Take the Hulk!

A joint Epic and BFG Scenario
By Yuber Okami

+++10.024 Inactive Space Hulk detected near the jump point+++
+++10.056 Fleet assembled & dispatched to purge & retrieve the Hulk+++
+++10.564 Unknown contacts detected approaching the Hulk+++
+++13.624 Enemy fleet identified. Prepared for engaging+++

This is a duel BFG/E:A scenario designed to be played in 3-4 hours, in which the two players attempt to retrieve (or at least hamper their opponent's attempt to retrieve) a Space Hulk. It can be played with numerous ways, and some of them are described at the end of this article. Being a two-game scenario, it has a unique turn sequence, as described bellow:

Battle Turn

- BFG Turn
    1. Player A turn
    2. Player B turn
    3. Space Hulk Turn
- E:A Turn

End of battle turn

FORCES

Each player selects a BFG fleet worth 1000 points and an Epic army worth 1500 points. At the start of the game, each player secretly records which Epic forces are on board of which vessels of his fleet. You can put any Epic formation on board of any vessel with the following restrictions:

1. An escort ship squadron (no matter it's size) can only carry one support formation

2. A light cruiser can carry a main formation (with any number of upgrades) or two support formations

3. Cruisers, heavy cruisers & battle cruisers can carry any number of Epic formations of any size.

BFG SCENARIO

Long sensor scans have detected a large, seemingly inactive hulk drifting in space. A fleet is sent to retrieve the Space Hulk only to discover that an enemy fleet has been dispatched with the same orders.

Forces

Each fleet consists of ships with a value of up to 1000 points chosen from the appropriate fleet list.

Space Hulk: use the stats of the Ork Hulk. The Hulk enters play crippled (it has only 20 structure points remaining, and all weapons are at half strength).

Battlezone

This battle is most likely to take place in the outer reaches at the edge of a system, or in deep space near the jump point. If you are using a random battlezone generator, roll a D6: 1-3 = outer reaches, 4-6 = deep space.

Set-Up

The drifting hulk is placed in the centre of a short edge of the table randomly chosen, facing the opposite short edge.

The players deploy their fleets at 15cm from one of the long edges. One player selects randomly the long edge from which he starts deploying his fleet. The other player gets to deploy at the opposite table edge.

First Turn

Both players roll a dice. The player with the highest score may choose whether to have the first or second turn.

Special Rules

After both players have taken their actions the Hulk's turn begins. Unless a player controls the appropriate locations (see the Epic: Armaggedon scenario for details), the Hulk simply moves forward 10 cm. The players that control any appropriate location of the Hulk may declare which weapons they fire at which targets, and if any player controls the bridge then the opposite player must declare all of his attacks with the Hulk's weapons before the other player declares what he uses the bridge special hability for. The Hulk will use it's turrets against incoming ordnance, as they are robotically controlled. If two different kinds of ordnance attack the hulk at the same time, and no player controls the bridge, choose randomly against what type of ordnance will the turrets fire. If either player controls the Hulk's bridge, he can choose the turrets' target.

Game Length

The game continues until one fleet disengages or is destroyed, or until the Hulk leaves the battlefield.

Victory Conditions

Standard victory points are earned for ships crippled or destroyed. If any player makes the Hulk leave the battlefield via his long edge, he automatically wins the battle. Destroying the Hulk doesn't earn any victory points (After all, you were supposed to retrieve it!).

Ork Space Hulk
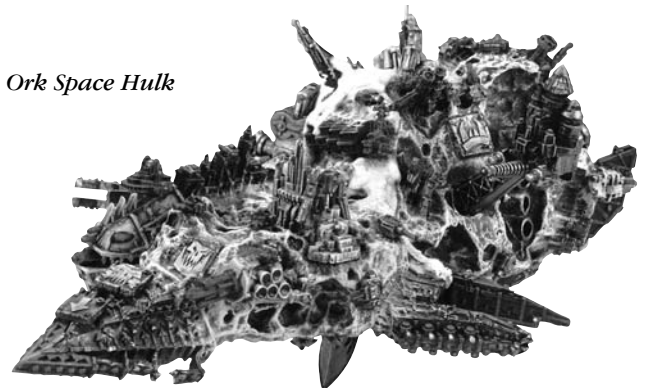
EPIC : ARMAGGEDON SCENARIO

Forces

Each player selects a 1500 points army from the appropriate army list, as stated before.

