



# SCENARIO: CROSSROADS

By Zak Belado

A couple of cool scenarios from our man on the Epic forums.

From "His Light Guides Our Swords: Battle History of the 75th". Author Unknown

*"The 75th Mordian Guard Regiment had been tasked with the removal of various Ork elements, stragglers mostly, from the southern sections of the Death Mire. The areas between the Tempestor Victorium Line and the Death Ridge had been swept clean of major Ork formations after the Titan Legions had attacked into the Death Ridge and pushed the Orks back to their original dropsites.*

*But the Ork, while dimwitted, is a savage and cunning foe and the sector command deemed it worth the effort of the 75th to endeavour a series of extended patrols to clean out any remaining warbands before they could gather in significant numbers to present a threat to the Imperial flanks. Preparations were still underway for a final assault of the Ork Rok landing sites to the west of Hive Death Mire and any concerted attack by major Ork forces would disrupt the attack perhaps allowing the Orks a chance to regroup or even mount an attack from their Roks.*

*Approximately 15 days into their patrol, and after some scattered engagements with fast attack elements of Orks on buggies and small armoured vehicles, forward scouting elements of the 75th came across the abandoned city of Pandorus Secundus. The city had been evacuated during the initial wave of Ork attacks across the Death Mire but scout formations determined that heat and noise sources were emanating from some of the former Administratum buildings in the city centre. The captain of the Third Company sent a reinforced scout squadron into the city to determine the extent and type of forces in the city.*

*The scouts were able to successfully penetrate the outer limits of the city but as soon as they made their approach to the Administratum buildings they were greeted with gunfire and, after some confused vox traffic, all contact with the scouts was lost. The Third Company stopped its approach and called for reinforcements.*

*Colonel Willmot, commander of the 75th, demanded that the city be taken and, more importantly, that the 75th's advance through the Death Mire continue unabated. Willmot decreed that the city be cleared and that the eastern sections of the city and road be secured to guarantee the regiment's advance. And so the members of the Third Company moved from their positions in the hills over Pandorus Secundus and made their way into the city that had already taken their comrades."*

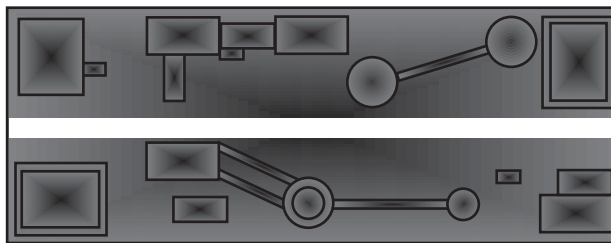
## Forces

The scenario describes an encounter between Imperial Guard Attacker and an Ork Defender during the Third Battle for Armageddon. Even so, this scenario can be played with any Epic: Armageddon armies. Both players

pick armies to a pre-arranged points value. We suggest that the game be played with armies from 2,700 to 3,000 points.

## Set-up

The table is defined by two major pieces of terrain; a road system and a city.



The road runs down the middle of the table from one short table edge to the other. No terrain should be placed on the road. If you don't have suitable terrain for a road simply make sure there is a clear area at least 10cm wide that represents the road. Units within this area can claim the Road Movement bonus.

The city of Pandorus Secundus should be placed in the centre of the table. Place buildings and rubble within 60cm of the table's centre. All the buildings are rubble and should have the majority of their area within this 60cm radius.

Finally place any other terrain in a mutually agreeable fashion.

The Defender then picks a short table edge on which to deploy his troops. The Attacker will deploy his troops on the remaining short table edge.

## Objectives

All three of the Attacker's objectives are placed first along the road. One is placed on the Defender's table edge and the other two are placed on the road 30cm from the table's centre at the edge of the city. Feel free to shift these two objectives slightly to make them better fit into the terrain you have set up.

Once the Attacker's objectives have been placed the Defender places his objectives. The Defender's first objective is placed on the Attacker's table edge on the road. The Defender's two remaining objectives are placed anywhere in the Attacker's table half but no closer than 30cm from any other objective.





### Deployment

The Defender splits his force into two groups. One, the City Garrison, should not be more than a quarter of the total points value of the Defender's army. This group will be set up inside the city. The second group, the Reinforcement Group, consists of the remainder of the Defender's forces. These troops can be deployed anywhere within 40cm of the Defender's table edge.

All the Attacker's formations begin the game set up on board within 20cm of the Attacker's table edge.

Players alternate placing a detachment in their deployment areas starting with the Attacker. The Defender begins placing formations from his City Garrison first. Once he has placed all those formations he may begin to place formations from his Reinforcement Group.

### Game Length and Victory Conditions

The game lasts for four turns. If, at the end of the game, the Attacker does not control at least two of this objectives he loses. If, at the end of any turn after the second, the Attacker has obtained the "Blitzkrieg" goal he wins immediately.

Neither player may claim the "None Shall Pass" goal.

Except for the conditions above, victory is determined normally as per the GT Tournament rules in section 6.1.7 of the Epic: Armageddon rulebook.

### Historical Outcome

From "His Light Guides Our Swords: Battle History of the 75th". Author Unknown

*"Operations began on a bright note. Ork forces were found barricading themselves into the Administratum section of the city core. The Third used elements of their Armoured Fist formations to surround the Orks and quickly dug them out via carefully planned crossfires and a final assault with infantry and the Company's remaining Ogryn section. With the centre secured the Third moved towards the eastern edges of the city and it is at this point that disaster struck them.*

*What had been thought to be the major elements of Ork occupation force turned out to be a scouting party for a significantly larger force of mixed Ork warbands that was quickly approaching Pandorus Secundus. The Third made attempts to move back into the city and call for reinforcements. Regimental artillery attempted to provide supporting fire but the Orks were into the city and engaging the Third before a serious volume of fire could be brought to bear against them.*

*The Third was able to find defensive positions and withstand the first series of wave attacks against them. Band after band of Orks literally threw themselves at the buildings the Third were holding. But these primarily infantry based formations were finally supplemented with armoured formations including several gigantic Ork vehicles – one mounting some form of energy weapon that, according to some reports, spontaneously exploded taking out a number of Ork Dreadnoughts and infantry units.*



*It was, at this point, obvious that the Third couldn't hold and they began a series of staggered withdrawals. These were initially successful but the Orks soon threatened to flank the Third and it was at this point that Colonel Willmot ordered forces from two more Companies to move into Pandorus Secundus. These forces finally stemmed the tide and the Third was able to finally withdraw its remaining forces out of the city and back to its original starting point in the hills to the west.*

*The Guard forces still in the city were able to press the Orks back but the evening saw the Orks more firmly in control of the city centre than they were when the day started. The 75th's advance had stalled and it looked as if it would take significant effort to remove this Ork threat from the city."*

