slower detachments that have powerful ranged units, you can put these on Overwatch orders (or at least Advance orders, rather than March or Assault orders) and lay down strong covering fire. This makes for a more interesting game and still affords you a number of benefits:

- It will help to off-set the lack of firepower from the detachments that you're rushing forward on March or Assault orders, and ensure that the Defender doesn't completely dominate the Shooting phase.
- It forces the Defender to be more cautious with their positioning, as they must be mindful of incoming fire.
- It suppresses enemy fire, so your assault detachments suffer fewer casualties as they close with the enemy.
- The casualties you cause and the Blast markers you place on enemy detachments shift the odds more in your favour for your assaults.

Remember that you only need to exit half of your detachments off of the Defender's table edge to win — so you can afford to use some detachments as disposable forces in rearguard actions, to provide covering fire for the rest of your army.

This is especially true for armies that tend to be slow overall, such as those chiefly comprised of Imperial Guard units. An artillery company or battle titan can provide a lot of supporting fire to pound enemy positions and thereby reduce the pressure on the slow-moving detachments as they creep across the battlefield.

Plan to move your detachments off of the escape edge in strength. That is, don't move your escaping detachments off piecemeal over several turns — if you do this, you'll give your opponent the opportunity to concentrate their shooting on the units that are most likely to escape each turn. That would make it much easier for your opponent to reduce enough of your detachments to half-strength that you can't achieve your victory conditions.

Defender's tactics

A lot depends on the terrain setup.

If the terrain is more dense near one side of the table, then that's probably the side you should choose. You should seek to maximise cover for your units and to minimise cover that your opponent can use to shield their units from your shooting.

And, remember that you can use hills and buildings to gain better fields of fire for your units.

[TODO: Perhaps comment on effective use of fortifications and hidden setup.]

When you build and deploy your army, be mindful that you need to be able quickly reinforce either flank. A canny opponent will likely strike not on a broad front but at one flank of your battle line, seeking to break through before you can bring reinforcements to bear from the other flank.

You should make good use of long-ranged gunnery that can cover a lot of ground and slow the enemy, and fast, powerful assault units that can redeploy quickly and hit hard where they are needed.

In general, you should:

- Position the bulk of your infantry relatively close to your table edge — within 30 cm perhaps — and give them Overwatch orders.
- Position your close-combat specialists much closer to the half-way line, so that you can threaten enemy detachments with an assault in the first turn of the game.
- Target the fastest-moving enemy units first.

Remember that attack is the best form of defence, and that it pays to concentrate your attacks. Prioritise, and focus on breaking a small number of enemy detachments at a time — don't get distracted by fresh targets that tempt you to divide your fire!

Once you've reduced a given enemy detachment to half strength, it becomes a low-priority target as it is no longer valid for the Attacker's victory conditions. Shift your focus to another detachment that is still above half strength.

If you repeat this scenario with much the same army in both the Attacker and Defender roles, you'll likely find that an army that fares badly in attack tends to do well in defence, and vice versa.

Standard Battle scenarios

These scenarios model various different types of confrontation that are common on battlefields across the galaxy.

Battle 1: Meeting Engagement

Two opposing armies rush to secure a strategically important area; and they arrive at the same time. As they meet, each army seeks to gain the advantage as it scrambles to deploy from its column of march as effectively as it can.

Scenario special rules

[Army Morale](#); [Objectives](#)

Armies

With your opponent, agree a maximum points value limit for the battle. Then build your army within this limit.

Maps

- Standard deployment edges.
- No deployment zones.

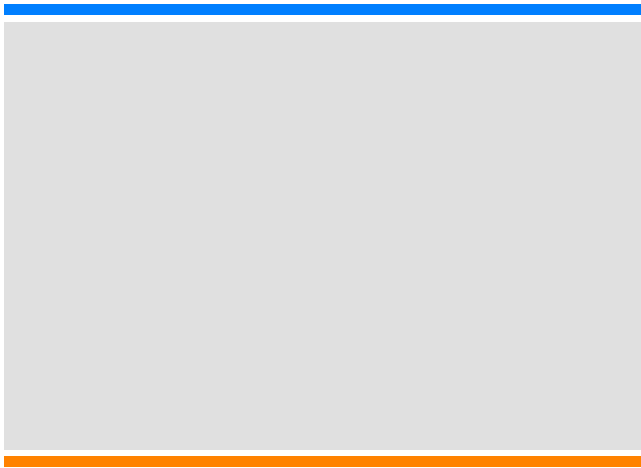


Figure 9. Long deployment edge

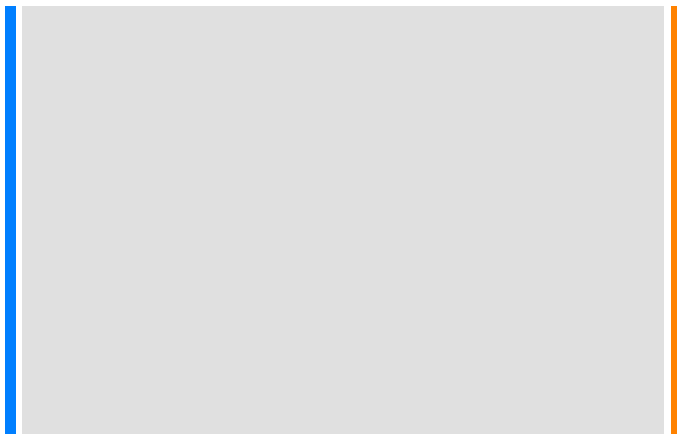


Figure 10. Short deployment edge

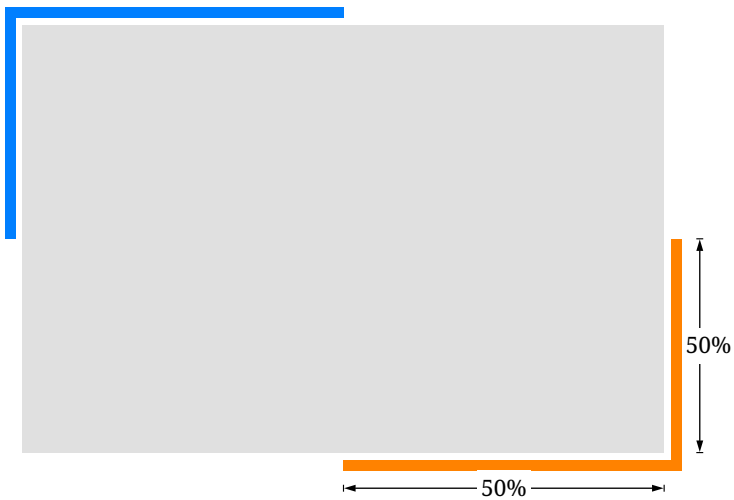


Figure 11. Corner deployment edge

Setup

1. [Set up terrain](#) in the standard way.
2. Determine which player gets to choose their deployment edge/zone in the standard way. That player must then choose the deployment edge/zone that they prefer, and their opponent gets the opposite edge/zone (see [Maps](#)).
3. Choose your [objectives](#), as follows:
 - Each player must have one objective per 500 points in their army (round fractions up). You may each choose up to one Rescue objective — the rest must all be Take & Hold.

Example 7. Number of objectives

In a game with a limit of 1,800 points for each army, you will each have four objectives.

4. Place your objective markers in the standard way.

Disposition of forces

Determine the disposition of your forces.

1. Place all of your Flyer detachments in [Reserves](#).
2. If you have any detachments that qualify for the Reserves rules on their own merit, place them in Reserves.
3. Keep all of your other detachments at hand for your initial deployment.

Initial deployment

Do not deploy any detachments yet. Instead, place HQ units to indicate where the detachments you kept at hand for initial deployment will enter play during the first turn of the game.

Start with the player whose army has the lower Strategy Rating and alternate between you until there are no more HQ units to place:

1. Pick an HQ unit to be first, and place it to indicate any point along your deployment edge.
2. Each other HQ unit you place must indicate a point that is on your deployment edge **and** within 15 cm of the point that your first HQ unit indicates. You may 'stack' multiple HQ units in a column, to indicate the same point on your deployment edge — you might want to do this where a road crosses the table edge, for example.
3. Each player may choose one detachment per 1,000 points of the maximum points value limit (or part thereof — round up) to be a **flanking** detachment, if they wish. You may place the HQ units of your flanking detachments to indicate any point along your deployment edge, rather than only within 15 cm of the point you indicated with the first HQ unit you placed.

Play the game

Start the game in the usual way: Proceed to the Start phase.

When you reach the first Movement phase and it is your turn to complete your moves, put into play the detachments that correspond to the HQ units you placed. Each time you put a detachment into play, measure the movement of its units — including its HQ unit — from the point that its HQ unit indicates on your deployment edge.



Aside from Reserves detachments, any detachment that does not enter play in the first turn counts as destroyed — deduct the detachment's Morale value from your Army Morale total, as normal for a destroyed detachment. ^[5] ^[6]

Game length and victory conditions

Standard Army Morale win conditions apply: At the end of the Rally phase, if a player has an Army Morale value of zero or less then the game ends and the other player is the winner. ^[7]

- If this hasn't happened by the end of the 4th turn, then the player with the higher Army Morale value wins a 'tactical victory'.
- Or, if you both agree, you could play for as many turns as it takes until a player's Army Morale value drops to 0.
- Either way, if both players' Army Morale values drop to 0 or less on the same turn, then the player with the higher Army Morale value wins a 'tactical victory'.

Battle 2: Escalating Engagement

In a less contested sector of the battle front, two patrols from opposing armies run into each other. As they clash, both sides call in reinforcements.

Scenario special rules

Army Morale; Objectives; Reserves

Armies

With your opponent, agree a maximum points value limit for the battle. Then build your army within this limit.

Maps



The original *Epic 40,000* texts are ambiguous and it's not clear exactly what 'edges' we should use for Reserves in this scenario. We have not yet settled on a particular interpretation, so there's a good chance that we'll change some of the details that you see here.

- Non-standard deployment edges — refer to the map.
- The two deployment zones represent the areas that opposing detachments are patrolling at the moment they sight each other. The deployment zones are in opposite corners of the playing area, 150 cm apart. Each is 90 cm deep, with a width that depends upon the width of your playing area (15 cm by default).

