

The background of the entire page is a grayscale illustration of a Warhammer 40,000 battle scene. At the top, a large, metallic banner with the word 'EPIC' in a stylized font is positioned above the word 'ARMAGEDDON' in large, bold, block letters. Below this, a massive, multi-limbed mechanical titan dominates the center, firing a bright, glowing energy beam from its chest. In the foreground, several Space Marines in full combat armor are engaged in battle. One Marine in the center-right is prominently featured, holding a sword aloft. To the right, a figure on a tall, thin pole holds a banner. The sky is filled with smaller aircraft and a bright lightning bolt strikes down on the right side. In the bottom left corner, the 'EPIC RULEBOOK' logo is visible, and in the bottom right corner, the 'GAMES WORKSHOP' logo is present.

EPIC ARMAGEDDON

NetEA Tournament Pack

2013-08-07

www.net-armageddon.org
taccmd.tacticalwargames.net

EPIC
RULEBOOK

GAMES
WORKSHOP

What is NetEA?

Net Epic Armageddon, or NetEA, is the name of the Tactical Wargame Network's development of fan-made rule extensions, army lists and army list updates for Games Workshop's Epic Armageddon. The main focus of NetEA is to clarify the rules of Epic Armageddon and balance its tournament army lists against one another for the fun and enjoyment of all.

What is the Tournament Pack?

The NetEA Tournament Pack consists of the following:

- The Epic Armageddon game rules and **all** of the errata found on Games Workshop's [Epic Armageddon Resources](#) web page. We stress all here as some errata are missing from the rulebook sections found on the web page above.
- The most up-to-date FAQ available, essentially an expanded version of the FAQ found on the Games Workshop web page above. Each Q&A is a footnote in the appropriate section of the rules.
- All of the NetEA Approved tournament army lists and any rule extensions and Q&A's that accompany them. NetEA Approved army lists are tournament ready and balanced against one another using the Epic tournament game rules.

Will the Tournament Pack be updated?

Yes. The plan is to update the Tournament Pack every year with the latest Q&A's and NetEA Approved tournament army lists.

Which version of the Tournament Pack is this?

Each Tournament Pack has its publication date at the top of most of its pages, that is how it is versioned.

Where can I get the latest version of the Tournament Pack?

The latest Tournament Pack, as well as other useful files and fan-made Epic Supplements, can be found on the NetEA website.

www.net-armageddon.org

What's the best way to print the Tournament Pack?

The Tournament Pack is formatted to print doubled-sided with page scaling or at 100% on either letter or A4-sized paper. Blank pages are inserted automatically to ensure new sections start on the right hand side, and army lists and datasheets are front and back where possible.

What's a good forum for all things Epic?

Tactical Command is, hands down, the best Epic forum there is.

taccmd.tacticalwargames.net

You'll find painting logs, pictures of peoples' armies, battle reports, rule questions and answers, gaming advice, and NetEA development all on TacComm.

I found an error/typo, where should I report it?

The TacComm forums are the place for this sort of thing. Drafts of the Tournament Pack are posted there as well so people can have a chance to hunt for typos before the final version is put on the NetEA website. Please let us know if you find any errors!

Where can I find more Epic army lists?

TacComm has tons of them, and many are included in the NetEA Army List Compendium found on the NetEA website. They are clearly labelled as NetEA Approved, Developmental and Experimental so you have an idea on how well play-tested each list is. In addition, be sure to check out Epic-UK (epic-uk.co.uk) if you are in the UK or epic_fr (epic-fr.niceboard.com) if you are in France to see what the locals are using in your area.

Where can I buy Epic models?

Games Workshop sells Space Marine, Imperial Guard, Ork, Eldar and Chaos models from their [Epic Armageddon](#) section under Specialist Games. Forge World's [Epic 40,000](#) section has some models as well.

Out of print models can be found on various auction sites and trade forums across the internet. Once more, there are many 6mm science fiction manufacturers with products that make excellent proxies for Epic units.

Is this thing Games Workshop "official"?

Yes and no. While the rules presented here are those found in the Epic Armageddon rulebook, the FAQs have been expanded upon based on what is available from Games Workshop.

Additionally, the army lists presented here will have some price and composition differences when compared to what is provided on Games Workshop's website. These changes were all done in the name of balance and have the support of the TacComm community. For the most part they are fairly minimal and should not be viewed as "game changing/breaking".

DISCLAIMER AND TRADEMARK LISTS

This document is completely unofficial and in no way endorsed by Games Workshop Limited.

Adeptus Astartes, Battlefleet Gothic, Black Flame, Black Library, the Black Library logo, BL Publishing, Blood Angels, Bloodquest, Blood Bowl, the Blood Bowl logo, The Blood Bowl Spike Device, Cadian, Catachan, the Chaos device, Cityfight, the Chaos logo, Citadel, Citadel Device, City of the Damned, Codex, Daemonhunters, Dark Angels, Dark Eldar, Dark Future, the Double-Headed/Imperial Eagle device, 'Eavy Metal, Eldar, Eldar symbol devices, Epic, Eye of Terror, Fanatic, the Fanatic logo, the Fanatic II logo, Fire Warrior, Forge World, Games Workshop, Games Workshop logo, Genestealer, Golden Demon, Gorkamorka, Great Unclean One, the Hammer of Sigmar logo, Horned Rat logo, Inferno, Inquisitor, the Inquisitor logo, the Inquisitor device, Inquisitor:Conspiracies, Keeper of Secrets, Khemri, Khorne, Kroot, Lord of Change, Marauder, Mordheim, the Mordheim logo, Necromunda, Necromunda stencil logo, Necromunda Plate logo, Necron, Nurgle, Ork, Ork skull devices, Sisters of Battle, Skaven, the Skaven symbol devices, Slaanesh, Space Hulk, Space Marine, Space Marine chapters, Space Marine chapter logos, Talisman, Tau, the Tau caste designations, Tomb Kings, Trio of Warriors, Twin Tailed Comet Logo, Tyranid, Tyrannid, Tzeentch, Ultramarines, Warhammer, Warhammer Historical, Warhammer Online, Warhammer 40k Device, Warhammer World logo, Warmaster, White Dwarf, the White Dwarf logo, and all associated marks, names, races, race insignia, characters, vehicles, locations, units, illustrations and images from the Blood Bowl game, the Warhammer world, the Talisman world, and the Warhammer 40,000 universe are either ®, TM and/or © Copyright Games Workshop Ltd 2000-2012, variably registered in the UK and other countries around the world. Used without permission. No challenge to their status intended. All Rights Reserved to their respective owners.

1.0 Epic Game Rules.....	1	Rounding.....	26
1.0.1 What You Will Need To Play.....	1	1.15 Core Rules Training Scenarios.....	27
1.1 Units.....	2	1.15.1 Basic Training Scenario.....	27
1.1.1 Unit Types.....	2	1.15.2 Fast Attack Training Scenario.....	27
1.1.2 Stands.....	2	1.15.3 Armoured Training Scenario.....	27
1.1.3 Unit Datasheets.....	2	1.15.4 Advanced Training Scenario.....	27
1.2 Formations.....	3	1.15.5 Combined Arms Training Scenario.....	28
1.2.1 Formations.....	3	2.0 Specialist Units & Weapons.....	29
1.2.2 Initiative Values.....	3	2.1 Specialist Units.....	29
1.3 Blast Markers.....	3	2.1.1 Characters.....	29
1.4 Sequence of Play.....	4	2.1.2 Commanders.....	30
1.4.1 Sequence Of Play.....	4	2.1.3 Fearless.....	30
1.4.2 Abilities Used At Start Of Turn/Action.....	4	2.1.4 Infiltrators.....	30
1.5 The Strategy Phase.....	4	2.1.5 Inspiring.....	31
1.6 The Action Phase.....	5	2.1.6 Invulnerable Saves.....	31
1.6.1 Actions.....	5	2.1.7 Jump Packs.....	31
1.6.2 The Action Test.....	6	2.1.8 Leaders.....	31
1.6.3 Retaining The Initiative.....	6	2.1.9 Light Vehicles.....	31
1.7 Movement.....	7	2.1.10 Mounted.....	31
1.7.1 Multiple Moves.....	7	2.1.11 Reinforced Armour.....	31
1.7.2 Other Units.....	7	2.1.12 Scouts.....	31
1.7.3 Zones Of Control.....	7	2.1.13 Skimmers.....	32
1.7.4 Formations.....	7	2.1.14 Sniper.....	32
1.7.5 Transport Vehicles.....	8	2.1.15 Supreme Commanders.....	33
1.8 Terrain.....	9	2.1.16 Thick Rear Armour.....	33
1.8.1 Dangerous Terrain Test.....	9	2.1.17 Teleport.....	33
1.8.2 Cover To Hit Modifiers.....	9	2.1.18 Walkers.....	33
1.8.3 Infantry Cover Saves.....	9	Re-rolls.....	33
1.8.4 Terrain Effects.....	10	2.1.19 Slow and Steady.....	33
1.9 Shooting.....	11	2.1.20 Support Craft.....	33
1.9.1 Picking A Target.....	11	2.1.21 Self Planetfall.....	33
Weapon Fire Arcs.....	11	2.1.22 Expendable.....	34
1.9.2 Who May Shoot.....	11	2.1.23 Tunnelers.....	34
1.9.3 Shooting Procedure.....	12	2.2 Specialist Weapons.....	35
1.9.4 Place Blast Marker.....	12	2.2.1 Anti-aircraft Weapons.....	35
1.9.5 Roll To Hit.....	12	2.2.2 Disrupt.....	35
Needing 7+ To Hit.....	13	2.2.3 Extra Attacks.....	35
1.9.6 Allocate Hits & Make Saving Throws.....	13	2.2.4 First Strike.....	35
1.9.7 Check To See If Target Breaks.....	14	2.2.5 Ignore Cover.....	35
1.9.8 Barrages.....	15	2.2.6 Macro-Weapons.....	35
1.10 Overwatch.....	17	2.2.7 Single Shot.....	36
1.11 Crossfire.....	18	2.2.8 Slow Firing.....	36
1.12 Assaults.....	20	2.2.9 Titan Killers.....	36
1.12.1 Assault Procedure.....	20	2.2.10 Indirect Fire.....	36
1.12.2 Choose Target Formation.....	20	2.3 Specialist Training Scenarios.....	37
1.12.3 Make Charge Move.....	20	2.3.1 Specialist Training Scenario.....	37
1.12.4 Counter Charges.....	21	3.0 War Engines.....	39
1.12.5 Resolve Attacks.....	21	3.1 War Engine Movement.....	39
1.12.6 Supporting Fire.....	22	3.1.1 War Engine Formations.....	39
1.12.7 Work Out Result.....	23	3.1.2 War Engine Zones Of Control.....	39
1.12.8 Loser Withdraws.....	23	3.1.3 Transport.....	39
1.12.9 Winner Consolidates.....	24	3.2 War Engine Shooting.....	40
1.12.10 Intermingled Formations.....	24	3.2.1 Allocating Hits To War Engines.....	40
1.13 Regrouping & Broken Formations.....	24	3.2.2 War Engine Damage Capacity.....	41
1.13.1 Regrouping.....	24	3.2.3 Critical Hits.....	41
1.13.2 Becoming Broken.....	24	3.2.4 Blast Markers.....	41
1.13.3 Withdrawals.....	25	3.2.5 Titan Killer Weapons.....	42
1.13.4 Blast Markers and Broken Formations.....	25	3.3 War Engine Assaults.....	43
1.14 The End Phase.....	26	3.3.1 Charge Moves.....	43
1.14.1 Rallying Formations.....	26	3.3.2 Close Combat and Firefight Attacks.....	43
1.14.2 Check Victory Conditions.....	26	3.3.3 Result Rolls.....	43

3.4 War Engine Training Scenario.....	44	5.18 Scions of Iron Forces.....	92
3.4.1 Korps Grinda Returns!.....	44	5.19 Tau Forces.....	93
4.0 Aerospace Operations.....	45	5.19.1 Coordinated Fire.....	94
4.1 Aerospace Units.....	45	5.19.2 Tau Technology.....	94
4.1.1 Aerospace Formations.....	45	5.20 Alaitoc Eldar Forces.....	95
4.2 Aircraft.....	46	6.0 Epic Gaming.....	97
4.2.1 Aircraft Approach Moves.....	46	6.1 Epic Tournament Game Rules.....	98
4.2.2 Aircraft Attacks.....	46	6.1.1 Forces.....	98
4.2.3 Anti-aircraft Attacks.....	47	6.1.2 Set-up.....	98
4.2.4 Flak Attacks.....	47	6.1.3 The Five Minute Warm Up.....	98
4.2.5 Transporting Ground Units.....	48	6.1.4 Place Objective Markers.....	98
4.2.6 Disengagement Moves.....	49	6.1.5 Setup Spacecraft & Garrisons.....	98
4.2.7 Blast Markers.....	49	6.1.6 Set-up Remaining Formations.....	99
4.3 Spacecraft.....	50	6.1.7 Victory Conditions.....	99
4.3.1 Planning Spacecraft Operations.....	50	6.2 Tournament Army Lists.....	100
4.3.2 Carrying Out The Operation.....	50	6.2.1 The 'Counts As' Rule.....	102
4.3.3 Orbital Bombardments.....	50	6.3 Codex Astartes Space Marine Army List.....	103
4.3.4 Pin-Point Attacks.....	51	6.3.1 Space Marine Transports.....	103
4.4 Planetfall.....	51	6.4 Armageddon Steel Legion Imperial Guard Army List	
4.5 Aerospace Training Scenarios.....	52	105
4.5.1 Death From The Skies!.....	52	6.4.1 Commissars.....	105
4.5.2 Thunderhawk Down.....	53	6.5 Ghazghkull Mag Uruk Thraka's Ork War Horde Army	
5.0 Forces.....	55	List.....	107
5.0.1 Epic Armageddon Reference Sheet.....	56	6.5.1 Ork Warlords.....	107
5.1 Space Marine Forces.....	57	6.6 Eldar Biel-Tan Craftworld Army List.....	109
5.1.1 They Shall Know No Fear.....	58	6.6.1 May Not Garrison.....	109
5.2 Imperial Guard Forces.....	59	6.7 Baran Siegemasters Imperial Guard Army List.....	111
5.3 Imperial Navy Forces.....	61	6.7.1 Regimental HQs.....	111
5.4 Titan Legion Forces.....	62	6.7.2 Fortified Positions.....	111
5.4.1 Imperial Void Shields.....	62	6.8 Warlord Snagga Snagga's Feral Ork Horde Army List	
5.5 Ork Forces.....	63	113
5.5.1 Mob Rule.....	64	6.8.1 Feral Ork Epic Tournament Special Rules.....	113
5.5.2 Power of the Waaagh!.....	64	6.9 White Scars Space Marine Army List.....	115
5.5.3 Power Fields.....	64	6.9.1 White Scars Transport.....	115
5.6 Eldar Forces.....	65	6.10 Burning Death Speed Freeks Army List.....	117
5.6.1 Farsight.....	67	6.10.1 Speed Freek Epic Tournament Special Rules...117	
5.6.2 Hit & Run Tactics.....	67	6.11 13th Black Crusade Black Legion Army List.....	119
5.6.3 Eldar Technology.....	68	6.11.1 Fickle Masters.....	119
5.7 Baran Siegemaster Forces.....	69	6.11.2 Factions.....	119
5.7.1 Fortified Positions.....	69	6.11.3 Summoned Units.....	120
5.8 Feral Ork Forces.....	70	6.12 The Stigmatus Covenant Chaos Cultist Army List...123	
5.8.1 Mob Rule.....	70	6.12.1 Stigmatus Covenant Epic Tournament Special	
5.8.2 Power Of The Waaagh!.....	70	Rules.....	123
5.9 White Scar Forces.....	71	6.13 Kabal of Pain's Way Dark Eldar Army List.....	125
5.10 Speed Freek Forces.....	72	6.13.1 Kabal of Pain's Way Epic Tournament Special	
5.11 Black Legion Forces.....	73	Rules.....	125
5.11.1 Augmented Summoning.....	75	6.13.2 Dark Eldar Transport.....	125
5.11.2 Daemonic Focus.....	75	6.13.3 Kashnarak.....	126
5.12 Chaos Cultist Forces.....	77	6.14 Minervan Tank Legion Imperial Guard Army List...129	
5.13 Dark Eldar Forces.....	79	6.14.1 Amphibious.....	129
5.13.1 Hit & Run Tactics.....	80	6.15 Scarab Conflict Necron Army List.....	131
5.13.2 Fleet of Foot.....	81	6.15.1 Scarab Conflict Necron Army Epic Tournament	
5.13.3 Dark Eldar Technology.....	81	Special Rules.....	131
5.14 Minervan Tank Legion Forces.....	83	6.16 Death Korps of Krieg Imperial Guard Army list....133	
5.15 Necron Forces.....	85	6.16.1 Trenchworks.....	133
5.15.1 Necron Technology.....	86	6.17 Salamanders Space Marine Army List.....	135
5.15.2 Implacable Advance.....	87	6.18 Scions of Iron Space Marine Army List.....	137
5.15.3 Phase Out.....	87	6.18.1 Scions of Iron Transports.....	137
5.16 Death Korps of Krieg Forces.....	89	6.18.2 Thunderhawk Transporter.....	137
5.16.1 Trenchworks.....	90	6.19 Tau Third Phase Expansion Army List.....	139
5.17 Salamander Forces.....	91	6.19.1 Tiger Shark Gun Drones.....	139

6.20 Eldar Alaitoc Craftworld Army List.....	141
6.20.1 Trail Blazing.....	141

1.0 EPIC GAME RULES

"It is the purest folly to believe that an individual can save Armageddon. Wars are not won by heroes, they are won by firepower and force, and the application of strategy and tactics."

Commissar Yarrick

On the following pages you will find the core rules for the Epic game system, covering all of the basic mechanics of the Epic game. The core rules describe how units (that's to say any kind of infantry or armoured vehicles) move and fire on each other and participate in assaults.

Scattered through the rules you will occasionally find Special Rule boxes. Most special rules are described in rules sections 2.0-4.0, but some rules you really need to know about earlier on and because of this we've included them with the core rules. You will also find Design Concept boxes that explain certain fundamental principles of the rules. We've put these off to one side rather than include them in the rules proper in order to save repetition, and also to allow us to explain in rather more detail the concepts and philosophy behind the rules. The author feels quite strongly that disputes or misinterpretation of the rules can be minimised if you understand why a rule is written the way it is.

We highly recommend that you play several games using the core rules before fighting battles using the full range of Epic scale vehicle and infantry miniatures that use the special rules. In order to help with this we've included a number of 'training scenarios' at the end of the core rules that will allow you to try the rules out quickly and easily.

1.0.1 What You Will Need To Play

In order to play you will need to get hold of Epic scale miniatures. These miniatures are available from Games Workshop stores and Direct Sales as well as independent specialist hobby shops.

You will also need a small amount of gaming terrain. You can use the hills and trees made for Warhammer or Warhammer 40,000 and available from the same places as Epic miniatures if you don't have any Epic scale terrain, or just lay a cloth over some books to create rolling, hilly terrain. Forge World sells a wide array of detailed resin terrain pieces to expand the boundaries of your battle settings.

In addition to models, a suitable battlefield, and players you'll need a few more essential items to begin play:

Templates: Certain weapons in Epic, such as the huge Imperial Earthshaker Cannon, have an area effect rather than targeting a specific unit. These attacks are represented by placing a circular template over the target and attempting to affect any units under it. Two types of template are used in Epic, a Barrage template that has a diameter of 7.4cm, and a larger Orbital Bombardment template that has a diameter of 12cm. The type and intensity of the attack will dictate which template is used and how many templates may be required. Copies of both templates can be found at the end of the core rules, or you can use the plastic Blast and Ordnance templates produced by Games Workshop. You can also make your own versions of the templates from card or acetate.

Measuring Instrument: You will need some kind of measuring instrument marked in centimetres (cms) in order to play Epic. You will find a retractable measuring tape most useful for measuring movement and shooting distances. If you only have a measuring instrument marked in inches then you can use it by halving any distances measured in centimetres and using the result as a distance in inches instead. For example, if the rules said 5cm you would count this as 2.5" instead. Please note that if you decide to measure any distances in inches then both players must do so!

Paper and Pens or Pencils: You may need to record details of casualties and damage to those gigantic war engines occasionally during a game, so it's useful to have some paper and a writing implement handy.

Dice: In Epic you'll need buckets full of ordinary six-sided dice to resolve shooting and fighting in an assault. These are referred to as a D6. If you need to roll more than one dice, then this is written as 2D6 (for roll two dice) or 4D6 (for roll four dice) and so on. If you have to add something to the total of the roll, this is added afterwards. For example, D6+6 means roll one dice and add 6 to the score to get a total between 7 and 12. If asked to roll a D3 simply roll a D6 and count a roll of 1-2 as a 1, a roll of 3-4 as a 2, and a roll of 5-6 as a 3. In some cases a unit or formation will need to roll a 1 or higher on a D6. In this case the roll automatically succeeds and no dice roll is strictly necessary (though you can roll anyway if you wish!).

Blast Markers: An army in battle tends to get worse at fighting as it is subjected to enemy fire and loses close combats. In Epic, Blast markers represent this. You can either make your own Blast markers, or use the Battle Markers produced by Games Workshop, or keep track of things with paper and pencil or some other method if you prefer. As long as you know how many Blast markers a formation has accumulated during the game then whatever method you use is fine with us!

1.1 UNITS

Epic lets you fight battles with everything from lowly infantry to the terrifying war engines that dominate the battle zones of the 41st Millennium. From the smallest to the greatest, every warrior and weapon has its part to play. Different types of unit complement one another in combat – war engines fighting in cities need infantry to enter buildings and drive out enemy troops, infantry in the open need support from their own tanks and war engines lest they be swept away by enemy war engines.

No matter what their size, the Citadel miniatures used to play Epic are referred to as units in the rules that follow. Each unit is an individual playing piece with its own capabilities. A unit may consist of a single model tank, a gigantic war engine, or several infantry models mounted together on a single base, but in the rules all of these things are simply referred to as units.

IMPORTANT: The core rules on the following pages only cover infantry and armoured vehicles. The rules for specialist units in section 2.0 introduce several new unit types and characteristics, rules for Titans and other war engines are introduced in Section 3.0, and rules for aircraft in Section 4.0.

1.1.1 Unit Types

All units in the core rules are subdivided into two broad categories: Infantry and Armoured Vehicles.

Infantry (INF): This designation includes all personnel not mounted inside a vehicle. Infantry are represented by between three and seven Epic infantry models mounted on a single base (see 1.1.2 for details). Field artillery such as Ork Big Gunz also fall into this category, as do infantry that ride on bikes or horses.

Armoured Vehicles (AV): As their name implies, these vehicles are covered with thick armour plate. The category includes tanks such as Leman Russ and Land Raiders, as well as armoured troop carriers like the Rhino. Armoured vehicles are represented by a single model.

1.1.2 Stands

As previously noted, a unit can be a single vehicle model, or a *stand* made up of several very small models grouped together and glued to a small base. Stands usually represent things like infantry, where moving the individual models round on their own would be very fiddly with Epic scale models. All the models glued to a stand count as a single unit as far as the rules are concerned. The size of a stand and the number of models glued to it are left pretty much up to the player to decide within the following limitations:

- A stand may be no more than 40mm and no less than 5mm across in any direction.
- A stand must be at least 20mm across in one direction (i.e., a 5mm by 5mm stand is not allowed, but a 5mm by 20mm stand would be okay).
- Stands representing infantry units must have at least three infantry models and may not have more than seven. Infantry mounted on bikes or horses must have between two and four models mounted on each base.
- Stands representing artillery must have between one and two artillery pieces and up to six crew models.

1.1.3 Unit Datasheets¹

Each unit in Epic has a datasheet that tells you how fast, shooty and tough the unit is. Each datasheet provides the following information:

Type: What target type the unit belongs to.

Speed: The speed of the unit. This is the distance in centimetres the unit can move each turn while still firing its weapons fairly effectively. It is possible for units to move faster than this if you wish, but their shooting will be far less effective.

Armour: This number shows how well protected and/or difficult to damage the unit is. If a hit is scored on the unit then you must roll this number or higher on a D6 to 'save' the unit from the damage.

Close Combat: This number shows how effective the unit is at close combat. It is used when the unit charges an enemy unit, or is charged itself.

Firefight: This shows how effective the unit is when involved in a short-ranged firefight.

Weapons: This section of the data sheet lists what weapons the unit carries. If a unit carries more than one of a type of weapon then this will be noted as a 'multiplier' by the weapon's name. For example, a Space Marine Tactical squad is noted as having a 'Missile Launcher', while a Space Marine Devastator squad is noted as having '2 x Missile Launcher'.

Range: The range of the weapon in centimetres.

Firepower: The numbers here represent how effective the weapon is when it shoots. Firepower comes in two 'flavours': Anti-personnel (abbreviated to AP) and Anti-tank (abbreviated to AT). AP fire is used against infantry targets and AT fire against armoured vehicles. A weapon that has both an AP and an AT value may choose to use either one when it attacks, but may not use both in the same turn.

The value listed for a weapon is the score required on a single D6 to score a hit. Most weapons only roll one D6 to hit when they shoot. However, if a weapon's firepower value is preceded by a multiplier then a number of dice equal to the multiplier should be rolled instead. For example, a weapon with a firepower of 'AP5+' would roll one D6 to hit, while a unit with a firepower of '3 x AP5+' would roll three D6. Sometimes the entry will specify a dice roll rather than a fixed number. For example, a weapon that had 'D3 x AP5+' would attack D3 times each time it was used.

Special Rules: Some weapons have additional abilities (see 2.0) and may have limited fire arcs (see 1.9).

Notes: If any special rules apply to the unit then they will be noted here. An explanation of what effect these rules have can be found in sections 2.0 – 4.0.

Datasheets for units from the Epic Game can be found in section 5.0.

¹ 1.1.3 Unit Datasheets

Q: AND/OR designations are frequently used for weapons that have a ranged fire and an assault mode. What is the difference between the two?

A: Some weapon systems are capable of being used in multiple ways. A weapon designated as "OR" may choose between the modes of fire on the datasheet each time it is used, whether in a typical activation or defending against an assault. A weapon designated as "AND" may use all modes of fire simultaneously each time it is used.

