

# **Epic Ragorie Gravborne** V15.06.2009

## **“One Way- Victory!”**

The Gravborne Regiments of the Ragorie Secularate are highly prized by Lord Commanders of Imperial Guard campaigns for aggressive advances and bold airborne assaults. They are not the most numerous of the Imperial tithed troops supplied by the worlds of Ragorie, but they are the most renowned- highly trained, well-equipped and incredibly motivated.

### **The One Way Ticket**

The signature operational manoeuvre of Ragorie Gravborne Regiments is the airborne assault that gives them their name. A target is selected behind the conventional enemy front line, often a bridge, road intersection or similar focal point that is vital to the enemy's logistics supply and retreat route. With elaborate precision and preset objectives hundreds of Gravborne's leap from high altitude troop carriers over the battlefield descending at high speed before their grav-chutes activate metres from the ground to slow their fall to a survivable drop. Speed and discipline are vital in this early stage as the Ragorie Gravborne must regroup from scattered landings, reorganise and move to capture their objectives before the enemy can mount an effective defence.

### **Chain of Command**

Officers within the Ragorie Gravborne Regiments often have more responsibility and freedom of action than other Imperial Guard units as they will often be scattered behind enemy lines and have to use their initiative and the troops they can gather to complete objectives. It is unfortunate, but not uncommon, that lower ranks must take on higher rank positions instantly with the loss of commanders to enemy fire or simply missing on landing.

### **For Ragorie!**

The Ragorie Secularate is a collection of planetary systems clustered to the galactic north-east, within the Ultima Segmentum, encompassing a total of twelve inhabitable worlds ranging from the Hives of Ragorie Prime itself to the sparsely populated agri-world of Mocheskan. These worlds and their peoples share a common lineage dating back beyond the glories of the Great Crusade into the long night of the Age of Strife, through this dark and isolated time the Ragorie Secularate was able to hold this small confederate together providing trade and mutual defence.

Predictably the Ragorie Secularate was unwilling to relinquish control as the Emperor's crusading armies spread into their corner of the galaxy. They were fortunate to meet some of the more diplomatic of the Emperor's sons as eventually treaties, contracts and trade opened. Ragorie foot soldiers soon joined the Great Crusade, fighting alongside the heroes of the Imperium's birth, though much is forgotten of that time.

Since that union the Ragorie Secularate has become entwined with the Imperial order, the iconic buildings of the Administratum, the Arbites and the Ecclesiarchy found in every major city. The most notable remnant of Ragories independence are its tithes of Imperial Guard, these are trained and deployed from the proud training camps on Rhin, the military proving grounds for the Secularate's defence force. This tithe is on behalf of all the worlds of the Secularate, and will include inhabitants from all taught and equipped as Ragorie soldiers- as a result it is larger than normal and contains a vast array of fighting troops and weaponry.

Of these regiments the Ragorie Gravborne are the elite, the hardest for eager recruits to join and the most sought after by Imperial commanders.

## Ragorie Gravborne Special Rules

### **Gravdrop**

*A Gravdrop is a co-ordinated deployment of Ragorie Gravborne onto a landing zone, high altitude troop carriers expel hundreds of Imperial Guardsmen equipped with grav-chutes over the target who rapidly descend and organise on the ground. Though lacking heavy armour and artillery, the ability to take and hold unexpected territory long enough for support to arrive is a valuable tool.*

A Gravdrop follows the rules below:

**Spacecraft:** A Gravdrop is very similar to a Spacecraft in that it must arrive on a set turn and be declared before the game. The exception is that a Gravdrop can arrive on a turn even if a Spacecraft (friend or foe) has already chosen that turn, and vice versa. Only one friendly Gravdrop can arrive per turn. If a Gravdrop is delayed (most normally a failed activation) you must roll for it in the next turn, pushing that turn's Gravdrop back a turn, and so on.

**Transport:** May carry one Gravborne Company including all of its upgrades.

**Planetfall:** All units transported by a Gravdrop have the Planetfall ability with the additional rule that for each formation, after the first unit is deployed and scatters, each additional unit can be placed anywhere within 5cm of another unit and 15cm of the first unit deployed without scattering. Units cannot deploy in impassable terrain, or enter enemy zones of control.

**Disruption:** A Gravdrop is a confusing and scattered affair on landing. Once the Planetfall is resolved the formation receives D6-1 Blast Markers.

The following section describes all of the different units used by the Ragorie Gravborne and provides all of the information you will need to use them in your games of Epic. Ragorie Gravborne armies have a strategy rating of 2, and all formations have an initiative rating of 2+.

## Ragorie Gravborne Units

### Gravborne Infantry

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	-	6+	5+

Weapon	Range	Firepower	Notes
Lasguns	(15cm)	Small Arms	-
Autocannon	45cm	AP 5+/ AT 6+	-

**Notes:** Only one unit in every two has an autocannon. Count up the number of infantry units in the formation that can fire at the target formation and divide by two (rounding up) to find the number of autocannon shots you may take.

