

EPIC
WARPATH™
BATTLE REPORT



BATTLE OF RYNTAN

PHROVOX

- ▶ A decade-long war between the Asterian Empire and the Star Realm of the Forge Fathers at Grid Kappa-Nu has diverted Asterian Clades away from the Death Arc.
- ▶ As a result, Plague Fleets have broken free of the usual cordon and the Death Arc has spread faster than before, following in the wake of the diverted Asterians.
- ▶ The Plague reaches the planet of Phrovox on the edge of the Kappu-Nu sector, spreading rapidly through the GCPS and Forge Father mining colonies, and their civilian populations.
- ▶ Both the Enforcers and the Asterians arrive in-system. The Enforcers' normal Containment Protocols are altered to discover what the Asterians are after that would cause them to have arrived so suddenly and en-masse to a planet they had seemingly allowed to be taken previously with no resistance.



- ▶ Now the Enforcers, Asterians and the Forge Fathers are embroiled in a bitter fight against each other, and the raging infection sweeping the planet.

BATTLE OF RYNTAN

- ▶ The Enforcers have responded to a desperate call for help in the remote outpost of Ryntan, on a large island out in the Sarkisso Sea.
- ▶ A Plague infection has swept through the population and is now threatening to escape at the main port, via nautical and aerial shipping routes.
- ▶ The Enforcers must neutralise the immediate Plague threat and secure the port.




- ▶ Matt and Alessio have agreed to pit their wits against each other in a designers' head-to-head battle!
- ▶ Matt will command the insidious Plague, attempting to break out and spread the infection.
- ▶ Alessio will take charge of the Enforcers, trusting that superior firepower and training will stymie the horde!

BATTLE OF RYNTAN

- ▶ The opening engagement of the battle will be fought on the outskirts of the port, with both sides attempting to gain and hold strategic locations and vital intel from the area.

MISSION PARAMETERS

- Matt and Alessio will pick armies up to 2000 points.
- Armies will deploy along the long edges of the table.
- Any number of units can be placed in reserve. Reserves may not enter play until Round 3 at the earliest. The Fog of War rules will be used for revealing Action Tokens.
- There will be 3 Static Objectives on the table, and 2 Dynamic Objectives. 

As the battle heats up in the surrounding area, the importance of capturing the Objectives will intensify! In Rounds 1, 2 and 3, Objectives are worth 3 Victory Points each, and from Round 4 onwards, they are worth 5 VPs each.



ENFORCER ARMY LIST



ALESSIO

Company

Peacekeeper Captain – Command
Operatives – Troops
Hvy Wpn Operatives – Troops
Peacekeepers – Specialists
Peacekeeper Defenders – Specialists
Victor MkII Tanks – Support
Panther Grav Tanks - Support

Company

Lieutenant – Command
Operatives – Troops
Assault Operatives – Troops
Panther APCs - Transport
Enforcer Striders – Specialists
Jetbikes – Specialists
Accuser Interceptors – Support

I picked two companies for my force, with the intent of following a classic strategy: the hammer and the anvil.

The first company, led by the Peacekeeper Captain (who I consider to be my overall commander in terms of the story), is the anvil. This is the slower, tougher company, carrying most of my long-range firepower, as best represented by the heavy weapon enforcers and Victor tanks.

These units will deploy first. Their job is going to be to form a defensive perimeter around the closest objectives and blast away at the Plague units as they rush forward towards them (as they are bound to do!). Any enemy units that will make it past the barrage will hit a solid wall of Peacekeepers.

The second company, led by a more junior Lieutenant, is the hammer. It is made of fast-moving units, carrying shorter-range weapons, like my assault enforcers in APCs and the super-fast jetbikes and interceptors.

They will deploy after the “anvil” and possibly some will be left in reserve with the intent of entering the fray on the enemy flank. Their job is to swoop around from the side of the battlefield, aiming first to take out the enemy artillery, which I really learned to fear over several playtest games.

Once this is dealt with, then they will go for the objectives nearer to the enemy table edge and/or can attack the flank or rear of the Plague force, ideally trying to concentrate on the destruction of any Plague command units, to “cut the head off the snake”, so to speak.

Finally, I am going to keep the panther Grav Tanks as a mobile reserve (even though they are technically part of the first company), as they are very flexible, fast enough to join the ‘hammer’, and yet with enough firepower to contribute to the “anvil”.

