

## A Bridge too far.....

### Intro

Well it had to be done! Below is my idea for recreating the epic 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 (the axis of Mork from here on). They 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 2 and 3. On turn 3 a further 2,000 points will drop on these 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 and a maximum of 1,000 points may be spent on Aircraft. A spaceship may not be selected. This force is considered to be the allies' reserve. Each turn these formations will activate and move onto a table from the allied home edge (see Controlling Objectives for details). Every turn a maximum of 9 formations can enter play from reserves. Formations cannot exit the board during the game and if they do they are counted as destroyed.

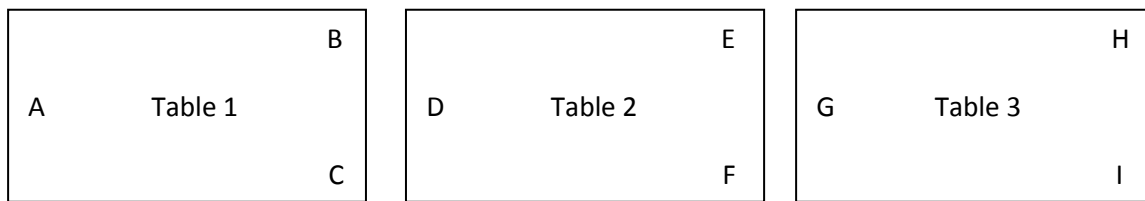
### Axis of Mork

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 A, B and C. Play takes place along the length of the board, with the short edges used as the players base edges.



Terrain should be setup as per normal with a couple of exceptions. An objective should be placed within 15cms of the Ork edge on both tables One and Two, preferable in town/ruins, or on a river crossing. Another 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 point.

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 units deployed in the garrison force are considered to be in Cover (-1 to hit and Infantry units get a 5+ save). However no formations may start the game on overwatch. Once a formation is given an order other than overwatch or marshal (and elect to shoot) this bonus is lost.

### Controlling Objectives.

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 1 – B or C, Table 2 – E or F and Table 3 – 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. However modifiers will apply making them harder to activate earlier in the game and also the nearer to table one they are requested for.

From turn 2 onwards 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 table. This becomes a normal activation for the table commander and 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.

	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

### Pre Turn.

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

### **Turn.**

The allies always get the initiative. On table 2 and 3 the first activation must be the drop of all marine units. The guard on table 1 moves onto the table from side A and may bring a maximum of 9 formations a turn from reserves. 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)**

#### **Pre Turn**

Allies – allocate Air as turn one. Also a maximum of 9 formations can be brought on during the turn from reserves.

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

Teleport as normal

#### **Turn**

Roll initiative on each table and progress as a normal game of epic.

#### **End Phase**

Air disengages and formations rally as normal

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