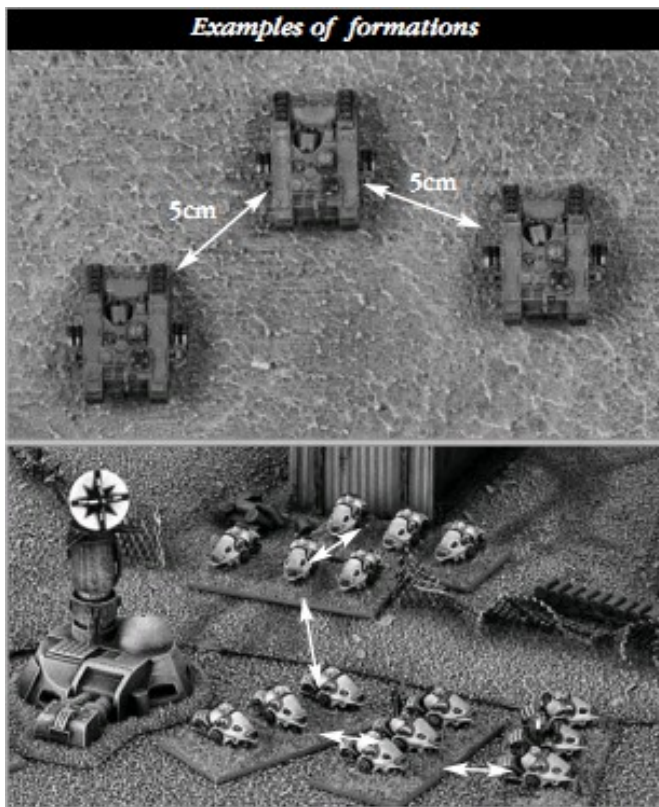
1.2 FORMATIONS

On the battlefield, vehicles and troops don't just mill around individually, instead they are organised so that they fight as a unified whole. In Epic, a body of troops and war machines that fights together on the battlefield is referred to as a *formation*.

1.2.1 Formations

All units must be organised into formations at the start of the game. The scenarios included in these rules will tell you what formations each side may use. If you are devising your own scenario then you must decide what formations the units taking part will fight in before the battle begins.

Every unit in a formation must be no further than 5cm from at least one other unit in the same formation. In addition, all units must form a 'chain' without any gaps of more than 5cm. Sometimes the units in a formation will become separated due to enemy fire or assault. When this happens, the formation *must* close back up again into a legal formation when it next takes an action (see 1.6.1).



1.2.2 Initiative Values

Each formation has an *initiative value* that represents how well trained and motivated it is. The lower a formation's initiative value is, the better (e.g., an initiative of 1 is better than an initiative of 2). Formations with good initiative values are more likely to carry out orders, and will rally more quickly than formations with worse initiative values. You will find that a formation's initiative value is one of its most important characteristics. Some example initiative values are shown below:

<i>Formation</i>	<i>Initiative Value</i>
Space Marine	1+
Imperial Guard	2+
Ork	3+

1.3 BLAST MARKERS

During a game of Epic the formations under your command will receive *Blast markers* when they come under fire, take casualties, fight in assaults, or fail initiative tests. Blast markers can be removed when a formation rallies or regroups (see 1.13 and 1.14.1). The effects of blast markers will make more sense when you have read the rest of the rules, but in summary:

- A formation receives one Blast marker every time it is shot at by an enemy formation, even if no casualties are caused, unless the rules specifically state otherwise.
- In addition, a formation receives one Blast marker every time a unit is destroyed, unless the rules specifically state otherwise.
- Each Blast marker suppresses one unit in the formation and stops it from shooting. Blast markers also affect a formation's ability to carry out actions, win assaults, and rally. A formation is broken when the number of Blast markers equals the number of units in the formation, unless the rules specifically state otherwise. A broken formation has to withdraw, and is not allowed to take actions in the action phase (which basically means it can't move or shoot). It must try to rally in the end phase.

Blast Marker Table

<i>Blast Markers</i>	<i>Result</i>	<i>Effect</i>
Each Blast Marker	Unit <i>Suppressed</i>	May not shoot
One per unit	Formation <i>Broken</i>	Withdraw

DESIGN CONCEPT

Blast Markers

Blast markers are an attempt to show in a simple and playable manner that the psychological effect of fire is every bit as important, if not more important, than the actual number of casualties caused. Blast markers represent a whole range of personal disasters occurring to the units in a formation: things being damaged, squads being scattered, breaking or fleeing, and so on. They are a vital part of Epic so don't overlook their importance. The rules for Blast markers reflect the fact that most troops will tend to grind to a halt and seek cover when they come under even quite a small amount of fire (that's why a single sniper can slow down many times his own number of enemy troops), but will only withdraw when a combination of casualties and sustained enemy pressure convinces them that their position is untenable and they should withdraw (which is why a single sniper will rarely drive the enemy off).

1.4 SEQUENCE OF PLAY

An Epic battle is fought over a number of turns. How many turns a battle will last is determined by the players themselves or the scenario being fought.

Epic uses the following *sequence of play*. As you can see, each turn in Epic Armageddon is split into three phases. However, the bulk of the action occurs, appropriately enough, in the action phase. During this phase, the players take it in turn to pick one of the formations in their armies and carry out an action with it. Each formation in an army can carry out one action. After both players have taken one action with each of their formations, they move onto the end phase. This is basically a ‘tidy-up’ phase, where things that are not carried out during the action phase are sorted out. Note that both players do things in each phase, so both carry out actions in the action phase, rally broken formations in the end phase, and so on.

1.4.1 Sequence Of Play²

I – Strategy Phase: Each player rolls a D6 and adds their army’s strategy rating to the score. Whoever scores higher may choose to go first or second in the action phase.

II – Action Phase: The players alternate carrying out actions with their units.

III – End Phase: Both players rally formations with Blast markers or that are broken, and then check the scenario victory conditions to see if either side has won.

SPECIAL RULE

1.4.2 Abilities Used At Start Of Turn/Action

Some units have special abilities that are specified as taking effect at the beginning of the turn. These effects are resolved before the Strategy roll. Similarly, abilities that are used at the start of an action can be taken before the Initiative roll is made or the action chosen. If both players have effects for the beginning of the turn, take turns resolving them starting with the player with the higher Strategy rating, alternating between players for each subsequent effect until all effects are resolved.

3

1.5 THE STRATEGY PHASE

Each army has a *strategy rating*. This will either be listed in the notes for a scenario, or can be found in the army list if you are playing a tournament game. An army’s strategy rating represents a mixture of its aggression and the ability of its commanders. An army with a high strategy rating is more likely to act before an enemy with a lower strategy rating.

In the strategy phase at the start of each turn both players make a strategy roll by rolling a D6 and adding their strategy rating to the score. The player whose army scores higher can choose to go first or second in the action phase. In the case of a tie, the side that failed to win the initiative last turn gets it on this turn.

DESIGN CONCEPT

Ties

In the case of a tie or any situation where the rules allow both players to do something at the same time, the player with the next birthday gets to go first unless the rules specifically say otherwise.

2 1.4.1 Sequence of Play

Q: Can we get a Sequence of Play table that includes all the clarifications about what happens when in the Strategy Phase and the end Phase?

A: Sure.

Strategy Phase

- a) Teleports placed and all other “beginning of turn” abilities go into effect (alternating, Higher SR chooses who goes first)
- b) Roll for Strategy (simultaneous)

End Phase

1. Aircraft disengage (simultaneous)
2. Resolve criticals and other “end of turn” effects (alternating, higher SR chooses who goes first)
3. Rally (alternating, Higher SR goes first)
4. Daemons disappear (simultaneous)
5. Check victory conditions by scenario rules (varies by scenario and may come at a different point in the sequence)

3 1.4.2 Abilities Used At Start Of Turn/Action

Q: With abilities that are used at the start of the turn, who goes first?

A: The player with the higher strategy rating has the option of acting first or forcing the opponent to act first.

1.6 THE ACTION PHASE

In the action phase, the players take it in turns to carry out actions with their unbroken formations. Each unbroken formation can take one action per turn. The player that won the strategy roll can choose whether to go first or second.

The player going first then carries out an action with one formation, and then their opponent does likewise, and so on until all formations have taken an action. If one player runs out of formations to activate, then the opposing player may keep on activating formations one after the other until all of his formations have taken an action.

There are three steps to carrying out an action:

I – Nominate a formation.

II – Declare which action it will carry out.

III – The formation must then pass an action test to see if it carries out the action successfully.

Each of these steps is explained in more detail below. Note that you must declare both the formation and the action it will carry out before taking the Action test. If you fail to do these things, then the formation chosen automatically fails the Action test without the dice being rolled (we can imagine this is due to a communications failure). If you failed to even nominate the formation then your opponent may nominate the formation for you.

1.6.1 Actions

To carry out an action, first nominate an unbroken formation and then choose an action for it to carry out. The actions that can be chosen are listed as follows. Note that you must activate a formation if you can, you can't choose to 'pass' unless you have no choice in the matter. Also note that a formation may only be activated once per Action phase.

Advance: The formation may make one move and then shoot.

Engage: The formation may make one 'charge' move and then fight an assault.

Double: The formation may make two moves and then shoot with a -1 modifier.

March: The formation may make three moves.

Marshal: The formation may either shoot with a -1 modifier and then regroup, or make one move and then regroup. Regrouping allows the formation to remove some of the Blast markers affecting the formation (see 1.13).

Overwatch: The formation may not move, but instead enters overwatch. Being on overwatch allows the formation to interrupt an enemy formation's action to shoot at it. You may not choose this action if the formation has any units that are out of formation.

Sustained Fire: The formation may not move (not even to turn in place), but can shoot with a +1 modifier. You may not choose this action if the formation has any units that are out of formation.

In addition to these basic actions, there are two more special types of action a formation may make:

Hold: This action is the only one allowed to a formation that fails an Action test (see the rules for action tests next). The formation may make one move or shoot or regroup. You must choose to move if any units are out of formation.

Special Actions: Some formations are allowed to carry out special actions. Some of these are described in the Special Rules section of this rulebook, or they may be included in the rules for a scenario.

1.6.2 The Action Test⁴

Before a formation can carry out an action it must pass an action test. Broken formations may not take an action. Instead they must pass a rally test in the end phase in order to rally. See the rules for broken formations (1.13) later on.

To pass an action test, you must roll equal to or over the formation's initiative value on a D6. If the formation passes the action test, it may carry out the stated action. If the formation fails the test, it can still carry out a hold action (even if the player nominated something else), but the formation receives a Blast marker. There is a -1 modifier to the action test if the formation has one or more Blast markers, and a further -1 modifier if the formation is trying to retain the initiative (see 1.6.3).

1.6.3 Retaining The Initiative

Once you have successfully carried out an action with a formation, you may if you wish try to retain the initiative and take two actions in a row. If you decide to retain the initiative then you must nominate a new formation and declare the action it will carry out, but the formation will suffer a -1 modifier to its action test. Note: If the first formation fails its action, you may not attempt to retain the initiative – i.e., you may only attempt to retain the initiative after a successful action.

You must hand over the initiative after you have completed the action for a formation that retained the initiative (i.e., you can't retain the initiative twice in a row). The only exception to this is if one player has no formations left to activate. In this case, the other player may keep on activating formations without suffering the -1 modifier for retaining the initiative until all of the opposing formations have taken an action.

Action Test Table

Formation has at least one Blast marker	-1	
Formation is trying to retain the initiative	-1	
<i>Action Test Result</i>	<i>Actions</i>	<i>Notes</i>
Pass Action Test	Any	Player may attempt to retain the initiative (see 1.6.3).
Fail Action Test	Hold	Formation receives one Blast marker. Player may not attempt to retain the initiative.

EXAMPLE OF PLAY

Actions

After setting up their forces, the Ork player (Matt) and the Imperial Guard player (Bill) both roll a dice and add their strategy rating. The Imperial Guard player rolls a 6, to which he adds his strategy rating of 2 for a total of 8. The Ork player rolls a 3 on the dice, plus his strategy rating of 3, giving him a total of 6. The Imperial Guard player hence wins the strategy phase and may choose whether to go first or second. He chooses to go first.

The action phase now begins and the Imperial Guard player nominates the formation with which he will attempt his first action.

He picks a Steel Legion Mechanised Infantry Company out on the left flank and declares that they are going to attempt a double action. The chosen formation are members of the Imperial Guard, and therefore have an initiative rating of 2+. The player rolls the dice and scores a 4 – the action is successful and the formation makes its chosen action (in this case, moving twice up the flank. They then have the option to shoot but can't see any enemy so the formation's action is at an end).

The Imperial Guard player then decides he is going to try to retain the initiative.

He nominates a Steel Legion Super Heavy Tank Company on the other side of the battlefield and declares that they are also going to attempt a double action. The player rolls a dice and scores a 2 – the action fails, since the formation has an Initiative of 2, and suffers -1 to its dice roll for retaining the initiative. The formation receives a Blast marker and must take a hold action instead of taking the double action.

⁴ 1.6.2 The Action Test

Q: When rolling for initiative to activate and order your formations, does a D6 roll of 1 automatically fail?

A: No. This can lead to certain formations automatically passing an initiative test. Space Marines, for example, will always pass a test unless modifiers apply to the roll, and Orks doing a double or charge action would pass automatically also. These advantages are built into the points values used in the Grand Tournament army lists, and you should take them into account when working out the forces used in a scenario.

1.7 MOVEMENT⁵

Most actions allow all the units in a formation to make one or more moves. Units move a distance in centimetres up to the Speed value shown on their datasheet – there is no compulsion on players to use the total move available to them. Depending on the action they are taking, a unit may move one, two or three times (see 1.7.1). They may turn freely as they move. A unit is never forced to move, but sometimes failing to do so can result in its destruction (see 1.13.3). Once a player has moved a unit and removed his hand from the model, the move may not be changed.

1.7.1 Multiple Moves⁶

If an action allows units to make multiple moves, take each move one after the other, following the rules that follow for each move (i.e., don't simply add the movement distances together). For example, a Space Marine Tactical detachment (Speed 15cms) taking a March action would make three moves of 15cm each, rather than one move of 45cms.

1.7.2 Other Units

Enemy units may never move over or through each other. With the exception of infantry, a friendly unit may never move directly over another friendly unit. You can move over infantry units with other units, as the stationary infantry are assumed to get out of

5 1.7 Movement

Q: Can units move off the gaming table?

A: Only if specifically allowed to do so by a special rule.

Q: Can transported units with a move of zero set up 5cm away when disembarking?

A: Yes they can.

Q: Can a 0cm move unit on a road claim the +5cm move bonus?

A: Yes and no. There is no clear distinction in the rules between 0cm move and truly immobile units. We recommend that units that could potentially be moved in an emergency situation, like field artillery pieces, be considered to have a move of 0cm. Truly immobile units such as a bunker in a scenario that has a unit data sheet should be considered as immobile under any circumstances.

Q: A 0cm move unit would possibly benefit from the road movement bonus, allowing it to move 5cm per move. However, it may obviously not leave the road as it would then lose its bonus movement. Also, unit with a speed designated as "immobile" may not move, even on a road.

A: As always, if you anticipate any issue with this rule, for example you are playing Baran Siegemasters with many 0cm move units, go over it with your opponent during the 5 minute warm-up.

Q: If a formation of three 0cm move guns has the centre gun destroyed and the unit fails to rally (if they get the chance) is it removed after the next activation movement phase (broken formation, two stands, one stand removed blast marker kills other stand).

A: Yes, life can be short in a Siege regiment!

6 1.7.1 Multiple Moves

Q: One of the FAQ entries draws a conclusion that seems overly broad to me. Section 1.7.1 talks about various orders allowing formations to move. The Overwatch section of the FAQ rules that any time a formation is allowed to move, it must move.

A: You can move zero, if you wish, but that is still considered a move. You don't have to move. In fact, some orders like Sustained Fire require you to stay stationary. Other than that order, you are merely moving zero.

Withdrawals are different, in that they *are* optional movement. If you choose not to move, you have not moved and do not allow a formation in overwatch to activate against you.

When a unit does break, it does choose where and if to withdraw. I personally advance my broken formations. There is a chance they may unbreak next turn and it provides consternation to my opponent. However, if you end your move (and yes, you can still move zero) within 15 cms of an enemy, the unit is destroyed.

the way. Note that 'moving over' refers to the model itself, not the unit's base.

1.7.3 Zones Of Control⁷

All units in Epic have a zone of control that extends 5cm in every direction from the model. Models mounted on a stand may measure the zone of control from any model on the stand.

Units may not enter an enemy zone of control while they move, unless they are undertaking an engage action and use their charge move to get into base contact with the nearest enemy unit whose zone of control they have entered. Once a unit has been contacted by an engaging enemy unit, it loses its own zone of control for the rest of that engage action (including the ensuing assault). This will allow other units to move round it. Units are never allowed to cross directly over an enemy unit, even if it has lost its zone of control.

If a unit finds itself in an enemy zone of control for any reason, then it must either charge the enemy or leave the zone of control when it next takes an action (note that this will require an action that allows it to charge or move).

1.7.4 Formations⁸

Any units that are out of formation for any reason after a formation has taken the movement part of its action are destroyed. The controlling player may choose which units are 'out of formation' and destroyed. Note that each unit lost will place one Blast marker on the main part of the formation. This applies after each individual move, so if a formation made a march action, you can't wait until the end of all three moves in order to bring units back into formation – any out of formation units are destroyed at the end of the first move (and again at the end of the second and third moves if any other units have also ended up out of formation following the move).

7 1.7.3 Zones of Control

Q: Can you end your move exactly 5cm away from an enemy unit, or would that mean entering its ZoC?

A: You must stay out of the ZoC. As the ZoC extends 5cm, if you were exactly 5cm you would be in the ZoC and this is not allowed. In other words, you must remain more than 5cm away from the enemy unit.

Q: What are the options for a unit that finds itself in an enemy ZoC at the start of its activation?

A: If a unit finds itself in an enemy ZoC for any reason then it must either charge the enemy or leave the ZoC when it next takes an action. It cannot choose to remain stationary and stay in the ZoC, which means that the formation it belongs to will have to choose an action that allows the unit to move away or charge. You may use an Engage action to engage a separate formation, so long as your charge move takes you out of the ZoC of the closer formation.

Q: If I have a formation on Overwatch that is within the Zone of Control of an enemy unit, does that prevent using Overwatch?

A: No. Firing on Overwatch is not an action per se and the firing formation is not obligated to leave the Zone of Control. If the formation takes any action except firing on OW, it will be obligated to Engage or move out of the Zone of Control as normal.

8 1.7.4 Formations

Q: At what point in an action do you need to get units back into coherency?

A: Coherency applies at the end of each move made by a formation. If a formation is out of coherency when it takes an action, then it must choose an action that allows it to make a move. Note that formation requirements apply to charges, countercharges and consolidation during assault and those should be considered moves for the purposes of determining formation coherency.

See sections 2.1.12 and 3.0 for coherency questions regarding Scouts and War Engines, respectively.

SPECIAL RULE

1.7.5 Transport Vehicles

Many formations include transport vehicles that can be used to carry other units that belong to the same formation. The number and type of units that can be carried will be listed on the transport vehicle's datasheet. Transport vehicles may only carry units from their own formation. Transport vehicles can pick up and carry units as part of the transport vehicle's move. The vehicle simply moves into base contact with the unit to be picked up, and then carries on with its move as normal. Note that the transported unit is not allowed to move themselves during the move when they are picked up.

Transported units may disembark at the end of any move after the move in which it was picked up. This happens after any overwatch shots (see 1.10) but before the moving formation shoots or assaults. Disembarking units may be placed within 5cms of the transport vehicle. If the formation has engage orders then they may be placed in base contact with an enemy unit. Otherwise they may not be placed within an enemy unit's zone of control. Note that units do not have to disembark, and may remain in their transport if they prefer. Units may not be picked up and disembark as part of the same move, though a formation making multiple moves as part of a march or double action could pick up units in one move and drop them off as part of a subsequent move. Units may embark or disembark as part of a counter-charge move (see 1.12.4), unless the transport vehicle carrying them is already in base contact with two enemy units – in which case they must stay on board (they are trapped inside!).

Units being transported may not shoot unless the transport vehicle's datasheet specifically says otherwise. Transported units are counted towards the number of units in the formation for all rules purposes (ie, when working out the number of units involved in an assault or if the formation is broken by Blast markers, etc). If the transport unit is destroyed, then any transported units may make their normal armour save OR make a 6+ cover save. See 2.2.6 if a transport is destroyed by a macro-weapon.

Please note that a transport vehicle that is being transported cannot transport other units itself (ie, the 'Russian Doll' tactic is not allowed!).

9

9 1.7.5 Transport Vehicles

Q: Does a unit lose its ZoC when in a Transport? For example, does a Scout in a Rhino lose its 10cm ZoC?

A: Yes. Units being transported lose their ZoC (ie, use only the ZoC of the transporting unit).

Q: What happens to transported units if their Transport is destroyed?

A: The units must make an Armour Save or a 6+ Cover Save to survive.

Q: Do troops in a Transport lose all their Armour Saves when the Transport is hit by an MW or TK weapon?

A: No, saves that could be taken if the unit were hit directly by a MW may still be taken. So, for example, Terminators with Reinforced Armour would get a save against an MW hit. But unless the unit has an ability that gives them a save against MW or TK hits they would be destroyed automatically just as if they had been hit by those weapons themselves. Likewise, if the shot has Ignore Cover, units would not be able to rely on the 6+ cover save from being inside a vehicle.

Q: A failed dangerous terrain check does not allow a saving throw for vehicles. Does that mean any troops inside are denied an armor save as well?

A: No. Transported troops roll their saves as normal.

Q: Do Transports that are destroyed in CC (or via AP fire for LVs) cause transported units to possibly be destroyed as with AT and MW fire?

A: Yes.

Q: If a series of Transports containing infantry from their formation is charged, can the infantry bundle out of the Transports as part of a Counter-charge move? And would your answer differ if the Transports were in close combat rather than a firefight?

A: The answer does differ on whether the Transport is in base-to-base contact or not. If it is in base-to-base contact with two or more units (see section 1.7.5) then it is not able to move and can not therefore deploy any troops. If it is not in base-to-base contact then it can move and as part of that move it can deploy troops. See section 1.12.4 for restrictions on counter charges.

Q: If a Transport with two troops inside is destroyed, and all of the troops inside the transport are destroyed how many Blast markers are placed on the formation

A: Four. One for being shot at, one for destroying the Transport unit and two more for the units inside the transport

Q: If a withdrawing Transport is caught within 15cm of an enemy unit after finishing its Withdrawal Move, are the transported units destroyed as well?

A: Yes. Any Fearless troops on the transport would not be destroyed unless within 5cm of the enemy and would dismount as normal.

Q: Are transported units considered to be in specific transporting units of their formation?

A: You can play it either way, setting specific units in others or randomizing it upon taking damage. If it looks like being an issue for you, then bring it up in the five minute warm-up period at the start of the game.

Q: The Transport rules say that if a Transport unit has two enemy units in base-to-base contact the transported units cannot disembark since they are trapped inside. Does this mean that they die without saves if the transporting unit is killed during the Assault?

A: No, the normal rules would apply (i.e. the units get their saves), as the rules do not say otherwise. As a rule of thumb you should stick with the core game rule unless an exception is specifically noted. Also, transported units are part of the assault, even if they cannot directly participate. They are similar to units that are out of range in that respect and count for outnumbering and any special abilities.

Q: If a formation loses an Assault and have to remove a Transport with units inside it, is that considered a TK hit since it does not allow saves, thereby removing the transported units without saves as well?

A: No, apply the normal rules.

Q: The transport rules say the transport has to move into base contact with the units to be transported in order to pick them up. Does that mean the transport has to take a dangerous terrain check if the unit is in cover? Or that the transport cannot pick up units inside impassable terrain, like a building?

A: It depends on the exact location of the models. If a unit is entirely within the terrain piece, then dangerous terrain checks are required and a vehicle cannot enter impassable terrain to pick up the unit. However, if part of the unit is exposed, for example an infantry unit partially inside a woods, the vehicle can make base contact with the exposed portion of the unit to load.

1.8 TERRAIN

The galaxy is a vast place with millions of different worlds. The terrain covering these worlds can vary from empty plains to sky-scraping hive cities, and from verdant jungles to arid ash-waste deserts. Only one factor is common to them all, and that is that they all have areas where it is difficult to wage war!

In Epic, terrain affects units in one of three ways:

- The terrain has no effect on the unit when it moves through it.
- The terrain is impassable to the unit so it cannot move through the terrain under any circumstances.
- The terrain is dangerous to the unit, so the unit can enter the terrain but it might take damage (see 1.8.1).

The Terrain Effects table on the next page details some common types of terrain and the effects they have on different types of unit. How to represent terrain on the battlefield is discussed later on in this rulebook.

1.8.1 Dangerous Terrain Test

Roll a D6 when you enter dangerous terrain, or when you start to move if already in dangerous terrain. On a roll of 1, the unit is destroyed with no save allowed, but the formation it is part of does not receive a Blast marker.

Units may choose to move through dangerous terrain cautiously. A unit that is moving cautiously counts as having a speed of 5cm, but is allowed to re-roll any Dangerous Terrain tests that it fails.

DESIGN CONCEPT

Terrain Conventions

It is possible to have all kinds of arguments about whether terrain partially or fully blocks the line of fire to a target. Because of this, you should discuss the terrain on your gaming table with your opponent before a game starts and make sure you both agree on how it will work with regard to this and any of the other terrain rules. However, the -1 to hit modifier should be generously applied, and if in any doubt it should be counted rather than ignored.

1.8.2 Cover To Hit Modifiers

Units that are in terrain that is tall enough to at least partially obscure them from an attacker's view receive a -1 to hit modifier when being shot at (see 1.9.5). The to hit modifier also applies if intervening terrain obscures the target partially from view.

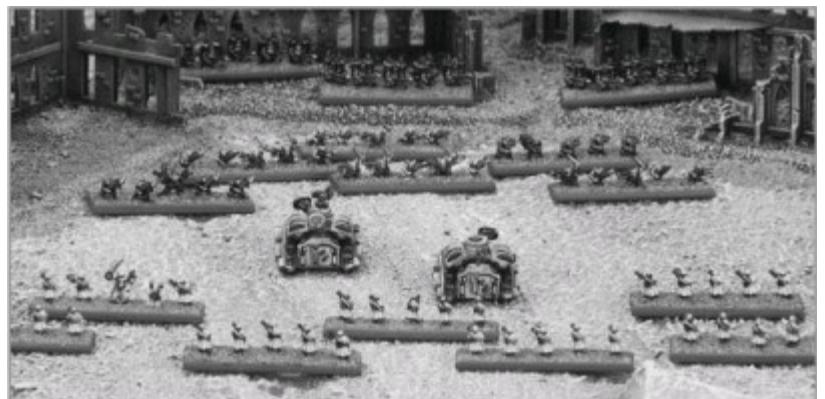
1.8.3 Infantry Cover Saves

Certain terrain is noted as giving infantry a cover save. While in such terrain, the infantry receive the cover save listed on the Terrain table in addition to the -1 to hit modifier for being in cover. The cover save can be used instead of their normal armour save whenever they have to take an armour save. Note that they can use one or the other of these saves against a hit, not both.