With such a cunning plan, what could possibly go wrong?!

PLAGUE ARMY LIST



MATT

Company

Stage 1A Lord – Command
Stage 3a Ghouls – Troops
Stage 3a Ghouls – Troops
Plague Mules – Transport
Zombies – Troops
Zombies – Troops
Leapers – Specialists
Striders – Specialists
Aberrations – Support
Plague Hornets – Support

Company

Stage 1A Lord – Command
Stage 3a HMGs – Troops
Stage 3s HMGs – Troops
Plague Mules - Transport
Stage 2B Burstlers – Specialists
Tankbuster Striders – Specialists
Plague Artillery – Support

I also picked a force based around two companies. My goal was to try and have a well-rounded mix of units and capabilities. Plus I also wanted to try some units I've never played with before like the Plague Lord. I toyed with the idea of one Plague Lord and one Corruption, but in the end figured that if I was going to see what the Lord could do, I might as well go all in!

I started with a good solid base of ghouls, heavy machine guns and of course a meat shield of zombies. No self-respecting plague spreader should leave home without zombies. To help the army get ahead and anchor some key points, I bought two units of Mules and also a pair of hornets as transportation.

Next I looked at the specialists I wanted to bring. Leapers are scary and can move as fast as some bikes and vehicles. Busters and striders are solid choices, but their short range meant I would need to move them up quickly and not get them bogged down in a situation limiting their effectiveness. The Tankbuster Strider variants would be crucial for taking out some of the Enforcer tanks I knew would be looming on the horizon.

The Aberrations are another unit I wanted to try and see how they performed. On paper they are pretty scary. They have no ranged weapons, but more than make up for that in an Assault, with five attacks each.

Lastly, to add some longer range threat, I picked a unit of Plague Artillery. This is a versatile unit as it can fire its Blast weapons both directly and indirectly. I didn't expect to be short of targets!

My general plan is to create a horde, large enough to absorb lots of damage and get to the enemy lines still with lots of bodies intact and ready to assault. Either side of this will be my more specialist units. With all the Enforcer firepower I know will be coming my way, I want to score as many objectives in the early rounds as possible in case I run out of viable scoring units late on when the VPs increase!

 Static Objective – always scoring

THE BATTLEFIELD



Dynamic Objective – alternates each Round from Active (green) to Inactive (red).



Height 3 hill

Ht 4 building
Ht 7 building

Ht 0 craters

Height 4 ruins

Height 3 hill

Height 4 buildings

Height 7 building and height 4 landing pad. Surrounding wall (height 1).

Height 3 hill

Height 4 woods

DEPLOYMENT

Enforcer Deployment Zone



Plague Deployment Zone

RESERVES

Enforcers

- One unit of Enforcer Operatives.

Plague

- Hornets with Ghouls.
- Leapers.

Alessio won the Recon roll and choose the northern table edge for his deployment zone, making sure the Enforcers could control the buildings on the edge of the port area.

On the following pages, the maps for each Round show the state of play at the end the Movement Phase.

DEPLOYMENT

Enforcer Units

-  Striders
-  Peacekeepers
-  PK Captain
-  Panthers
-  Victors
-  PK Defenders
-  Lieutenant
-  HW Operatives
-  Assault Operatives / APCs
-  Interceptors
-  Jetbikes
-  Operatives

Plague Units

-  Ghouls/Mules
-  HMGs
-  Tankbusters
-  Aberrations
-  Artillery
-  Zombies
-  Zombies
-  Striders
-  Bursters
-  HMGs/Mules
-  Plague Lord
-  Plague Lord





Plague win the Initiative

ROUND 1

COMMAND POINTS

Enforcers

7

Plague

8



- | | | | |
|--|--------------|--|--------------------------|
| | Striders | | HW Operatives |
| | Peacekeepers | | Assault Operatives /APCs |
| | PK Captain | | Interceptors |
| | Panthers | | Jetbikes |
| | Victors | | Operatives |
| | PK Defenders | | Lieutenant |

Plague Units

- | | | | |
|--|--------------|--|-------------|
| | Ghouls/Mules | | Zombies |
| | HMGs | | Striders |
| | Tankbusters | | Bursters |
| | Aberrations | | HMGs/Mules |
| | Artillery | | Plague Lord |
| | Zombies | | Plague Lord |