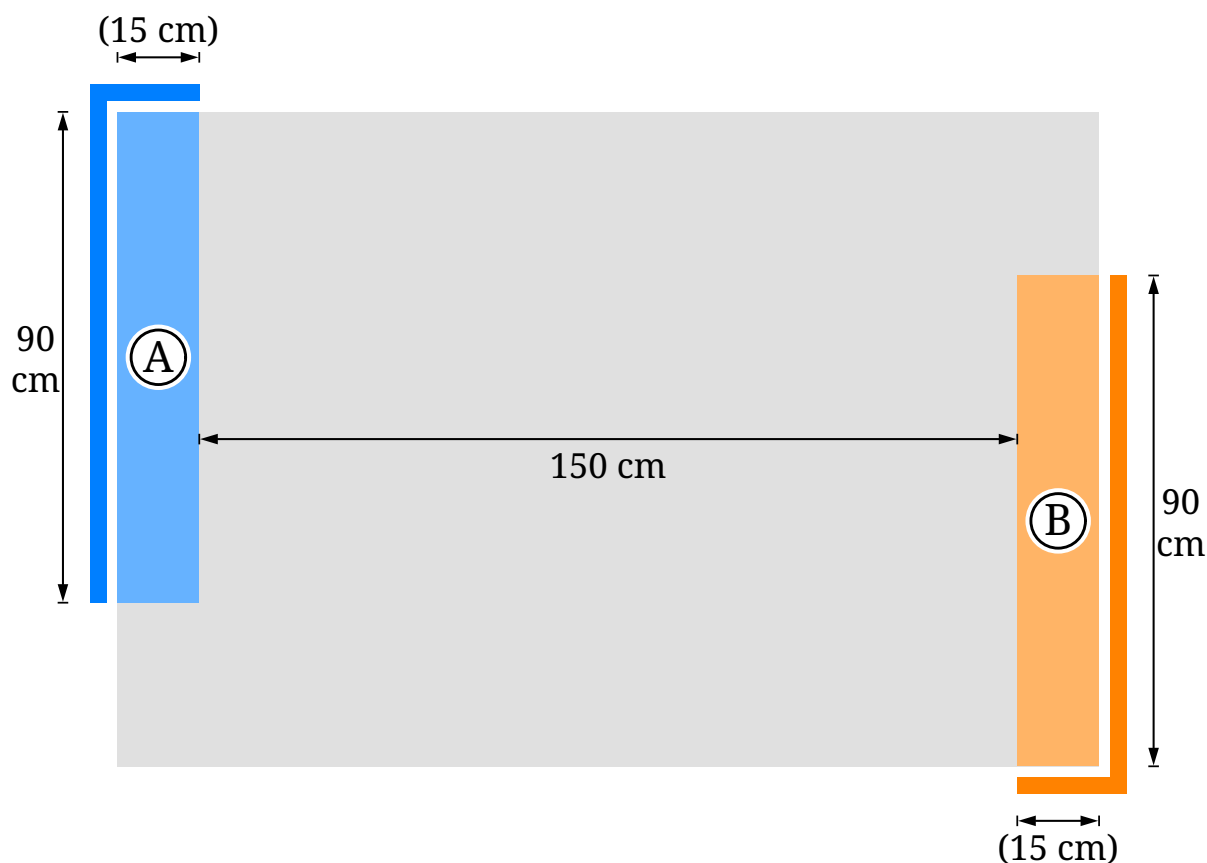


Figure 12. Deployment map

Legend

A Deployment zone A.

B Deployment zone B.

Setup

1. [Set up terrain](#) in the standard way.
2. Determine which player gets to choose their deployment edge/zone in the standard way. That player must then choose the deployment edge/zone that they prefer, and their opponent gets the opposite edge/zone (see [Maps](#)).
3. Choose your [objectives](#), as follows:
 - Each player must have one objective per 500 points in their army (round fractions up). You may each choose or pick at random from any of the standard objectives.

Example 8. Number of objectives

In a game with a limit of 1,800 points for each army, you will each have four objectives.

4. Place your objective markers in the standard way.

Disposition of forces

Determine the disposition of your forces.

1. Place all of your Flyer detachments in [Reserves](#).
2. If you have any detachments that qualify for the Reserves rules on their own merit, place them in Reserves.
3. You must deploy a single detachment during initial deployment, to represent your patrol force. This must be the Infantry/Vehicle detachment that has the lowest points value in the your army, except that it cannot be your Supreme commander detachment.
 - To be clear: Even if it is the lowest points value detachment in your army, do not use a War Engine or Flyer or Supreme Commander detachment for your patrol.

Keep your 'patrol detachment' at hand for your initial deployment.

4. Place all of your remaining detachments in Reserves.

Initial deployment

The player whose army has the lower Strategy Rating must deploy their patrol detachment first, in their deployment zone. Then the opposing player must deploy their patrol detachment in their deployment zone.

Play the game

Start the game in the usual way: Proceed to the Start phase.

Game length and victory conditions

Standard Army Morale win conditions apply: At the end of the Rally phase, if a player has an Army Morale value of zero or less then the game ends and the other player is the winner. ^[8]

- If this hasn't happened by the end of the 6th turn, then the player with the higher Army Morale value wins a 'tactical victory'.
- If both players' Army Morale values drop to 0 or less on the same turn, then the player with the higher Army Morale value wins a 'tactical victory'.

Battle 3: Dawn Assault

A formidable attacking force means to surprise and overwhelm the enemy's smaller defensive force. However, the defensive force is concealed in prepared positions among minefields and booby-traps. The attackers must be bold to find the defenders and overrun them before their reinforcements can turn the tide of battle.

Scenario special rules

[Army Morale](#); [Fortifications](#); [Hidden Setup](#); [Objectives](#); [Reserves](#)

Armies

With your opponent, agree a maximum points value limit for the battle. Then build your army within this limit.

Maps

- Standard deployment edges, but the Defender can also bring Reserves into play along adjacent edges that extend to the half-way line.
- The Defender's deployment zone extends from their deployment edge to the half-way line.
- The Attacker's deployment zone extends from their deployment edge to 20 cm onto the table.

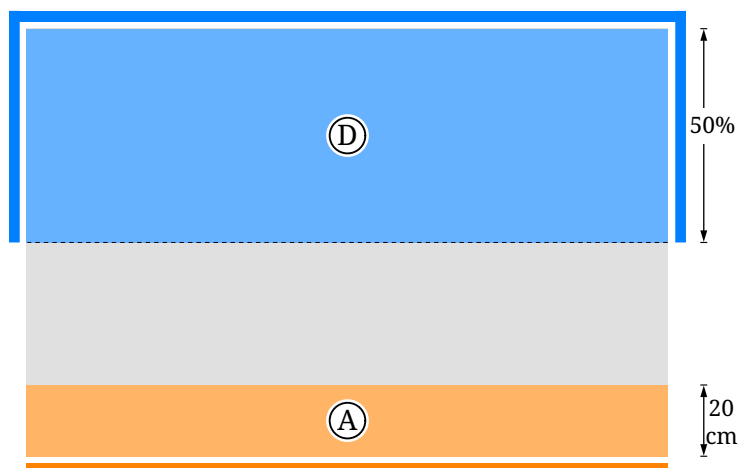


Figure 13. Long deployment edge

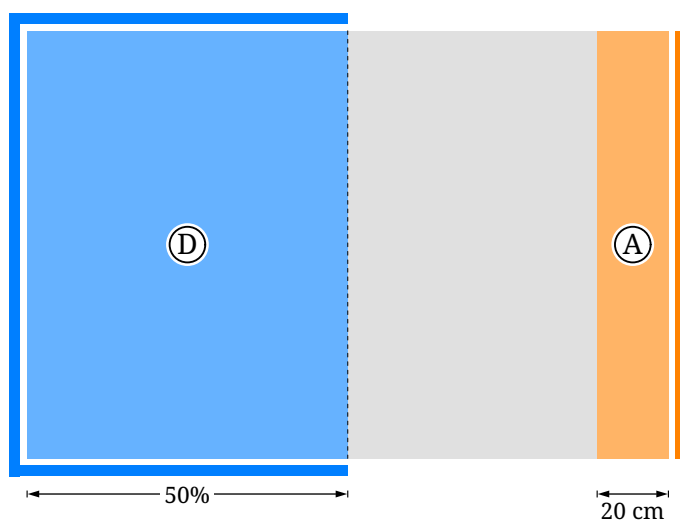


Figure 14. Short deployment edge

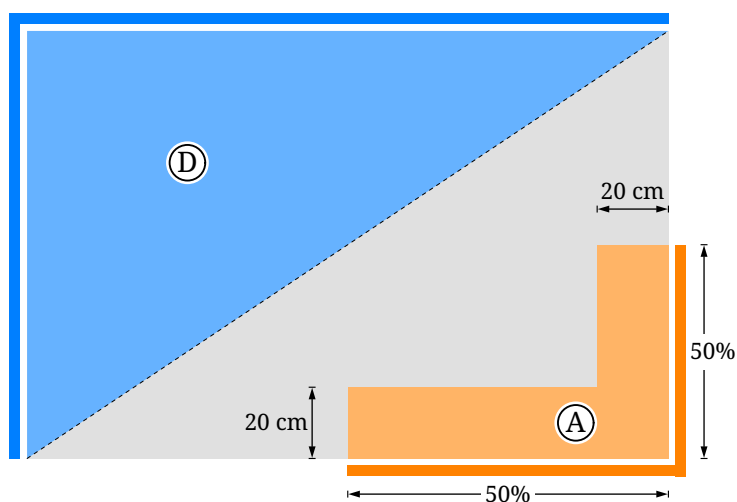


Figure 15. Corner deployment edge

Legend

A Attacker's deployment zone.

D Defender's deployment zone.

Setup

1. Decide who will be the **Attacker** and who will be the **Defender**.
2. **Set up terrain** in the standard way.
3. Determine which player gets to choose their deployment edge/zone in the standard way. That player must then choose the deployment edge/zone that they prefer, and their opponent gets the opposite edge/zone (see [Maps](#)).
4. Choose your **objectives**, as follows:
 - **Attacker:** You must have one objective per 500 points in your army (round fractions up). You may use any objectives, except for Rescue and Cleanse. You may either choose from among those available, or pick at random.
 - **Defender:** You must have one objective per 1,000 points in your army (rounding fractions **down**). You may use only Cleanse objectives.

Example 9. Number of objectives

In a 1,500 point game, the Attacker will have three objectives and the Defender will have one.

5. Place your objective markers.



You must place all objective markers in the Defender's half of the table. Apply other placement restrictions that don't conflict with this as normal.

The Attacker places the first objective marker and then the players alternate until they have placed all of the objective markers.

Disposition of forces

Attacker: Determine the disposition of your forces.

1. Place all of your Flyer detachments in [Reserves](#).
2. If you have any detachments that qualify for the Reserves rules on their own merit, place them in Reserves.
3. Keep all of your other detachments at hand for your initial deployment.

Defender: Determine the disposition of your forces.

1. Roll a D6 for each detachment in your army:

1 to 3: This detachment is part of your reinforcements — place it in [Reserves](#).

4 to 6: This detachment is part of your immediate defences. If it is a Flyer detachment, place it aside ready to bring into play in the first turn of the game. Otherwise, keep it at hand for your initial deployment. [TODO: What if it is a detachment that qualifies for the Reserves rules on its own merit? Place it aside ready to bring into play in the first turn of the game?]

You must deploy at least one detachment during initial deployment. So, if you did not roll 4 to 6 for any of your non-Flyer detachments then you must choose which detachment you will keep at hand for this purpose.

Initial deployment

1. **Defender:** You must deploy first.

- Deploy all of the detachments that you kept at hand for your initial deployment.
- Deploy within the Defender's deployment zone D (see [Maps](#)).
- For Infantry/Vehicle detachments, use the [Hidden Setup](#) rules.
- You may also use [Fortifications](#) if you wish.

[TODO: The original text is ambiguous — there's the requirement to use the Hidden Setup rules for Infantry/Vehicle detachments, and then it states that "all remaining defending detachments are in reserve at the start of the battle" — does this imply that War Engine detachments, which you can't hide, should be in Reserves?]

You may bring your Reserves detachments into play anywhere along the edges that include the Defender's deployment edge and up to half-way along the two adjacent edges of the table (see [Maps](#)).

2. **Attacker:** Deploy within the Attacker's deployment zone A (see [Maps](#)). You may bring your Reserves detachments into play anywhere along the Attacker's deployment edge.

Play the game

Start the game in the usual way: Proceed to the Start phase.

Game length and victory conditions

Standard Army Morale win conditions apply: At the end of the Rally phase, if a player has an Army Morale value of zero or less then the game ends and the other player is the winner. ^[9]

If this hasn't happened by the end of the 6th turn, or if both players' Army Morale values drop to 0 or less on the same turn, then calculate victory points as follows:

- Each player scores 2 victory points for each Take & Hold or Cleanse objective they control.
- The Attacker scores 1 victory point for each other objective that they achieved during the game.
- The Defender scores 1 victory point for each other objective that the Attacker did not achieve during the game.