An Imperial Guard infantry company is attacking an Ork warband. Some of the Ork Boyz are in cover in the buildings at the back, while some of the Ork Boyz are in the open. The Imperial player must choose if he wishes to attack only the Boyz in the open, or the whole of the Ork formation. If he chooses to attack the whole formation then he will suffer a -1 to hit modifier. In addition, the Orks in the building will benefit from the 4+ infantry cover save against any hits applied against them.

The Shadowsword has moved into a 'hull down' position behind a low ridge. From this position it counts as being in cover against attacks from the Ork formation with the Battlefortress and Buggies attacking it from the front, and so they will suffer the -1 to hit modifier. However, the Ork Gunwagons have manoeuvred to a position where the ridge does not block their line of fire, and so they do not suffer the penalty.



SPECIAL RULE

1.8.4 Terrain Effects

Fortifications: Units in fortifications receive the -1 to hit modifier for being in cover and may ignore the -1 save modifier for being caught in a crossfire, though they still receive the extra blast marker (see 1.11 Crossfire). In addition, infantry in fortifications receive a 3+ cover save. Fortifications are normally impassable terrain for vehicles unless they are specifically designed to hold them (eg, tank emplacements).

Hills: Units on hills will benefit from better lines of sight to enemy units, as they will be high enough to see over some terrain features (see 1.9.2 Line of Fire). This aside, units on hills count as being in open ground (or whatever other type of terrain they occupy that is also on the hill, such as roads, woods or buildings).

Open Ground: Infantry count as being in cover (-1 to hit modifier) and receive a 5+ cover save if they are on Overwatch in Open Ground. This represents the fact that stationary infantry are very hard to see. Note that the save will be lost after the infantry shoot and the Overwatch marker is removed.

Roads: Units that spend a whole move on a road may add 5cms to their move. In addition, if all of the units in a formation are on a road at the start of their action, you may declare they will make a road march. The formation takes a march action, and automatically passes the Action test. However, all of the units in the formation must remain on the road for the entire three moves.

Armoured Vehicles: Infantry count as being in cover and receive the -1 to hit modifier (but no cover save) if they are touching an armoured vehicle or war engine, to represent their ability to take cover from enemy fire by crouching behind the vehicle.

Terrain Effects Table

Terrain	Infantry	Vehicle	War Engine
Buildings	4+ Cover Save	Impassable	Impassable
Cliffs	Impassable	Impassable	Impassable
Fortifications	3+ Cover Save (see rules)	See rules	Impassable
Jungle	4+ Cover Save	Impassable	Dangerous
Marsh	6+ Cover Save, Dangerous	Dangerous	Dangerous
Open Ground, Hill Slopes	No Effect	No Effect	No Effect
River	6+ Cover Save, Dangerous	Impassable	No Effect
Roads	See rules	See rules	See rules
Ruins, Rubble	4+ Cover Save	Dangerous	Dangerous
Scrub	6+ Cover Save	No Effect	No Effect
Woods	5+ Cover Save	Dangerous	Dangerous

10 1.8.4 Terrain Effects

Q: Can an infantry unit claim cover from enemy armored vehicles?

A: Yes. The rule as written does not distinguish between friendly and enemy vehicles for cover benefits. Some groups feel this is an odd situation and house rule that the cover from enemy units is not allowed, so feel free to cover this in the 5-minute warm-up with your opponent.

1.9 SHOOTING¹¹

Many actions allow a formation to shoot. This takes place in the Action phase when the formation takes its action.

1.9.1 Picking A Target

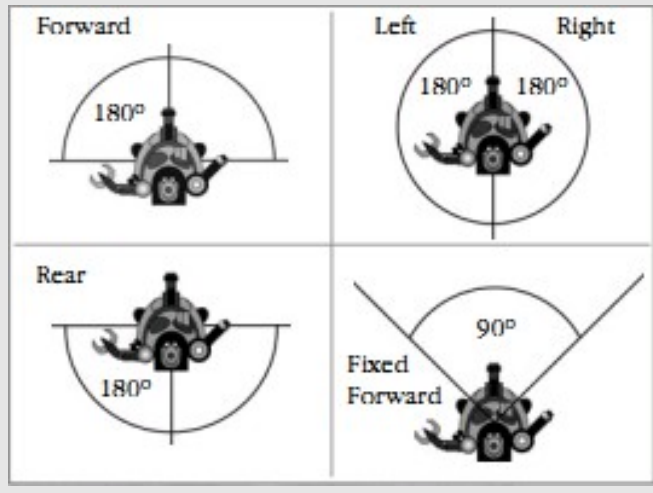
When a player picks one formation to fire, an enemy formation is also chosen as its target. Formations may NOT split fire – any units unable to shoot at the nominated target formation lose the chance to shoot altogether.

SPECIAL RULE

Weapon Fire Arcs

Most weapons can be fired in any direction (ie, the unit does not have to be pointing at the target). However, in some cases, a weapon will be noted as having a limited weapon arc.

Weapons that are noted on the data sheet as firing to the forward have a 180° arc of fire to the unit's front, while weapons noted as firing to the rear have a 180° arc of fire to the unit's rear. Weapons with a left fire arc may fire in the 180° arc to the unit's left side, while weapons with a right fire arc can fire 180° to the unit's right. Finally, weapons that are noted as fixed forward firing can only fire on targets that lie within 45° of either side of the direction that the unit is facing.



11 1.9 Shooting

Q: I can't find the AP or AT values for small arms like bolters or lasguns. What are these values?

A: The effect of small arms is included in the unit's firefight value, and used in an assault by units within 15cms of the enemy and not in base contact. So 'firefights' and small arms fire only happens as part of an assault. The thinking behind this rule is based on observations of the way combat works in real-life. 'Shooting' in Epic represents the kind of long-range sustained shooting attacks you'll often see in news-reels; the kind of thing where you see tanks or heavy weapons popping away at a distant hillside at an invisible target – the aptly named 'empty battlefield' phenomena. An assault represents the situation where troops have been ordered to take and hold a position, and all hell breaks loose as they close in. If you saw the TV series 'Band of Brothers' you'll know what kind of thing I mean. This is the main reason that small arms are only really used in assaults, as they are not very effective at the kind of longranged suppressive fire represented by 'shooting' in Epic.

Q: Can you withhold fire for later turns?

A: The player can choose which units/weapons to shoot with and never has to fire if he doesn't want to.

1.9.2 Who May Shoot¹²

In order to shoot, a unit must be in range and have a line of fire to at least one unit in the target formation, and must not be suppressed.

Line Of Fire: The line of fire is a straight line drawn from the shooting unit to one unit in the target formation. The line of fire is blocked by terrain features such as buildings, hills, woods, etc. Weapons higher up can often see over any terrain that is lower down. Buildings, rubble, woods, fortifications and the like don't block the line of fire to or from units that are in the terrain itself unless the line of fire passes through more than 10cms of the terrain feature (i.e., you can shoot 10cms 'into' a terrain feature, but the line of fire is still blocked to units on the other side). The only units that can block the line of fire are war engines (see 3.0). Other units do not block the line of fire for friend or foe.

Range: In order to shoot, a unit must be in range of a unit to which it has a line of fire in the target formation.

Suppressed Units: One unit that has a line of fire and is within range may not shoot for each Blast marker on the formation. Units are suppressed 'from the back to the front' of a formation, with the front and the back being determined by the location of the target formation. The units that are the furthest away from any units in the target formation are suppressed first, on the basis that troops lurking at the rear are more likely to keep their heads down than the more gung ho chaps at the front! If several units are equally far away from the target formation, then the controlling player may choose which to suppress.

12 1.9.2 Who May Shoot

Q: What blocks line of sight (other than obvious terrain)?

- Enemy models
- War engines (friend or foe)
- Friendly models other than your detachment, group, whatever
- Stands within your own detachment.
- Ruins
- Shoot at whatever's in range and not blocked by hills or large buildings?
- I misunderstood something.

A: The answer is b, e & f. Terrain blocks the LOF, units don't.

Q: Can a transported unit be suppressed when a formation fires?

A: Only units in a position to shoot can be suppressed, so only if the transported unit can shoot out of the transport can it count for suppression.

Q: Can a unit without ranged weapons (something with only FF or even lacking that like an Ork Wildboy) be suppressed when a formation fires?

A: In order to be suppressed a unit must have a line of fire and be in range. This means that units within small arms range (15cm) may be suppressed (even though they cannot shoot), but the Wildboy could not be.

There are other examples of units which fulfill the criteria for suppression while being unable to shoot. Examples include units with one shot or slow-fire weapons which cannot fire. Again, the requirements are only range and line of sight, not the ability to actually fire.

Q: Can units armed only with Small Arms that are within range of the enemy be chosen as unit to be suppressed by Blast markers?

A: Yes.

Q: Can a unit be suppressed if it has no enemy in the fire arc of its weapons?

A: No.

DESIGN CONCEPT

Shooting Conventions

The following principles apply to shooting:

Measuring Ranges: You must decide with your opponent how you will measure the range between two models during a game. The method used by the author (and the default you should use if you can't agree to an alternative) is that a weapon is in range if any bit of the attacking weapon is within range of any part of the target model (or at least one of the models on a target stand).

Lines of Fire: In Epic, the terrain and the models are assumed to be the same scale, so if you want to check a difficult line of sight between two units, all you need to do is bend over and get a 'model's eye view' to see if they are in each others line of fire.

Pre-measuring: You must decide with your opponent if you are allowed to pre-measure distances during a game of Epic, or if you must declare charges or shooting attacks before measuring. For example, you must decide if you can measure to make sure a unit is within range of the enemy before deciding who it will shoot at, etc. Each method has its own distinct advantages, which boil down to pre-measuring being more precise and tactical, and not allowing pre-measuring being more characterful and exciting. If you cannot agree on which method to use then use the author's method, which is to allow pre-measuring.

1.9.3 Shooting Procedure¹³

This is a summary of the shooting procedure. We'll work through it step-by-step in the rules that follow.

I – Place one Blast marker on the target formation.

II – Roll to hit.

III – Allocate hits, make saving throws and remove casualties.

IV – Place additional Blast markers for casualties and check to see if the enemy formation is broken.

1.9.4 Place Blast Marker

The target formation automatically receives a Blast marker as long as at least one attacking unit can shoot at the formation. An additional Blast marker is received for each unit that is destroyed. A formation receives a Blast marker for coming under fire even if none of the attackers can cause any damage (e.g., armoured vehicles coming under heavy bolter fire).

13 1.9.4 Place Blast Marker

Q: A formation fires at a target but has no weapons that can affect the target? For instance a formation that only has AP weapons fires at a vehicle formation. Does the target still get a Blast marker for taking fire?

A: Yes. A target formation always receives a BM for taking fire even if that fire cannot have any effect on the target formation.

Q: Can AP weapons target AVs just to get the BM? And the corollary...can AT weapons target infantry to get a BM?

A: Yes. Formations pick up a bm for coming under fire even if the weapons being used cannot harm the target.

Q: Can a formation with units armed only with weapons that are Small Arms fire at an enemy formation to place a Blast Marker on them?

A: No. As the rules currently stand, units armed only with Small Arms cannot shoot and therefore can't place a BM on an enemy for causing them to 'come under fire'.

Q: If you fire at an enemy unit and they are out of range, do they still receive a blast marker?

A: No, you must have LOF and range from at least one of your units to at least one unit in the target formation in order to place a BM.

1.9.5 Roll To Hit¹⁴

The player must decide at this stage whether weapons will fire with their AP or AT values if they have both. Then roll a D6 for each shot being directed at the target formation. You must roll equal to or higher than the appropriate 'to hit' value to score a hit (e.g., if the weapon has an AT 4+, you must roll a 4 or more to hit). The dice roll is modified for the following reasons. However a roll of 1 before modification is always counted as a miss.

To Hit Modifier Table

Target is in cover	-1*
Attacker is carrying out a double or marshal action	-1
Attacker is carrying out a sustained fire action	+1

*The attacker can choose to ignore the cover modifier if it applies to some units in the target formation but not to others. However, you can't score hits on units in cover unless you take the -1 to hit modifier.

14 1.9.5 Roll To Hit

Q: Devastator's have two missile launchers each. Can a Devastator unit split its fire into one AP shot and one AT shot when shooting?

A: Yes it can.

Q: Devastators have multiple weapons. Is the answer about splitting fire into AP and AT the same if it is one weapon with multiple shots. For example, can a Warhound titan fire its Vulcan Megabolter as 3 AP3+ shots and 1 AT5+ shot?

A: No. The decision to choose AP or AT is by weapon. In the example, the Vulcan Megabolter shots would have to be all AP or all AT, not a mix of the two.

Q: If a unit has a base, or modified, +1 to hit value does that mean that the unit automatically hits? Or does rolling a 1 on a d6 for your to-hit result always fail?

A: According to section 1.9.5 a roll of 1 before modification is always counted as a miss. So regardless of your base or modified to hit value a roll of a 1 always misses.

Q: Is there any way to speed up the dice rolling when firing?

A: It is possible to speed up dice rolling without altering the overall result of shooting by allocating hits against units of the same type as a group, and then making all of the saves together, and finally removing casualties from the models closest to the enemy.

For example, if a unit of six Space Marines and three Rhinos took 3 AP hits and 2 AT hits, then the defender could simply say "I allocate the AP hits to the Marines and the AT hits to the Rhinos". He would then roll 3 dice for the Marines' saves, removing any casualties by eliminating the Marine units closest to the enemy, followed by rolling 2 dice for the Rhino's saves and removing any casualties in a similar manner. Please note that you will need to agree with your opponent that it's okay to use this method to allocate hits in this way, and that even if an opponent agrees, the opponent can still ask for you to use the 'official' method in situations where the opponent feels it is warranted.

SPECIAL RULE

Needing 7+ To Hit

If to hit modifiers result in a required score of 7 or more to hit then it is still possible to score a hit, though very unlikely. As it is impossible to roll a 7 on a D6 (go on, try if you don't believe us), you will first need to roll a 6, and then, for each dice rolling a 6, you will need to roll a further score as shown on the chart below. So, for example, to roll an 8 you must roll a 6 followed by a 5 or 6.

Target	D6 rolls needed
7	6 followed by 4, 5 or 6
8	6 followed by 5 or 6
9	6 followed by 6
10	May not be hit

1.9.6 Allocate Hits & Make Saving Throws¹⁵

You must allocate hits inflicted on your formation against targets that are within range and line of fire of the enemy. Hits are allocated 'from the front to the back' of a formation. Note that this is the opposite of suppression. AP hits can only be allocated against infantry units, and AT hits may only be allocated against armoured vehicles. Hits must be allocated to the closest potential target first. You may not allocate a second hit to a unit until one hit has been allocated to every potential target, or allocate a third hit until all targets have been allocated two hits, etc.

Once all hits have been allocated, make saving throws for each unit that has been hit, using the unit's armour value from its

15 1.9.6 Allocate Hits & Make Saving Throws

- Q: Can a formation that have a mixture of AP and AT shots fire the AP shots at a formation in which all its infantry is in transports, so that any infantry, whose transport is destroyed and survives, can be shot at?
- A: No. They must be an eligible target at the beginning of the shooting action, although according to section 2.2.6 AP and AT hits are allocated first and saves made before MW.
- This means you could shoot up a bunch of transport vehicles, and then have MW hits allocated to any infantry that survive (this doesn't apply in the experimental hit allocation rules).
- Q: Are modifiers to an Armour Save cumulative? For example, is a Sniper firing at a unit in Crossfire a -2 to the unit's Armour save or just a -1?
- A: All modifiers apply unless the rules specifically say something different. So the total Armour Save modifier would be -2.
- Q: If I have a unit of Ork boyz (6+ save) who are caught in a crossfire (-1 save), do they get no save or do I need to roll a 7+ (i.e. 6 followed by 4+)?
- A: They get no save. 7+ rolls are only for "To Hit".
- Q: In the rules for Suppression it states: "One unit that has a line of fire and is within range may not do so for each Blast marker on the formation". How should this rule be interpreted for units, like a Deathstrike Missile, that don't require a Line of Fire in order to fire?
- A: Units that do not require a Line of Sight in order to shoot are suppressed if they are within range of the enemy, even if they don't have a Line of Sight to the target.
- Q: Consider an armoured formation with 4 LVs and 4 AVs. The LVs are closer to the enemy formation that is shooting. The enemy formation shoots and scores 4 AP hits and 4 AT hits. How are these hits allocated?
- I can allocate the AT hits first, so each LV gets one hit, and then the AP, in total two hits per LV and none for the AVs.
 - AP hits are allocated first, and then AT, Resulting in one hit on each of the LVs and one each on the AVs.
- A: The intent of the hit allocation rule is that you must allocate hits out to strike as many units as possible. In a situation such as that described the only way to achieve this is to allocate the AP hits first and the AT second. If the formation consisted of 4 infantry instead of 4 tanks, the AT hits would need to be allocated first.
- Q: When shooting at a formation where some units are in cover and others are not you can elect whether to shoot at targets in cover (in which case you take the -1 penalty) or not (in which case you don't). What is the scope of this decision?
- The entire shooting formation?
 - Each shooting weapon type?
 - Each shooting unit?
 - By damage type (AT vs. AP)?
 - Each shooting weapon?
 - Unspecified, work it out with your opponent?
- For example, if someone shoots at my tactical formation, which has three exposed Rhinos and six Marines in cover, does the attacker have to take the -1 to hit the Rhinos (which is AT fire), if he wants the tactical marines to be potential targets for his AP fire?
- A: The choice to shoot at in-cover or out-of-cover targets must be done by the entire formation. It can only be separated by type of weapon fire.

datasheet or the cover save from the terrain table. Roll a D6. If the score is lower than the armour value or cover save value then the unit fails its save, and is destroyed and removed from play. If the roll is equal to or greater than the armour or cover save value then the unit is saved and it remains in play. Make a separate save for each hit the unit suffers. Remember that the target formation receives a Blast marker for each unit that is destroyed.

If an attacking formation scores hits both with normal weapons and weapons with the macro-weapon ability, then the opposing player must allocate and make any saves for the normal hits first, and then allocate and make any saves for the macro-weapon hits. Hits from macro-weapons can only be applied to units that are in a position to be hit by a macro-weapon (Note: With the exception of War Engines (see 3.3.2), during an assault, all units up to 15cm away are valid targets for allocation, regardless of whether the hits are from CC or FF).

1.9.7 Check To See If Target Breaks

Once the attack is completely resolved, you must check to see if the target formation has been broken by the Blast markers it has received. The formation breaks if the number of Blast markers equals or exceeds the number of units in the formation. Note that formations do not break part way through a shooting attack – only once it has been resolved.

EXAMPLE OF PLAY

Shooting

A Space Marine Devastator Detachment in Rhinos has just made an advance action (to get within range of the enemy). All units have made their move, and now are permitted to shoot. They decide to shoot at an Ork warband nearby. The Space Marine player measures the range (which is within the Devastators' range and line of fire) and places a Blast marker.

There are four Devastator units in the formation, each with two missile launchers, making for a total of eight shooting attacks. All the units in the target formation are infantry, so the Devastators elect to shoot using their AP value, which is AP 5+.

The player controlling the Devastators then rolls eight dice, scoring 1, 2, 2, 4, 4, 5, 6 and 6 – making for a total of 3 hits.

The nearest units in the enemy formation are all Ork Boyz stands, three of whom suffer a hit.

The Ork player then attempts to make saves for these three units, rolling one dice for each. The Ork player fails to roll any 6s, meaning that all three units are destroyed.

A further three Blast markers are placed on the warband, taking the total number of Blast markers up to four – not enough to break the warband (since it has more than four units remaining).

If you had AT, AP, and MW fire in one salvo, you could fire AT at out-of-cover, AP at in-cover and MW at in-cover. Or any other arrangement, as long as all of each fire type (AP, AT, MW) is directed solely at one target type (in-cover or out-of-cover).

You cannot split up targetting of a single type of fire. If an IG infantry company had 2 units out of cover and 10 units in cover and you were firing with, say, 8 AP shots, you could not target 4 AP at out-of-cover and 4 at in-cover. All the AP shots would have to be directed at a single target type.

SPECIAL RULE

1.9.8 Barrages

Many artillery pieces, rocket launchers and some other weapons fire a barrage of shots causing mass destruction on the enemy. When these guns or launchers are grouped together in an attack they always fire a single barrage at the same target. On their datasheets, these weapons have no to hit rolls – instead they have a number of barrage points (BPs). The main difference between a barrage and a normal attack is that the barrage covers a substantial area and so may hit several units.

To fire a barrage, first take a Barrage template (see 1.0.1) and place it on the table where you want the barrage to land. Each weapon contributing to the barrage must be within range and have a line of fire to at least one unit under the template. Weapons that are not in range or do not have a line of fire to an enemy unit that falls under the template may not fire at all this turn. You are allowed to place templates over your own units, or units from several enemy formations if you wish but all units under the templates – friend and foe alike – are attacked. Any formation that is attacked receives a Blast marker for ‘coming under fire’ (see 1.9.4). Next, refer to the data sheet to work out the total number of Barrage points. The whole formation fires at once, so the number of Barrage points for each weapon that is in range and has a line of fire is added together. When you have worked out the total number of barrage points refer to the barrage table below. Note that a formation may only fire one barrage per turn – a single formation may not fire separate barrages at different targets.

The Barrage table lists the hit roll required to hit each unit under the Barrage template. Roll to hit all units (friend or foe) under the template with the appropriate to hit values. In order to speed dice rolling we recommend rolling to hit all units of exactly the same type together, and then removing any casualties from those closest to the enemy first.

Barrage Table					
Barrage Points	Extra Templates	Extra Blast Markers	To Hit Rolls		
			AP	AT	
1	None	None	6+	6+	
2	None	None	5+	6+	
3	None	None	4+	5+	
4-5	One	None	4+	5+	
6-7	One	One	4+	5+	
8-9	Two	One	4+	5+	
10-12	Two	Two	4+	5+	
13-15	Two	Three	4+	5+	
16-18	Two	Four	4+	5+	

Extra Barrage Templates: Large barrages may receive extra Barrage templates. The Barrage table will tell you if a barrage receives any extra Barrage templates. Place any extra templates so that they touch the first template that was placed, and so that no templates overlap. All units under the templates are attacked with the barrage's to hit values. Note that once the first template has been placed, the attacker may choose where to place the additional templates, as long as they are touching the first template, and no line of fire, placement or range restrictions apply (see below).

Extra Blast Markers: Really large artillery barrages are very effective at suppressing enemy troops as well as killing them. To represent this, a large barrage may inflict one, two or three extra Blast markers, as shown on the barrage table. The Blast markers are placed in addition to any Blast markers placed on a formation for it coming under fire or for any casualties that it suffered. If several formations are being attacked then each receives the appropriate number of extra Blast markers.

Using Barrage Templates: Deciding which enemy units have been caught underneath a circular Barrage template is another one of the things that can cause endless arguments during a game. The method we use (and the default you should use unless you have a different convention that you prefer) is that a unit is affected if any part of the model falls under the template, or at least one model on a stand. In addition, templates must be placed in such a way as to get as many enemy units from the target formation under them as possible within the restrictions for lines of fire and range. This stops players ‘sniping’ at important units with artillery.

16

16 1.9.8 Barrages

Q: If a barrage touches several formations, do they get one initial Blast marker each?

A: Yes.

Q: Can a barrage get the crossfire modifier if applicable?

A: Yes.

Q: If an Artillery Company fails its action test, can it choose to shoot and still fire an indirect barrage?

A: No, if the initiative test is failed then the artillery cannot take the sustained fire action, but have to take a hold action instead. This will allow them to shoot normally, but they will not be allowed to fire indirectly.

Q: In Section 1.9.8 it says “Note that once the first template has been placed, the attacker may choose where to place the additional templates, as long as they are touching the first template, and no line of fire, placement or range restrictions apply (see below)”. Does this mean that the original stipulation that each template must cover as many units in the target formation as possible is not in effect for any additional templates placed by a barrage?

A: The first template that is placed must be placed so as to cover as many units from the target formation as possible, but may only be placed in positions where all units contributing BPs to the attack have a LOF and are in range to at least one unit under the template.

Additional templates must be placed touching (not overlapping) the first template, but within this restriction must still be placed to cover as many units as possible from the target formation. There is no range or LOF requirement for the additional templates that are placed.

Q: Barrage templates – is it possible to place the first template over units to whom no LoF exists as long as there is a LoF to at least one unit under the template? Can I hit units I can't see?

A: Yes. As noted, only a single unit under the template has to be in LoS and range. That means you can have units out of LoS and beyond the nominal range of the BP weapon under the template.

Q: Is it possible to place the second and third template completely out of sight and hit units I can't see?

A: Yes. And again, both out of LoS and out of range are acceptable.

Q: I was wondering if barrage shots can hit units in cover if you declare that you are only shooting units in the open.

A: Barrages are technically supposed to roll to hit the exact models that are under them. Hence the “you must hit the largest number of targets” restriction to keep people from “sniping” valuable models with barrage weapons. Roll for units in cover and units in the open separately and allocate hits as appropriate.

Q: Are barrage attacks supposed to be “unit by unit” to-hit and allocation rolls, or is the barrage template merely a marker with “front to back” unit allocation as normal (under the template, of course)?

A: When the barrage rules use the word “type” in relation to a unit, it is not referring to the technical term “unit type” in terms of infantry/AV/etc., but each kind of unit. Basically, every unit under the barrage template stands a chance of being hit and killed by a lucky hit. If the unit is of a unique kind, it would be rolled for separately as it is the only one of its type. Keep in mind that the template placement rules are still in effect and will often limit the amount of “sniping” a player can do through placing templates only on the most valuable units.

As an example, an Ork Warband with 3 Battlewagons and 2 Flakwagons is hit by a large barrage that covers all the infantry and vehicles. The attacker would roll 2 attempts to hit against Nobz, 6 against Boyz and 2 against Grots and apply the hits to the appropriate unit. Likewise, the AT attacks would be divided as 3 attacks on the Battlewagons and 2 on the Flakwagons. If that Warband happened to also include the Ork Warboss, you would roll to hit the unit with the Warboss separately from basic Nobz unit as well.