### Colonel

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	-	4+	5+

Weapon	Range	Firepower	Notes
Shotguns	(15cm)	Small Arms	-
Power Sword	(Base Contact)	Assault Weapon	Macro-Weapon, Extra Attack (+1)
Autocannon	45cm	AP 5+/ AT 6+	-

**Notes:** Supreme Commander.

### Captain

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	-	5+	5+

Weapon	Range	Firepower	Notes
Shotguns	(15cm)	Small Arms	-
Autocannon	45cm	AP 5+/ AT 6+	-

**Notes:** Commander.

### Gravhawk

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Bomber	5+	6+	6+

Weapon	Range	Firepower	Notes
Heavy Bolter	30cm	AP 5+/ AA 6+	-

**Notes:** Reinforced Armour, Transport (may carry four of the following: Colonel, Captain, Gravborne Infantry, Ogryns, Snipers, Fire Support, Saboteurs, Mortar Squads).

- A Gravhawk must either take a Hold action and stay off-board, or land during a Ground Attack or Air Assault.
- Once landed a Gravhawk cannot take-off again and so becomes Speed- 0cm.
- A Gravhawk destroyed due to being out of coherency with the formation does not cause Blast Markers.

### Demolitions

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	-	5+	6+

Weapon	Range	Firepower	Notes
Laspistols	(15cm)	Small Arms	-
Chainswords	(base contact)	Assault	-
Demo Charge	15cm	MW 3+	Ignore Cover, Single Shot

### Mortar Squad

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	-	6+	5+

Weapon	Range	Firepower	Notes
Lasguns	(15cm)	Small Arms	-
Mortar	30cm	AP5+/AT6+	Indirect Fire.

### Thudd Guns

Type	Speed	Armour	Close Combat	Firefight
Infantry	10cm	-	6+	5+

Weapon	Range	Firepower	Notes
Lasguns	(15cm)	Small Arms	-
2xThudd Gun	60cm	AP 5+/ AT 5+	-

**Notes:** Mounted.

## Ragorie Gravborne Army List

**Ragorie Gravborne armies have a strategy rating of 2, and all Ragorie Gravborne and Imperial Navy formations have an initiative rating of 2+.**

**Titan Legion formations have an initiative rating of 1+.**

### Ragorie Gravborne Companies

Formation	Units	Upgrades Allowed	Cost
Gravborne Company	1xCaptain. 12xGravborne Infantry.	Commissar, Regimental Command, Infantry Platoon, Snipers, Ogryns, Fire Support, Demolitions, Mortar	250pts
Gravhawk Company	1xCaptain. 12xGravborne Infantry. 4xGravhawk.	Commissar, Regimental Command, Infantry Platoon, Snipers, Ogryns, Fire Support, Demolitions, Mortar, Gravhawk	400pts

### Ragorie Gravborne Support Formations

(One may be taken per Ragorie Gravborne/Gravhawk Company)

Formation	Units	Upgrades Allowed	Cost
Storm Trooper Platoon	8xStorm Troopers.	Commissar, Valkyrie, Gravhawk.	200pts
Vulture Squadron	4xVultures.	-	300pts
Sentinel Squadron	4xSentinel.	-	100pts
Orbital Support	1xImperial Navy Lunar Cruiser	Emperor Battleship	150pts
Thudd Gun Battery	6xThudd Guns	-	250pts

### Ragorie Gravborne Attached Formations

(One may be taken per five Ragorie Gravborne/Gravhawk Company)

Formation	Units	Upgrades Allowed	Cost
Mechanised Company	1xCaptain. 12xGravborne Infantry. 7xChimera.	Commissar, Mechanised Platoon, Hydra, Hellhound, Griffon, Leman Russ	400pts
Tank Company	10xLeman Russ.	Commissar, Vanquisher, Hydra	650pts
Super-Heavy Tank Company	2xBaneblade or Shadowsword	Commissar, Super-Heavy	400pts
Artillery Company	9xBasilisk or Manticores.	Commissar, Hydra	650pts

### Ragorie Gravborne Upgrades

Upgrade	Units	Cost
Commissar	Add one Commissar to formation.	+25pts
Regimental Command	Replace Captain with Colonel.	+100pts
Infantry Platoon	Add six Gravborne Infantry to formation.	+100pts
Snipers	Add two Snipers to formation.	+50pts
Ogryns	Add two Ogryns to formation.	+50pts
Fire Support	Add four Fire Support to formation.	+100pts
Demolitions	Add four Demolitions to formation.	+75pts
Mortar	Add four Mortar Squads to formation.	+75pts
Gravhawk	Add the minimum number of Gravhawks required to transport formation.	+100pts each
Emperor Battleship	Replace Lunar Cruiser with Emperor Battleship.	+150pts
Valkyrie	Add four Valkyries to formation.	+150pts
Mechanised Platoon	Add six Gravborne Infantry and three Chimeras to formation.	+175pts
Hydra	Add one Hydra to formation.	+50pts
Hellhound	Add three Hellhounds to formation.	+150pts
Griffon	Add three Griffons to formation.	+100pts
Leman Russ	Add three Leman Russ or Leman Russ Demolishers to formation.	+200pts
Vanquisher	Replace one Leman Russ with a Leman Russ Vanquisher.	+25pts
Super-Heavy	Add one Baneblade or Shadowsword to formation.	+200pts