The player with the most victory points is the winner.

Battle 4: Blitzkrieg!

A rapid offensive has penetrated into lightly defended enemy territory. The attackers must swiftly overcome scattered resistance and seize objectives before fresh defenders appear.

Scenario special rules

[Army Morale](#); [Fortifications](#); [Hidden Setup](#); [Objectives](#); [Reserves](#)

Armies

With your opponent, agree a maximum points value limit for the battle. Then build your army within this limit.

Maps

- Standard deployment edges, but the Defender can also bring Reserves into play along all edges except for the Attacker's deployment edge — refer to the maps.
- The Defender's deployment zone covers the entire table, except within 20 cm of the Attacker's deployment edge.
- The Attacker's has no deployment zone, only a deployment edge.

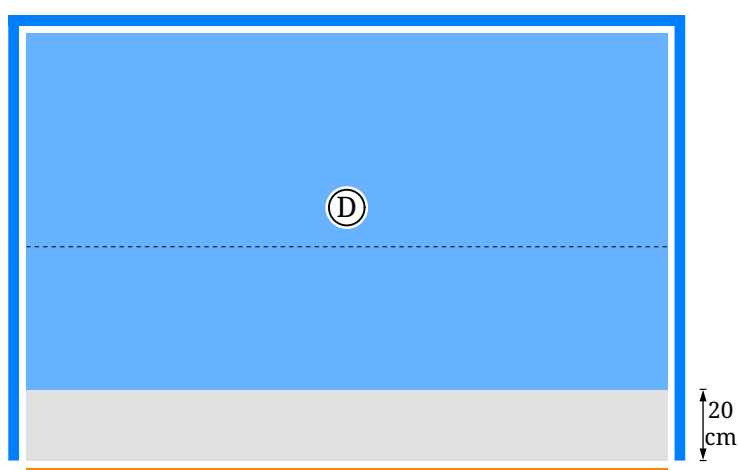


Figure 16. Long deployment edge

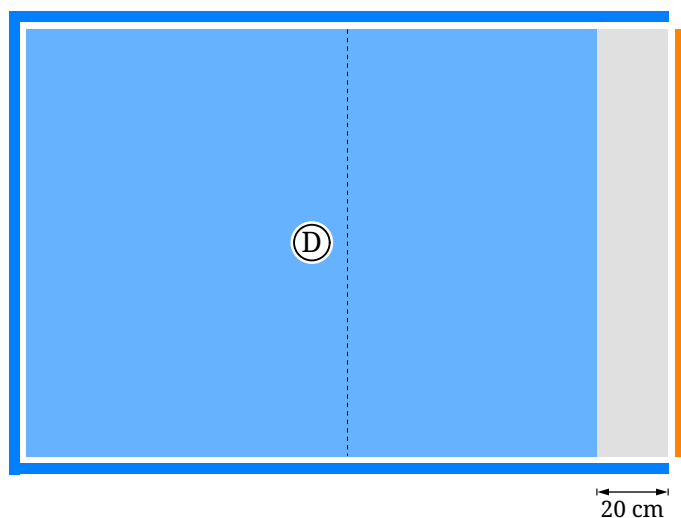


Figure 17. Short deployment edge

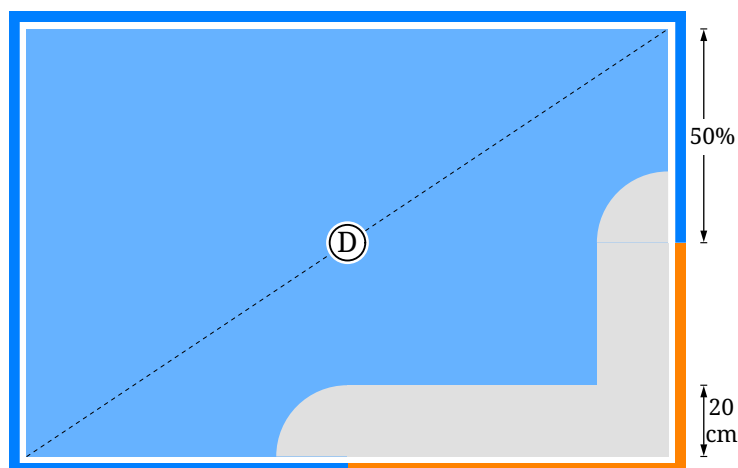


Figure 18. Corner deployment edge

Legend

D Defender's deployment zone.

Setup

1. Determine who will be the **Attacker** and who will be the **Defender**.
2. [Set up terrain](#) in the standard way.
3. **Defender:** Chooses which deployment edge the **Attacker** must use for deployment. You may choose a standard short edge, long edge or corner—but usually you'll find it more to your advantage to give the Attacker a short deployment edge (see [Maps](#)).
4. Choose your [objectives](#), as follows:
 - **Attacker:** You must have one objective per 500 points in your army (round fractions up). You may use any objectives, except for Rescue and Cleanse. You may either choose from among those available, or pick at random.
 - **Defender:** You must have one objective per 1,000 points in your army (round fractions **down**). You may use only Cleanse objectives.

Example 10. Number of objectives

In a 1,500 point game, the Attacker will have three objectives and the Defender will have one.

5. Place your objective markers. The Attacker must be first to place an objective marker, and then the players alternate until they have placed all of their objective markers.



You must place all objective markers in the Defender's half of the table. Apply other placement restrictions that don't conflict with this as normal.

Disposition of forces

Attacker: Determine the disposition of your forces.

1. Place all of your Flyer detachments in [Reserves](#).
2. If you have any detachments that qualify for the Reserves rules on their own merit, place them in Reserves.
3. Keep the rest of your detachments at hand for initial deployment.

Defender: Determine the disposition of your forces.

1. Roll a D6 for each detachment in your army:

1 to 5: This detachment is part of your reinforcements — place it in [Reserves](#).

6: This detachment is part of your immediate defences. If it is a Flyer detachment, place it aside ready to bring into play in the first turn of the game. Otherwise, keep it at hand for your initial deployment. [TODO: What if it is a detachment that qualifies for the Reserves rules on its own merit? Place it aside ready to bring into play in the first turn of the game?]

You must deploy at least one detachment during initial deployment. So, if you did not roll 6 for any of your non-Flyer detachments then you must randomly determine one detachment to keep at hand for this purpose.

Initial deployment

1. **Defender:** You must deploy first.

- Deploy all of the detachments that you kept at hand for your initial deployment.
- Deploy within the Defender's deployment zone D (see [Maps](#)).
- For Infantry/Vehicle detachments, use the [Hidden Setup](#) rules.
- You may also use [Fortifications](#) if you wish.

[TODO: The original text is ambiguous — there's the requirement to use the Hidden Setup rules for Infantry/Vehicle detachments, and then the final bullet states that "all remaining defending detachments are in reserve at the start of the battle" — does this imply that War Engine detachments, which you can't hide, should be in Reserves?]

You may bring your Reserves detachments into play anywhere along any edge except for the Attacker's deployment edge (see [Maps](#)).

2. **Attacker:** Do not deploy any detachments yet. Instead, place HQ units to indicate where the detachments that you kept at hand for initial deployment will enter play during the game.
 - a. Pick an HQ unit to be first, and place it to indicate any point along your deployment edge.
 - b. Each other HQ unit you place must indicate a point that is on your deployment edge **and** within 15 cm of the point that your first HQ unit indicates.
 - c. You may 'stack' multiple HQ units in a column, to indicate the same point on your deployment edge — you might want to do this where a road crosses the table edge, for example.
 - d. You may choose one detachment per 1,000 points of the maximum points value limit (or part thereof — round up) to be a

flanking detachment, if you wish. You may place the HQ units of your flanking detachments to indicate any point along your deployment edge, rather than only within 15 cm of the point you indicated with the first HQ unit you placed.

Play the game

Start the game in the usual way: Proceed to the Start phase.

Attacker: When you reach the first Movement phase and it is your turn to complete your moves, put into play the detachments that correspond to the HQ units you placed. Each time you put a detachment into play, measure the movement of its units — including its HQ unit — from the point that its HQ unit indicates on your deployment edge.

Game length and victory conditions

Standard Army Morale win conditions apply: At the end of the Rally phase, if a player has an Army Morale value of zero or less then the game ends and the other player is the winner. ^[10]

If this hasn't happened by the end of the 6th turn, or if both players' Army Morale values drop to 0 or less on the same turn, then calculate victory points as follows:

- Each player scores 2 victory points for each Take & Hold or Cleanse objective they control.
- The Attacker scores 1 victory point for each other objective that they achieved during the game.
- The Defender scores 1 victory point for each other objective that the Attacker did not achieve during the game.

The player with the most victory points is the winner.

Battle 5: Ambush

An army has laid a daring ambush to catch an enemy army on the march. The first wave of ambushers must exploit the element of surprise to the full while they bring in reinforcements to crush their confused opponents. The defenders must scramble to organise an effective resistance so they can survive the ambush.

Scenario special rules

[Army Morale](#); [Hidden Setup](#); [Reserves](#)

Armies

With your opponent, agree a maximum points value limit for the battle. Then build your army within this limit.

Maps



The original *Epic 40,000* texts are ambiguous and it's not clear exactly what 'edges' we should use for Reserves in this scenario. We have not yet settled on a particular interpretation, so there's a good chance that we'll change some of the details that you see here.

- Non-standard deployment edges — refer to the map.
- The Defender's deployment zone is 30 cm deep and extends along adjacent short and long table edges, an L-shaped area.
- The Attacker's deployment zone extends over the rest of the table that is not within 15 cm of the Defender's deployment zone, a rectangular area. The Attackers Reserves detachments may enter battle from [TODO: ...from where, exactly?]

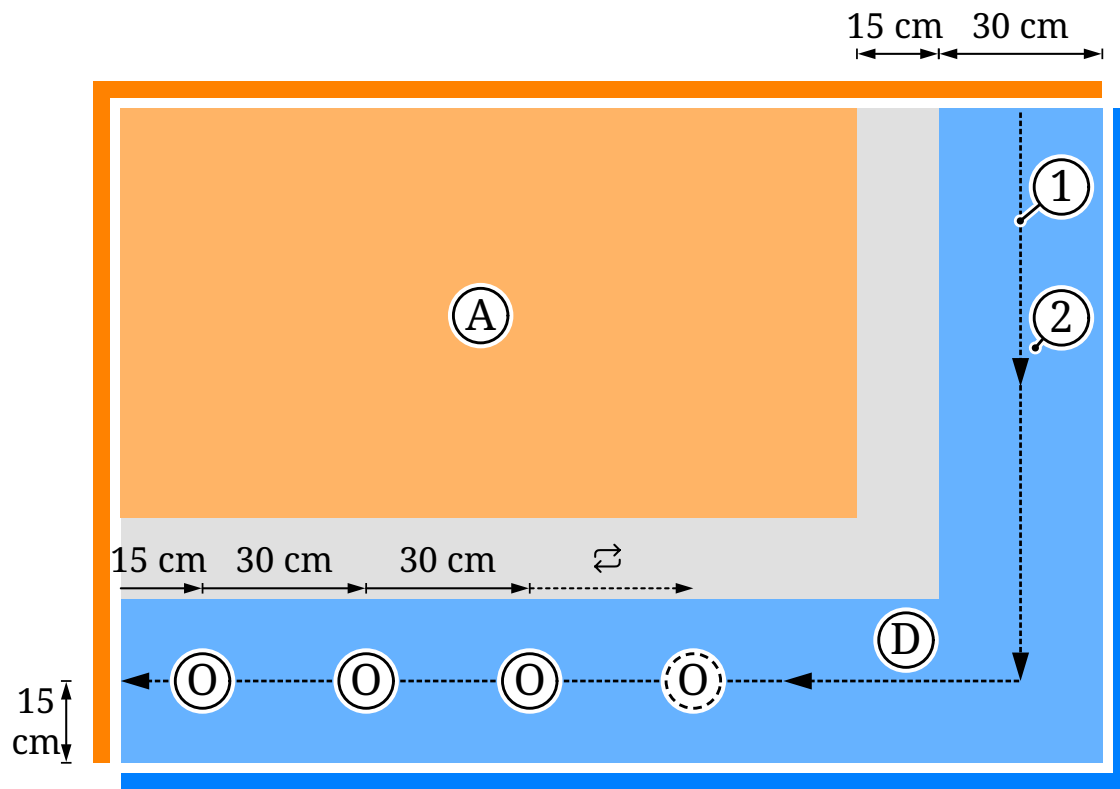


Figure 19. Detailed map

Legend

- A Attacker's deployment zone.
- D Defender's deployment zone.
- O Defender's objective marker.
- 1 Route of March.
- 2 Direction of March.