Note, for simplicity's sake, this approach should also be applied to other effects that specify rolling to-hit over an area, such as Drop Pod Deathwind attacks and critical hit explosions.

1.10 OVERWATCH¹⁷

A formation that takes an overwatch action may not move, but may shoot, outside of the normal turn sequence, in response to an enemy formation's movement. We mark formations on overwatch using the Games Workshop Order dice, but you can use other methods if you prefer. Note that if a formation has units more than 5cm from another unit in the formation (i.e., it is not in a legal formation), then the formation may **not** take an overwatch action, as it **must** move back into a legal formation if it can.

17 1.10 Overwatch

Q: Can a unit remain on Overwatch into a following turn?

A: If the formation hasn't fired by the end of the turn, then they can remain on Overwatch into the following turn.

Q: Is a formation that is allowed to move as part of an action, but which decides to remain stationary, considered to be moving for the purposes of triggering Overwatch fire? For example, if I take an Engage action, but don't move any units as they are already within firefight range of the enemy, can my opponent make an Overwatch attack before the Assault takes place?

A: Yes, to both the question and the example. Overwatch is triggered when an enemy formation "completes a move". Formations that could move but remain stationary have still "completed a move" and are therefore eligible targets.

Q: When units appear on the table, for example by teleporting, or spawning, or being summoned, do they trigger Overwatch?

A: No. Only completing a move or disembarking triggers Overwatch.

Also, note that "a move" in the context of Overwatch has been ruled to be a normal ground move. An aerospace move (planetfall or a landing aircraft) does not trigger overwatch, nor does a countercharge move during an assault.

Q: Is a formation that has successfully activated an Overwatch action subsequently able to make a sustained fire OW attack in the same turn, (or does it have to wait until the next turn to be able to do this)?

A: Overwatch and Sustained Fire are two different actions that can be taken. You have to choose one or the other when you activate the formation. You can't combine actions.

Q: Just to be sure: If a formation assaults another that is on overwatch, after resolving the attacks the attacking formation is broken. Do they still assault? I presume not.

A: 1.13.3 "If a formation is broken part way through an action . then it makes a withdrawal and loses the rest of its action."

Q: Let's say I have a formation on overwatch. It gets pounded by an artillery barrage, leaving some units out of cohesion. Can the units still activate for overwatch normally (subject to blast markers, etc.), then next turn move to get back into cohesion? Must the unit activate normally and perform a move action to get back into cohesion? What if the unit activated to go on overwatch, gets damaged, then performs the overwatch activation? Do they still have until the end of next turn to get back into cohesion?

Or is it whoever's out of cohesion at the end of the turn dies?

A:

- 1) A formation may not select Overwatch (or Sustained Fire for that matter) as an action if it has any units out of coherency (1.6.1)
- 2) Actually firing on overwatch is not a new action per se – the initiative test has been taken already, it is a continuation of the same action. (1.10) If the formation becomes broken, the action is cancelled. (1.13.3)

Any units which are out of coherency are destroyed at the end of any move (1.7.4).

So, the formation may fire as normal on overwatch and is only required to move back into formation the next time it takes an action.

Q: When can I fire OW? As I understand that I can choose to shoot:

- 1) before my opponent unloads troops,
- 2) after my opponent unloads troops and before he shoots or assault

A formation that is on overwatch may choose to shoot immediately after an enemy formation completes a move or unloads troops, and before the target either shoots or assaults.

Note that a formation on overwatch is allowed to shoot at an enemy formation after any move, so it may shoot at a formation making several moves after it has completed one of these moves and before it carries out the next one. This stops fast formations using double or march actions to 'whiz past' a formation that is on overwatch.

Also note that formations on overwatch may only react when a formation moves or unloads troops. They may not choose to shoot at a formation that does anything else in their line of fire, such as shooting without moving or regrouping.

Resolve the shooting attacks using the normal rules. The overwatching formation must shoot at the formation that triggered the shooting – it can't pick a different target. Once it has fired, the formation is no longer considered to be on overwatch.

Formations remain on overwatch until they either shoot, or they undertake a new action in the following turn. Note that this means that a unit can go into overwatch on one turn, and not shoot until the following turn. Shooting in the following turn counts as your action for that turn, and will stop the formation taking an action later on. If the formation does not shoot in the following turn then it may take an action instead of shooting.

EXAMPLE OF PLAY

Overwatch

As his first action for the turn, the Imperial Guard player chooses to try to put one of his Steel Legion Mechanized Infantry Companies onto overwatch. He passes the Action test and the unit goes onto overwatch.

Nearby, an Ork formation chooses a sustained fire action and shoots at a nearby Titan. The Ork formation doesn't move, so can't trigger the formation on overwatch to fire. Their overwatch goes on...

Later in the same turn, another Ork formation chooses a double action and moves across in front of the Imperial Guard on overwatch. At the end of their first move, the Orks are within line of fire of the Imperial Guard detachment, but the player decides not to shoot at them since their second move will take them closer to another unit with which he can shoot them anyway. The overwatch is not triggered and still goes on...

A new turn begins and the Ork player wins the Strategy phase, enabling him to go first. The first thing the Ork player does is begin an engage action with a Kult of Speed, which begins tearing towards the Imperial Guard. At the end of their move, they are very close to the Imperial Guard formation, but before the assault is resolved, the Imperial Guard player announces that he is going to trigger the formation's overwatch and shoot at the Kult of Speed. The shooting is resolved normally, and in all likelihood will provide a massive aid to the Imperial Guard in the coming assault.

After the effects of the shooting have been resolved, the assault is resolved normally.

- 3) after my opponent unloads troops and after he shoots or assault

A: After your opponent completes a move OR after disembarking troops, but before he does anything else, including shooting. So option 1 and option 2 but not option 3.

1.11 CROSSFIRE¹⁸

“Ere we go, ’ere we go, ’ere we go... Bloody hell, where’d dose beaky wagonz come from? Quick ladz, face dis way. No, no, no! Not dat way, dis way. Oi! Where are yooz boyz running off too? Come back ’ere ya yooless lot... Bugga! Oh well, I guess I’ll just have to take out dem wagonz meself. ’Ere we go den... WAAAAAARGH!!!”

Last words of Warlord Naz-bakk

Formations that take fire from the flank or rear are caught in a deadly crossfire, and will suffer additional casualties as troops struggle to find cover from attacks coming from an unexpected direction.

To represent this, formations are allowed to use the following rules to claim a crossfire bonus when they shoot. You can claim the crossfire bonus if you can draw a straight line up to 45cm long from any of the units in the shooting formation to any unit in another friendly formation *and* this line crosses a unit from the target formation *or* the gap between two units from the target formation.

The friendly unit that the crossfire line is drawn to must have a line of fire to a unit from the target formation, but does not have to be in range with any of its weapons. You may not use units that are in broken or marching formations to claim the crossfire bonus.

All units from a formation caught in a crossfire suffer a -1 save modifier. This may result in some units automatically failing their saving throw. Some terrain features or special rules may counter this modifier (see 1.8.4 and 2.1.16).

In addition, a formation caught in a crossfire attack receives two Blast markers for the **first** unit destroyed by the attack, rather than just one Blast marker for the destroyed unit as would usually be the case (see 1.9.4).

Note that a formation attacked by several enemy formations, each of which can claim a crossfire, will receive the extra Blast marker from each enemy formation that inflicts one or more casualties.

18 1.11 Crossfire

Q: In the ‘crossfire’ rules, it was not clear whether or not both of the formations that were causing the crossfire had to actively shoot at the enemy formation in the crossfire. If this is the case, what if the first formation wipes the enemy out?

Is the second formation ‘pre-obligated’ to shoot at it?

A: The second formation is not pre-obligated to shoot (ie, it just needs to be a ‘threat’)

Q: Can both formations creating the crossfire shoot at the target enemy formation and receive the crossfire bonus (yes or no)?

A: Yes. Each will gain the crossfire bonus when they shoot, though they must fire in separate actions.

Q: If a formation is caught in a Crossfire, but are in ruined buildings, do they still get the -1 modifier to their save if they use the Cover Save from the terrain?

A: Yes.

Q: Does a barrage get the Crossfire modifier if applicable?

A: Yes.

EXAMPLE OF PLAY

Crossfire

The Land Raiders have taken an advance action and moved to the position shown in the photograph below. The Space Marine player is able to draw a line of fire less than 45cms long to a unit in the Space Marine Tactical formation, and so is able to claim the crossfire bonus when shooting on the Orks.

The Land Raiders' lascannon are ineffective against the Ork infantry, but their heavy bolters inflict three hits. The -1 save modifier means that it is impossible for the Orks to make their armour save so three units are removed as casualties.

Five Blast markers are inflicted on the Orks: one for coming under fire, two for the first casualty caused by the heavy bolter fire, and two more for the remaining two casualties. There are only five units left in the Ork warband, so the five Blast markers inflicted by the Land Raiders are just enough to break the warband.



1.12 ASSAULTS

Formations that carry out an engage action are allowed to move and then fight an assault. An assault represents a situation where all hell breaks loose as troops desperately try to seize a vital objective, or fight a tenacious defence to keep the objective in friendly hands. Assaults are not necessarily face to face or toe to toe, simply close enough that individual infantry are able to engage in the fight and make use of their small arms, grenades and other short ranged weapons. Casualties will often be high on both sides, and at the end of the assault, one side or the other will be forced to withdraw with its morale shattered, leaving the field to the victor.

1.12.1 Assault Procedure

This is a summary of the assault procedure. We'll work through it step by step in the rules that follow:

I – Choose target formation

II – Make charge move

III – Make counter-charges

IV – Resolve attacks

V – Work out result

VI – Loser withdraws

VII – Winner consolidates

1.12.2 Choose Target Formation¹⁹

A formation taking an engage action must pick an enemy formation as the target of the assault. Any enemy formation may be chosen anywhere on the table, though for reasons that will become apparent it makes sense to choose someone fairly close by.

Under certain circumstances, a formation may assault two or more enemy formations (see the special rule for intermingled formations).

1.12.3 Make Charge Move²⁰

A formation undertaking an engage action is allowed to make **one** move (not a double distance move as is the case in many sets of wargame rules, not least many Games Workshop games), and then fights an assault against the enemy formation that was chosen as the target of the charge. This move is known as the *charge move*.

¹⁹ **1.12.2 Choose Target Formation**

Q: Do Assaults only occur when one player or the other takes an Engage action?

A: Yes. An Assault does not occur automatically in the Epic: Armageddon rules. An Assault is only possible when one player issues an Engage action to a formation. Not in any other case... so you can't move into an Assault, either on purpose or accidentally, unless you issue an Engage order.

²⁰ **1.12.3 Make Charge Move**

Q: How should we interpret section 1.12.3 when it says "Remember that a charging unit that enters a zone of control must move into base contact with the nearest enemy whose zone of control has been entered"?

A: The intent of the rule is that if you enter a ZoC, then you must attempt to move into base contact with the nearest enemy unit whose ZoC you have entered. If you start a move in a ZoC, you can either move into contact with the closest enemy unit, or exit the ZoC by the shortest possible route.

If a unit does not have enough movement to make it into base contact it still moves as much as possible towards the closest unit. The intent of the rule is that you should not be able to charge through a ZoC to reach a unit further away but should always move towards the closest enemy unit even if you cannot make it into base contact.

DESIGN CONCEPT

Assaults

The rules for assaults that follow are a crucial part of the Epic rules, and so it's important to understand what they represent. Unlike most wargames, where assaults only really cover hand-to-hand combat, in Epic an assault covers everything that happens when a formation is ordered to assault an enemy formation. To put this another way, if you think of an assault as covering everything that happens in a typical 4-6 turn game of Warhammer 40,000, then you won't go too far wrong!

This means that while hand-to-hand combat (called close combat in Epic) can be a part of what happens in an assault, it is by no means everything that happens. You will find it quite common for assaults to be resolved without any units making it into close combat at all, just as games of Warhammer 40,000 can be resolved without any close combat taking place.

One final point that needs to be made here is that an assault only occurs if a formation takes an engage action. This means it is possible for enemy formations to end up very close to each other (less than 15cms) without having to fight an assault. This reflects your troops' natural inclination to get under cover when they are close to the enemy unless they are ordered to attack.

Make the move normally, as described in the movement rules given previously. Once the move is complete, the engaging formation must have at least one unit within 15cms of a unit from the target formation. If this is not the case then the assault does not take place and the action ends. This caveat aside, units from the charging formation may move in any direction and do not have to head towards the enemy.

Units making a charge move are allowed to enter enemy zones of control in order to move into base contact with an enemy unit from the target formation. Moving into base contact allows the unit to fight with its close combat value rather than its firefight value, as described below. This is the only time a unit may enter an enemy zone of control. See the rules for zones of control (1.7.3). Note that charging units may not enter the zone of control of enemy units from another formation that is not the target of the assault.

A maximum of two units may move into base contact with each defender. A charging unit that enters a zone of control must move into base contact with the nearest enemy whose zone of control has been entered. Once a unit has been contacted it loses its zone of control for the rest of the assault, allowing other units to move past it.

It's important to note that all you have to do is get one unit within 15cms of the enemy chosen as the target of the assault. There is no need for any units to get into base-to-base contact with the enemy unless you want them to.

1.12.4 Counter Charges²¹

An assault represents a brutal short-range battle involving movement, shooting and close combat. Although the assaulting formation will have initiated the combat, the defending formation will have time to react to the enemy assault and make limited moves of their own. To represent this, units from the defending formation involved in the assault are allowed to make a special move called a *counter charge*.

Defending units that are not already in base contact with an enemy unit are allowed to counter charge. Units with a speed of 30cm or more may make a counter charge move of 10cm. Units with a speed of 25cm or less may make a counter charge move of 5cm. Counter charges happen after the engaging formation has finished moving and any overwatch shots have been taken, but before the combat is resolved. All the normal charge move rules apply, and defending formations must still be in a legal formation after the counter charge moves have been made (i.e., all units must be within 5cm of another unit from their formation). Embarked units may dismount.

A unit must use their counter charge move to move directly towards the closest enemy unit. It may move into base contact if close enough, and as long as the enemy is not already in contact with two defending units. Units can choose not to counter charge if they wish, but if they do counter charge they must head towards the nearest enemy.

Counter charging units are allowed to counter charge enemy units from any enemy formation, not just the one they were assaulted by. Any enemy formations that are contacted by counter charging units are drawn into the assault, and will fight just as if they had made the assault themselves. Treat them and the original attacking formation as a single formation for all rules purposes for the duration of the assault.

A 2D6 roll is used to resolve a combined assault. If the attacker loses then each formation is broken. If the attacker wins then each formation receives a number of Blast markers equal to the number of units the formation lost in the assault.

21 1.12.4 Counter Charges

- Q: Does a counter charge during an Assault or Withdrawal after an Assault count as an activation? Does either of these actions stop me from activating a formation later in the game if they were not activated before the Assault?
- A: A counter charge is part of the Assault and as such does not change the activation status of the formation doing the counter charge. A Withdrawal is done by units that lose an Assault and are broken. As such the formation cannot do anything further that turn so it couldn't be activated in any case.
- Q: If one of my formations is charged in an Assault do I counter charge only units from the assaulting formation or do I counter charge the nearest enemy unit even if it is in a supporting formation that is not part of the Assault?
- A: A counter charging unit may engage enemy units from supporting formations, as long as they were the closest enemy units.
- Q: Does the formation coherency rule still apply during a counter charge?
- A: Yes. The coherency rules apply to counter charging units.
- Q: If the closest enemy unit is already engaged (it has two units in base-to-base contact with it) do I still need to Counter-charge that unit or can I Counter-charge another enemy unit?
- A: If the closest enemy is already fully engaged, you may carry on the counter charge and try to contact the next closest enemy unit.
- Q: Does a counter-charge trigger Overwatch?
- A: No. The "move" referred to in the OW rule refers to moves made as part of an action, as described in section 1.7.

DESIGN CONCEPT

Assault Weapons and Small Arms

Many unit datasheets include weapons that are noted as being either assault weapons or small arms.

The term assault weapons covers all of the diverse close combat weapons of the 41st Millennium, including chainswords, power weapons and Ork choppas. The effect of these weapons is included in a unit's Close Combat value and so they can only be used during an assault. For example, Assault Marines with chainswords have the effect of these weapons included in their Close Combat value of 3+.

The term 'small arms' covers a dizzying array of short-range weapons used by units in the 41st Millennium. Examples include lasguns, bolters and Ork shootas. The effect of these weapons is included in a unit's Firefight value and can only be used during an assault. For example, Tactical Marines with boltguns have the effect of these weapons included in their Firefight value of 4+.

An assault is the only time that units get to use their 'small arms' such as bolters or lasguns, although these weapons have a nominal range of 15cm on the unit datasheets. This represents the limited amounts of ammo carried for such weapons, and also that in combat most soldiers will keep their heads down and only shoot when the situation is really desperate! Neither of these problems generally apply to heavy weapons teams, which is why these weapons get to shoot all of the time.

1.12.5 Resolve Attacks²²

All units have two assault values: a close combat value and a firefight value. Units that are in base-to-base contact with the enemy use the close combat value, while units that are not in base contact but are within 15cm and have a line of fire to the

22 1.12.5 Resolve Attacks

- Q: In an Assault, can you allocate hits to units in a formation that are not within 15cm of an enemy unit?
- A: No. Hits in an Assault can only be allocated to units that are within 15cm of an enemy unit.
- Q: Do the Cover Save and Cover to-hit modifier apply in Assaults?
- A: Defenders in an Assault get the Cover Save from any terrain they are in but attackers never get a Cover Save from terrain. The -1 to-hit modifier is not applied as there are never any modifiers to attack rolls in Assaults.
- Q: Can the crossfire bonus be used in an assault?
- A: No. It is almost impossible to create crossfire rules for an assault that can't be exploited in some way. I prefer to use the rules as they are and assume that the crossfire makes the assault easier because formations can soften up the defenders by shooting at them with the crossfire bonus before the assault goes in, making life easier for the assaulting troops.
- Note, supporting formations in position to crossfire can be close enough that they prevent the opponent from effectively counter-charging (if the support formation is closest, the opponent's unit has to charge the support formation and may therefore not be in range to counter-attack the engaging formation). While the results of this mechanic are not necessarily intuitive, the result can be a substantial disadvantage for the defender comparable to a crossfire.
- Q: If units are assaulted/engaged while in cover, do enemy attacking with FF values get a -1 modifier (cover) to hit?
- A: No. Modifiers never apply to a unit's FF or CC values when determining if they hit in an Assault.
- Q: Do units in cover in an Assault get a Cover Save?
- A: Only the Defender. From 1.12.5 "Infantry units from formations undertaking an Engage action may not take Cover Saves (they are assumed to have left cover to charge the enemy), but other infantry units may".
- Q: Can a squad of infantry inflict a hit or cause damage to a Vehicle or War Engine in an Assault?
- A: Yes.

enemy can use their firefight value. Units that are armed only with close combat weapons and do not have any small arms or other ranged weapons may only attack if in base contact with the enemy.

Roll 1D6 for each unit that may attack. Note that Blast markers do not suppress units from formations involved in an assault – it is assumed that the proximity of the enemy means that everyone joins in! Compare the dice roll to the unit's close combat value if it's in contact with the enemy, or its firefight value if it's within 15cm of the enemy but not in base contact. If the dice roll is equal to or greater than the relevant value, then a hit is scored on the enemy. No modifiers ever apply to these dice rolls.

Each player allocates the hits and make saving throws in the same manner as they would when allocating hits from shooting. Hits may only be allocated to units that were directly engaged in the combat (i.e., that belonged to the attacking or defending formation and which were within 15cms of the enemy after charge and counter-charge moves were completed). Infantry units from formations taking a charge action may not take cover saves (they are assumed to have left cover to charge the enemy), but other infantry units may take cover saves normally.

If all of the units in the defending formation have been killed and at least one attacker survives, then the attacker wins and the assault is over (go straight to 1.12.8). If all of the attacking units directly engaged in the assault are killed then the assault has stalled and the defender wins (go straight to 1.12.8). 'Directly engaged' means being within 15cm of a defending unit after charge and counter-charge moves have been completed. If even one of the original attackers that were within 15cms of the enemy survives, then the attack has not stalled. In any other case, both sides can call on support (see 1.12.6).

Important Note: Kills inflicted in an assault do not count for placing blast markers or for breaking a formation until **after** the result of the combat has been worked out. Also note that the attacker must completely destroy the defending formation to win at this stage, while all the defender has to do is to kill all the attacking units that made it to within 15cms of a defender.

1.12.6 Supporting Fire²³

Both sides may call upon support unless the defender has been wiped out or the attack stalled as described above. Calling on support allows units from other formations to attack with their firefight value if they are within 15cm and have a line of fire to an enemy unit directly involved in the assault. In this case 'directly involved' means belonging to the attacking or defending formation(s) and in a position to attack. This rule represents units from both sides that are not directly involved in the assault lending supporting fire when they see their friends coming under attack. Units from formations that are either Broken or Marched this turn cannot lend support.

Roll to hit using the firefight values of the supporting formations, and then allocate hits and make saving throws as you would do for shooting attacks. Once all casualties have been removed you must work out the result of the attack (see 1.12.7).

²³ **1.12.6 Supporting Fire**

Q: The rules state that a formation that marched may not lend Supporting Fire. Does this apply if the formation marched last turn?

A: No. With the exception of Overwatch, actions end in the end phase, and the formation is assumed to go on to ready status for the next turn.

Q: Is supporting fire affected by suppression?

A: No. Units lending support in an assault are not affected by suppression.

1.12.7 Work Out Result²⁴

After both players have removed casualties, the outcome of the combat must be decided.

First, if one side completely wiped the other side out, then it is the winner. If this isn't the case then each player rolls 2D6, and adds any modifiers that apply from the chart below to the single D6 that rolled highest. Note that you don't add your dice rolls together, but use the single dice with the highest score. Whoever has the higher score after any modifiers have been added wins the assault.

In addition, the losing formation suffers a number of extra hits equal to the difference between the two sides' result scores. There are no saves for these hits, which represent units being hacked down as they turn and run, or disintegrating into a panic-driven rout as they flee. Remove these additional casualties as you would hits inflicted in the assault phase (i.e., units in base contact first, then those closest to the enemy, etc.).

In the case of a tied dice roll fight a second assault using any surviving units, starting with step 4 (i.e. roll dice, allocate hits, make saves and resolve the combat all over again with any survivors). Units from both sides are allowed to make a counter charge move before the second round is fought, with the attacker moving his counter charging units first (see 1.12.4). If a second round is fought then any casualties from the first round carry over when working out the result of the combat.

24 1.12.7 Work Out Result

- Q: What happens if a combat round in an Assault is a draw, do you immediately fight another round? And this round is also a draw do you fight a third successive round (and so on)?
- A: Yes. An Assault has to result in one side winning. You would continue to fight Assaults until one side or the other had won the Assault.
- Q: In a game we have an Assault that results in a tie. Consequently we must fight another round of combat. Both sides do their counter-charge move but at the end of the move neither formation has any units within 15cm of an enemy unit. Do we resolve this round of combat (even though no casualties could be caused) or is the Assault considered over because there are no units within 15cm of an enemy unit?
- A: You would need to resolve the new Assault round, even though no actual fighting took place. So work out the results as per 1.12.7 and don't forget to include the casualties from the first round of the Assault when determining the winner of this second round.
- Q: There are various "auto-kill" effects which result from lost assaults (broken formations wiped out, aircraft destroyed, etc.). Do those happen before or after the extra hits for losing assault?
- A: The hits from losing assault (so-called "hackdown" hits) come first. Per the rules, the hackdown hits occur during resolution (1.12.7) and the "auto-kill" hits either explicitly or implicitly occur after that, usually in the "Loser Withdraws" (1.12.8) step. To provide specifics, wiping out a broken formation clearly happens in 1.12.8. The formation's status is changed to "broken" during 1.12.8, so that's when Chaos Daemons disappear into the warp. Aircraft in a lost air assault (4.2.5) are somewhat ambiguous, but the text implies a connection between the automatic destruction and withdrawal, which would correspond to 1.12.8 as well. In the absence of an effect specifically stating the contrary, assume the losing player gets to allocate hackdown hits prior to auto-kills.

Assault Modifiers	(Cumulative)
For each kill you have inflicted during the assault	+1
You have more units than the opposing formation	+1*
You have more than twice as many units as the opposing formation	+1*
Your formation has no Blast markers	+1**
The opposing formation has more Blast markers	+1**
<i>* Count the total number of units remaining in the charging formation against the total number of units remaining in the defending formation. Don't include units from other formations that were lending supporting fire.</i>	
<i>** Count broken enemy formations as having as many Blast markers as units.</i>	

1.12.8 Loser Withdraws²⁵

After the result of the combat has been worked out (either because all defending units were destroyed, or the attack stalled, or through a result roll), then the loser is broken and must withdraw, and formations on the winning side receive Blast markers for the casualties they suffered.

If the loser was already broken when it was assaulted then the whole formation is destroyed, and ALL units in the formation are removed from play as casualties. If the losing formation is not broken then it becomes broken and may withdraw (see 1.13.3).

Once any additional casualties have been removed, any surviving units on the losing side must make an immediate withdrawal as explained in the rules for broken formations later on (see 1.13.3).

Finally, any formations belonging to the losing side that were in a position to have lent support (i.e., they were within 15cms of an enemy unit in the assault) receive one Blast marker each, even if they did not actually lend support. These Blast markers represent the detrimental effect on morale of seeing friends defeated in an assault.

25 1.12.8 Loser Withdraws

- Q: Another clarification. What happens when a broken unit is engaged?
- A: A broken formation which loses is wiped out. A broken formation which wins takes no further BMs or casualties and does not have to withdraw (but is, of course, still broken).
- Q: If you charge an 'intermingled formation' consisting of a broken formation and a non-broken one, and you win by 3 pips, do we kill off the entire routed formation *before* assessing the extra 3 casualties on the non-broken formation?
- A: No; the extra casualties go on before the loser breaks.
- Q: In section 1.12.8 it states "In addition, the losing formation suffers a number of extra hits equal to the difference between the two sides' results scores." Do these hits apply to only those units that were within 15cm of an enemy or are they applied to any unit in the losing formation?
- A: The hits are applied to any unit in the losing formation and not just those that were within 15cm of an enemy. Assume that the units within 15cms get hacked down and those further away dissolve into a panic-stricken rout.