Set-Up

The battlefield simulates the inside of the Hulk. Randomly choose one of the short table edges as the prow edge. All other edges are labelled accordingly (for example, the opposite short edge is the aft edge). Set-up the terrain using as much buildings and ruins as possible. You can also use other terrain features (hills, woods, etc), as no one knows what can be found inside of a Space Hulk, but try to make the landscape mostly urban-like.

Put six objective markers as normal. Numerate the objectives from 1 to 6, and when setting an objective on the table choose one of them randomly. Put them downside, so neither player knows which number the objective has.

Deployment

Originally no forces are deployed on the table until they board the Hulk. Each turn formations can board the Hulk if the ships they are in made a boarding action against the Hulk during the owning player's BFG turn. If that happened, he can deploy his troops at the edge corresponding to the facing at which the boarding action took place (i.e., if your ship boarded the Hulk touching it's base in the Starboard facing, you can deploy any troops inside at the Starboard long edge of the Battlefield). However, the troops inside the spaceships are affected by the damage those ships they suffered in this way:

1. The formation is deployed with a Blast Marker for each damage point the ship (or the escort squadron) they were in had suffered.

2. If the ship they were in was crippled before the boarding action (or reduced to half of it's numbers, if it was an escort squadron), the formation is deployed with just half it's original strength (although with no Blast Marker at all).

After deployment, play an E:A turn as normal.

Special Rules

When a formation takes control of an objective, turn it up so everyone can see which objective number is. Each of the objectives represent a Hulk system, and control of any of them at the end of the turn gives the controlling player the possibility to use some of the Hulk systems during the next BFG Hulk turn, as per the following list:

Objective Number	System	Description
1	Bridge	You can use the bridge to take control of any objective not controlled byeither layer(even those still uncovered), or it can be used to issue an special order, or it can be used to block any enemy controlled system, preventing the other player from using one of the systems she controls
2	Prow Weaponry	You can fire all the Prow Weaponry
3	Aft Weaponry	You can fire all the Aft Weaponry
4	Port Weaponry	You can fire all the Port Weaponry
5	Starboard Weaponry	You can fire all the Starboard Weaponry
6	Engines	If the previous turn the Hulk moved straight, you can make a 45º turn at the end of the Hulk's movement

Scenario Length & Victory Conditions

The battle continues until the BFG conditions for ending the battle are achieved.

OPTIONAL RULES

"The Higher the Price, the Higher the Bids"

Play the battle with double the point values (i.e., 2000 points worth fleets and 3000 points worth armies). The Hulk is at full strength.

"They are Everywhere"

This can be played separately from the previous optional rule, and will make the Epic scenario far more exciting, as even if only one army boards the Hulk, they aren't assured the control of the Hulk. At the start of every turn, roll a dice. If the number rolled matches that of one of the turn-up objectives, deploy immediately 1D6 Genestealer stands as closest to that objective as possible. The Genestealers will immediately make an engage action against the closest formation (if two or more formations are equally close, roll a dice for determined which one they engage). At the start of the next turn, before any player makes an activation, all Genestealer stands on the board will again make an engage action against the nearest formation.

If you are using the "The higher the price, the higher the bids" rule, roll 2D6 instead of one for determining the objective, and apply both results (i.e., if you roll a 2 and a 6, and both objectives have been turned up, then 1D6 Genestealer stands appear at both objectives).

ABOUT THE AUTHOR

Yuber Okami is the pseudonym of a shy, 27 years old material engineer from Valencia, Spain. He is also known for his support to a Squat (40k & Epic) and Nippon (WFB) armies rebirth.