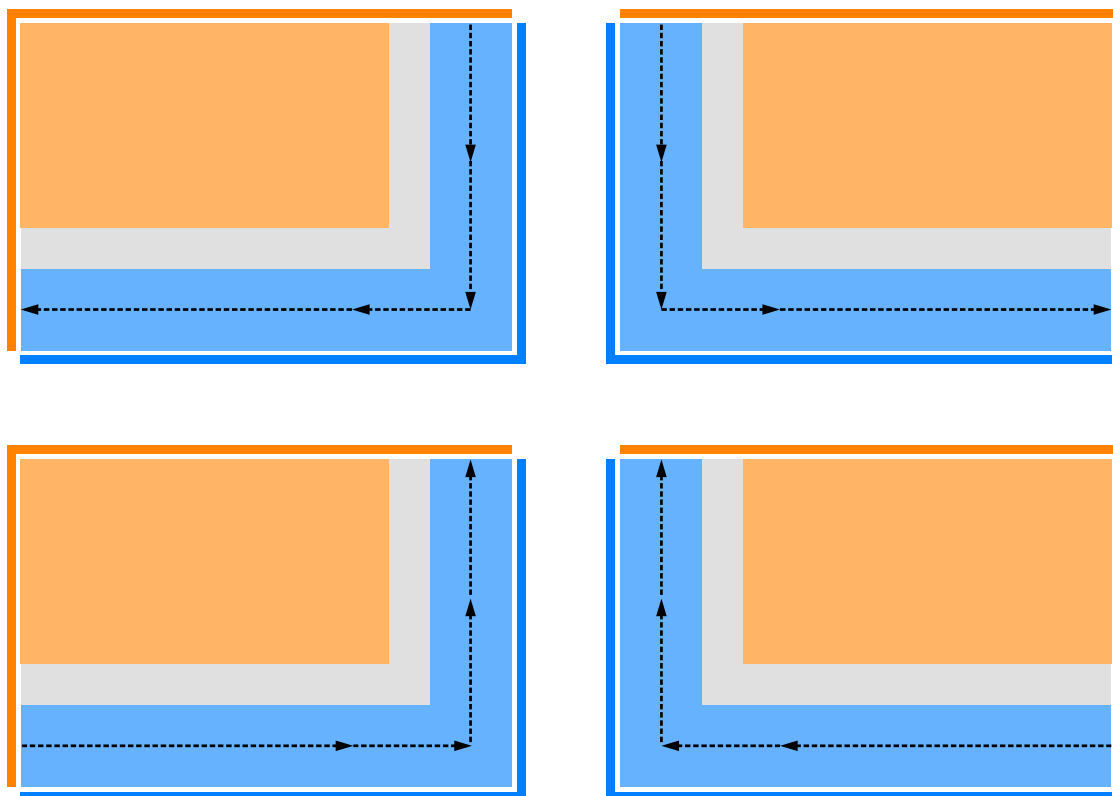


Figure 20. Map variant diagrams [TODO: An idea — to be confirmed.]

Setup

1. Determine who will be the **Attacker** (ambusher) and who will be the **Defender**.
2. [Set up terrain](#) in the standard way.
3. Determine which player gets to choose their deployment edge/zone in the standard way. That player must then choose the deployment edge/zone that they prefer, and their opponent gets the opposite edge/zone (see [Maps](#)).
4. Choose your [objectives](#), as follows:
 - Each player must have one objective per 500 points in their army (round fractions up).
 - **Attacker:** You may use only Capture and/or Bunker objectives. Ideally, your markers represent immobilised transport vehicles that we assume to have cargoes of ammunition and other supplies.
 - **Defender:** You may use only Cleanse objectives.

Example 11. Number of objectives

In a game with a limit of 1,800 points for each army, you will each have four objectives.

5. Place your objective markers. The Defender must place all of theirs first.



Both players must place all objective markers in the Defender's deployment zone, along the route of march. Apply other placement restrictions that don't conflict with this as normal.

[TODO: Given that the objectives rules were tacked on as an afterthought for the original version of this scenario, via an update in a magazine: Verify — do these criteria actually make sense in practice, are there any other restrictions or odd edge cases to account for?]

- a. **Defender:** The first objective marker that you place must be 15 cm away from the point where the route of march exits the table edge (and 15 cm away from the other table edge, as normal). Your second must be 30 cm farther back along the route of march from the first. Your third must be 30 cm farther back along the route of march from the second. And so

on, until you have placed all of your objective markers.

- b. **Attacker:** Place your objective markers along the route of march, subject to the normal restrictions for placing objectives—that is, not within 15 cm of each other or any table edge. Also, place your objectives no farther along the route of march than the most forward defending detachment.

[TODO: Clarify: Can either player place their objective markers to mark points that are >15<30 cm from the nearest table edge, or must all the points be **exactly** 15 cm from the nearest table edge, in the exact centre of the route of march?]

Disposition of forces

Attacker: Determine the disposition of your forces. ^[11]

1. Place all of your War Engines detachments in [Reserves](#).
2. From the rest of your army, choose the detachments that will form your initial ambush force.
 - The total points value of this force must be no more than half of the maximum points value limit for this battle.
 - This force must include your Supreme Commander detachment, if you have one—keep this at hand for initial deployment. (They're the brains behind the ambush, and they want the glory!)
 - Where you choose a Flyer detachment, place it aside ready to bring into play in the first turn of the game.
 - Where you choose an Infantry and/or Vehicle detachment, keep it at hand for your initial deployment.
3. Place all of your remaining detachments in Reserves.

Defender: Determine the disposition of your forces.

1. Place all of your Flyer detachments in [Reserves](#).
2. If you have any detachments that qualify for the Reserves rules on their own merit, place them in Reserves.
3. Keep all of your other detachments at hand for your initial deployment.

Initial deployment

1. **Defender:** You must deploy first. Deploy your detachments one after another, within the Defender's deployment zone D, as follows:



All of your units must face in the direction of march.

- a. The first detachment that you place must have at least one unit in contact with the table edge where the column enters the playing area.
 - b. You must place the next detachment farther along the column of march, with all of its units ahead of those of the first detachment.
 - c. You must place the third detachment ahead of the second, and so on.
 - d. Once you have placed all of your non-Reserves detachments, they should form a single long column that runs along the direction of march. Defending Flyer detachments are in Reserves at the start of the battle.
2. **Attacker:** Use the [Hidden Setup](#) rules to deploy all of the detachments that you kept at hand for your initial deployment. Deploy within the Attacker's deployment zone A (see [Maps](#)).

[TODO: Given the earlier bullet points, there should only be Vehicle and Infantry detachments at hand for initial deployment, so I've rationalised the text. But, there's a conundrum that was slightly easier to spot in the original text: What if the Supreme Commander detachment (which must be deployed) is also a War Engine detachment (which must be in Reserves and can't be hidden...?)]

Play the game

Start the game in the usual way: Proceed to the Start phase.

Game length and victory conditions

Standard Army Morale win conditions apply: At the end of the Rally phase, if a player has an Army Morale value of zero or less then the game ends and the other player is the winner. ^[12]

If this hasn't happened by the end of the 4th turn, or if both players' Army Morale values drop to 0 or less on the same turn, then the player with the higher Army Morale value wins. [TODO: This leaves some unclear edge cases that we could avoid — use more complete text similar to that in Meeting Engagement instead?]

Battle 6: Planetary Assault

The initial efforts to land forces from orbit and gain a foothold on a planet have led to some of the bloodiest battles in the 41st millennium. Here, a defending force must fight with all the ferocity it can muster to repel the attacking force that seeks to secure and expand its landing zone.

Scenario special rules

[Army Morale](#); [Drop Pods](#); [Fortifications](#); [Hidden Setup](#); [Objectives](#); [Reserves](#)

Armies

With your opponent, agree a maximum points value limit for the battle. Then build your army within this limit.

This scenario does not lend itself well to a randomised approach in which you choose balanced armies in advance and then randomise which army will attack and which will defend. Instead, we recommend that you decide in advance which player will be the Attacker and which the Defender — and then build specialist armies as appropriate.

Maps

^[13]

- Non-standard deployment edges: **After** the Defender completes their initial deployment in their deployment zone, the Attacker chooses a deployment edge that they will use to bring their Reserves into play. The Defender then gets all remaining edges to bring their Reserves into play.
- The Defender's deployment zone covers the entire table, except within 15 cm of each table edge.
- The Attacker has no deployment zone, only the deployment edge that they choose after the Defender completes their initial deployment.