1.12.9 Winner Consolidates²⁶

After the loser has withdrawn, the winning formation receives a number of Blast markers equal to the number of units that were killed by the enemy. Note that it is possible for a formation to win an assault and then become broken by the casualties that they suffered! In this case, the winning formation is broken, but does not have to make a withdrawal even if other enemy units are within 15cm (see 1.13.3). If the winner of the combat was already broken at the start of the combat, they do not receive any additional Blast markers.

Any units on the winning side may then move 5cm. This is a free bonus move designed to allow attacking units to occupy territory they have captured. Units may not enter an enemy's zone of control when they consolidate.

SPECIAL RULE**1.12.10 Intermingled Formations**

Occasionally an attacker will wish to attack a position where units from two enemy formations are intermingled together. When a player declares the target for a charging formation he can choose, if he wishes, to include any enemy formations that are intermingled with the target formation as being part of the target of the charge. Two formations are intermingled if they have any units within 5cm of each other. If there are two or more formations within 5cm of the target formation, then the attacker can choose to include one or more of them as the target, he does not though have to include any of them.

For the purposes of the assault, the intermingled formation is treated as being a single formation. All of the intermingled formations are allowed to make counter charges, and hits may be allocated to all of the formations involved. Once casualties have been worked out, a 2D6 roll is used to resolve the assault. Add together all of the Blast markers on the intermingled formations when working out the result of the assault. If the defender loses then each formation is broken and must withdraw. If the defender wins then each formation receives a number of Blast markers equal to the number of casualties it suffered in the combat (ie, if one defending formation lost two units and then another one, then the first would get two Blast markers and the other would receive one Blast marker).

27

26 1.12.9 Winner Consolidates

Q: A Transport moves 30cm, unloads troops who then participate in the Assault. If they win can the Transport pick up the units as part of its Consolidation Move?

A: Yes. The Consolidation Move is considered a movement and as per section 1.7.5 Transports can pick up units as part of any movement.

Q: Can a unit that disembarked from a War Engine to take part in an Assault use its consolidation move to get back into the War Engine?

A: Yes it can. However, if it does so then the War Engine loses its own Consolidation move (and War Engine Transport Aircraft may not make a Disengagement move at the end of the turn) as it has to wait around while the troops climb back on board. Note that the War Engine may make a Consolidation move (or a Disengagement move if it is an aircraft) if no troops embark upon it.

27 1.12.10 Intermingled Formations

Q: Is the intention of the intermingling rule that all the enemy formations assaulted must have a unit within 15cm of the attacker after charges, as well as within 5cm of the prime enemy formation?

A: No, the intent was precisely that a poorly positioned and supported battle line could be "rolled up" by a flanking attack. There were multiple discussions about to what extent it should be allowed and the rules as written reflect the intent that an entire line can crumble whether or not the units in question were directly threatened.

1.13 REGROUPING & BROKEN FORMATIONS

Formations that take a marshal action are allowed to regroup in order to remove Blast markers and attempt to avoid becoming broken. Formations are broken once they have received a number of Blast markers equal to the number of units in the formation, or if they lose an assault. Broken formations may not be selected to take an action in the Action phase.

1.13.1 Regrouping

Formations that take a marshal action may regroup. Roll 2D6 and remove a number of Blast markers equal to the highest roll. Note that the dice are not added together; instead the score of the higher dice is used.

1.13.2 Becoming Broken²⁸

Check to see if a formation is broken after it receives any Blast markers (either from failing an Action test, shooting or winning an assault). Formations that lose an assault are automatically broken. You should completely resolve an assault or an attacking formation's shooting before checking to see if the target formation breaks (i.e., don't break a formation that comes under fire until all of the shooting has been resolved).

Remove all of the Blast markers from a formation when it breaks, and mark it in some way to show that it is broken. You can mark a broken formation in any manner you like; some players simply remember, others turn units in a broken detachment away from the enemy, or you can use the Order Dice or Battle Markers produced by Games Workshop. At the end of the day, as long as you remember which formations are broken and which are not then any method will do.

Some people have played a houserule that all intermingled enemy formations must have a unit within the 15cm of the attacker after charges (and if not the enemy formation in question is dropped from the assault), as well as within 5cm of the prime enemy formation, but this is not part of the official rules.

28 1.13.2 Becoming Broken

Q: Do broken units still exert a Zone of Control?

A: Yes. The only way a unit loses its ZoC is if it is in base-to-base contact with an enemy unit (or a number of enemy units equal to its starting DC if it is a War Engine).

1.13.3 Withdrawals²⁹

Unless the rules state specifically otherwise, a broken formation may choose to make a withdrawal immediately after the action that caused it to break has been resolved. If a formation is broken part way through an action that it is taking (i.e., by the Blast marker received for failing an initiative test, or as a result of Blast markers received from overwatch fire), then it makes a withdrawal and loses the rest of its action.

A formation making a withdrawal may make two moves. Withdrawal moves may be made in any direction, but if a unit ends the second withdrawal move within 15cm of the enemy, it is destroyed (it is killed while trying to escape!). Units may ignore enemy zones of control while making a withdrawal move but may not move directly over enemy units. These changes aside, withdrawal moves are treated exactly like a normal move. Enemy formations on overwatch can shoot at formations making withdrawal moves.

Units with a speed of 0cm obviously cannot move when making a withdrawal, so are destroyed if there are any enemy units within 15cm at the point they become broken.

29 1.13.3 Withdrawals

- Q: Broken formations 'may make a withdrawal move'. Is there a minimum move or can I choose to stay where I am (supposing there is no enemy within 15cm)?
- A: There is no minimum move. You can move towards the enemy if you wish. It is very hard to write watertight rules forcing troops to 'withdraw from the enemy'. Instead of attempting to do this I have instead made it risky for broken troops to stay close to the enemy, thus encouraging players to pull them back.
- Q: If a withdrawing Transport is caught within 15cm of an enemy unit after finishing its Withdrawal Move, are the transported units destroyed as well?
- A: Yes. Fearless units being transported would not be destroyed but would be disembarked just as any other circumstance where the transport is destroyed but the unit is not.
- Q: When I move after losing an assault or simply by being broken after shooting, do I get destroyed after every withdrawal segment (2 Moves allowed) in which I end in 15 cm of the enemy? Or do I check after the complete withdrawal movement (up to 2 movements)?
- A: It is after the second withdrawal move.

1.13.4 Blast Markers and Broken Formations³⁰

Broken formations count as having as many Blast markers as units for any rules purposes.

Broken formations do not receive Blast markers after they have been broken and before they rally. Instead each Blast marker that the formation would normally receive causes an additional hit on the formation, with no saving throw allowed. Apply these extra hits as you would from normal shooting (i.e., from front to back of the formation). These additional hits represent individual units panicking and fleeing the battlefield, and they make broken formations extremely vulnerable to enemy attack – you have been warned!

Remember that a broken formation that wins an assault does not receive any Blast markers for the casualties it suffered, and will not therefore lose any additional units due to panic. It is assumed that in this case, the feeling of triumph at winning the assault overcomes any feelings of terror or fear.

30 1.13.4 Blast Marker and Broken Formations

- Q: Broken formations do not receive Blast markers if they are fired on or assault after they have been broken and before they rally. Instead each Blast marker that the formation would normally receive causes an additional hit on the formation, with no saving throw allowed. Are these hits allocated like regular hits (from the front to the back) or does the player get to take them how they like?
- A: The hits are allocated normally, from front to back.
- Q: If a Broken formation that consists of transports carrying units receives a Blast marker do the transported units get a save if the transport is destroyed as per 1.13.4?
- A: If a transport vehicle is destroyed because a BM is placed on broken formation, then units being transported need to make a save to avoid destruction (and get a 6+ cover save if they do not have an armour save as per 1.7.5)
- Q: If a broken formation is fired on and a unit is destroyed as per 1.13.4 by the BM placed on the formation by being fired on does this casualty cause further BMs to be placed possibly resulting in a "chain reaction" of further destroyed units?
- A: Units in a broken formation destroyed by a BM do not cause additional BMs to be placed on the formation.

1.14 THE END PHASE³¹

The End phase takes place, unsurprisingly, at the end of the turn, once both players have taken an action with each of their unbroken formations. Both players *must* attempt to rally any formations and then check the scenario victory conditions to see if either side has won.

1.14.1 Rallying Formations³²

In the End, phase both players take turns to rally formations that have Blast markers or that are broken. Rally the formations one at a time, starting with the player with the higher strategy rating. In order to rally a formation you must roll equal to or over the formation's initiative value on a D6 (see 1.2.2). There is a -2 modifier to the dice roll if the formation is broken, and a -1 modifier if enemy units are within 30cm of a unit from the formation.

If the test is failed, then broken formations must make a withdrawal (see 1.13.3), while formations that are unbroken must remain in place but may not remove any Blast markers.

If the test is passed then remove half the Blast markers from the formation, rounding fractions up. Formations with one Blast marker remaining that pass a Rally test remove the last Blast marker. A broken formation that rallies is no longer broken. It counts as having as many Blast markers as units, half of which will be removed for passing the Rally test. For example, a broken formation with seven units that rallied would no longer be broken and would receive three Blast markers.

Rally Test Modifiers

Formation is broken	-2
There are enemy units within 30cms	-1

Modifiers are cumulative.

1.14.2 Check Victory Conditions

Most games of Epic are played using a scenario that will have a set of victory conditions that a player needs to achieve in order to win. See the special rules for scenarios in the special rules section for more details on how this works.

SPECIAL RULE

Rounding

In Epic, all fractions are rounded up unless the rules specifically say otherwise. Generosity rules where 6mm soldiers are concerned!

31 1.14 The End Phase

Q: When exactly in the end phase does the additional damage from Plasma Reactor hits or Gargant fires happen? Is it before or after rallying or repairing shields?

A: Unless noted otherwise, all special effects like this should happen at the start of the End Phase, before you do anything else.

Q: In what order are things carried out in the End Phase?

A: Any special events which take place during the End Phase, such as critical hit effects on a War Engine or the Eldar Avatar leaving the battlefield, are resolved before formations rally unless otherwise specified. If both players have effects for the beginning of the End Phase, take turns resolving them, alternating between players for each subsequent effect until all effects are resolved. The player with the higher strategy rating has the option of acting first or forcing the opponent to act first.

32 1.14.1 Rallying Formations

Q: Can broken formations with only a single unit ever rally? Don't they receive a BM when they rally and then immediately break?

A: One unit formations not being able to rally was once part of the original design but this has been removed. Formations with a single unit now receive a BM when they rally but also gain the results of a successful rally which means that they remove half of their BMs, fractions rounded up, which fully removes the single bm they had.

Q: If a formation is broken, and keeps failing it's rally test every turn, does it just remain in the place it was broken, or does it have to fall back every turn?

A: A formation that fails a rally test must make a withdrawal move each time it fails the test. It is up to you whether the formation moves or not.

Q: Just what does a broken formation do in a new turn if it failed the Rally roll at the end of the previous turn? Do they get to Hold? Double or March backwards? Sit and shiver? Inquiring playtesters want to know :-)

A: They sit and shiver until the end phase (try saying that ten times fast ;))

Q: Once a unit is broken and has made its Withdraw move is it then stuck until it has rallied?

A: Units that fail to rally may make withdrawal moves after they fail the rally roll, so they do get to keep on moving.

1.15 CORE RULES TRAINING SCENARIOS

"Only faith in the Emperor and the training I am going to give you will save you on the battlefield."

Veteran Sergeant Kesser

You have now read all you need to know in order to try out the following training scenarios. A scenario is basically a set of notes, telling you all you need to know about the battle you are going to fight. It will tell you what forces are involved, what vehicles each player has, what each side's objectives are, and so on.

In order to play the core rules training scenarios you will need to get hold of a couple of dozen units of Epic scale Space Marines. It will help if you can track down some Predator Destructors and Rhinos too, but these are not vital. There is a free downloadable file on the NetEA website at <http://www.net-armageddon.org/page/game-aids> which has a set of counters for the Space Marine units and vehicles used in the scenarios, so if you have access to the internet you can try out the first two scenarios even if you don't have the correct models. Datasheets for the units can be found in the Forces section (see 5.0).

In order to play the scenarios that follow, you will also need a small amount of gaming terrain. You can use Warhammer or Warhammer 40,000 hills and trees if you don't have any in Epic scale, or just lay a cloth over some books to create rolling, hilly terrain.

Note: The datasheets for these five scenarios are in section 5.0.

1.15.1 Basic Training Scenario

Even Space Marines need to practise their tactics and strategy. This basic training scenario is based on one of these exercises and pits Space Marines from the same Chapter against each other in a simple training exercise. The object is to take and hold an objective.

Force Alpha: Two formations each with six Space Marine Tactical units. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Force Beta: Two formations each with six Space Marine Tactical units. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Gaming Area: Set up a playing area approximately 60-90cm square. Set up any scenery you have in a mutually agreeable manner. You can set up as much or as little scenery as you like, but try to make sure that you have at least a couple of hills and either a built-up area or some woods for the troops to hide behind or take cover in. Place an 'objective counter' in the very centre of the battlefield (a coin will do just fine).

Deployment: If one player set up the scenery then his opponent can choose which table edge to deploy on. If you set up the scenery together then roll dice to see who gets the choice of edge. The other player sets up on the opposite table edge. You must deploy all of your units within 15cms of your table edge.

Special Rules: All Space Marine units may use the *They Shall Know No Fear* special rule (5.1.1).

Victory Conditions: You capture the objective if you have a unit within 15cms of it in the end phase and your opponent does not. To win the game, you must capture the objective and hold it for one full game turn.

1.15.2 Fast Attack Training Scenario

Space Marine armies are highly mobile and make great use of armoured transport vehicles to strike at the enemy with lightning speed. By far the most common Space Marine transport vehicle is the ubiquitous Rhino, a sturdy and reliable machine capable of transporting ten fully equipped Space Marines across the battlefield.

Force Alpha: Two formations each with six Space Marine Tactical units and three Rhinos. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Force Beta: Two formations each with six Space Marine Tactical units and three Rhinos. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Gaming Area: Same as Basic Training (1.15.1).

Deployment: Same as Basic Training (1.15.1).

Victory Conditions: Same as Basic Training (1.15.1).

Special Rules: Same as Basic Training (1.15.1).

1.15.3 Armoured Training Scenario

Space Marines make use of a number of different types of armoured fighting vehicle. Among the most common is the Predator Destructor, a nicely balanced fighting machine with weapons suitable for engaging both armoured and vehicle targets. This scenario is based on the training exercises used to teach Space Marines the skills required to work as a member of the crew of a Predator tank.

Force Alpha: Two formations each with four Space Marine Predator Destructors. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Force Beta: Two formations each with four Space Marine Predator Destructors. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Gaming Area: Same as Basic Training (1.15.1).

Deployment: Same as Basic Training (1.15.1).

Victory Conditions: Same as Basic Training (1.15.1).

Special Rules: Same as Basic Training (1.15.1).

1.15.4 Advanced Training Scenario

Space Marine armies include a number of specialised formations and troop types such as Space Marine Assault units equipped with Jump Packs, and Space Marine Devastators equipped with additional heavy weapons. This scenario is based on the advanced training missions used by the Space Marines to show how the presence of these units affects the tactics learned during basic training.

Force Alpha: Two formations each with six Space Marine tactical units and three Rhinos, plus one formation of four Space Marine Assault units. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Force Beta: Two formations each with six Space Marine tactical units and three Rhinos, plus one formation of four Space Marine Devastators. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Gaming Area: Same as Basic Training (1.15.1).

Deployment: Same as Basic Training (1.15.1).

Victory Conditions: Same as Basic Training (1.15.1).

Special Rules: All Space Marine units may use the *They Shall Know No Fear* special rule (5.1.1), and Assault Marines may use the *Jump Pack* special rule (2.1.7).

1.15.5 Combined Arms Training Scenario

In most circumstances, a Space Marine commander will field a combined arms force. This scenario teaches the vital skills needed to weld infantry, artillery and armoured vehicle formations into a single fighting force.

Force Alpha: Two formations each with six Space Marine tactical units and three Rhinos, plus one formation of four Space Marine Assault units, one formation of four Predator Destructors, and one formation of three Whirlwinds. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Force Beta: Two formations each with six Space Marine tactical units and three Rhinos, plus one formation of four Space Marine Devastator units, one formation of four Predator Destructors, and one formation of three Whirlwinds. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Gaming Area: Set up a playing area approximately 90-120cm square. Set up any scenery you have in a mutually agreeable manner. You can set up as much or as little scenery as you like, but try to make sure that you have at least a couple of hills and either a built-up area or some woods for the troops to hide behind or take cover in. Place an 'objective counter' in the very centre of the battlefield (a coin will do just fine). Then each player must set up another objective 45cms away from any other objective. There should be a total of three objectives once they have all been set up.

Deployment: Same as Basic Training (see 1.15.1).

Victory Conditions: You capture the objective if you have a unit within 15cms of it in the end phase and your opponent does not. To win the game you must capture two objectives and hold them both for one full game turn at the same time.

Special Rules: Same as Advanced Training (see 1.15.6).

DESIGN CONCEPT

Rules Questions

Tabletop wargaming is an imprecise science and can often generate rules questions. The sheer number of variables thrown up by the rules, army lists and varied tabletop terrain pretty much guarantees that at some point during any game you and your opponent will have a discussion about how exactly to deal with a situation that has occurred, or you will find that you play the game using slightly different methods or conventions.

Usually, you will be able to overcome these differences by simply chatting about them with your opponent, but occasionally you will find that you each feel a rule or situation should be interpreted in a diametrically opposed way. Such a situation can lead to a very heated debate that might spoil your enjoyment of the game, and because of this, when these situations occur try not to argue about the rules, and instead simply smile and say "Okay, let's play it your way!" Trust me, you'll find that this method of play is much more relaxing and fun than bickering about rules, and you may find that you actually prefer your opponent's method to your own. It's also the mature approach, which I think is rather appropriate for a game like Epic, which when all is said and done is designed for experienced wargamers rather than experienced rules lawyers. 'Nuff said, I hope!

2.0 SPECIALIST UNITS & WEAPONS

"We're safe 'ere Gobbitz. There's no way da beakies can get to us at the top of dis cliff..."

Last words of Gibli the Gretchin before being overrun by Space Marine Assault troops from the Salamanders Chapter

The battlefields of the 41st Millennium are home to a vast array of extraordinary units and weapons. These can range from infantry units equipped with jump packs that allow them to fly through the air, through to heavily armoured vehicles equipped with huge macro-weapons so powerful they make a mockery of all but the very thickest armour. These kinds of units have special abilities that often break the core game rules in some way – troops with jump packs can leap over impassable terrain, for example, while units hit by macro-weapons do not get an armour save, and so on. These rules are not particularly complex and you can start using them more or less straight away. We have simply separated them off here so that they do not clutter up the core game rules.

Specialist abilities represent unique attributes for a unit or weapon. Because of this, abilities are not transferable to other units or weapons in the same formation. For example, Terminators are allowed to teleport onto the battlefield and this ability is listed in their profile in the Forces section of the rulebook. However, any other non-Terminator units in the same formation would not have this ability.

Sometimes situations will occur where some units have a special ability and others do not, raising the question of whether the ability may be used. For example, some units in a formation may be able to fire a barrage that ignores cover or has the macro-weapon effect, while other weapons taking part in the barrage do not. If such a situation occurs in a battle then you may only use the ability if all of the units taking part can use it – so the barrage would only ignore cover or count as a macro-weapon if all of the units participating in the barrage had these abilities.

Finally, unless the rules specifically state otherwise then any special abilities can be used by units belonging to a broken formation. Thus a supreme commander, for example, could still use his special abilities even if he was broken.

2.1 SPECIALIST UNITS³³

Some units have special abilities that allow them to 'buck the rules' in some way. This is usually because the units themselves are unusual due to their training, equipment or temperament. Any special abilities that apply to a unit will be noted on its datasheet (see 1.1.3).

2.1.1 Characters³⁴

Certain units are noted as being *characters*. These units represent important individuals rather than groups of soldiers or the crew of a vehicle or war engine. Because of this they are not represented by a separate model on the tabletop, and are instead *added* to another unit in the army. The unit the character is added

33 2.1 Specialist Units

Q: What happens if a unit has the same special ability more than once?

A: A unit may only have one of each special ability. If an ability is duplicated (for example, a character with a special ability is added to a unit that already has the special ability) treat the unit as if the ability only occurs once.

Q: Some abilities can apply to either a unit or a weapon. How does this work when a unit is carrying a weapon with such an ability?

A: While the special abilities are generally categorized into "Specialist Units" and "Specialist Weapons" there are some abilities that can apply to either the unit or to a specific weapon. If the special ability appears in the weapon description, it applies only to attacks by that specific weapon. If the special ability appears in the "Notes" section of the datasheet, it should be applied to all actions by the unit. For example, if an Assault Weapon is described as First Strike that ability only applies to CC attacks from that weapon, while a unit described as First Strike in the Notes would apply the ability to all assault attacks – CC, FF and any "extra attacks" ability the unit might have.

Q: Can units in a Transport use their special abilities (e.g. Ork Nobz in a Transport use their Leader ability to remove Blast markers)?

A: Yes. Additionally, Characters or units with Special Abilities in broken formations can also use their abilities. The only time a Special Ability can not be used is when the unit or Character in question is offboard, either in Reserve or in a Spacecraft or Transport waiting to be deployed.

Q: If a formation is offboard (awaiting teleport, in a transport aircraft, etc.) can any special abilities of units in that formation be used?

A: No. Special abilities of offboard units may not be used.

A specific exception is made for abilities used to affect the activation of the formation they are in. For example, an Eldar formation with a Farseer is held offboard in reserve and the Eldar player retains the initiative to activate this formation. Even though the formation is offboard the Eldar player can use the Farsight ability of the Farseer in that formation to negate the penalty for retaining the initiative. Similarly, a Space Marine Supreme Commander may use the Supreme Commander ability to re-roll the command check to activate the formation they are in if it was offboard but could not be used to apply that same re-roll to a formation that was onboard or to another offboard formation.

34 2.1.1 Characters

Q: Do all Characters have an Invulnerable Save, or only if it is listed on its statistics?

A: Characters used to all have an Invulnerable Save but that was removed. Unless there is an entry in the Notes for that Character upgrade that says it has an Invulnerable Save they don't get it as a result of being a Character.

Q: If a Character has an MW attack does it modify the attack of the unit it is attached to or does it add an attack?

A: That depends on the weapon stat line for the Character. Most Character's weapon stat lines also include the Extra Attack ability. This means that the Character's attack is considered to be its own weapon entry. It doesn't modify the unit's existing weapons, it supplements them. So, for example, a Space Marine Terminator unit with a Character upgrade would have three attacks (assuming that it is in base-to-base with an enemy unit). The Terminators base attack, the MW attack from the Terminator's Power Weapon and the MW attack from the Character because of the Extra Attack ability.

Q: When I purchase a Character upgrade does it replace one of the units in a formation? So if I buy a Chaplain for a Space Marine Tactical formation does the Chaplain replace one of the Marine Tactical units?

to receives any weapons and abilities that the character has noted on their datasheet. For example, Space Marine Chaplains are characters that are armed with a Power Weapon (assault weapon, macro-weapon, extra attack (+1)), and have the *invulnerable save* and *inspiring* abilities. Any unit they are added to will count as having all of these things in addition to their normal weapons and abilities. Note that characters can be added to any type of unit, including vehicles and war engines.

The unit and the character must operate together throughout the entire battle. The character can be transported in any vehicle allowed to transport the unit that he joins, and does not take up an extra space. The character should be represented by a suitable model or command banner that is added to the unit he joins. Characters that are taken as an upgrade for a formation must be added to a unit from the formation they were taken as an upgrade for.

2.1.2 Commanders³⁵

Some units and characters are noted as being *commanders*. Commanders can order up to three formations of troops to follow them when they make an assault, as long as all the formations have at least one unit within 5cm of a unit from the commander's formation.

Make a single initiative roll for all the formations, counting a -1 modifier if any have Blast markers. If the test is failed then the commander's formation receives a Blast marker and must take a hold action, but the other formations are unaffected (and may take an action later in the turn).

If the test is passed then all three formations may take an engage action. Treat the three formations as if they were a single formation for all rules purposes for the duration of the assault.

A: No. The Chaplain (or any Character for that matter) is added to one of the units in the formation. The Character's abilities are also added to the unit. So in the case of the Space Marine Tactical formation one of the Marine units has the Chaplain added to it (you should use a special stand of Marines with a Chaplain figure on it to represent this) and that unit now has the Chaplain's abilities (Inspiring, Invulnerable Save, Leader and the Power Weapon).

35 2.1.2 Commanders

Q: In a Combined Assault, the rules state that the formations in the Assault are treated as a single formation for the duration of the Assault. If the combined formation wins the Assault, does this mean that each formation takes BMs based on the total number of kills to all formations or just the kills inflicted on each individual formation?

A: Each formation would only take a number of BMs equal to the number of kills inflicted on it. For example: An Eldar player initiates a combined Assault with two Aspect Warhosts (Dire Avengers and Swooping Hawks) and the Avatar. The Eldar player wins the Assault and the Dire Avengers Warhost has two kills against it, the Swooping Hawks have one and the Avatar has taken no damage. The Dire Avengers would take two BMs, the Swooping Hawks would take one and the Avatar would take no BMs.

Q: Can a Commander give Assault orders to several formations even if the Commander himself isn't in charge range?

A: Yes. The Commander issues the orders for the Combined Assault before the charge move is made. If he issues the order successfully (ie, passes the action test), then the Commander's formation and the other two are treated as one large formation for the Assault.

This would mean that neither the Commander nor any units from his formation would need to get within 15cm of the enemy so long as at least one unit from the combined formation does so. Note that the Commander and the units in his formation would be bound by the coherency rules, so would need to end the charge with at least one unit within 5cm of one unit from at least one of the other formations.

Q: If I have formations with differing Initiative values, which one do I use when activating them together (e.g. with a Commander)?

A: Use the activating formation (i.e. the commander's formation)

A 2D6 roll is used to resolve a combined assault. If the attackers lose then each formation is broken. If they win then each formation receives a number of Blast markers equal to the casualties it suffered in the combat.

2.1.3 Fearless³⁶

Some units are noted as being *fearless*. Such units are either exceptionally brave or so crazed that they will never run away even when broken (though you can choose to have them make a withdrawal move if you want them to).

Units that are Fearless are immune to damage from losing an assault (both the additional hits and being wiped out if already broken) and from the damage inflicted by Blast markers if broken. When broken or otherwise forced to take a withdrawal move, Fearless units may choose not to withdraw, and if the unit elects to withdraw it will be destroyed only if it ends its move within 5cm of the enemy rather than 15cm. Fearless units that remain stationary do not take additional damage. Note that other units in the formation that are not fearless will be affected normally by additional hits for Blast markers or losing an assault or whatever – just don't allocate any of the hits to the units that are immune, but hand them out as normal to units that are not.