ROUND 1

- ▶ The Plague units mostly Sprinted forwards – typical Plague tactics! The Plague Tankbusters moved up ready to take on the opposing tanks in the next Round. The Lords moved into positions to cover as many units as possible, dishing out the Strategic Order *Infection*, granting saves to units to ensure they weathered the storm as they crossed the battlefield.
- ▶ The Enforcer's fast moving left flank sped into attack positions while Peacekeepers and tanks lumbered forwards ready to take and hold objectives and form a solid battleline.
- ▶ Not quite getting out of sight, two bases of jetbikes were wiped out by a direct blast from the Plague artillery, but the Enforcers retaliated in kind when their Striders destroyed the Mules advancing on the Plague's left flank. Only one base of Ghouls was removed, but the others were left Pinned and in need of some cover.
- ▶ *Infection* from a Plague Lord saved the Tankbusters from harm against the formidable Victors, but one eventually succumbed to incessant fire from the Panthers instead.
- ▶ The Mules on the Plague right, having decided to drop their passengers in the wood to hold the objective did their bit in screening the HMGs. However, they suffered the same fate as their counterparts on the opposite flank and were all wiped out with fire from the APCs and Interceptors! Not a good day for the mule.
- ▶ The Heavy Weapon Enforcers moving into the building manage a lucky shot to kill one Plague Strider that had forgotten to become *Infected*...

VICTORY POINTS

Enforcers **6** Plague **3**



Plague win the Initiative

ROUND 2

COMMAND POINTS

Enforcers

7

Plague

9



- Striders
- Peacekeepers
- PK Captain
- Panthers
- Victors
- PK Defenders
- Lieutenant
- HW Operatives
- Assault Operatives / APCs
- Interceptors
- Jetbikes
- Operatives

Plague Units

- Ghouls/Mules
- HMGs
- Tankbusters
- Aberrations
- Artillery
- Zombies
- Zombies
- Striders
- Bursters
- HMGs/Mules
- Plague Lord
- Plague Lord

ROUND 2

- ▶ Round two appeared to set the tone for the dice rolling on both sides for the rest of the game – the Heavy Weapon enforcers managing to hit and wipe out five of the six Bursters near the woods, punching through their armour and *Infection* saves as the Plague could roll nothing higher than a five! The sole survivor then totally failed to hit the APCs, even with Tactical Order re-rolls.
- ▶ The APCs rushed forwards and the Assault Operatives jumped out to charge the HMGs in the trees. Having anticipated this, the HMGs gleefully revealed their Overwatch and mowed down four of the hapless Enforcers before they could attack! In the ensuing assault, three bases of HMGs were killed for the loss of one more base of Enforcers, thus Pinning them as the losing side. On the left flank, the HMGs taking cover in the ruins and securing the objective lost two bases to fire from the Striders, and then tried their luck on the Peacekeepers in the building – but the attack was no match for the extra protection the building gave on top of the superior Enforcer armour. The Peacekeepers themselves took down all but one Ghoul base below them from their lofty position in the building.
- ▶ The Tankbusters on the hill took aim at the dangerous Victors forcing one to make a save. Embarrassingly, return fire from the Panthers and some great dice rolling managed to eliminate the ongoing threat of the Tankbusters completely. The Plague Artillery, eyeing up the exposed Operatives near the landing pad complex, blasted three of them away. The remaining Operatives took down one base of Zombies. The Victors themselves used *Go! Go! Go!* and then split their fire: their Primary weapons to try and damage both the Aberrations and the Artillery. The Aberration shrugged off the attack and the Artillery took a hit, but no damage. Maybe it was not only the Plague that could roll badly!
- ▶ In the centre, the Jetbikes had swung round to make the Plague Lord the nearest enemy unit, allowing them to target it. However, the Lord proved just how tough it could be and suffered no damage at all. The Peacekeeper Defenders increased their AP using *High-velocity Ammo* and managed to knock the Resilience token from the Aberrations.