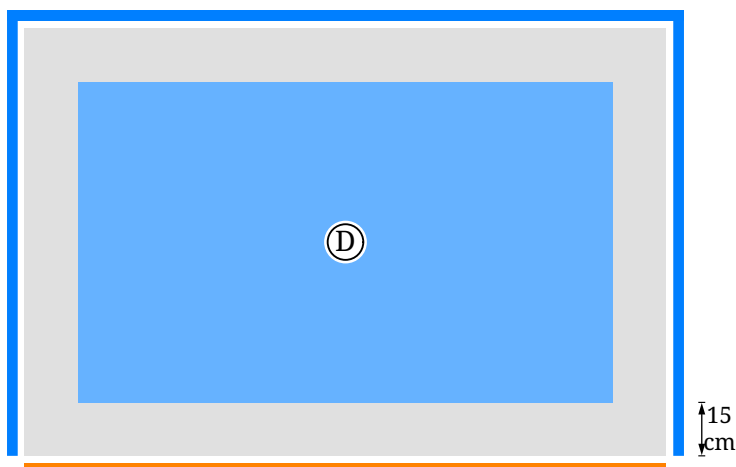


Figure 21. Long deployment edge

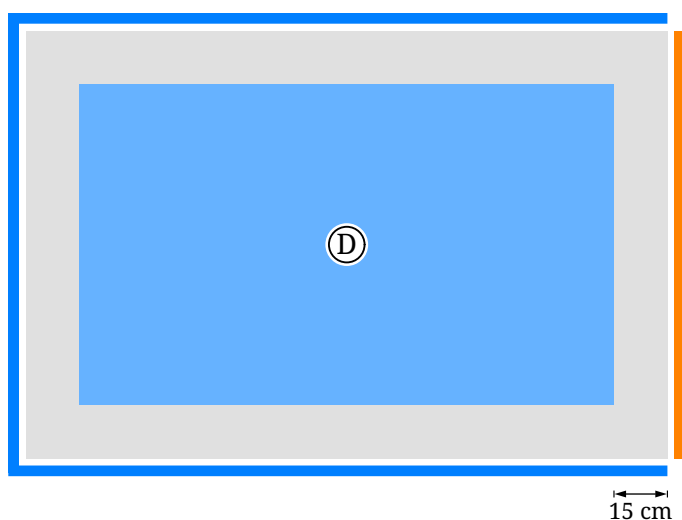


Figure 22. Short deployment edge

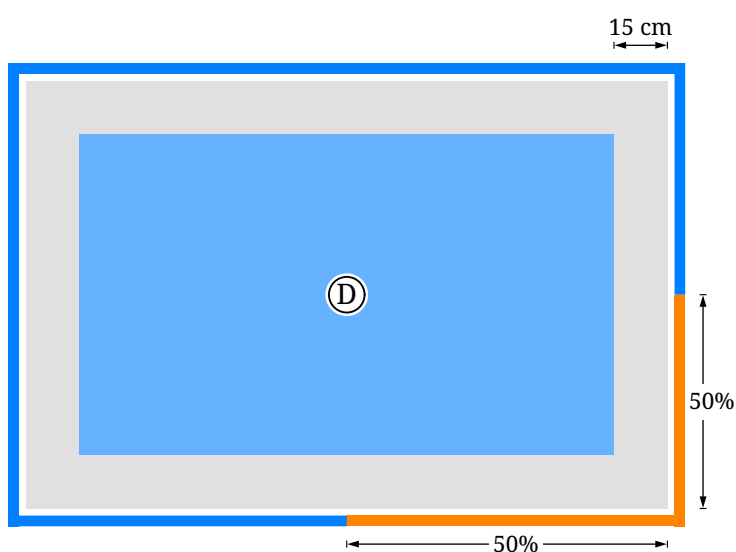


Figure 23. Corner deployment edge

Legend

D Defender's deployment zone.

Setup

1. Determine who will be the **Attacker** and who will be the **Defender**.
2. [Set up terrain](#) in the standard way.
3. Unlike most scenarios, you do not determine deployment edges at this point—but the Defender automatically gets the Defender's deployment zone D (see [Maps](#)).
4. Choose your [objectives](#), as follows:
 - **Attacker:** You must have one objective per 500 points in your army (round fractions **up**). You may use any objectives, except for Rescue and Cleanse. Either choose from among those available, or pick at random.
 - **Defender:** You must have one objective per 1,000 points in your army (round fractions **down**). You may use only Cleanse objectives.

Example 12. Number of objectives

In a 1,500 point game, the Attacker will have three objectives and the Defender will have one.

- Place your objective markers. The Attacker must place one of their objective markers first, then alternate until both players have placed all of their objective markers.

Disposition of forces

Attacker: Determine the disposition of your forces. You may do this **after** you see the defender's initial deployment, if you wish.
[14]

- Split your army into two parts, to represent two separate assault waves:

- The part that represents the first assault wave **must** contain all of your army's Flyer detachments, and **may** contain any other detachments. This part is available for you to deploy in the first turn of the game — but you may only bring troops in this part into play if they are transported by Flyer transport units, or if they are valid Drop Pods detachments.

[TODO: Clarify: Exactly what does the term 'troops' mean here? The natural assumption is that it means Infantry units, but it seems like it should actually mean all valid 'cargo' units — which can include Vehicle units in some cases (and could potentially include specific War Engine units in this project in due course)? What if this part includes units that don't qualify and must be left behind? Should we apply a note like that in Meeting Engagement about counting them as destroyed, or should we reformat the instructions so that this can't happen, or... something else?]

[TODO: Clarify: What about other detachments that qualify for the Reserves rules on their own merit, aside from Drop Pods? I seem to recall text somewhere that states something to the effect that "Tunnellers don't count as Drop Pods for the Planetary Assault scenario" — but should any other detachments count, through the 'Deep Strike' ability or whatever?]

- The part that represents the second assault wave contains all the rest of detachments in your army. (We assume that the attacking army landed these detachments in the nearby landing zone in light orbital transports that they didn't want to risk in a 'hot' landing zone.) Place all detachments in this part in [Reserves](#), to enter play under the normal Reserves rules.

[TODO: Clarify: Is there any minimum requirement for the second assault wave, such as at least one detachment? Otherwise there could be just the first assault wave, no second wave — is this intended/acceptable?]

Defender: Determine the disposition of your forces.

- Place all of your War Engines detachments in [Reserves](#).
- Aside from the above, roll a D6 for each detachment in your army:

1 to 3: This detachment is part of your reinforcements — place it in [Reserves](#).

4 to 6: This detachment is part of your immediate defences. If it is a Flyer detachment, place it aside ready to bring into play in the first turn of the game. If it is an Infantry and/or Vehicle detachment, keep it at hand for your initial deployment. [TODO: What if it is a detachment that qualifies for the Reserves rules on its own merit? Place it aside ready to bring into play in the first turn of the game?]

You must deploy at least one detachment during initial deployment. So, if you did not roll 4 to 6 for any of your non-Flyer detachments then you must randomly determine one detachment to keep at hand for this purpose.

Initial deployment

- Defender:** You must deploy first.
 - Deploy within the Defender's deployment zone D (see [Maps](#)).
 - Use the [Hidden Setup](#) rules to deploy all of the detachments that you kept at hand for your initial deployment.
 - You may also use [Fortifications](#) if you wish.
- Attacker:** Choose a deployment edge (see [Maps](#)). This represents the proximity of your army's primary landing zone, and is where you can bring your Reserves detachments into play later. The Defender may use any or all of the other edges to bring their Reserves detachments into play later.
- Attacker:** You have no initial deployment — all your forces arrive in the first turn or later (see [Disposition of forces](#)).

Play the game

Start the game in the usual way: Proceed to the Start phase.

Defender: In the first turn only, when any of your hidden detachments are revealed, roll a D6:

- **1 to 3:** The attackers surprise this detachment, and it is now in disarray. Place an Order marker to indicate that it is subject to the Broken condition. (The standard rules apply, so you can try to rally the detachment in the Rally phase).
- **4 to 6:** The detachment is alert and ready for battle. You may use it as normal.

Game length and victory conditions

Standard Army Morale win conditions apply: At the end of the Rally phase, if a player has an Army Morale value of zero or less then the game ends and the other player is the winner. ^[15]

If this hasn't happened by the end of the 6th turn, or if both players' Army Morale values drop to 0 or less on the same turn, then calculate victory points as follows:

- Each player scores 2 victory points for each Take & Hold or Cleanse objective they control.
- The Attacker scores 1 victory point for each other objective that they achieved during the game.
- The Defender scores 1 victory point for each other objective that the Attacker did not achieve during the game.

The player with the most victory points is the winner.

The Fog of War

Two armies clash in disputed territory. Neither commander knows the size or goals of the opposing force. All they know is the size and composition of their own force, and what their high command expects them to achieve.



The random nature of the missions in The Fog of War means that some extreme combinations can lead to very short or unbalanced games. Several of the missions can also be difficult for armies that are especially slow-moving. But, much of the point of The Fog of War is to put a genuine element of the unknown into games, and to encourage you to work with what you have.

A good way to approach this is to play two or three The Fog of War battles in one session, to give things a chance to even out.



The Fog of War can also be useful for campaigns:

- Use it as-is, to generate some randomised scenarios in your campaign.
- Use the missions as inspiration for your own scenarios.
- Arrange battles such that each player must allocate their forces between several different missions.

Scenario special rules

Objectives; Reserves—note that this scenario modifies the usual rules for arrival of Reserves, as we describe at [Reserves detachments arrival \(modified\)](#)

You will also need a pack of ordinary playing cards.

Armies

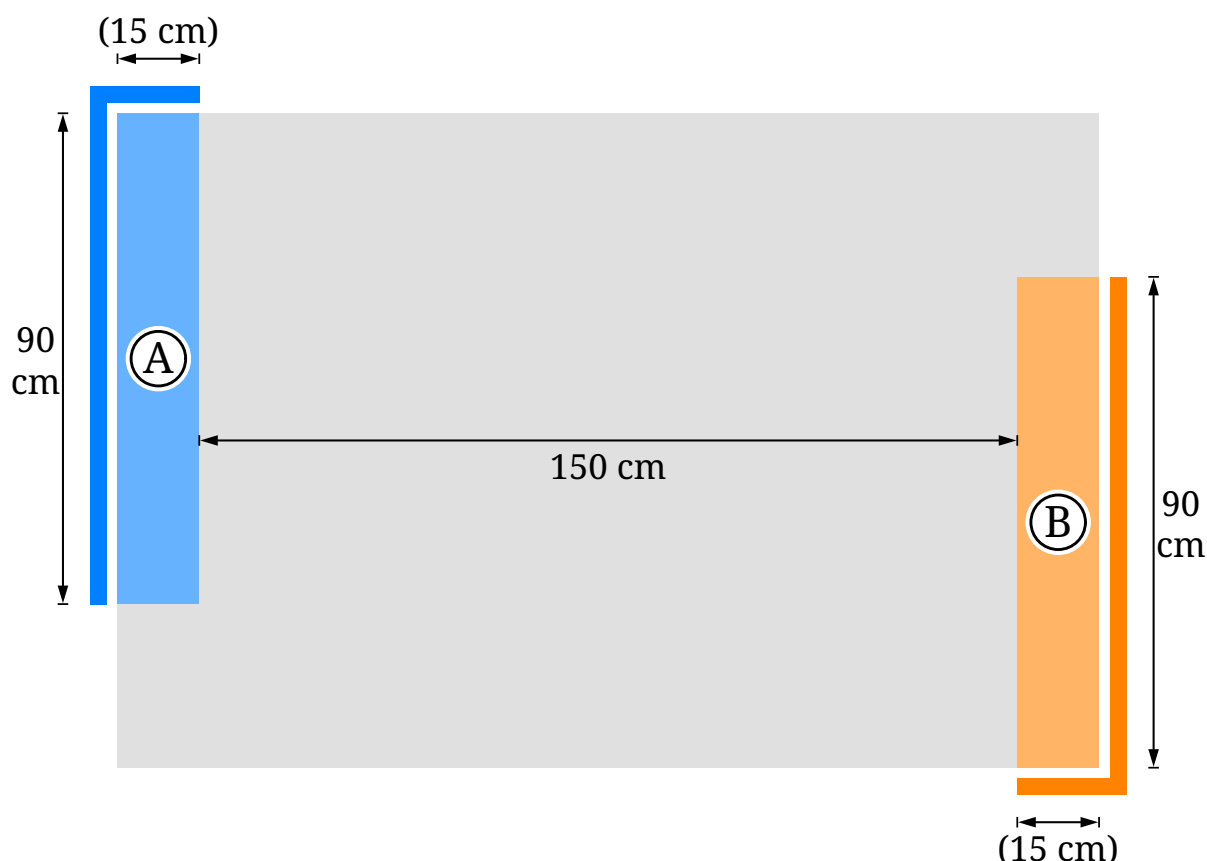
With your opponent, agree a maximum points value limit for the battle. Then build your army within this limit.

Maps



The original *Epic 40,000* texts are ambiguous and it's not clear exactly what 'edges' we should use for Reserves in this scenario. We have not yet settled on a particular interpretation, so there's a good chance that we'll change some of the details that you see here.

- Non-standard deployment edges — refer to the map.
- The two deployment zones represent the areas that opposing detachments are patrolling at the moment they sight each other. The deployment zones are in opposite corners of the playing area, 150 cm apart. Each is 90 cm deep, with a width that depends upon the width of your playing area (15 cm by default).



Legend

A Deployment zone A.