Fearless units still count as part of a formation, and so will sometimes be 'dragged along' as their formation withdraws even though they don't have to, simply in order to stay in formation (see 1.2.1). Finally, note that not needing to withdraw can mean that fearless units can end an assault still in an enemy zone of control, or even in base-to-base contact with the enemy (see 1.7.3 for details of how to deal with situations where units start an action in an enemy zone of control).

2.1.4 Infiltrators³⁷

Some units are noted as being *infiltrators*. These are allowed to double their speed when they make a charge move (and only when they charge!), and they can also ignore enemy zones of control from the formation they are charging. These two special abilities allow them to sneak past enemy units when they charge in order to attack enemy units that are further back. Note that the unit coherency rules still apply to infiltrators.

36 2.1.3 Fearless

Q: If a Fearless unit has remained in base-to-base with an enemy unit after losing an Assault, does that affect other formations ability to fire at the two formations?

A: No, apply the normal rules.

Q: This happened in a game of ours; my assault marines defeated (but did not kill) an immobile Tyranid synapse creature. The creature obviously can't leave, but are my troops obliged to leave base-to-base?

A: There is nothing that forces either party to leave ZoC as a result of the assault. They can simply elect not to move. They would then begin the next action in ZoC and follow the rules for that per the book. Essentially, they would either engage again or be forced to move out of ZoC.

If they do choose to move, either as a Withdrawal or Consolidation, they would then be required to move out of the ZoC to the best of their ability as normal.

37 2.1.4 Infiltrators

Q: Do Infiltrators get double movement if they counter charge?

A: No. The double movement is only when the Infiltrator charges.

Q: Can Infiltrators move through enemy units? This question occurred during an assault. I positioned my units very close to each other and there was no space between them to place any attacking Infiltrators or to move them between my units.

A: Infiltrators (2.1.4) gives exception to zones of control (1.7.3) but not moving over enemy units (1.7.2 and 1.7.3).

2.1.5 Inspiring³⁸

Some units or characters are noted as being *inspiring*. Each inspiring unit involved in an assault adds +1 to the result roll (as long as it survives the combat of course!)

2.1.6 Invulnerable Saves³⁹

Certain units or characters receive a special *invulnerable save*. These units either have protective devices or supernatural vitality that will allow them to survive an attack that would kill another creature. To represent this, units with an invulnerable save receive a second save of 6+ if they fail their first save for any reason. They may take this second save against any form of attack, even attacks that would normally not allow a save to be taken. No modifiers ever apply to the second save.

2.1.7 Jump Packs

Some units are noted as having *jump packs*. These units are equipped with special devices that allow them to fly for short distances, usually in a series of long ‘hops’.

Units equipped with jump packs may ignore dangerous or impassable terrain as they move (they jump over it). They may not land on impassable terrain, and if they land in dangerous terrain they must take a dangerous terrain test. Units equipped with jump packs may also move over other friendly units as they move, but may not land on them. Units with jump packs are affected by enemy units and zones of control normally, and cannot jump over enemy formations.

2.1.8 Leaders⁴⁰

Some units or characters are noted as being *leaders*. A formation that includes any leaders may remove one extra Blast marker for each leader whenever it regroups or successfully rallies.

2.1.9 Light Vehicles⁴¹

Light vehicles include any unarmoured vehicles where the crew is exposed to enemy fire, such as Ork buggies and Space Marine Land Speeders. The only difference between light vehicles and armoured vehicles is that light vehicles can be affected by AP fire as well as AT fire; in effect they count as infantry targets against AP fire and armoured targets against AT fire.

38 2.1.5 Inspiring

Q: If an Inspiring unit supplies supporting fire (via rule 1.12.6) to an assault, is it “involved” (the term used in rule 2.1.5) in the assault?

A: No. Only the formations actually fighting as attacker and defender are considered directly involved.

39 2.1.6 Invulnerable Saves

Q: Are hackdown hits able to be saved by an Invulnerable Save?

A: No.

Q: Does Crossfire or the Sniper ability affect an Invulnerable Save?

A: The Invulnerable Save is not modified by any modifiers or special effects.

40 2.1.8 Leaders

Q: When you Rally (1.14.1) do you remove one Blast marker per unit with the Leader ability or can you only remove one Blast marker in total regardless of the number of units in the formation that have the Leader ability?

A: You can remove one Blast marker for every unit in the formation that has the Leader ability.

41 2.1.9 Light Vehicles

Q: In section 2.1.9 it states “The only difference between light vehicles and armoured vehicles is that light vehicles can be affected by AP fire as well as AT fire”. Does this mean that LV units provide cover in the same fashion as AV units?

A: No. The only vehicles that provide cover are WE and AV units as listed in the Terrain Table in section 1.8.4.

Light vehicles rely on speed and agility to protect them from enemy fire, and because of this their saving throw is based on these factors rather than the thickness of any armour they may carry. This aside, their saving throw works in exactly the same manner as the saving throw of any other unit, and will be ignored by macro-weapons, can be used against barrages, and so on.

2.1.10 Mounted

Some infantry units are noted as being *mounted*, and will either ride on bikes or living creatures such as horses. Mounted units count as vehicles for terrain effects, and as infantry units for all other purposes.

2.1.11 Reinforced Armour⁴²

Units with *reinforced armour* are protected by armour many times thicker than that found on most armoured vehicles and have extremely robust internal construction too. Because of this they still take their saving throw when hit by macro-weapons (see 2.2.6). In addition, they may re-roll a failed save against any non-macro-weapon hit, including those inflicted during an assault.

2.1.12 Scouts⁴³

Some units are noted as being *scouts*. These units are trained to operate on their own, scouting ahead of their formation to seek out the enemy. Scout units only have to remain within 20cm of another unit from their formation, rather than 5cm as would normally be the case. In addition, scouts are trained to spread out so they can cover a wide area, and so have a 10cm zone of control. Note that these abilities only apply to scout units and cannot be transferred to other units in the same formation or transport units carrying the scouts.

42 2.1.11 Reinforced Armour

Q: Does Reinforced Armour allow me to reroll an Invulnerable Save?

A: No.

Q: Does Reinforced Armour allow me to reroll a Cover Save?

A: Yes. However, the reroll is made using the unit’s own Armour Save value, not the Cover Save value.

43 2.1.12 Scouts

Q: It’s possible to place a Scout unit just behind another friendly unit, so that the Scouts 10cm ZOC covers the friendly unit too. If this happens, can I charge the non-Scout unit? The rules say I can’t enter a ZOC unless I’m charging the unit it belongs to.

A: You are, of course, allowed to charge the unit! If an explanation is needed, then let’s say that the rule for moving into base contact with the enemy takes precedence over the rule for not entering another unit’s ZOC. However, any player who has attempted to use this tactic to stop a charge should hang their head in shame!

Q: Should Scout units count as being ‘intermingled’ if a friendly unit is within 10cm, rather than 5cm as would normally be the case?

A: No.

Q: How does formation coherency work if there are Scout and non-Scout units in the same formation.

A: The Scout units may be up to 20cm from the other units in the formation, but the non-Scout units must still remain within 5cm of one other unit.

For example... S = scout unit, T = transport, – = 5cm; these would be an acceptable “chain” for purposes of maintaining the formation:

S – T – – – S – T

S – – – T – T – – – S

2.1.13 Skimmers⁴⁴

Some units are noted as being *skimmers*. These units are equipped with devices that allow them to hover a short distance above the ground, so that they can fly over terrain that would slow other units down. Note that skimmers do *not* follow any of the rules for aircraft in section 4.0.

Skimmers may ignore dangerous or impassable terrain as they move. They may not land on impassable terrain, and if they land in dangerous terrain they must take a dangerous terrain test. Skimmers may also move over other friendly units as they move, but may not land on them. Enemy units and zones of control affect skimmers normally.

44 2.1.13 Skimmers

General Commentary: The skimmer rules and FAQs have been addressed a number of times. However, they remain a source of confusion as each iteration of the rules have had wording that, taken literally, does not accurately reflect the intent. There are two criteria for judging the intended effects of the skimmer rule:

- 1) Popping up counts as movement (with the exception of going onto OW).
- 2) Skimmers which get the benefits of being “in” the terrain are required to take terrain checks.

For #1, if you can move, you can pop up. This includes moves that aren't actually during an action, like countercharges.

For #2, this means that if you are loading troops or claiming any sort of cover modifier you have to enter the terrain and make appropriate terrain checks.

Q: Can a Skimmer formation/unit do a pop-up attack as part of their Sustained Fire action?

A: No. The unit may not move and therefore may not pop up.

Q: What happens if I want to embark a Banshee unit in ruins (Dangerous Terrain) in a Wave Serpent (Skimmer unit) which begins and ends its movement in normal terrain but embarks the Banshee in Dangerous Terrain? Should I consider that the Skimmer has to stop in Dangerous Terrain while the Banshees are embarking and then roll a dice as per section 1.8.1 of the rulebook?

A: A Transport Skimmer will need to take a Dangerous Terrain test if it embarks units that are in Dangerous Terrain.

Q: Does a skimmer that starts a move in a piece of dangerous terrain but then moves out and ends its move in terrain that isn't dangerous have to take a dangerous terrain test?

A: Yes it does.

Q: If a Skimmer uses its ability to force units in base-to-base contact with it to use their FF ability are the units considered to be no longer in base-to-base contact?

A: No. The ability does not change the status of the units. So even if the Skimmer uses its FF value in the assault the Skimmer and any units that were in base-to-base with it are still considered to be in base-to-base.

Q: If during an Assault Move during an Engage Action a Skimmer moves into base contact with an enemy Skimmer, can the defending Skimmer force them to use their Firefight values?

A: Yes. If either player chooses, both skimmers use their FF (it can be imagined that they enter a “skimmer dogfight”).

Q: Can a Skimmer which fails its action and decides to fire as part of its Hold Action pop-up and fire?

A: No. The formation may not move and therefore may not pop up.

Q: Can a skimmer see further into woods than other units?

A: No, the limitation of having line of fire through at most 10 cm of wooded terrain to a unit in the wood is unchanged for skimmers. The skimmer line of fire rule is used to determine whether a skimmer can see an enemy unit on the other side of the wood.

Q: Can a skimmer pop up to gain LOS during an assault?

A: Skimmers directly involved in the assault can pop up during charge and counter charge moves by their formations, but a skimmer in a supporting formation would not be allowed to pop up, since popping up is only allowed

A skimmer may declare that it is popping up at the start of any action that it takes, including when the skimmer goes into overwatch. A skimmer may not pop up as part of a sustained fire action or a marshal action, but may pop-up when it goes onto overwatch. Popping up counts as movement for the purposes of triggering firing by enemy units on overwatch.

A skimmer that has popped up, ‘pops down’ at the conclusion of the action. Skimmers on overwatch do not pop down until after they make their overwatch attack. Skimmers with a transport capacity may not embark or disembark units while they are popped up, and if they are destroyed while they are popped up then any units on board will be destroyed with no save.

A skimmer that has popped up is assumed to be flying high enough that nearby intervening terrain that is closer to the skimmer than the target does not block the line of fire. To check if the line of fire is blocked, simply measure the distance between the skimmer and the terrain, and then measure the distance between the terrain and the target unit. If the skimmer is nearer to the intervening terrain then the line of fire is not blocked. If the skimmer is further from the terrain, then work out the line of fire normally. If the distance is equal, then both the skimmer and the target unit can fire at each other, but they both count as being in cover and the cover to hit modifier will apply.

Skimmers may always choose to use their firefight value in an assault, even if there are enemy units in base contact with the skimmer. If they do this then the enemy must use their firefight value also. This represents the skimmer lifting off the ground out of reach of enemy ground units.

2.1.14 Sniper⁴⁵

Some infantry units are noted as being *snipers*. Roll separately when attacking with a sniper unit. If they hit, the attacker can choose which enemy unit is hit from those within range and in the line of fire of the sniper unit. In addition the target suffers a -1 save modifier.

during movement.

Q: Why can skimmers pop-up when they go on overwatch, when you can't move when you go on overwatch?

A: Overwatch is the only exception to the “pop up with movement” concept. The rule specifically states you may pop up on overwatch. The designer's intent was to allow modern helicopter-like pop up attacks by skimmers.

Q: What happens when a unit is in base-to-base with two enemy units: one ground unit and one skimmer? Can the unit still be forced to firefight by the skimmer, even though it's in close combat range of another target?

The skimmer may only force a unit to use its firefight value when attacking the skimmer itself. If the attacking unit has another viable target to use its close combat value against then it will use its close combat attack as it is forced to engage the non-skimmer unit. The skimmer may still choose to use its firefight value as normal.

45 2.1.14 Sniper

Q: Can the Sniper ability be used in an assault?

A: Unless specifically noted on the datasheet (for example, by addition to a small arms weapon), Sniper ability does not apply to attacks in assaults.

Q: The Sniper rule, 2.1.14, states that the player can allocate Sniper hits to any unit in range and LOF. Does this mean that you can allocate Sniper hits to units that have already been allocated a hit?

A: Yes. The player with the Sniper should be allowed to allocate that hit freely, before or after the other hits are allocated.

Q: Does Crossfire or the Sniper ability affect an Invulnerable Save?

A: The Invulnerable Save is not modified by any modifiers or special effects.

2.1.15 Supreme Commanders⁴⁶

Supreme Commanders represent high-level command units. They count as commanders and leaders (see 2.1.2 and 2.1.8 respectively). In addition, each supreme commander unit in the army allows a player to re-roll one failed initiative test (of any type) once per turn.

2.1.16 Thick Rear Armour

Some armoured units are noted as having *thick rear armour*. These vehicles have equally thick armour all round, and so ignore the -1 save modifier when they are caught in a crossfire.

2.1.17 Teleport⁴⁷

Units with the *teleport* ability can appear suddenly on the battlefield, either because they have access to technological or arcane devices that allow them to be instantaneously moved from one place to another, or because they are capable of hiding extremely well and then suddenly appear ‘as if from nowhere’.

Formations where all of the units have this ability may be kept off the table, and can appear at the start of any turn. Simply place the unit anywhere you like on the table at the start of any turn, before determining who wins the strategy roll. The unit must be placed within 5cms of another unit from its own formation if there are any already in play. So, for example, if a whole formation teleported into play then the first unit could be placed anywhere, but any other units would need to be placed within 5cms of a unit that had already been placed. All units must be placed outside enemy zones of control. If placed in dangerous terrain then a dangerous terrain test must be taken when the unit is placed on the table.

Teleporting is an inherently dangerous business, and doesn’t always go as planned. To represent this roll a D6 for each unit that teleports into play. On a roll of a 1 the formation that the unit belongs to receives a Blast marker. 2.1.18 Walkers Some vehicle units are noted as being walkers. They are able to negotiate dangerous terrain more easily than other vehicles. To represent this they may re-roll any failed dangerous terrain tests.

46 2.1.15 Supreme Commanders

Q: You state that *each* supreme commander in an army can XYZ. That implies that there can be more than one, but there is no provision for more than one supreme commander in the army lists?

A: The game rules and the army lists are two completely separate things. The core rules need to cover games where players create their own scenarios and where there could be two or more supreme commanders on the same side. On the other hand, the army lists are designed to create balanced ‘pick-up’ games, and therefore limit access to some units to create even games.

Q: Is it safe to say, as far as the “Supreme Commander” ability is counted, that a failed Rally roll is one of the initiative rolls that are applicable?

A: Yes.

47 2.1.17 Teleport

Q: Can I teleport units in to a formation at a later point in the game? For example, if I have a detachment of Terminators with a Land raider upgrade can I place the Land Raiders on the board and then teleport the Terminators in at the start of a later turn?

A: No. The Epic rules do specifically state that only formations where all of the units can teleport may be kept off-table.

Q: Can a unit with Teleport and Scout teleport onto the board and set up within 20cm from each other??

A: No. The formation teleporting must be placed within 5cm of another unit just as Teleport says. When the formation moves it can then move out to 20cm away from units in the formation.

2.1.18 Walkers

Some vehicle units are noted as being *walkers*. They are able to negotiate dangerous terrain more easily than other vehicles. To represent this they may re-roll any failed dangerous terrain tests.

SPECIAL RULE

Re-rolls

Sometimes the rules will allow you to re-roll a dice if you don't like the first score you rolled. Re-rolls always apply to single dice rolls – if you rolled more than one dice then the re-roll will only allow you to re-roll one of them unless the rules specifically say otherwise. No dice may be re-rolled more than once (you can't re-roll a re-roll) and you must accept the result of the second roll.

2.1.19 Slow and Steady

Some spacecraft units are noted as being *slow and steady*. They may not be used on the first two turns of a battle unless the scenario specifically says otherwise.

2.1.20 Support Craft⁴⁸

Support Craft are much like a hybrid between a Skimmer and an Aircraft. They remain high up in the air, hovering over the battlefield, firing over intervening terrain when possible. Support Craft function identically to a Skimmer unit that is always ‘popped up’. Support Craft fire and are fired at normally (i.e. anti-aircraft ability is not required). In an assault, Support Craft automatically force a firefight in the same manner Skimmers may choose. It is assumed that Support Craft transports or the troops they carry are appropriately equipped to embark and disembark troops as normal.

2.1.21 Self Planetfall⁴⁹

Self Planetfall is plotted exactly as Planetfall in section 4.4 of the Core rules. Both the turn in which the formation arrives and the landing location is plotted. The only exception is that, because these units are much smaller than orbiting spacecraft, they may be plotted to arrive in the same turn that an enemy spacecraft is present. On the designated turn the Self Planetfalling unit is activated in the normal activation sequence, as with Spacecraft. Nominate the action for the formation and roll to activate. If the unit fails to activate its arrival is delayed to the next following

48 2.1.20 Support Craft

Q: I thought support craft could draw a line of sight to any unit on the board like aircraft. What changed?

A: The rule changed. Like many things in Epic the rules are playtested, evaluated, and occasionally changed for balance and play purposes. The support craft is now designed more closely to the skimmer than to the aircraft.

Q: How do you determine how high the unit is popped up?

A: Remember that the unit is counted as ‘popped up’ for line-of-sight purposes only. It is an abstract concept that allows support craft to fire over intervening terrain as long as that terrain is closer to the support craft than to the target. It also prevents the support craft from being unrealistically targeted from behind buildings (see Core Rules 2.1.13 and available FAQs).

Q: For transport purposes, what is the maximum distance a transported unit can disembark?

A: 5cm for all unit types. Support craft are not aircraft and do not benefit from the skimmer/jumpack 15cm disembark rules.

49 2.1.21 Self Planetfall

Q: What is the difference between self planetfall and free planetfall?

A: Effectively nothing. The name was changed in order to more accurately reflect the special ability and the rules review done by the NetERC (Net-Epic Rules Committee).

turn. If the activation is successful, place the formation at the plotted landing zone and determine scatter according to Core Rules 4.4 as if it were a normal Planetfall, including loaded units disembarking up to 5cm. The formation's action proceeds as normal in all respects from that point. In other words, the formation gets the "free move" from Planetfall placement at the beginning of its action but in all other ways activates as normal. Note: The action is chosen at activation, before scatter is determined. Choose the action carefully as a poor scatter role could render some actions ineffective.

2.1.22 Expendable

Some units are seen by their allies as ablative or just plain disposable. This may be because the units are specifically created to sacrifice themselves, because the units are simply not valued, or for a number of other reasons.

A formation does not receive a Blast marker when a unit with Expendable is destroyed, this includes the extra Blast marker from the first casualty of a crossfire and for units destroyed for being out of formation after a move.

If an expendable unit is hit by a weapon with Disrupt it does not inflict a Blast marker. If a formation is comprised completely of expendable units then they do not benefit from any of the rules above.

Expendable units killed in an assault count for the purposes of working out its result (see EA 1.12.7).

2.1.23 Tunnelers

Formations where all of the units have Tunneler (or are transported in units that have the ability) may be kept off the table and can appear at the start of the second turn or after. Set up the units touching their own side's table edge before the battle starts at the same time that spacecraft are setup (see EA 4.3.1). Any units transported in the tunneler should be placed to one side at this time too.

Secretly write down the location where the tunneler will surface at the same time and in the same manner that you record the coordinates of a drop zone (see EA 4.3.1). You must also secretly record when the tunneler will surface. If it is going to surface in your half of the table it may arrive from the second turn onwards. If it is going to surface in the opposing half of the table, it may arrive from turn three onwards.

Set up the tunneler at the start of the stated turn, before placing units with teleport, at the location you wrote down. Any units being transported are allowed to disembark immediately upon surfacing. Surfacing does not count as movement for the purposes of triggering overwatch fire. Disembarking triggers overwatch fire as normal.

If the tunneler surfaces on terrain that is impassable for it, under a friendly unit, or in an enemy zone of control then it is assumed that on-board sensor equipment will divert it towards another entry point. The unit should be moved by the opposing player to the nearest area where it can surface.

Formations of multiple tunnelers need only record one location where they will surface. Place a unit at this location, or within 5cm of another unit that has already been placed, so long as all units are placed within 15cm of the location and on the appropriate half of the table.

Tunnelers, and any units being transported in them, may take an action on the turn they appear.

2.2 SPECIALIST WEAPONS

Some exotic or powerful weapons have special abilities to represent their unique properties. Any special abilities that apply to a weapon will be noted in the line for the weapon on a unit's datasheet.

2.2.1 Anti-aircraft Weapons

Some of the weapons used in Epic are used in dogfights or to defend against aircraft. These weapons are collectively known as anti-aircraft weapons in the rules. Anti-aircraft weapons have an 'AA' firepower value, in addition they may also have AP or AT firepower values. For example, the Space Marine Hunter has a Firepower value of AT4+/AA4+. The rules for carrying out AA shooting are described in full in the rules for Aerospace Operations (see 4.0).

2.2.2 Disrupt⁵⁰

Certain weapons are designed to disrupt enemy formations as much as kill enemy troops. To represent this weapons noted as having the disrupt ability inflict a Blast marker on an enemy formation for each hit they inflict instead of for each kill they inflict. Note that the hits inflicted by disruptor weapons are saved for normally. Any units that fail their save are removed as casualties but do not cause a second Blast marker to be placed on the target formation.

2.2.3 Extra Attacks

Some assault and close combat weapons are noted as having *extra attacks* (+x). Units armed with these weapons receive a number of extra attacks equal to 'x' during an assault. For example, an assault weapon noted as having 'extra attacks (+2)' would allow the unit using it to make two extra close combat attacks in an assault. Sometimes the entry will specify a dice roll rather than a fixed number. For example, a weapon that had 'extra attacks (D3)' would attack D3 times each time it attacked. Extra attacks can apply to shooting attacks, close combat attacks, and firefight attacks.

50 2.2.2 Disrupt

- Q: If an Imperial Guard Artillery Co. contains Basilisks and Manticores (with the Disrupt ability) does a barrage fired from this formation use the Disrupt rules since not all of the units in it have the Disrupt ability?
- A: Special Weapon abilities are only used if all the units firing have them. So if you wanted to use the Disrupt ability in this case you could only fire with the Manticores. A barrage that used both types of units would not have the Disrupt ability.
- Q: Do hits stopped by Shields still cause an additional BM if the weapon had the Disrupt ability? Similarly do hits on Grot units by Disrupt weapons cause an additional BM?
- A: Shields and Grots negate the BM caused by their destruction. This means that they do negate the BM inflicted by Disrupt weapons. The same would hold true for any unit or effect, such as Chaos daemons, that prevent a Blast marker when a target is destroyed.
- Q: Do the effects of the Disrupt ability apply to hits generated as a result of a Transport being destroyed by the Disrupt weapon? So if I destroy a Rhino with a Nightspinner and it contained two Marine units do the potential hits on the Marines count as having the Disrupt ability?
- A: No. The Disrupt ability does not apply to damage inflicted on transported units when their Transport is destroyed.

2.2.4 First Strike⁵¹

Weapons with the first strike ability attack first in an assault. Resolve the attack and inflict damage for the weapon before any enemy units make their attacks. This may result in some enemy units being destroyed before they can attack. If the ability is noted for a weapon with extra attacks (see 2.2.3) then only the extra attacks gets the first strike ability; otherwise it will count for all close combat attacks if noted for an assault weapon, or all firefight attacks if noted for small arms. If opposing units both have first strike weapons then all first strike attacks are resolved simultaneously and their results applied to both sides before other attacks are resolved.

2.2.5 Ignore Cover

Some weapons are noted as being able to ignore cover. These weapons are designed to negate the effects of cover, either by blasting it apart or simply bypassing it altogether. These weapons ignore cover to hit modifiers, and negate infantry cover saves.

2.2.6 Macro-Weapons⁵²

Some of the weapons used in Epic are absolutely huge. These weapons are collectively known as *macro-weapons* in the rules. Only units with reinforced armour or invulnerable saves receive a saving throw against hits from a macro-weapon (see 2.1.6 and 2.1.11). Any other type of target that is hit does not get a saving throw at all. The following rules explain in detail how this works, but as long as you bear in mind the principle that macro-weapons cancel saves then you won't go too far wrong.

Shooting Attacks: Macro-weapons that can be used for shooting attacks do not have AP or AT firepower values. Instead they have a 'macro-weapon' value (abbreviated to MW). For example, the volcano cannon mounted on an Imperial Warlord Titan has a fire value of MW 2+. You should roll to hit normally when firing a macro-weapon. Macro-weapons can affect any type of target, so the volcano cannon mentioned above would hit any type of target on a roll of 2+. Only units with reinforced armour or invulnerable saves receive a saving throw against hits from a macro-weapon (see 2.1.6 and 2.1.11). Any other type of target that is hit does not get a saving throw. Cover saves are also negated, although the -1 to hit modifier does apply. Units on board a transport vehicle destroyed by a macro-weapon only

51 2.2.4 First Strike

Q: How does First Strike apply to units with Extra Attacks?

- A: Special Abilities that appear in the Notes section for a weapon only apply to that weapon, while Special Abilities that appear in the Notes section for the unit (the one at the bottom of the sheet) apply to all attacks the unit makes. So if a Weapon has Extra Attacks (+x) and First Strike then the First Strike ability applies only to the Extra Attacks added by that weapon. But if the unit has First Strike in its Notes section then all attacks, including any added by a specific weapon, would be First Strike.
- Q: If a unit has a weapon that has the First Strike ability and is a Small Arms weapon can it use the First Strike ability if it is providing Supporting Fire in an Assault?
- A: Technically, yes. However, as support fire does not occur until all the directly engaged unit attacks have been resolved, first strike from a support unit will never actually prevent a unit from attacking.