Plague win the Initiative

ROUND 3

COMMAND POINTS

Enforcers

8

Plague

7



- Striders
- Peacekeepers
- PK Captain
- Panthers
- Victors
- PK Defenders
- Lieutenant
- HW Operatives
- Assault Operatives / APCs
- Interceptors
- Jetbikes
- Operatives

Plague Units

- Ghouls/Mules
- HMGs
- Tankbusters
- Aberrations
- Artillery
- Zombies
- Ghouls
- Leapers
- Zombies
- Striders
- Burstlers
- HMGs/Mules
- Plague Lord
- Plague Lord
- Hornets

ROUND 3

- ▶ Alessio bluffed with his Operatives in Reserve and they didn't enter play. The Plague forces all did however but made a very poor choice in where to arrive and deploy. With the Peacekeepers vacating the building, the Plague had the perfect opportunity to occupy it with their Reserves, but Matt got distracted with action elsewhere on the battlefield and Alessio immediately moved the PK Captain into the building instead. This error and the misplacement of the Reserves generally was disastrous, and the Hornets and Leapers were wiped out to sustained fire from the Striders, Captain, Panthers and split targeting again from the Victors. What a mistake!
- ▶ The Plague Lord on the left gleefully charged the Peacekeepers, killing two, and they destroyed the remaining Ghoul in reply. This left the Lord locked in combat with the Peacekeepers for the next Round. Firing a hail of bullets over this combat, the HMGs on the ruins peppered the tall building in distance, but didn't worry the Captain inside, surprised as he was to find he was the closest viable target!
- ▶ In the centre, the Plague Lord tore two bases of Jetbikes out the sky but the others held their Nerve and would fight another Round. The Peacekeeper Defenders used *Firestorm* at the Zombies in front of them and when the smoke had cleared, a terrible blow had been wrought – eight of the nine bases had been wiped out, the last then killed by the Victors. The Plague Lord, distracted by the Jetbikes had failed to *Infect* the horde.
- ▶ The Plague Striders, anticipating some arriving support to put the Heavy Weapon Enforcers in a pincer trap, found themselves all alone, out-gunned, and taken down by the Enforcer missiles. To their left, the zombie horde rolled pathetically to only force a draw with the Enforcers and Lieutenant, despite the Lord having given them an *Aura of Terror*. The Artillery had no juicy infantry targets and so tried its luck on the Panther tanks, but failed to even hit one of them. The Interceptors obliterated two heavy guns, Pinning the last one. The last base of Assault Enforcers fell alongside one APC.

VICTORY POINTS

Enforcers	15	Plague	18
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Plague win the Initiative

ROUND 4

COMMAND POINTS

Enforcers

9

Plague

8



- | | | | |
|--|--------------|--|--------------------------|
| | Striders | | HW Operatives |
| | Peacekeepers | | Assault Operatives /APCs |
| | PK Captain | | Interceptors |
| | Panthers | | Jetbikes |
| | Victors | | Operatives |
| | PK Defenders | | Operatives |
| | Lieutenant | | |

Plague Units

- | | | | |
|--|--------------|--|-------------|
| | Ghouls/Mules | | Zombies |
| | HMGs | | Striders |
| | Tankbusters | | Bursters |
| | Aberrations | | HMGs/Mules |
| | Artillery | | Plague Lord |
| | Zombies | | Plague Lord |
| | Ghouls | | Hornets |
| | Leapers | | |

ROUND 4

- ▶ The HMGs on the right fell back into the wood to hide themselves, as the Operatives in Reserve arrived on their flank. Bursts of rifle fire from the advancing Operatives knocked out two HMG bases, but they would still hold the objective this Round for sure.
- ▶ The Aberrations let loose and stormed the building with the Peacekeeper Defenders, fueled with *Thirst for Blood*. Looking good on paper became reality as even with an Overwatch reaction and their Defender shields, they crumpled and were wiped out to a man with no return damage. The Aberrations consolidated back towards the central objective, as did the Plague Lord who finished off the Jetbikes. To their right, the grueling stalemate continued as while more combatants died, the Operatives and Lieutenant remained locked in a bitter struggle with the zombies.
- ▶ The Victors in the centre trained their guns on the small part they could see of the remaining Plague Artillery gun, scoring hits and blowing it to pieces before it could fire. The Interceptors and Striders caught the HMGs in the ruins in a deadly crossfire, but failed to wipe them out, as the Plague Lord had cunningly decided to *Infect* them and the extra saving rolls made the difference. HMG return fire merely pinged off the Strider armour. The Peacekeepers took down three Ghoul units in combat while the Plague Lord only ripped apart one more of the elite Enforcers after some terrible rolling. Losing the combat by two, meant the Plague had to make two Nerve tests, losing one base for each failed test. Failing both removed the last Ghoul, but the Lord had the *To the Death* keyword, roaring in defiance as it ignored that rule.
- ▶ The Aberrations had foolishly wandered into sight of the Enforcer missile launchers who opened fire. The guns of the Panther tanks also swung round to train their sights on the Aberrations heading to the objective, determined to enact some form of revenge on the beasts. A combination of great rolling by Alessio and terrible rolling by Matt turned two of the lumbering monsters to bloody mounds of flesh.

