

A Bridge too far..... (version 0.3)

Intro

Well it had to be done! This document is my idea for recreating Operation Market Garden for Epic Armageddon. The Allies are represented by 2 dropping forces of Space Marines and an armoured column of Imperial Guard. The axis powers shall be played by orks (Axis of Mork) who will have to split their force into 3 garrisons and a pool of reserves.

Army Selection

The Allies have 14,000 points and the axis 10,000 points split as directed below.

Supreme Commanders

Both the Axis and Allies may only select one supreme commander upgrade. He can be in any of the forces but his reroll may only be used for failed activations on the table he is currently on.

Marines

Marine forces will drop to represent the airborne forces of history. Spaceships are not purchased, they are free but no orbital bombardments will be used in the scenario. All marine units must arrive by drop pods, planet fall or teleportation.

On turn one a 2,000 point force will drop on table two and three. On turn 3 a further 2,000 points will drop on the two tables.

Each 4,000 points are considered as one army and no allies may be selected. A maximum of 3 Thunderhawks and one Landing craft may be selected by each force.

Imperial Guard

6,000 points of Imperial guard should be selected. A maximum of 2 Warhound titans or 1 Reaver titan may be selected from the allied titan options. A maximum of 1,000 points may be spent on Aircraft. A spaceship may not be selected.

These forces are held in reserve and each turn these formations activate and move onto a table from the allied home edge (see Controlling Objectives for details). Each turn a maximum of 9 formations may attempt to enter play from reserves.

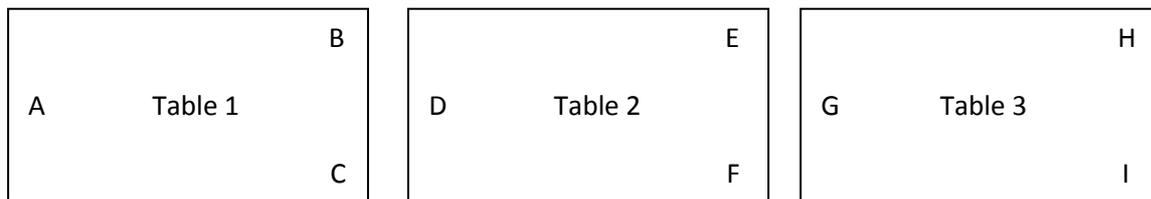
Axis of Mork

Garrisons. The axis has 5,000 points to split between the 3 tables. Each force must be a minimum of 1000 points and a maximum of 2000 points. No Gargants, war engines or flyers can be selected by the garrison forces, and each force may only have one formation with a move greater than 20cm.

Reserves. The remaining 5,000 points of the Ork force is held in reserve. A maximum of one supa-stompa and one Gargant or One Great Gargant may be selected. A maximum of 500 points may be spent on fighta bombers. Note – there is no guarantee that all these forces will enter play for the axis.

Setup.

The scenario requires 3 tables one, two and three. Play takes place along the length of the board, with the short edges used as the player's base edges.



Terrain should be setup as per the GT scenario in the Epic Armageddon rule book with a couple of exceptions. An objective should be placed within 15cms of the Ork edge (B/C & E/F) on table one and two, preferably in town/ruins, or on a river crossing. A final objective should be placed within 30cms of the Ork edge on table 3 and should be in a large built up area or ruins. Any rivers placed on tables should run across the board and have at least 3 crossing points, preferable evenly distributed.

Once all terrain has been placed the Allies should plot their drops on Table 2 and Table 3, remembering that there are no orbital bombardments in this game. The drops for turn one and three must be plotted at this time.

The axis of Mork now deploys their garrison forces selected for all tables. The formations can be placed anywhere on their allocated table up to half way from their side (i.e. B-C, E-F or H-I depending on the table).

The Game

The game is played over a maximum of 10 turns. To win the allies must control all 3 objectives and have at least 2 unbroken Imperial guard formations on table 3 at the end of any turn. This is going to tough, and reflects the problems encountered by the allies in the historical campaign.

Dug In

The axis forces are considered to be dug in at the start of the game. All axis units are considered to be in Cover (-1 to hit and Infantry units get a 5+ save. No formations may start the game on overwatch. Once a formation is given an order other than overwatch or marshal (and they elect to shoot or move) this bonus is lost.

Controlling Objectives.

To control an objective you must have an unbroken formation within 15cms of the objective, and not unbroken enemy formations within 15cms.

As the control of objectives changes hands it will change what is considered as the home edge for each force and change were reserves etc start the game.

Axis

While in control of the objective on each table the axis player uses the table corners on that table as their entry and exit point (Table one – B or C, Table two – E or F and Table three – H or I). Once control is lost no more formations may enter from reserve onto that table, they must move from another table instead.

Allies

- Control no objectives – All formations must enter from side A. Home edge is A for all aircraft disengagement.
- Control objective on table 1 – formations can enter play from either Side A or Side D. Aircraft disengaging count side D as the home edge.
- Control objective on table 1 and 2 - formations can enter play from either Side A, D or G. Aircraft disengaging count side G as the home edge.
- No bonus is granted for holding table 2's objective only.

Axis Reinforcements

The 6000 points of ork reinforcements will be available from turn 2.

Each turn up to 5 formations can be selected from the reserve pool. Each selected formation must then be allocated to a valid table, with no more than 3 to any one table. Aircraft may only attack formation on the table they have been allocated to.

This becomes a normal activation for the table commander which will move on from the respective table edge. If the formation fails to activate it is placed back in the reserve pool. The orks receive the normal +2 modifier for double/engage/ ground attack orders. The table below details the negative modifier that should be applied.

	Turn 2-3	Turn 4-6	Turn 7+
Table 1	-5	-4	-3
Table 2	-4	-2	-1
Table 3	-3	-1	0

Turn One

Strategy Phase.

Allies – Air formations from the main force must be committed to one of the three tables. Each committed formation can then be activated by each table's commander as a normal activation. The approach move must start at a corner of side A, D or G dependent on the table requesting.

Axis – No reserves are available turn 1.

Teleport as normal

The allies always get the initiative turn one.

Action Phase.

On table two and three the first activation must be the drop of all marine units.. The game then progresses as a normal game of Epic, however all tables must be in a position to commence each turn at the same time.

End phase.

All allied air must disengage using the correct table edge as the home edge depending on objectives held (i.e. Edge A if Table 1 objective is not in allied control).

Axis air leaves by relevant table edge.

All formations rally as normal.

Turn Two (and onwards)

Strategy Phase

Allies – allocate Air as turn one. Artillery formations that have range to table two or three may be allocated to that table, even if they are not on that table. They become an activation for the commander of that table and can only be given sustain fire orders.

Axis – Select 5 formations from the reserves and allocate each to a table as per rules.

Teleport as normal

Roll initiative on each table.

Action Phase

Play the turn normally on each table.

End Phase

All allied air must disengage using the correct table edge as the home edge depending on objectives held (i.e. Edge A if Table 1 objective is not in allied control).

Axis air leaves by relevant table edge.

All formations rally as normal.