B Deployment zone B.

Setup

1. [Set up terrain](#) in the standard way.
2. Determine which player gets to choose their deployment edge/zone in the standard way. That player must then choose the deployment edge/zone that they prefer, and their opponent gets the opposite edge/zone (see [Maps](#)).
3. Choose your [objectives](#), as follows:
 - Each player must have one Capture, two Take & Hold and one Cleanse objective.
4. Place your objective markers in the standard way. The player whose army has the lower Strategy Rating must one of their objective markers first. Then alternate until both players have placed all of their objective markers.
5. Determine your mission and the forces that are available to you. Each player must act as follows:
 - a. Draw a playing card at random.
 - b. Look at the face of the card, but do not reveal it to your opponent.

- c. Find the corresponding entry at [Fog of War missions list](#) and familiarise yourself with your mission — and note how much of your army you'll get (the 'force size').
- d. Place your card aside, face down.

Disposition of forces

Determine the disposition of your forces.

1. Place all of your Flyer detachments in [Reserves](#).
2. Place all of your War Engine detachments in Reserves.
3. Place your Supreme Commander detachment in Reserves.
4. If you have any detachments that you normally **must** place in Reserves, place them in Reserves.
5. From your remaining detachments, determine one to deploy during initial deployment — this represents your patrol force, the **vanguard** of your army. This must be the Infantry/Vehicle detachment that has the lowest points value among the remaining detachments in the your army.

Keep this vanguard detachment at hand for your initial deployment.

To be clear: Even if it is the lowest points value detachment in your army, do not use a Flyer, War Engine or Supreme Commander detachment for your vanguard.

6. Place the rest of your detachments in Reserves. Aside from your vanguard detachment, all of the detachments in your army are now in Reserves.
7. Check your mission's force size, and decide which of your Reserves detachments you will actually use in your force for this scenario.



Some of these steps will seem redundant when you have a small force size — but when you go through the motions anyway, you give your opponent fewer clues about the nature of your mission.

Initial deployment

The player whose army has the lower Strategy Rating must deploy their vanguard detachment first, in their deployment zone. Then the opposing player must deploy their vanguard detachment in their deployment zone.

Play the game

Start

Start the game in the usual way: Proceed to the Start phase.

Reserves detachments arrival (modified)

The standard rules for arrival of Reserves detachments would reveal to your opponent exactly how many Reserves detachments you have — another major clue about the nature of your mission. So, for this scenario, use these arrival rules instead:

1. You may bring your Reserves detachments into play during the Start phase of each turn after the first.
2. The number of Reserve detachments that you may then bring into play depends on the number of them that you decided to use in your force before the start of the game:

Table 5. Fog of War Reserves Arrival table

Number of Reserves detachments at the outset	Number that you may bring into play each turn
1–5 detachments	One per turn
6–10 detachments	Up to two per turn
11–15 detachments	Up to three per turn
...and so on	...and so on

3. **Choose** which available Reserves detachments you will put into play. When you put a Reserves detachment into play, proceed as normal — place its HQ unit to indicate a point on your deployment edge, and move the detachment into play from this point during the Movement phase.

Discovering your opponent’s mission

During the course of the game, you may be able to discover the nature of your opponent’s secret mission. There are two ways that this can happen (aside from your own guesswork based on your opponent’s behaviour of course): **tactical analysis** and **psychic precognition**.

— Tactical analysis

Observation of the enemy forces, tactics and movement can give you a general idea of their objectives. The longer the engagement goes on, the easier it becomes to work out just what the foe is up to. At the end of each Rally phase, roll a D6 and consult the table below; if you get the required score then your opponent must reveal their mission.

Table 6. Fog of War Tactical Analysis table

Turn	#1	#2	#3	#4	#5
Score required on D6*	6+	5+	4+	3+	2+
*If your ·Supreme Commander· unit is in the playing area, then you may re-roll the die.					

— Psychic precognition

Psykers can often pick up fragments of information, impressions of the potential future and of what enemy plans may be. At the end of each Rally phase, roll a D6 for every ·Psyker· unit that you have within 45 cm of any enemy unit: If you score a 6 on any of these dice, then your psykers perceive the enemy’s plans — your opponent must reveal their mission.

Game length and victory conditions

The first player to achieve their mission objective wins at the end of the Rally phase on the turn they achieve it.

If both players achieve their mission objective on the same turn, or neither player has done so by the end of the 6th turn, then the battle is a draw and neither player wins.

Fog of War missions list

Use a standard deck of playing cards, minus the Joker cards. Shuffle, draw a card at random, and compare below to see what mission you have, and what force size it grants you.

Where the force size states "Vanguard +X%", this means that you must choose detachments from your army that have a combined points value total of up to X% of the maximum points value limit that you agreed for this scenario. You may choose only complete detachments.



Example 13. Force size

You and your opponent agree a maximum points value limit of 2,000 points for this scenario. You draw a mission which allows you "Vanguard +25%". So, you will use your vanguard, plus any number of complete detachments you choose whose points values total no more than 500 points.

▼ 2 — Stall them

Force size: Vanguard only

Mission details: Slow the enemy to buy some time — form a strongpoint with your vanguard and and hold on to the last individual. To achieve your mission:

- At the end of the 4th turn, have at least one unit of your vanguard still in the playing area and not subject to the Broken condition.

▼ 3 — *Thorn in their side*

Force size: Vanguard only

Mission details: Deliver a sharp counter-attack to slow down the enemy, and then retreat. To achieve your mission:

- Destroy at least one enemy unit and make sure that you suffer no more than twice as many losses as your opponent (in terms of number of units and/or Damage Capacity lost).
- Retreat your vanguard units off of the table edge anywhere along your deployment zone by the end of the 4th turn.
- At the end of the 4th turn, any of your units that remain in the playing area are destroyed and count towards your losses.

[TODO: Perhaps adjust this mission or add some suggestions. Seems like these casualty-based criteria would make some matchups especially unbalanced — particularly when facing an enemy that has aircraft (given likely lack of anti-aircraft weapons), or when low-value/weak horde-type forces face high-value/tough elite forces (the whole point of horde armies is that they can absorb a lot more losses, but this casualty-based scoring treats all armies the same).

▼ 4 — *Behind the lines*

Force size: Vanguard +25%

Mission details: It seems like the enemy is building up to a big assault in the near future in this sector of the battle front. Slip past the enemy's front line forces and cause trouble in their rear to upset their plans. To achieve your mission:

- Exit a detachment off the table edge that runs along your opponent's deployment zone. Detachments that are at half strength or less do not count for this. ^[16]

▼ 5 — *Repel them*

Force size: Vanguard +25%

Mission details: Move out and grab a new strongpoint, and then dig in and stop any possible enemy assault. Casualties are of no consequence! To achieve your mission:

- At the end of the 4th turn, or any later turn, control one Take & Hold objective and your Cleanse objective. ^[17]

▼ 6 — *Capture and repel*

Force size: Vanguard +50%

Mission details: Drive the enemy forces back and capture something important that happens to be on the battlefield. Casualties are not a consideration! To achieve your mission:

- At the end of the 4th turn, or any later turn, control one Take & Hold objective and your Capture objective.

▼ 7 — *Delay and conserve*

Force size: Vanguard +50%

Mission details: Delay the enemy but conserve your forces as they are needed for a counter-attack later. To achieve your mission:

- Maintain control of your Cleanse objective until the end of the 4th turn, and exit two of your detachments off the table edge of your own deployment zone. Detachments that are at half strength or less do not count for this. ^[16]

▼ 8 — *Pin them down*

Force size: Vanguard +50%

Mission details: Pin down the enemy force, to keep them busy while friendly forces conduct an attack in a nearby sector. To achieve your mission:

- Either destroy one enemy detachment or reduce any two enemy detachments to half strength. ^[16] And, make sure that you suffer no more than twice as many losses as your opponent (in terms of number of units and/or Damage Capacity lost). If both of these conditions are true at the end of any turn then you achieve your mission.

▼ 9 — *Hold the front*

Force size: Vanguard +75%

Mission details: You have a large force and have been ordered to hold a wide front. To achieve your mission:

- At the end of the 4th turn, or any later turn, control both of your Take & Hold objectives and your Cleanse objective. ^[17]

▼ 10 — *Guard the flank*

Force size: Vanguard +75%

Mission details: Your force guards the flank of a major offensive. Drive the enemy forces back, to establish and hold a defensive perimeter. To achieve your mission:

- At the end of the 4th turn, or any later turn, control both of your Take & Hold objectives and your Capture objective.

▼ *Jack — Crush them*

Force size: Entire army

Mission details: Crush the enemy forces. To achieve your mission:

- Either destroy one enemy detachment or reduce any two enemy to half strength. ^[16] And, make sure that you suffer no more than twice as many losses as your opponent (in terms of number of units and/or Damage Capacity lost). If both of these conditions are true at the end of any turn then you achieve your mission.

▼ *Queen — Drive them back*

Force size: Entire army

Mission details: Drive the enemy forces back. To achieve your mission:

- At the end of the 4th turn, or any later turn, control both of your Take & Hold objectives and your Cleanse objective. ^[17]

▼ *King — Attack!*

Force size: Entire army

Mission details: Capture enemy territory! To achieve your mission:

- At the end of the 4th turn, or any later turn, control both of your Take & Hold objectives, and your Capture objective, and have at least one unit within 15 cm of the enemy's Cleanse objective. ^[17]

▼ *Ace — Contain them*

Force size: Entire army

Mission details: Contain the enemy and thwart whatever plans they might have. To achieve your mission:

- Simply make sure that your opponent does not achieve their mission by the end of the game — that is, by the end of the 6th turn.

Endnotes

[1] Difference from *Epic 40,000*: *Epic Remastered* versions of *Epic 40,000* scenarios contain more text than the originals — but, you should find them much easier to understand and use. The original versions mix instructions and omit information to the extent that they can be quite difficult to interpret.

[2] Difference from *Epic 40,000*: In the original *Epic 40,000* texts, some historical forces aren't a perfect match for the options and constraints that the corresponding army list defines. That's not really a problem; but we wanted to offer convenient links to ready-made (printable) army rosters in the Detachment Builder — and this demands exact selections that the builder offers. So, where necessary, our ready-made army rosters deviate very slightly from the original specifications. Also, some Remastered units (and their points values) differ slightly from the originals, as we have updated them to match errata and/or rebalanced them.

[3] Difference from *Epic 40,000*: The original *Epic 40,000* content is ambiguous about the exact extent of these edges. We indicate the extent that we think is the most sensible.

[4] Difference from *Epic 40,000*: In a strict interpretation of the original text for this scenario, you might end the game as soon as a player's Army Morale value reaches 0, whenever that happens during a game turn. However, we think it is more consistent with other rules, more fair, and probably the original intent, to complete the turn sequence and determine the overall game state only

at step **R4. Check the game end conditions** [<https://epicremastered.com/core/main-rules/check-the-game-end-conditions.html>], as usual. So, we've made the text clear in this respect.

[5] We consider the detachment to be 'destroyed' for the sake of the battle, but not for the war. That is, treat the detachment as destroyed for all rules purposes in the current game — but not for future games, if you're playing a campaign.

[6] Difference from *Epic 40,000*: The [original text for this scenario](https://thehobby.zone/resources/e40k-compendium/Content/Battles/TheScenarios/Battle1MeetingEngagement.htm) [<https://thehobby.zone/resources/e40k-compendium/Content/Battles/TheScenarios/Battle1MeetingEngagement.htm>] is ambiguous as it merely states that such detachments 'are lost'. We've defined consequences that are consistent with other unusual but similar situations that we've defined elsewhere.