### Imperial Navy Aircraft

(Up to 1/3<sup>rd</sup> of points available may be spent on Imperial Navy formations)

Formation	Units	Upgrades Allowed	Cost
Thunderbolt Squadron	2xThunderbolt Fighters.	-	150pts
Thunderbolt Wing	5xThunderbolt Fighters.	-	300pts
Marauder Squadron	2xMarauder Bombers.	-	250pts
Marauder Wing	5xMarauder Bombers.	-	500pts

### Titan Legion Battlegroups

(Up to 1/3<sup>rd</sup> of points available may be spent on Titan Legion Battlegroups.

Also each selection counts as an Attached Formation for restriction purposes)

Formation	Units	Upgrades Allowed	Cost
Warlord	1xWarlord Titan.	-	900pts
Reaver	1xReaver Titan.	-	700pts
Warhound	1-2 Warhound Titans	-	300pts each

## Designer's Notes

The Ragorie Gravborne list is unashamedly modelled on the parachute and glider regiments of World War II such as the British 'Red Devils' 6<sup>th</sup> Airborne and the American 82<sup>nd</sup> and 101<sup>st</sup> Airborne Regiments.

Hopefully the key themes translated into Epic Armageddon are:

-Death from above. The ability to land troops across the battlefield, but also the planning and forethought required, as you must plot landing sites before the game begins.

-Light infantry. By necessity, they can't parachute battle tanks, heavy anti-tank guns or artillery- so have great trouble dealing with battle tanks and other armoured vehicles. Strategically this weakness was outweighed by the Paratroopers ability to arrive and hold positions behind enemy lines stopping reinforcements and preventing bridges being blown, etc. With the heaviest artillery dropped being mortars, and the heaviest anti-tank gun being a Thudd gun, in-game you'll have to be ingenious and/or just plain resilient and persistent to deal with the inevitable tank threat.

-Air cover. Air superiority is a key ingredient to landing parachute troops. More aircraft are tasked to cover a landing and engage enemy aircraft during parachute operations. In-game you have access to more aircraft for this job, but as with battle tanks, your lightly armed troops find it hard to deploy anti-aircraft vehicles/guns and so will suffer from enemy aircraft without this air support.

Of course, Epic Armageddon isn't a WW2 wargame. The grav-chute is the Warhammer 40,000 parachute, arguably in modern warfare parachute operations are ineffective- partly due to lots of rapid fire machine guns and rifles being able to shoot paratroopers out of the sky, partly because of radar and other methods detecting incoming paratrooper aircraft, partly because of the confusion and scattering of airborne troops leading to lots of missing in action and scattered groups. The grav-chute by being more controlled, and by dropping at terminal velocity up to a few metres above the ground hopefully mitigates some of these problems, reducing the time gravborne troopers are drifting in the air for target practice, and allowing them to land more closely.

The Ragorie Gravborne list also has many similarities to the already existing Elysian Drop Troopers, who are also partial to using grav-chutes and being lightly equipped lacking tanks and anti-tank. In my opinion, the Elysian list is modelled more on the helicopter borne of the Vietnam era, and indeed modern day- they make heavy use of the Valkyrie (the Warhammer 40,000 Huey/Chinook/Black Hawk). This shows in their style of play as well, and hopefully is a sufficiently different style for both lists to have a niche.

The Elysians are usually less numerous in soldiers, due to the cost of transporting them in Valkyries, but are very mobile during the game being able to move faster than even Rhino or Chimera mounted troops whilst flying over intervening terrain. They are thus able to quickly redeploy due to changing battlefield conditions (e.g. the enemy running away or getting too close), but are quite fragile if their transports start falling out of the sky.

The Ragorie Gravborne, whilst initially able to land anywhere are actually very slow once on the ground- the commander must plot landing sites that will ensure they can get to nearby objectives whilst also engaging the enemy effectively. If the enemy is allowed to flee from their landing sites, they will have a hard time chasing them down. Even the Gravhawk troops, once landed are extremely slow. They are also usually more numerous than an Elysian army, able to shrug off more damage and hold ground longer.

All said, if the Ragorie Gravborne list is enjoyable to play and play against whilst offering a new style of gaming for the Imperial Guard player it has done its job.