52 2.2.6 Macro-Weapons

- Q: If a unit (with an MW attack) in an Assault is killed by a hit generated by an FF or CC attack before its MW hits are allocated are those MW hits discarded?
- A: No. All attacks in assault are simultaneous. Even though the MW attack is allocated in a separate "round" of allocation, the hit was caused prior to the destruction of the unit.

receive a save if they would have one were they hit by the macro-weapon directly.

Barrages: Work out the macro-weapon's barrage normally, except that any units hit do not receive a saving throw unless they have reinforced armour or an invulnerable save.

Assaults: In an assault, some small arms and assault weapons that are allowed extra attacks can have the macro-weapon ability as well. In this case the macro-weapon ability *only* applies to the extra attacks.

Allocating Hits: If an attacking formation scores hits both with normal weapons and weapons with the macro-weapon ability, then the opposing player must allocate and make any saves for the normal hits first, and then allocate and make any saves for the macro-weapon hits. Hits from macro-weapons can only be applied to units that are in a position to be hit by a macro-weapon.

2.2.7 Single Shot⁵³

Some weapons are noted as being *single shot*. These weapons may be used once per battle and may not then be fired again. You may want to record which single shot weapons have been fired on a piece of scrap paper.

2.2.8 Slow Firing⁵⁴

Some weapons are noted as being *slow firing*. These weapons must take one turn to reload after they have fired. This means that if they fire on one turn they may not fire during the next. We have found that the best way of remembering this is simply to turn the unit around to face away from the enemy when it fires, and then turn it back again when the formation is activated again next turn, but you can use any method you prefer.

2.2.9 Titan Killers⁵⁵

Some weapons are noted as being *Titan Killers*. Enemy units hit by such weapons may not take a cover or armour save, even if they have reinforced armour. In addition, further special rules apply if the target unit is a war engine (see 3.0). In all other ways, Titan killers are treated as macro-weapons.

53 2.2.7 Single Shot

Q: Do Single Shot weapons that have fired count for Suppression purposes?

A: They can count for Suppression. All you need is to be in range and have an LoF. Actually being able to shoot is not a requirement.

54 2.2.8 Slow Firing

Q: Are Slow-firing units that fired in the previous turn eligible for Suppression even if they are unable to fire this turn?

A: Yes.

Q: If a Slow Firing unit of artillery attempts a Sustained Fire and then discovers that it is, in fact, out of range does it count as having fired that turn?

A: No. No firing is considered to have taken place.

Q: Can you decide to fire a single shot from a Warhound Titan's Blastgun each turn or must you wait a turn for "recharging" if you fire just a single shot from it?

A: You can fire one every turn if you wish.

55 2.2.9 Titan Killers

Q: How do Invulnerable Saves affect Titan Killer weapons? Do you save once or for each hit?

A: According to 2.2.9 and 3.2.5 Titan Killer hits that potentially do multiple points of damage only roll for multiple hits against War Engines. Against a normal unit, that means there is only one TK hit to save against and a single Invulnerable saving throw would therefore protect the unit. For a War Engine, each point of damage is saved against as if it were a separate hit.

2.2.10 Indirect Fire⁵⁶

Some weapons that can fire barrages are noted as having the *indirect fire* ability. Units armed with indirect fire weapons are allowed to fire indirectly if their formation takes a sustained fire action. Units belonging to a formation that fails the action test may shoot normally as part of their hold action, but may not fire indirectly. Units firing an indirect barrage receive the +1 modifier for taking a sustained fire action. In addition, no line of fire is required for an indirect barrage, as it is assumed that the barrage is fired high in the air so that the shots rain down on the target and ignore any intervening terrain. Co-ordinates for the barrage are provided by 'spotters' that are either in other friendly formations that do have a line of fire, or from orbiting spy satellites or planes. Finally, the high trajectory used by weapons firing indirectly greatly increases their range, but means they cannot fire at targets that are too close by. To represent this, weapons firing indirectly double their range, but have a minimum range of 30cms.

56 2.2.10 Indirect Fire

Q: 2.2.10 allows a formation comprising entirely of units with "indirect fire" to sustain fire (gaining +1) at a target behind a hill because it does not need Line of Fire. However, does the target also benefit from 1.8.2 cover to hit modifier (-1) by being behind the hill as "the intervening terrain partially obscures the target from view" thus negating the sustain fire bonus?

A: From 2.2.10, indirect fire "ignores any intervening terrain" which means that intervening terrain doesn't provide any benefits - the hill would not provide cover. They would however get cover modifiers/saves if they were in cover, such as a wood.

2.3 SPECIALIST TRAINING SCENARIOS

"Why, if it isn't Brother Marius. The injuries from the last training exercise have healed well I see. And that new bionic eye should prove most useful for this next exercise. Tell me, how many hours have you had on Land Speeders up to now?"

Veteran Sergeant Kesser

There are a huge number of specialist units and weapons covered by the Epic rules, far too many to be covered in a single training scenario. However, the following variant of the Combined Arms training scenario can give you a taste of what effect specialist units can have on the game. In order to play the scenario you will need access to the models you used for the Combined Arms scenario, plus models for the units shown on the datasheet section below.

Note: The datasheets for this scenario are in section 5.0.

2.3.1 Specialist Training Scenario

Space Marines are organised into companies led by hugely experienced and respected commanders, and backed up with heavily armoured Land Raiders and highly agile Land Speeders. These specialised units allow a force to be tailored to carry out any mission the company may be called upon to undertake.

Force Alpha: Two formations each with six Space Marine Tactical units and three Rhinos, plus one formation of four Land Raiders and one formation of five Land Speeders. One Tactical formation may include a Space Marine Commander and the other may include a Space Marine Dreadnought. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Force Beta: Two formations each with six Space Marine Tactical units and three Rhinos, plus one formation of four Land Raiders and one formation of five Land Speeders. One Tactical formation may include a Space Marine Commander and the other may include a Space Marine Dreadnought. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Gaming Area: Set up a playing area approximately 90-120cm square. Set up any scenery you have in a mutually agreeable manner. You can set up as much or as little scenery as you like, but try to make sure that you have at least a couple of hills and either a built-up area or some woods for the troops to hide behind or take cover in. Place an 'objective counter' in the very centre of the battlefield (a coin will do just fine). Then each player must set up another objective 45cms away from any other objective. There should be a total of three objectives once they have all been set up.

Deployment: If one player sets up the scenery then his opponent can choose which table edge to deploy on. If you set up the scenery together then dice to see who gets the choice of edge. The other player sets up on the opposite table edge. You must deploy all of your units within 15cms of your table edge.

Special Rules: All Space Marine units may use the *They Shall Know No Fear* special rule (5.1.1).

Victory Conditions: You capture the objective if you have a unit within 15cms of it in the end phase and your opponent does not. To win the game you must capture two objectives and hold them both for one full game turn.

3.0 WAR ENGINES

"How much like a god he is, that ancient machine, primal of all his kind! His mighty fists, massive like two towers of destruction, laden with the doom of mankind's bitter foes. He watches over us now as battle joins, and in his shadow we shall advance upon our enemies and defeat them."

The battlefields of the 41st Millennium are home to some awesomely large vehicles, many of which tower high above the battlefield and carry weapons batteries of terrifying potency. Most famous of all of these are the Titans created by the Adeptus Mechanicus of the Imperium, but there are many others including the Gargants fielded by Ork armies and the living bio-Titans fielded by the Tyranids. All of these creations are referred to as *war engines* in the Epic rules.

War engines include all very large machines, such as Ork Gargants, Imperial Titans, Imperial Guard Baneblades and Space Marine Thunderhawk Gunships. Because of their huge size and awesome toughness, war engines are very different to other units, and because of this many of the core game rules are modified when it comes to war engines.

That said, the main difference between a war engine and a normal vehicle is that the war engine has a *damage capacity* (abbreviated DC) that shows how many 'kills' the war engine can absorb before it is destroyed. For example, a Warlord Titan has a DC of 8, and it therefore takes eight 'kills' to destroy it. For most rules purposes, a war engine counts as being 'worth' a number of units equal to its starting damage capacity, so a war engine's starting damage capacity is also used to work out how many dice it rolls in an assault, how easy it is to pin and so on. This and all of the other modifications to the core game rules are described in detail as follows.

3.1 WAR ENGINE MOVEMENT

War engines follow the same movement rules as any other unit. War engines that fail a dangerous terrain test suffer a hit (see the damage rules below).

3.1.1 War Engine Formations⁵⁷

War engines are so large they usually operate as single units. Although only one unit, the war engine is still a separate formation, and all of the rules that apply to formations apply to it also.

Some smaller war engines like Baneblades operate in formations of more than one unit. War engines count as being within formation coherency distance if they are within a distance equal to their starting damage capacity x 5cm of another unit from the formation. For example, a Baneblade has a starting damage capacity of 3, and so will be in formation as long as it is within (3x5) = 15cm of another unit.

3.1.2 War Engine Zones Of Control

War engines have a zone of control like any other unit. In an assault they only lose their zone of control once they have been charged by a number of units equal to their starting damage capacity.

3.1.3 Transport⁵⁸

War Engines Some war engines are capable of transporting other units. These war engines are an exception to the rule that transport vehicles may only carry units from their own formation. Instead a war engine transport vehicle can carry units

57 3.1.1 War Engine Formations

Q: Now, the simple question: If a formation consists of a WE with starting DC 'A' and a Non-WE unit what is the proper distance to remain in coherency?

A: The WE can be DCx5cm away from other units to remain in coherency. The infantry has to remain within 5cm of another unit. So a battlefortress can be up to 15cm away from an Ork boyz stand as long as that stand is within 5cm of another unit in the same formation (otherwise the boyz would be out of coherency but the fortress wouldn't).

For example... O = ork stand, BF = Battle fortress, - = 5cm

O-O---BF---BF-O-O-O---BF-O would be an acceptable "chain".

Q: If war engines are included in a formation with normal units, for example a Battle Fortress, is it allowed to be up-to 15cms (5x Starting damage) from the rest of its formation? If it is allowed to be so is it also allowed to be carrying troops at this distance?

A: Yes to both questions.

58 3.1.3 Transport

Q: Can a War Engine Transport carry more than one formation?

A: Yes, as long as all the units of each formation can be fully contained within the we transport.

For example: a Space Marine Thunderhawk can carry eight units. That means that it could carry two separate Assault formations (four units each for a total of eight units) but you couldn't split formations across multiple WE transports.

Q: Can a formation of War Engines with Transport capability split a formation of troops amongst each WE?

A: No. Section 3.1.3 of the rules is quite explicit about this; a War Engine Transport vehicle can carry units from another formation, as long as the entire formation can fit inside the War Engine. So the formation being carried by a single WE has to be able to be fully contained in that WE. If a single WE from a formation of multiple WEs cannot fit the entire formation (being transported) within its Transport capacity then you can not spread the excess units from the formation to another WE.

Q: Are troops trapped inside a WE Transport if it is in base-to-base contact with two enemy units?

A: Troops are trapped inside a War Engine Transport if it is contacted by two or more enemy units per point of starting Damage Capacity.

from another formation, as long as the entire formation can fit inside the war engine, and as long as the entire formation mounts up as part of the same move. Note that a war engine may carry other units from its own formation using the normal rules (see 1.7.5).

For a formation to mount up in this way the units that are getting on board must be able to move into base contact with the war engine during their action. The war engine is allowed to have taken an action before the other formation mounts up, but may not take an action after they have done so. While being transported the units may not shoot or carry out any other actions except to rally in the end phase (see 1.14.1).

Once the units being transported have mounted up, the war engine can move off with them inside as part of one of its own actions in a subsequent turn. It can dismount the transported units at the end of a move in the same way as a normal transport vehicle (i.e., the units are placed within 5cms of the transport at the end of a move).

Formations that dismount in this way may not take an action in the turn they dismount, but are allowed to either shoot or fight in an assault if the war engine that was transporting it is able to shoot or assault. In both cases, the war engine and the transported units are treated as a single formation until the shooting attack or assault has been resolved. The war engine and the formation that disembarked are treated as being separate formations once the war engine has completely resolved its action.

For example, a war engine could take a double action and disembark any troops it was carrying at the end of its move. The war engine and the disembarked units could then shoot together at a target formation, but all shooting would suffer the -1 modifier for shooting while taking a double action. Alternatively a war engine could take an engage action and dismount any transported units at the end of its charge move. It and the disembarking units would be treated as a single formation for the purposes of resolving the assault, as if they were making a combined assault (see 2.1.2, paragraph 3).

3.2 WAR ENGINE SHOOTING⁵⁹

The following special rules apply when shooting either at or with war engines. In general, war engines are treated in the same manner as armoured vehicle targets (i.e., any hit that would affect an armoured vehicle can affect a war engine). Any exceptions to this are noted below.

3.2.1 Allocating Hits To War Engines⁶⁰

Normally, you may only allocate one hit to a unit in a formation until all units in the formation have been allocated one hit each. This doesn't apply to war engines. Instead, the defender allocates a number of hits equal to the war engine's starting damage capacity before he allocates any hits to other units.

59 3.2 War Engine Shooting

For Void Shield questions, see 5.4.1.

Q: Is it only Titan Killer and Macro Weapon attacks that can hurt a Titan?

A: Titans and other War Engines may be affected by AT attacks. MW and TK weapons are just more effective against the massive armours of most Titans and War Engines.

60 3.2.1 Allocating Hits to War Engines

Q: When placing a barrage template on a formation that contains War Engine(s) and other units does the War Engine count as a single unit or do you count its starting DC when determining if you have the most units under a template as per 1.9.8? For example: a formation with a Baneblade (DC 3) and 10 Imperial Guard Infantry in it is attacked by a barrage that has a single template. If the template is placed over the Baneblade does it count as one unit or three units (from its starting DC of 3)?

A: The WE should count its starting DC when working out where to place barrage templates. So in the example the Baneblade would count as three "units" to determine the placement of the barrage template

Q: Does a war engine that is under two or more templates from the same barrage suffer hits from each template? For example, if it were under the centre of one template and partially covered by a second, would it take hits equal to half its DC, or half its DC+1?

A: It's only affected by one of the templates. By the same token, a normal unit that happens to be partially covered by two templates (ie, half of the unit under one template and the other half under a second template) will only be attacked once.

Q: Does a SHT Company (WE) block LOS/LOF of a Titan that is behind them and Vice-Versa? According to the Rules there is only mentioned that they block LOS and further refereing to Section 3.0 War Engines. But I didn't find anything comparable, so I decided they block, although it seems not logic that a Titan can't see over a SHT.

A: Since War Engines block line of sight they do so like any other terrain. "Weapons higher up can often see over any terrain that is lower down." So a Warlord's weapons would likely see over a baneblade, unless the enemy is right behind it. The best way to see is simply to get a "model's-eye-view" from each weapon to determine LOF.

Q: I've played a game with Battlefortress and Ork Warband making up a formation. In the game there was a Battlefortress and 10 infantry. I ended up in two engages during the battle with the mob. So my question is. How do I give out the hits?

A: You allocate as normal, closest to farthest. When the allocation sequence reaches a WE it is allocated a number of hits equal to its DC, then you move to the next unit to be allocated.

Q: In the case of a formation consisting of two Warhounds (for example) must you split your 'HITS' between the two of them? (once the DC of one has been reached)?

A: Yes you would. For example, if a Warhound formation took five hits, the first three would be allocated to the nearer machine, the second two to the further machine.

Q: What of a formation, such as an Ork warband, which includes several Battle Fortresses?

A: The same would apply; when you got to a Battle Fortress you would allocate a number of hits equal to its DC before moving on to the next unit in the formation.

If a formation includes both war engines and non-war engine units then an attacker must state whether any attacks he makes on the formation will be directed at the war engines or the other units in the formation. Attacks directed at the war engines can only be allocated against war engines if they hit, while attacks directed at other units may not be allocated to the war engines in the formation.

Special rules apply to war engines that are attacked by weapons that use templates (see 1.9.8). Normally these weapons attack each unit that falls under the template once each. However, due to its huge size if a war engine lies directly under the centre of a template, then it is subjected to a number of attacks equal to half its starting damage capacity, rounding fractions up. For example, a Baneblade (DC3) caught under the centre of a template would be attacked twice. You may wish to make sure that your barrage templates have a small hole in the centre so that you can see if a war engine suffers the full effect of the bombardment or is only attacked once.

3.2.2 War Engine Damage Capacity

Unlike normal vehicles, war engines are able to absorb more than one hit before they are destroyed. The number of hits a war engine can take is shown by its damage capacity. Each hit that is not saved will reduce the war engine's damage capacity by 1 point, and the war engine is only destroyed once its damage capacity is reduced to 0. Place one Blast marker on the war engine's formation for each point of damage that it suffers.

Q: A formation of two Warhounds Titans is hit by two TK hits both of which do D6 Tk Damage. Both of them hit do they;

- 1) Both hit the first Warhound (as it is DC3) and then roll 2d6 damage.
- or
- 2) Roll the d6 damage and allocate the first 3 points to warhound 1 and any excess to Warhound 2.

A: The intent of the TK rule is that you allocate the hit, and then roll for multiple damage before allocating the next hit. Any model that suffers enough hits to destroy it is removed, with any excess hits being lost. In effect this means that a TK weapon rolls randomly to see how many hits it inflicts on a target, but can only hit a single target unit.

So in this instance you would allocate one TK to the first Warhound. If it survived (ie you rolled less than 3 points of TK damage) then you would allocate the second hit to the same Warhound. If the first Warhound was destroyed by the first TK hit then the second TK hit would be allocated to the second Warhound but any excess damage from the first hit would be lost.

Q: What happens to a War Engine which sustains multiple critical hits? Are they cumulative or are the additional critical hits ignored?

A: The effects of the critical hits are cumulative. See 3.2.3 for further discussion on resolving critical hits.

3.2.3 Critical Hits⁶¹

The weapons used in Epic are so destructive that they have the ability to destroy or damage even the largest target if they hit the right place. To represent this, any hit on a war engine (no matter how it was inflicted) has a chance of causing critical damage. Roll a D6 for each hit scored on a war engine. On a roll of 1-5 the target suffers normal damage and its damage capacity is reduced by 1 point. On a roll of a 6 the hit has caused critical damage; the war engine still loses one point of damage capacity, but in addition suffers a critical hit.

The effect of a critical hit is listed on the war engine's datasheet and will vary from one type of war engine to another. For example, Imperial Titans are vulnerable to hits on their dangerously unstable plasma reactors, while Ork Gargants are renowned for catching fire, and so on.

If a war engine suffers more than one critical hit then the effects of all of the hits are cumulative.

3.2.4 Blast Markers⁶²

Every time a war engine loses a point of damage then the formation it is part of receives one Blast marker. If a war engine is destroyed by the effect of a critical hit then the formation it belongs to receives a number of extra Blast markers equal to the

61 3.2.3 Critical Hits.

Q: if a Titan loses an additional point of DC due to the effect of a Critical Hit in the End Phase, will this place a BM and/or can this loss of DC inflict further critical damage? Can this loss of DC be avoided by shields??

A: Additional damage inflicts BMs and can cause Critical Hits normally. Such damage may not be avoided by shields.

Q: Can damage from a critical effect cause more critical hits, possibly causing a chain reaction?

A: Yes. Any time a WE takes damage, roll for a critical hit.

Critical hit effects resolved in the end phase are only resolved once for each War Engine. Additional critical effects which call for an end phase resolution will only be resolved on the following turn. You do not "recycle" the war engine to the beginning of the critical resolution to resolve new hits. For example, a Great Gargant has a fire and when rolling for it, the fire spreads. The Great Gargant takes 2 points of damage, one for the original fire and one for the new fire. One of those points of damage causes a new critical, resulting in a third fire. The Great Gargant has already rolled the resolution of its criticals, though, so there would be no roll for the third fire until the end phase of the following turn (when all 3 fires would be resolved).

Q: In the rulebook in section 3.2.3 it says to roll for a Critical Hit for every hit made on a War Engine. Do you actually roll for each hit or for each point of damage that the WE takes?

A: Roll for a Critical Hit for each point of damage not for each hit. Only damage to a WE can potentially cause a Critical Hit, not just hitting the War Engine with fire.

Q: If a WE explodes due to a critical and causes hits on other formations near it, do those formations get a blast marker for "coming under fire"?

A: No. The other formations aren't "coming under fire" per se.

Q: If a WE explodes due to a critical during an assault and that explosion inflicts kills on other formations involved in the assault are those kills counted for combat resolution?

A: Yes. All casualties inflicted on formations involved in the assault from any source count towards resolution.

62 3.2.4 Blast Markers

Q: How many BMs does a formation get if you manage to destroy a WE with a critical hit. For example, you have three Shadowswords in a heavy tank company. One unit takes one point of damage, and this damage generates a Critical Hit and it blows up. Does the formation take two BM's (one for being shot, one for the point of damage) or four (one for being shot and three for total DC on the WE)?

A: The formation receives one BM for being shot, one BM for each point of damage caused, and one BM for each point of DC remaining on a we that was destroyed by a critical hit (e.g. four in the example stated above).

damage capacity the war engine would have had remaining were it not destroyed. For example, if a previously undamaged Baneblade in a Super Heavy Tank Company were destroyed by a single critical hit then the company would receive three Blast markers.

It requires a number of Blast markers equal to a war engine's starting damage capacity to suppress or break a war engine. Add the starting damage capacity of any functioning war engines in a formation together in order to find out how many Blast markers are required to break the formation. If the formation includes units that are not war engines, then add the starting damage capacity of any functioning war engines in the formation to the number of other non-war engine units to find the formation's break point. For example, an Ork formation with a Battlefortress (DC3) and six Boyz would be broken by $3+6 = 9$ Blast markers. War engines rally using the normal rules.

A broken war engine is assumed to have a number of Blast markers equal to its starting damage capacity for all rules purposes. If there are any enemy units within 15cms of the war engine after it makes a withdrawal then it suffers one extra point of damage (no save allowed) for each enemy unit that is within 15cms. Additional hits caused by losing an assault or receiving Blast markers while broken cause one point of damage each. Roll for critical hits from these extra hits as you would normally.

3.2.5 Titan Killer Weapons

Some units are armed with weapons that are noted as being Titan Killers (see 2.2.9). Many of these weapons are capable of taking down a war engine with a single shot. Enemy units hit by such weapons may not take a cover or armour save, even if they have reinforced armour. Note that cover to hit modifiers do apply.

In addition, Titan Killer weapons will usually have a dice roll noted in brackets on their data sheet. For example, the Volcano Cannon mounted on an Imperial Guard Shadowsword is noted as being a Titan Killer (D3) weapon. If such a weapon hits a war engine then the war engine suffers damage equal to the roll of the appropriate sort of dice. Each point of damage will reduce the war engine's damage capacity by 1 point. Roll for critical hits for each point of damage inflicted. Titan Killer weapons that do not have a dice roll in brackets only inflict one point of damage.

When allocating Titan killer hits that may cause multiple points of damage, roll for damage immediately after allocating the hit. The War Engine counts as having been allocated a number of hits equal to the damage rolled. This is solely for purposes of allocation. Damage is applied as normal, only after all hits have been allocated.

Example: A formation of Shadowswords scores 3 Titan Killer (d3) hits against a pair of Warhounds. The first hit is allocated and the roll for damage is 2. The first Warhound counts as having 2 hits allocated to it. Because it has 3 Damage Capacity, the front Warhound can still be allocated an additional hit. The second Titan Killer hit is therefore applied to the front Warhound. The die is again a 2. Multiple Titan Killer hits don't "spill over" to other units in the formation, so the lead Warhound will take all 4 hits. As the number of hits allocated exceeds the Damage Capacity of the lead Warhound, the final Titan Killer hit will be allocated to the second Warhound. Note that even if the lead Warhound had been damaged and the 2 points of Titan Killer damage from the first shot would be enough to destroy it, damage is only applied after allocation. The Warhound would remain in play until all hits were allocated exactly as above. Once allocation was complete, the damage would be applied and the Warhound removed.

3.3 WAR ENGINE ASSAULTS⁶³

War engines can be devastating in an assault, which is reflected by the following special rules.

3.3.1 Charge Moves

When a war engine charges it is allowed to 'barge' any non-war engine units belonging to the target formation out of the way and carry on with its charge move. Move the war engine as far as desired, and then place any units that were barged out of the way as close as you can to their starting point, while still touching the base of the war engine that so rudely pushed them aside. The maximum number of units a war engine can barge aside in this manner is two per point of its starting damage capacity. Note that war engines may not barge other war engines out of the way. The rule that no more than two units may move into base contact with an enemy unit when they charge does not apply to war engines. Instead a war engine may be charged by up to two enemy units per point of its starting damage capacity (i.e., a Baneblade with a DC of 3 could be contacted by up to six enemy units).

3.3.2 Close Combat and Firefight Attacks

Instead of rolling a single hit dice for each war engine in an assault, roll a number of hit dice equal to the war engine's starting damage capacity. You may choose to split these between close combat rolls and firefight rolls as you see fit, but close

combat rolls will only hit enemy units in base contact, while firefight rolls will only hit units within 15cm that are not in base contact.

3.3.3 Result Rolls

When working out the result of an assault that includes a war engine, count each point of damage inflicted on a war engine as a 'casualty'. Each surviving war engine counts as a number of units equal to its starting damage capacity when working out if one side outnumbered the other. If a war engine loses an assault, then it takes one extra point of damage for each point it lost the assault by. Roll for critical hits normally.

63 3.3 War Engine Assaults

Q: Is a War Engine Transport that is carrying a broken formation allowed to make an Assault?

A: Yes. However, any broken formations on board the War Engine are not allowed to disembark to take part in the Assault (they remain cowering inside instead!). If forced to disembark because the War Engine is destroyed during the Assault then they are automatically destroyed with no saving throws of any kind allowed. Also, note that the Blast markers on the transported formation are counted when working out the result of the Assault (i.e. for who has the most Blast markers, etc).

Q: Can War Engines barge units out of the way in a Counter Charge

A: Yes.

Q: Assaults – you say that war engines can barge units out of their way. If my Warhound is charging a formation that is 25cm away, but between the Warhound and the target is another formation, can the Warhound barge the other detachment out of the way on its way in?

A: No.

Q: Can I barge a unit and run away so that only one or a few of the target formation units can attack? Can I barge a unit out of formation?