[7] Difference from *Epic 40,000*: In a strict interpretation of the original text for this scenario, you might end the game as soon as a player's Army Morale value reaches 0, whenever that happens during a game turn. However, we think it is more consistent with other rules, more fair, and probably the original intent, to complete the turn sequence and determine the overall game state only at step **R4. Check the game end conditions** [<https://epicremastered.com/core/main-rules/check-the-game-end-conditions.html>], as usual. So, we've made the text clear in this respect.

[8] Difference from *Epic 40,000*: In a strict interpretation of the original text for this scenario, you might end the game as soon as a player's Army Morale value reaches 0, whenever that happens during a game turn. However, we think it is more consistent with other rules, more fair, and probably the original intent, to complete the turn sequence and determine the overall game state only at step **R4. Check the game end conditions** [<https://epicremastered.com/core/main-rules/check-the-game-end-conditions.html>], as usual. So, we've made the text clear in this respect.

[9] Difference from *Epic 40,000*: In a strict interpretation of the original text for this scenario, you might end the game as soon as a player's Army Morale value reaches 0, whenever that happens during a game turn. However, we think it is more consistent with other rules, more fair, and probably the original intent, to complete the turn sequence and determine the overall game state only at step **R4. Check the game end conditions** [<https://epicremastered.com/core/main-rules/check-the-game-end-conditions.html>], as usual. So, we've made the text clear in this respect.

[10] Difference from *Epic 40,000*: In a strict interpretation of the original text for this scenario, you might end the game as soon as a player's Army Morale value reaches 0, whenever that happens during a game turn. However, we think it is more consistent with other rules, more fair, and probably the original intent, to complete the turn sequence and determine the overall game state only at step **R4. Check the game end conditions** [<https://epicremastered.com/core/main-rules/check-the-game-end-conditions.html>], as usual. So, we've made the text clear in this respect.

[11] Difference from *Epic 40,000*: In the original *Battles* book, this scenario details a random method by which the Attacker must determine most of their initial ambush force. However, the designers found that this tends to put the Attacker at too great a disadvantage. So, when they published updates in *Firepower* magazine, issue #1, they specified that the Attacker "may pick up to half of their detachments instead". We've integrated this information into our version of the scenario, and we've clarified some points that were ambiguous.

[12] Difference from *Epic 40,000*: In a strict interpretation of the original text for this scenario, you might end the game as soon as a player's Army Morale value reaches 0, whenever that happens during a game turn. However, we think it is more consistent with other rules, more fair, and probably the original intent, to complete the turn sequence and determine the overall game state only at step **R4. Check the game end conditions** [<https://epicremastered.com/core/main-rules/check-the-game-end-conditions.html>], as usual. So, we've made the text clear in this respect.

[13] Difference from *Epic 40,000*: In the original text, it's not entirely clear whether or not the corner deployment edge option was intended. There's an ambiguous use of the phrase "single table edge" which could imply only actual physical table edges (long or short), as opposed to a conceptual deployment edge (long, short, or corner). We don't think it matters though, so we decided to include the corner option rather than rule it out.

[14] This probably doesn't really matter, but the order of the steps in *Epic 40,000* implies that this is the case — so we provide the option.

[15] Difference from *Epic 40,000*: In a strict interpretation of the original text for this scenario, you might end the game as soon as a player's Army Morale value reaches 0, whenever that happens during a game turn. However, we think it is more consistent with other rules, more fair, and probably the original intent, to complete the turn sequence and determine the overall game state only at step **R4. Check the game end conditions** [<https://epicremastered.com/core/main-rules/check-the-game-end-conditions.html>], as usual. So, we've made the text clear in this respect.

[16] Difference from *Epic 40,000*: The original text in *Epic 40,000* defines the threshold in a way that differs slightly from the definition in the Army Morale rules. There doesn't seem to be any good reason for this inconsistency, so we use a more consistent statement.

[17] Difference from *Epic 40,000*: The original text in *Epic 40,000* is somewhat ambiguous about control of the Cleanse objective, and differs slightly from the usual Cleanse objective control rules. There doesn't seem to be any good reason for this inconsistency, so we use a more consistent statement.

Campaigns

More

More thoughts on points value limits

Some further points that you might like to consider on the subject of maximum points value limits and the 'size' of your games.

As little as you like, or as much as you can manage

While you're assembling your collection — or when you simply want a very quick game or two — then you might play to a limit as low as, say, 500 points. Just use a handful of small detachments rather than a single giant one, so you're still playing an interesting game of manoeuvre.

You might aspire to play a giant game with a limit of perhaps 8,000 points — but that demands a large number of miniatures and other game accessories, which you might not have access to yet. It's a fun goal to work towards though. And in the meantime, it's best to get familiar with the rules through smaller games, so that you become fluent — otherwise, you'll find your grand battle much less satisfying than you'd hoped.

Asymmetrical games

This should be obvious, but it's good to remind ourselves: You don't have to use the same maximum points value limit for both players, and other conditions don't have to be 'equal' either.

This isn't Chess, and you and your opponent shouldn't let the notion of 'balance' limit your imaginations. If you specifically want to play tournament-style games where all of the conditions create a nominally even chance of winning for both sides, then go for it — but don't let this symmetrical approach dominate your thinking as 'the only way to play'. There's a rich world of other ways to play tabletop wargames.

Real battles rarely involve evenly-matched forces, and it can be very interesting to play games in which one player has a much higher points value limit than the other. This is especially fun if you develop a narrative for the battle and play 'for the story' — that is, don't just focus on the mere fact of winning or losing a game, but rather do the best you can with what you've got, and translate the successes and failures into desperate last stands and other thrilling highlights of the story.

That said, it is generally best to pair a difference in maximum points value limits for each player with other differences in the scenario that you intend to play — differences in setup or objectives, which should go some way to compensate for the difference in the points limit. Don't focus on 'balance' — just aim to make the scenario and the narrative engaging enough to keep both players invested in the outcome.

Many of the scenarios at [Scenarios](#) are asymmetrical in some way. [The Fog of War](#) is a particularly rich source of asymmetrical missions that you can play as-is or adapt into bigger, standalone scenarios.



There's a lot to be said for a narrative approach in which 'balance' takes a back seat and we focus on interesting situations instead. In this approach, each player must make the most of what they've got, even if they are at a clear disadvantage. The fun is in the story that unfolds, the near misses, the feats of heroism in the face of appalling odds — not just in who wins the game.

Also, objectives and victory conditions can reflect a deliberate imbalance. For example, one side might be doomed to annihilation in a particular scenario, but could nevertheless win if it can delay the opposition long enough or inflict enough damage to serve a higher strategic goal.

Proportion of War Engine units

If you use a high proportion of War Engine units then your games will tend to play faster for a given points total, as you don't have as many units to move and make decisions about.

Size of your playing area

A traditional wargames table affords an area in the range of 4 to 6 foot (~120 to 180 cm) deep by 6 to 8 foot (~180 to 240 cm) wide, or even bigger (for those lucky enough to have the space). As a general rule of thumb, your maximum points value limit should be in the range of 10 to 20 points per centimetre of table width.

Example 14. Maximum points value limit as a function of the width of the playing area

On a playing area that is 180 cm wide, the optimum maximum points value limit is likely to be in the range of 1,800 to 3,600 points.

This is only a guide: In practice, the main factor will be the degree to which overcrowding is a problem — and this depends on the nature of the scenario and the particular forces that are involved. At the extremes, 'horde' armies (typical of Orks and Tyranids) always need more room than 'elite' armies (typical of armies comprised primarily of Space Marines or Eldar).

Related information

- [Maximum points value limit](#)

Terrain

Terrain types

Terrain conventions

Guidelines for how you should interpret rules for different types of terrain.

The nature of this type of game and the infinite variety of physical terrain pieces makes it impossible to write specific rules about terrain that are unambiguous for all situations. You and your opponent will often encounter 'edge cases' where you need to exercise some judgement and agree how you will proceed.

With that in mind, we offer some general guidance that you should adapt as necessary.

General terrain conventions

You can think of your terrain items in two broad classes: area terrain, and free-standing terrain.

Area terrain

Items that represent features like: ruins and rubble; groups of craters; rough ground; woods; marshes and swamps; and so on.

Typically, these features are modelled on bases that we can use to define the perimeter of the terrain effects for gameplay. Or, you use a number of items together and then mark the perimeter in some other way to identify the boundaries of the terrain effects. Either way, the terrain items should form discrete zones in the the playing area, otherwise it is difficult for you and your opponent to determine where the terrain feature begins and ends for gameplay purposes.

For gameplay, we generally assume that if a unit's miniature is within the perimeter of a terrain item then the unit is 'in' that terrain and subject to its effects. So, for example, if a miniature is outside the walls of a ruined building but within the perimeters of the ruin's base, then that unit is 'in' the ruins. However this may not be appropriate where your terrain item has a number of features on an especially large base — in such cases, it is usually best to treat each feature as 'free-standing terrain'.

Free-standing terrain

Items that represent discrete features, such as: hedges, walls and perhaps crater walls (as an alternative to craters as area terrain); rock stacks and spires; individual buildings; and so on.

With such terrain items we assume that a unit is only In Cover if its miniature is actually in contact with the free-standing terrain item, and the item lies between the unit and the enemy that is targeting it. [TODO: Clarify further — for example, if a rock spire

shields half of a War Engine unit from view, I believe that most players would treat that as In Cover even if the War Engine unit isn't in contact with the rock spire.] A unit counts as moving over the terrain only if the player measures its movement such that its miniature will travel over the terrain item (usually this only poses problems for War Engine units).

Specific terrain conventions

You an your opponent should play as you prefer, but you may find these guidelines helpful as a default for some common situations.

Line of fire in woods and buildings

For line of fire purposes, units can see up to 10 cm **into**, **out of** and **within** woods and buildings — but cannot see **through** them.^[1]

Related information

- [Line of fire](https://epicremastered.com/core/main-rules/add-up-shooting-firepower.html#_line_of_fire) [https://epicremastered.com/core/main-rules/add-up-shooting-firepower.html#_line_of_fire]

Random terrain generators

How to use the random terrain generators that you'll find in this section, plus some notes on how to create your own generator.

The generators cover a range of different themes, with terrain types that fit the theme in each case. Many of these terrain types have ideas for rules to make them a little different from the 'standard' terrain types that we include in the core rules.

How to use the random terrain generators

When you're ready to set up terrain for your game:

1. Decide which generator you will use.
2. Divide the playing area into 60 cm square sections (or similar, to suit the dimensions of your table). If you find it helpful, use dice or other objects to temporarily mark the divisions.
3. For each section, roll a D3; the score is how many times you should roll on the terrain generator for that section.

Then, for each section, repeat these steps as many times as your D3 score for that section indicates:

1. Roll two D6s of different colours — one colour for the columns of the generator table, the other for the rows.
2. Check the scores against the generator you chose, and identify the resultant terrain type.
3. Place that terrain type in that section. (In general, each terrain piece should occupy an area of about 15 to 20 cm square — although hills and other contours can be quite a bit bigger.)

Finally, arrange the terrain pieces so that they make sense — not only within each section, but also as a whole. Don't be afraid to shift things around a bit to make an interesting and believable battlefield.

Create your own random terrain generator

Feel free to adjust any of the ready-to-use random terrain generators, or use them as inspiration for your own.