VICTORY POINTS

Enforcers **20** Plague **28**



Enforcers win the Initiative

ROUND 5

COMMAND POINTS

Enforcers

12

Plague

7



- | | | | |
|--|--------------|--|--------------------------|
| | Striders | | HW Operatives |
| | Peacekeepers | | Assault Operatives /APCs |
| | PK Captain | | Interceptors |
| | Panthers | | Jetbikes |
| | Victors | | Operatives |
| | PK Defenders | | Operatives |
| | Lieutenant | | |

Plague Units

- | | | | |
|--|--------------|--|-------------|
| | Ghouls/Mules | | Zombies |
| | HMGs | | Striders |
| | Tankbusters | | Bursters |
| | Aberrations | | HMGs/Mules |
| | Artillery | | Plague Lord |
| | Zombies | | Plague Lord |
| | Ghouls | | Hornets |
| | Leapers | | |

ROUND 5

- ▶ The Plague Lord on the left gave itself Thirst for Blood and finally dispatched the Peacekeepers, consolidating towards the Objective held by the Peacekeeper Captain, hoping the game went for one more Round.
- ▶ In the centre, tanks and monsters vied for the objective. The Enforcers merely aiming to stop the plague from scoring it, the Lord and Aberrations aiming to claim the points. More terrible rolling saw only two Panther's destroyed and the Aberration being crushed under the tracks of a Victor. The less said about that, the better. Still, the US of the Lord won the objective for the points. The Lieutenant became the sole survivor of the meat grinder he had been stuck in for several Rounds.
- ▶ The Striders and Interceptors finished off the last HMG stand, in case the objective became active in another Round. The Heavy Weapon Enforcers stayed put as their objective became active once more.
- ▶ Finally, while the last Burster and HMG in the woods managed to kill an APC and a base of Enforcers, it was not enough for the HMG to die from the APC's guns, and the Burster to perish in a *Firestorm* from the Operatives, taking the objective for the Enforcers.
- ▶ **Matt rolled to see if there was a 6th and final Round, and true to form rolled a 1. The game ended with an Enforcer victory!**

VICTORY POINTS

Enforcers

35

Plague

33

CONCLUSIONS



Alessio

Phew! That was sooo close... The plan, as usual, did not survive contact with the enemy, and I must admit that there were times when we started to lose heart as the Plague's initial lead on points seemed insurmountable. But to our credit we stuck to the plan as much as possible and kept going, and it worked! I think it's essential to try to take out the Plague's command units as early as possible, as their strategic orders are so useful to them. I did have a go at assassinating the Plague Lord with my jetbikes... but Plague Lords are so incredibly hard! Hmmm... perhaps it's best to just ignore them? My captain was really relieved when the game ended in Round 5, as he was not enjoying the idea of defending the objective building from the rampaging Plague Lord that was heading for it... like I said: "Phew!"

Matt

Well that definitely didn't go according to plan! My army certainly suffered from a serious bout of ASDR*. Having said that, I can't just blame the dice gods. I made a few pretty bad decisions. I could have taken the building vacated by the Peacekeepers but totally missed it, and I should have bought the Hornets and Ghouls on the other side so the Heavy Weapons in the building could be attacked on two or even three sides and then I could have had that objective too. What's even more galling is that I only lost it in the last turn by 2 VPs! Aaarrgggghhh. At least the Lords and Aberrations showcased how nasty the Plague can be – even if the poster boy Leapers were failed by their general in an embarrassingly spectacular way!



* *Absolutely Shocking Dice Rolling*