Or, for a quick, generalised solution that you can use with whatever terrain you have to hand:

1. Allocate the different types of terrain item in your collection to a letter, A through G. (You might decide that all hills and contours equate to slot A, woods are slot B, buildings are slot C, and so on.)
2. Use this generator:

Table 7. Generalised terrain generator

D6	1	2	3	4	5	6
1	A	A	B	C	E	F

D6	1	2	3	4	5	6
2	A	A	B	D	E	F
3	A	A	C	D	E	G
4	A	B	C	D	E	G
5	A	B	C	D	F	G
6	A	B	C	D	F	G

Related information

- [Set up terrain](#)

Agri-world terrain

An agricultural world, or 'agri-world', is a planet that is dedicated entirely to the production of agricultural goods.

Random terrain generator

Table 8. Agri-world terrain generator

D6	1	2	3	4	5	6
1	Fields	Fields	Farmstead	Hill	Plantation	Reservoir
2	Fields	Fields	Farmstead	Hill	Plantation	Reservoir
3	Fields	Fields	Herd	Hill	Barn	River
4	Fields	Farmstead	Herd	Hill	Barn	River
5	Fields	Farmstead	Herd	Plantation	Barn	River
6	Fields	Farmstead	Herd	Plantation	Reservoir	Settlement

Terrain types

Barn

A single large agricultural storage building.

Game effects

Treat as usual for a building.

Farmstead

A small collection of agricultural buildings, outhouses and equipment. Often surrounded or integrated with an enclosing wall or fence, and usually serviced by a road, or at least a dirt track.

Game effects

Treat as usual for buildings and such, but with this optional rule if you and your opponent agree:

- **Optional — the "Get off my land" special rule:** Farmers in this region are particularly cranky. Any Infantry unit that approaches within 10 cm of a farmstead during the Movement phase is subject to the Snap Fire rule.

Fields

Depending on the season and the effects of war, fields might contain crops, be recently ploughed, razed, or simply fallow. Fields can vary enormously in scale — from small fields associated with a private landholding, to very large fields that might be occupied by massive harvesting machines.

Tips for representation

- Use a suitable area terrain item — perhaps a realistic-looking miniature field of crops, or simply a sheet of felt or other flexible in a suitable colour or pattern.
- Or, use linear features such as hedgerows, walls and fences to define the perimeter of the field.
- Or, use both of the above options together for a nice combined effect.

Game effects

Treat as open ground, with this difference:

- Infantry units in a field count as 'in cover' on the Firepower table (but do not receive an Infantry Armour bonus).

Herd

A large herd of animals that are grazing on the land.

Game effects

Add these effects to those of the underlying terrain (usually open ground or a field):

- For herds of regular-sized creatures: Infantry units that move through a herd count it as dangerous terrain; Vehicle and War Engine units are unaffected (the creatures move out of the way).
- For herds of megafauna: Infantry and Vehicle units that move through a herd count it as dangerous terrain; War Engine units are unaffected (the creatures move out of the way).

For simplicity, there is no need to move the boundaries of the herd itself during the course of the game.

Plantation

Plantations are similar to woods, but the trees (or similar flora) are of a uniform type, planted in straight lines.

Game effects

Treat as woods, with this difference:

- Plantations are not dangerous terrain for Vehicle units.

Reservoir

A body of water, to store water to supply nearby habitation and industry. Reservoirs contain deep water and have steep sides, and usually have attendant attendant pumping stations, connected canals, and perhaps a dam at one end (depending on the local topography, of course).

Game effects

Treat as impassable for all ground units.

River

A natural river, or a series of canals for irrigation, drainage or transport.

Game effects

Treat as usual for a river.

Settlement

A cluster of buildings, mainly residential — perhaps a village outskirts of a town or city. Usually serviced by roads.

Game effects

Treat as usual for buildings and roads.

Related information

- [Snap Fire](https://epicremastered.com/core/main-rules/snap-fire.html) [https://epicremastered.com/core/main-rules/snap-fire.html]

Daemon world terrain

A daemon world is a planet that has been corrupted by the power of Chaos and the Warp. This is the typical fate of planets that become trapped in a prolonged Warp rift.

These worlds exist as bizarre realms where the laws of physics break down and powerful daemonic entities shape the environment to suit their whims.

Random terrain generator

Table 9. Daemon world terrain generator

D6	1	2	3	4	5	6
1	Hill	River	Road	Cliff	Temple	Graveyard
2	Hill	River	Road	Cliff	Temple	Woods
3	Hill	River	Road	Cliff	Temple	Woods
4	Hill	River	Road	Cliff	Temple	Woods
5	Hill	River	Road	Cliff	Graveyard	Chaos Plain
6	Hill	River	Road	Temple	Graveyard	Fire Storm

Terrain types

Chaos Plain

This is an area that is subject to one of any number of weird and disturbing effects, such as: ground that weeps noxious bile that forms many sticky pools of uncertain depth; a mire in which bony hands emerge to grasp at anything that moves; localised wisps of energy that shift and flicker and disrupt anything they come into contact with; an unstable field of dessicated bones and skulls that shift and crack beneath.

Game effects

Treat as dangerous terrain for all units.

Cliff

On a daemon world, a cliff is often more than just a steep rock face. It might bear a twisted face that moans or screeches at random, or it might be studded with blades and traps that gouge or impale anything that tries to climb it. Even a cliff that seems ordinary at first might shake and develop landslides that may smother and crush life forms and machinery that approach it.

Game effects

Treat as impassable for all units — and perhaps treat as dangerous terrain for all units that pass within 5 cm.

Fire Storm

The planet itself abhors interlopers and rages against the armies that are present on this battlefield: the ground trembles and heaves into eruptions that throw troops and tanks into disarray and force war engines to strain against the upheavals; the skies manifest meteors that rain down and strike as large, flaming meteorites. The net effect is extreme disruption across the entire battlefield, which makes it hard for forces to manoeuvre and fight effectively.

Game effects

Apply a -1 penalty to every Leadership test that the players make during the game.

[TODO: Either clarify, or consider an alternative here — as it stands, this represents more of a special rule for the battlefield than a terrain type.]

Graveyard

A dismal graveyard or cemetery, or part of some ancient necropolis. It is studded with a dense array of gravestones, monoliths, tombs, sepulchral chambers and twisted trees.

Game effects

Treat as woods. ^[2]

River

A river on a daemon world is rarely just a river of water—it is much more likely to be a river of acid, bubbling tar, venomous ooze, daemonic blood, or some other horrifying substance that wends its way across the nightmare landscape.

Game effects

Treat as usual for a river.

- **Optional:** This river is one of the more troublesome varieties. Treat it as impassable for Infantry and/or Vehicle units, and as dangerous terrain for War Engine units.

Road

The highways and byways of a daemon world tend to be much more exotic than mere tarmac or concrete roads. Examples of typically weird surfaces include polished obsidian, living flesh, or cobbles made of bone.

Game effects

Treat as usual for roads.

Temple

Followers of Chaos have built a temple in this part of the battlefield. The appearance and nature of Chaos temples varies wildly—though there are some common themes that accord with the god or gods that the builders dedicate themselves to.

Game effects

Use whatever rules you and your opponent agree are most suitable for the temples you wish to represent. ^[3]

However, here are some ideas that you might use or build upon:

▼ *Temple of Slaanesh, the Prince of Pleasure*

An opulent palace, which offers release from mortal misery, but little protection against incoming attacks. Treat as usual for a building, except as follows:

- Infantry units within do not receive an Infantry Armour bonus (though they do count as 'in cover' on the Firepower table, as usual).

▼ *Temple of Khorne, the Blood God*

A fortress-like building, with strong, buttressed walls, heavy, foreboding gates, and armoured towers—all festooned with spikes that bear the impaled heads of slain foes. Treat as a fortification, with these extra effects:

- Treat all units within as though they have the 'Psychic Null' ability.

▼ *Temple of Tzeentch, the Changer of Ways*

A conduit for the power of the Warp, characterised by surreal architecture and a nightmare of ever-shifting geometries, colours and pulsating energies. Treat as usual for a building, with these extra effects:

- During the Shooting phase, each 'Psyker' unit within can make a single 'Macro-weapon' shot with a range of 30 cm. (For simplicity, and to represent the overwhelming force of this attack, treat it just like a regular 'Macro-weapon' shot as part of the detachment's shooting—not as a psychic attack that could be cancelled by an appropriate Fate card.)

▼ *Temple of Nurgle, The Lord of Decay*

A seething, festering structure, ripe with corruption and filled with the stench of decay — will likely corrupt, corrode and rot any unit that lingers too long. Treat as usual for a building, with these extra effects:

- At the start of each turn, for each detachment that has any units within, roll a D6 — on a 1, a random one of those units takes a hit.

▼ *Temple of Chaos Undivided*

An edifice that reflects the worship of all the Chaos Gods as a single pantheon, as emanations of the same universal force. Treat as usual for a building, with these extra effects:

- In the Rally phase, for any detachment that has units within, players may re-roll their roll to remove Blast markers.

Woods

On a daemon world, features that look like regular woodlands at a distance often turn out to be far more disturbing and dangerous. Trees with bark that twists into hideous, screaming faces, and with branches that grasp those who pass within reach... shrubs and undergrowth with spines and thorns and suckers... these are the least of it. There is an infinite array of weird things that the daemonic rulers of a given daemon world might favour: stands of monstrous arm-like fronds, clusters of giant tentacles, or towering, interconnected fungal growths that are actually one giant organism that roams across the battlefield, on the hunt for prey.

Game effects

Treat as usual for woods. You might like to add extra effects, such as:

- Treat the woods as dangerous terrain.
- In the Rally phase, for each detachment that has units in the woods, apply a further -1 modifier when players roll to remove Blast markers.
- 'Walking woods': In the Start phase of each turn, move the woods 2D6 cm in a random direction.

Other ideas for special rules

The very nature of daemon worlds is that they are chaotic, magical, unstable places of nightmare and impossibility. So, daemon worlds offer a particularly rich opportunity for you to let your imagination run wild, both in terms of terrain items you could create and the game effects you might associate with them.

Here are some simple ideas, to get you started:

- Perhaps some terrain features can morph into various different forms throughout the battle, and each form has a different game effect. To determine which form is active, you could randomise each turn, or each time a detachment enters the terrain.
- A given daemon world — or region thereof — might have particular effects that apply to the battlefield or armies as a whole. These effects might represent themes that accord with the particular powers that hold sway here. For example:
 - In a region or world where Khorne is dominant, you might decide that psychic powers simply don't work. So, perhaps the effects of the 'Psyker' rules do not apply, and players may not use any form of psychic effect that appears on Fate cards.
 - In a region or world where Tzeentch is dominant, you might decide that 'Psyker' units can channel more psychic energy than usual. So, perhaps psychic attacks on Fate cards have a stronger effect, or you grant players extra cards which they may use only for their psychic attack function.

Related information

- [R1. Roll to remove Blast markers](https://epicremastered.com/core/main-rules/roll-to-remove-blast-markers.html) [https://epicremastered.com/core/main-rules/roll-to-remove-blast-markers.html]

Death world terrain

Desert world terrain

Forge world terrain

Hive world terrain**Ice world terrain****Primaeval world terrain****Endnotes**

[1] Difference from *Epic 40,000*: *Epic 40,000* states that "The line of fire rules assume that woods and buildings are no more than about 15 cm long and 15 cm wide" and then goes on to suggest that players divide larger woods and buildings into several areas for line of fire purposes. We've borrowed a convention from *Epic Armageddon*, which we think is a lot more straightforward.

[2] Of course, woods are much taller than cemeteries, so keep that in mind for line of sight purposes — unless your scenic item represents some towering necropolis built into a hill or rising as a huge, many-tiered construct, of course!

[3] Difference from *Epic 40,000*: *Epic 40,000* doesn't offer any particular rules for temples, just a couple of thematic ideas. We expand on these a little and offer some ideas for rules.