A: Technically, yes. However, barging only allows the WE to move enemy units. The other restrictions on movement remain in effect. A charging WE must still move to base contact with a unit if it enters its Zone of Control, which in most cases means it will be forced to barge deeper into the target formation. Likewise, a countercharging WE must still countercharge towards the closest unengaged enemy unit and cannot run away.

Q: Can a War Engine barge an enemy formation and drag units out of coherency? If so, does the formation suffer automatic casualties for being out of formation, as in 1.7.4?

A: In most cases this is not possible because the WE has to follow the charge rules. That means it must move towards any enemy whose Zone of Control it enters. Generally, this forces the WE deeper into the target formation and would not allow it to grab a unit and drag it off.

In the rare case where it is possible for a War Engine to isolate a unit or units, the target formation is not subject to formation coherency under 1.7.4 until the formation moves (countercharges). It may simply choose not to countercharge if it would result in being out of formation. So barging cannot, by itself, cause casualties due to loss of formation (1.7.4).

In any case, dragging apart an enemy formation is something that was never intended under the rules. Attempting it is questionable from a sportsmanship point of view.

3.4 WAR ENGINE TRAINING SCENARIO

The following training scenario will allow you to quickly and easily try out war engines for the first time. We highly recommend playing the scenario before including war engines in any normal games, as so many special rules apply to war engines that including them in a full sized game without any practice will slow things down to a crawl.

If you play *Korps Grinda Returns* twice, once as each side, then you will gain a good grasp of the war engine rules and will easily be able to incorporate them into the games that you play.

Note: The datasheets for this scenario are on the next page and in section 5.0.

Gogard's Last Stand

Warlord Gogard led an ill-advised invasion of the Imperial planet of Belle Alpha about ten years before the Battle For Armageddon. Trapped by Blood Angels Space Marine reinforcements, and with most of his boyz dead or dying, Gogard boarded his trusty Gargant *Korps Grinda* and set off for one last suicidal attack on the hated 'beakies'. Gogard's attack came as a complete surprise to the Blood Angels, who only managed to damage the Great Gargant before being forced to retreat from the awesome firepower of the war engine.

Gogard carried on until he reached the main Imperial defence line. Here the Imperial defenders were much better prepared and raked the Gargant with heavy weapons fire as it advanced. The Gargant crew struggled to contain the fires raging inside the war engine, and were able to do so just long enough to allow *Korps Grinda* to cause immense destruction to the defenders before a massive explosion in the hull destroyed the Gargant and Warlord Gogard once and for all.

Gogard's last futile battle and glorious demise is a tale often retold around Ork campfires, with the result that a number of Ork Gargants on Armageddon are named *Korps Grinda* or a variation on the name (hey, nobody said that Orks were original!)

3.4.1 Korps Grinda Returns!

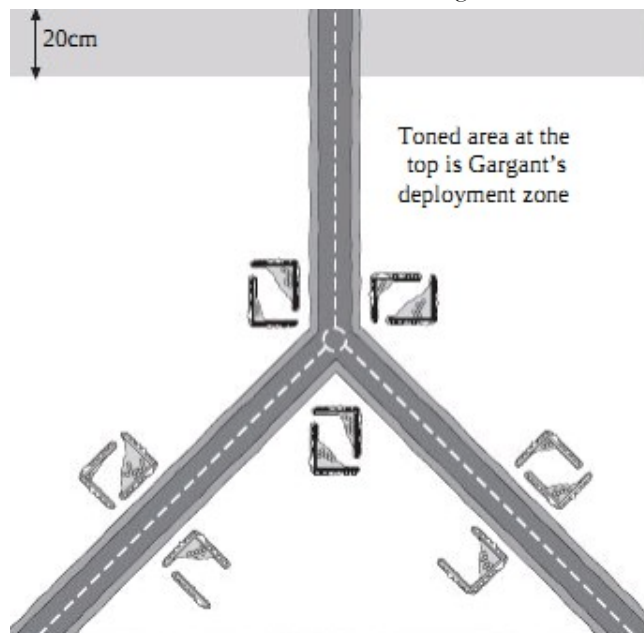
In a strange quirk of fate, one of the Gargants named *Korps Grinda II* found itself surrounded and cut off far behind Imperial lines, and was left with no option other than to try to inflict as much damage as possible before it was destroyed. The stage was set for a reprise of Gogard's Last Stand!

Ork Forces: One formation consisting of *Korps Grinda II*, a Great Gargant (the datasheet is at the end of section 5.5) The force has a strategy rating of 3 and all formations have an initiative value of 3+. The Mob Rule and Power of the Waaagh special rules apply to *Korps Grinda II*.

Space Marine Forces: One formation consisting of a Space Marine Commander, six Space Marine Tactical units and three Rhinos, plus one formation consisting of a Space Marine Commander and four Space Marine Devastator units, and one

formation consisting of four Land Raiders. The force has a strategy rating of 5 and all formations have an initiative value of 1+. The They Shall Know No Fear special rule applies to all Space Marine formations (see 1.15.1).

Gaming Area: Set up the playing area approximately 90-120cm square, including the features shown on the accompanying map. Set up any further scenery you have in a mutually agreeable manner. The Space Marine player must set up two communication bunkers when he deploys. These are the objectives of the Ork attack. They may be set up anywhere on the table that is at least 15cm from a table edge.



Deployment: The Space Marine player sets up first. One formation is deployed on the table, either in or touching the ruined buildings by the 'Y' junction. The remaining two Space Marine formations enter play anywhere along the Space Marine table edge (including the roads) on the first turn of the battle. The Space Marine player must deploy one unit from each of these formations on the table edge to show where they will enter play. Their move on the first turn must be measured from this point. Once the Space Marines have deployed, the Ork Great Gargant may be set up as shown on the deployment map.

Victory Conditions: The game carries on until *Korps Grinda II* is destroyed or both objectives have been demolished. If the Space Marines destroy *Korps Grinda II* without losing either bunker then they win the game. If one bunker is destroyed then the game is a draw, and if the Orks destroy both bunkers then they win.

COMMUNICATION BUNKER

Type	Speed	Armour	Close Combat	Firefight
War Engine	Immobile	4+	n/a	n/a
Weapon	Range	Firepower	Notes	
None	n/a	n/a	n/a	

Notes: Damage Capacity 3. No units may enter the bunker as it is filled with comm's gear.



4.0 AEROSPACE OPERATIONS

“Krukfang pushed the control stick forward and steered Deffblasta down into a straffing run. The words of Gobstikk came back to him from when the Mekaniak had been teaching the young Krukfang how to fly. Long, uncontrolled bursts the clever Mek had taught him...”

“Fighta-Bommer” by Gav Thorpe, from Imperial Armour II

Most Epic armies are supported by aerial units that either operate in the atmosphere or from orbit in space. These units range from small fixed-wing aircraft with a single crewman, to gigantic spacecraft manned by thousands or even tens of thousands of crew. Aerospace units are very different to any other unit in Epic. They are very fast compared to the ground units described so far, being perfectly capable of flying onto and off the largest gaming table in a single turn. This sheer speed means that only specialised ground units or other aerospace units are capable of engaging them. In addition, aerospace units often carry an arsenal of highly destructive weapons which when combined with their high speed allows them to unleash devastating attacks at almost any point on the battlefield. Last, but not least, some aerospace units are capable of transporting ground units, hurtling onto the battlefield and delivering their cargo wherever they may be needed.

The rules for aerospace operations are one of the most complicated sections of the Epic rulebook. Because of this we recommend playing a few games without aerospace units before you try them out, and that you limit each side to very small numbers of aerospace units for the first few games that you do play with the rules. Diving in the deep end and using aircraft, drop pods and spacecraft in your first game is not recommended!

4.1 AEROSPACE UNITS

In Epic there are two types of aerospace unit:

Aircraft: The unit type includes all ‘fixed wing’ aircraft that can operate in a planet’s atmosphere. Most aircraft are powered by powerful jet engines and are capable of carrying heavy payloads and of flying at thousands of kilometres an hour. Aircraft can range in size from small single-seat fighters to huge transport landers that can carry entire formations of troops. Aircraft belong to one of three manoeuvre classes that determine how easily they can turn when they move, as described below. The three classes are: *Fighters*, *Bombers*, and *Fighter-Bombers*. An aircraft’s manoeuvre class is noted instead of its speed on its data sheet.

Spacecraft: This category includes all of the interstellar spacecraft used by armies to move from one star system to another. These craft can vary in size from small escorts to huge battleships armed with enough firepower to level a hive city! In Epic they are assumed to be operating from low orbit where they can land drop pods and provide long-range support for ground troops.

4.1.1 Aerospace Formations⁶⁴

Aerospace units are organised into formations just like any other unit. However, although aerospace formations do receive Blast markers, they cannot be broken or suppressed. In addition, they can’t be assaulted, lend support to an assault or be used by another formation to claim a crossfire, etc., while in the air. Once landed, an aerospace unit may be assaulted and be used in a crossfire, and is affected by Blast markers normally.

⁶⁴ 4.1.1 Aerospace Formations

Q: Can you draw a Crossfire to or from an Aerospace formation?

A: Yes and No. An Aerospace formation in flight cannot claim a Crossfire bonus (see section 4.2.2) and it cannot be used by another formation to generate a Crossfire bonus (see section 4.1.1). But an Aerospace formation that was landed is considered to be a ground unit and could both claim the Crossfire bonus and also be used by other formations to generate the Crossfire bonus.

4.2 AIRCRAFT⁶⁵

Aircraft formations are not set-up with other units. They are kept off table (where it can be imagined they are in orbit or stationed at a nearby airbase) but can be set up on the board when they take an action. Aircraft that are capable of transporting other units may be set up with these units already on board. The aircraft (plus any units they are transporting) may only enter play using the following rules.

Aircraft formations can only take the following actions: Interception, Ground Attack, Combat Air Patrol or Stand Down. Aircraft formations that fail an action test must take a stand down action rather than a hold action.

Interception: Only fighters and fighter-bombers can choose this action. Take an action test for the formation and if it passes set up the formation touching your table edge. The formation may then make an approach move and then attack enemy aircraft units. In the end phase, the formation must make a disengagement move and exit the table.

Ground Attack: Take an action test for the formation and if it passes set up the formation touching your table edge. The formation may then make an approach move and then attack enemy ground units. In the end phase, the formation must make a disengagement move and exit the table.

Combat Air Patrol (CAP): Only fighters and fighter-bombers can choose this action. Take an action test for the formation and if it passes set up the formation touching your own side's table edge to show where it will enter play.

65 4.2 Aircraft

Q: Due to the extremely flexible nature of the aircraft rules it is possible for an aircraft to end its move in the middle of an enemy formation, in order to ensure that a specific target is allocated hits before other models. Is this legal?

A: This tactic is sometimes referred to as 'Aircraft Sniping' and although not against the letter of the rules it is against their intent. Because of this it's a tactic that players should avoid if they want to play the game in the right spirit. Instead of a detailed (and rather complex) rule to get round the problem, we recommend that if an aircraft ends its move within an enemy formation then any fire is treated as coming from the direction of approach rather than its final position.

Q: If I have multiple Thunderbolt formations on CAP I can only send one to intercept an enemy ground attack, correct?

A: Yes. From section 4.2 of the rules: No more than one formation that is on cap may intercept a formation that makes a ground attack mission.

Q: Can aircraft on CAP intercept air assaults as well as ground attacks?

A: Yes, air assaults and landing are considered special types of ground attacks.

Q: Can more than one formation on CAP engage an enemy, or can I counter attack a formation on CAP orders with my own CAP formation?

A: No and no.

Q: Is it allowed for an aircraft to choose a stand down action?

A: Yes, if you want to take a Stand Down action you can, it's on the list of actions under 4.2.

Q: Do aircraft get a BM for failing an activation?

A: No (they lose all BM after activating pass or fail anyway)

Q: If an aircraft has travelled more than 30cm during its approach move but not made a turn can it then turn immediately when it does its disengagement move?

A: No. The aircraft's movement does not carry over after the approach move. In this case the aircraft would have to move the minimum 30cm during its disengagement move before it could turn again.

Q: When an air formation begins its disengagement move, would I be right in thinking that the formation has to move again *before* making its first turn.

A: Yes.

A formation on combat air patrol may choose to carry out an interception action in reaction to an enemy ground attack. No initiative test is required to carry out the interception. It takes place after the enemy ground attack formation has made its approach move, but before flak is fired at the ground attackers or they make their own attack. Formations that are on CAP remain on CAP until they make an interception. If they haven't made an Interception by the end of the turn, then they can either stand down and return to base normally, or remain on CAP into the following turn.

No more than one formation that is on CAP may intercept a formation that makes a ground attack mission. In effect CAP allows you to interrupt an enemy ground attack action and 'bounce' the enemy aircraft before they make their attack. The interception follows the normal rules, effectively being an 'action within an action'. After the interception has been carried out play returns to the ground attack action.

Stand Down: The formation may do nothing this turn. An aircraft formation that fails its action test *must* choose to take a stand down action.

4.2.1 Aircraft Approach Moves

Aircraft carrying out an interception or ground attack action are set up touching their own side's table edge (choose an edge randomly if your side doesn't have a table edge in the scenario being played). After the formation is set up it carries out an approach move.

Aircraft making an approach move may travel an unlimited distance over the tabletop when they move. Aircraft are assumed to be travelling high enough above the ground to fly over terrain, zones of control, and other units (in other words they ignore all three things!) By the same token, other units may ignore aircraft and aircraft zones of control when they move. Note that aircraft may not assault other units.

Aircraft must generally travel straight ahead in the direction they are facing, and can only change direction by *turning*. Aircraft belong to one of three manoeuvre classes that determine how easily they can turn when they move, as described below. The three classes are: Fighters, Bombers, and Fighter-Bombers. An aircraft's manoeuvre class is noted instead of its speed on its data sheet.

Fighters: Fighters may make one turn of up to 90° after moving at least 30cm. Once the fighter has made a turn it must move another 30cm before it can turn again.

Bombers: Bombers may make one turn of up to 45° after moving at least 30cm. Once the bomber has made a turn it must move another 30cm before it can turn again.

Fighter-Bombers: Fighter-bombers manoeuvre as bombers when making an approach move if they are carrying out a ground attack action (because they are laden down with bombs or rockets), and behave like fighters under any other circumstances.

4.2.2 Aircraft Attacks⁶⁶

After aircraft have made their approach move they are allowed to attack. Aircraft carrying out a ground attack action may attack an enemy ground formation. Aircraft carrying out an interception

66 4.2.2 Aircraft Attacks

Q: Do aircraft that attack ground formations suffer to hit modifiers for cover?

Q: Yes.

mission may attack an enemy aircraft formation. Aircraft are assumed to be flying high enough in the air to ignore any terrain that might block the line of sight when they shoot at any targets, and the crossfire rule does not apply to aircraft attacks. This aside, resolve the attack using the normal shooting rules.

After the aircraft formation has made an attack, its action is over. It remains in play until the end phase, at which time it must make a disengagement move and exit the table (see 4.2.6).

4.2.3 Anti-aircraft Attacks⁶⁷

Some weapons have an anti-aircraft value (AA) that can be used to attack aircraft, and only aircraft. Aircraft can shoot at other aircraft either when making a flak attack (see 4.2.4) or when attacking as part of an interception action. Ground units may *only* shoot at aircraft when making a flak attack, and may *not* choose to shoot at aircraft formations as part of one of their actions (this rule stops ground units ‘rushing over’ to attack aircraft before they can disengage).

Roll to hit using the weapon’s AA value. If a hit is scored then the aircraft must make a saving roll to see if it is destroyed. The crossfire rule does not apply to aircraft. Aircraft that are carrying out a CAP or Intercept action may add +1 to all of their to hit rolls.

Fighters and fighter-bombers can choose to ‘jink’ when they have to make a saving throw. Jinking represents the pilot desperately swerving his plane to one side in order to try and dodge the enemy attack. All of the aircraft in a formation must jink, or none at all. Aircraft that jink receive a 4+ saving throw instead of their normal armour save but lose their attack if they have not already taken it (they are concentrating on dodging enemy bullets). Place a suitable marker on the aircraft as a reminder it can’t shoot.

67 4.2.3 Anti-Aircraft Attacks

For Flyer transport War Engine rules see also 3.2.1

- Q: If an air Transport gets attacked by Flak during an Air Assault can it still jink and still participate in the Assault?
- A: Yes. The rule for jinking (4.2.3) does not specify any other effect of jinking other than the aircraft losing its attack so there would be no other effect of jinking other than this. Also, note that most air transports are bombers and cannot jink.
- Q: How are landed aircraft attacked by other units? Can you use AA weapons against them?
- A: No. While landed, the aircraft counts for all rules purposes as a ground unit, not an aircraft.
- Q: What happens to units that are in a landed aircraft when it is destroyed? The relevant rule phrase: ‘If the transport is destroyed while carrying units, then any transported troops are lost with it (no saves in this case)’
- A: The previous answer would apply – while landed it doesn’t count as a aircraft.

4.2.4 Flak Attacks⁶⁸

AA weapons are designed to fire defensively against an attacking enemy aircraft, and may therefore shoot immediately after an enemy aircraft formation makes an approach move but before it makes its attack. This is called a *flak attack*. Note that aircraft carrying out a ground attack mission that are armed with AA weapons may shoot at enemy interceptors that fall within the AA weapon’s fire arc. Making a flak attack does not remove overwatch status from a ground formation.

Flak attacks may not be carried out by units belonging to a formation that is marching or broken. This aside, flak attacks are a ‘free’ or bonus attack, and making a flak attack does not stop the unit attacking again later in the same turn. What’s more, a flak weapon can make any number of flak attacks per turn

68 4.2.4 Flak Attacks

- Q: If a formation has Blast markers and wants to fire its AA weapon(s) at an enemy air formation, but the only unit that has the range or the LOF to that enemy is the AA unit, is the AA unit suppressed?
- A: All ground units are considered to have an LoF to air units so all the units in the formation, not just the AA unit, would be considered to have an LoF to the aircraft formation. If the AA unit is the only unit in the formation that is in range of the aircraft then it would be suppressed. If other units in the formation were in range then they could be considered valid Suppression targets, not just the AA unit. Note that a unit can be suppressed when firing at an aircraft even if it has no AA attack value.
- Q: If an IG Infantry Company with a Hydra upgrade has one Blast marker, can the Hydra fire at aircraft?
- A: The normal Suppression rules apply when making Flak attacks. However, please note that any units in the formation may be suppressed, even if they don’t have AA weapons, just so long as they are within range and LoF of the aircraft unit with at least one weapon. Apply suppression ‘from back to front’ as normal.
- Q: Suppression is applied from the rear of the formation relative to the A/C (the furthest unit from the aircraft) irrespective of whether that unit has AA capability or not, is that right?
- A: Correct, as long as they have range and LOF.
- Q: Ork Fighta Bombers make a ground attack. When my Hydra battery fires its Flak attack only one of the three Hydras are in range of the Fighta Bombers. I shoot with that one. When the Fighta Bombers disengage at the end of the turn the aircraft come within range of the other two Hydras in the formation. Am I permitted to fire the other two Hydras because those units did not previously shoot at that enemy formation?
- A: Yes. The rules in 4.2.4 specify that a unit cannot fire on an aircraft more than once so in this case the other two Hydra units would be allowed to fire if the aircraft came into range when they disengaged but not the first Hydra which had already fired on them during the approach move
- Q: A formation of Ork Fighta Bombers attacks a formation that has a Hydra attached to it. The Fighta Bombers are also intercepted by two Thunderbolts. What is the order of fire for the Thunderbolts, Hydras, Fighta Bombers AA and Fighta Bombers ground attack?
- A: Each formation is allowed to make its Flak attacks after each new air unit has finished its approach move. The attacks would then be resolved in the reverse order that they were initiated following the rule of approach, flak, attack. So the Fighta Bombers would get a Flak attack at the end of the Thunderbolts approach move, the Thunderbolts would get their air attack, the remaining Fighta Bombers would then take fire from the Hydras and then the Fighta Bombers would finish their ground attack.
- The order of aircraft and flak attacks is summarised here:
- 1) Attacking air units activate and move into position.
 - 2) Defending player may “un-CAP” up to one aircraft formation on patrol and move it into position.
 - 3) Attacker’s unit ground flak fires at CAP (if applicable).
 - 4) Attacking aircrafts’ defensive AA fires (i.e. not just ground flak)
 - 5) Defender’s ground flak fires at attacking air units (if applicable).
 - 6) CAP formation fires at attacking air units (if applicable).
 - 7) Attacking air units perform ground attack or assault.

against different aircraft formations, as long as it does not attack the same aircraft formation more than once in a turn. Flak units in formations which have taken a move action during the turn fire with a -1 to-hit modifier during the end phase.

No line of fire is required when firing at aircraft, as it is assumed that they are high enough above any terrain features to be seen by all units. Make flak attacks one unit at a time, in any order you like.

Ground units that are armed with AA weapons can shoot at enemy aircraft as they move past them. To represent this, they may shoot at an aircraft formation that moved within their weapon range during their approach or disengagement move, even if the aircraft is no longer within weapon range when the attack is made. Attacks made against disengaging aircraft are resolved when the aircraft reaches the edge of the table, before it is removed to 'fly back to base'. Units that shot at an aircraft formation as it approached may not shoot at them again as they disengage.

4.2.5 Transporting Ground Units⁶⁹

Aircraft with a transport capacity are known as transport aircraft and are allowed to pick up and drop off ground units. Troops being transported are kept off-board embarked on the transport aircraft until it is deployed. Any units that are picked up and transported off the table may later return to play in the same transport aircraft.

An aircraft must carry out a ground attack action in order to transport units. Transport aircraft are treated in the same manner as war engine transport vehicles, and are only allowed to transport units from another formation as long as the whole formation can fit inside the transport aircraft (see 3.1.3). If a transport aircraft is destroyed while carrying ground units, then any transported troops are lost with it (no saves in this case!)

⁶⁹ 4.2.5 Transporting Ground Units

Q: Can an aircraft land in an enemy ZoC?

A: Only if they are making an Air Assault. In such a situation the aircraft could land right in the middle of a formation, and, assuming it was a War Engine, it could barge enemy units out of the way in order to make space in which to land.

Q: Do troops held off board in an aircraft Transport have to be deployed on the first turn? Or can they come on whatever turn you wish?

A: They can be deployed on any turn.

Q: The rules say the following about units that are picked up by Transport aircraft: "Any units that are picked up and transported off the table may later return to play in the same transport aircraft". If the unit had the Teleport ability could it choose to return to play by teleporting instead?

A: No.

Q: Can aircraft like Marauders land?

A: No. Only aircraft with the Transport ability can land. From section 4.2.5 Landing: Aircraft with a Transport capability can land after making their approach move and having being fired upon by any enemy flak.

Q: If you have a landed Thunderhawk (or indeed any transport aircraft) that didn't leave the table can it conduct any normal action on the turn after (ie, take off, fly along a bit then ground attack something?) or are they only allowed to make a disengagement move.

A: The crucial part of the rules in my mind is 4.2.5 (Landing subheading – 2nd paragraph):

"Once landed, the aircraft is treated in all ways as a ground unit with a speed of 0..."

This means that the aircraft can, assuming it started the turn on the board (or enters by planetfall), perform any action that a ground unit can (i.e. Advance, Engage, Double, March, Marshal, Overwatch, Sustained Fire and Hold). Obviously with a move of 0, some of these are pointless. It may NOT make an aircraft action, it doesn't count as an aircraft until the end of the turn, at which point it may make a disengagement move as normal.

Q: What happens to Fearless aircraft that lose an assault?

A: Fearless aircraft are immune to the automatic destruction and are instead treated as any Fearless ground unit.

Q: It is possible for an aircraft to assault into a formation which is completely covered by the Zones of Control of a formation of Scout units. That would force the dismounting troops to enter the ZoC of the scout formation, which is not allowed. How should this work?

A: In general, treat this as if the unloading formation is starting a move in enemy ZoC. They are already Engaging the target formation, so that requirement is met. The other requirement is that they must attempt to move out of the enemy ZoC. Keep in mind that as enemy units are contacted, they lose their Zone of Control.

If the dismounting troops enter a target's ZoC, they must attempt to reach base contact with that unit, per the charge rules. If the dismounting troops can move out of all enemy ZoC (avoiding the target's ZoC entirely and escaping the screening ZoC), they may choose to do so instead of charging to base contact. If the dismounting troops cannot escape all enemy Zones of Control, they must attempt to reach base contact with the target formation.

Q: Does the movement have effect on flak? Eg. If I double a unit with AA do I get -1 to hit?

A: No modifiers for movement during the action phase, it's just a free attack. However, a formation that moved in the action phase fir with a -1 to-hit modifier during the end phase. The only formation statuses that affects flak fire are marching or being broken, which negate the attack entirely.

Transport aircraft can pick up and drop off their cargo in two ways: by landing or making an air assault.

Landing: Aircraft with a transport capability can land after making their approach move and having being fired upon by any enemy flak. If the aircraft lands in dangerous terrain it must take a dangerous terrain test. After the aircraft has landed, any units being transported may disembark and are placed within 5cms of the transport aircraft (skimmers and units with jump packs can be placed within 15cms, to represent them dropping from the aircraft as it comes in to land). Alternatively, the aircraft may pick up any friendly units within 5cms, assuming they will fit on board of course. After embarking or disembarking any units, the aircraft may carry out its ground attack. Note that the limitations that apply to units disembarking from a war engine transport vehicle also apply to units disembarking from an aircraft (i.e., they can't take an action on the turn they disembark but can shoot with the aircraft – see 3.1.3).

Once landed, the aircraft is treated in all ways as a ground unit with a speed of 0 (i.e., it may not move) It may not carry out an action on the turn it lands. If it is involved in an assault and loses then it is automatically destroyed. Once landed, the aircraft may make a disengagement move and exit the table in the end phase of any turn, including the one it landed in.

Air Assault: Transport aircraft may choose to land as described above, and then it and any units that disembark are allowed to fight an assault instead of shooting. If this option is chosen then the aircraft and any units that disembark may enter enemy zones of control as if they were charging. The aircraft and any units that disembark are treated as a single formation for the duration of the assault, in the same manner as units disembarking from a war engine taking an engage action (see 3.1.3). If the aircraft loses the assault it is destroyed, but any units that have disembarked may withdraw normally.

4.2.6 Disengagement Moves

In the end phase, all aircraft that have not landed must exit the table. Aircraft that have landed may choose to exit the table. Aircraft may exit along ANY table edge. Simply move the aircraft as you did when it made its approach move, until it reaches a table edge. This is called the *disengagement move*, and it takes place at the start of the end phase before any ground formations rally.

4.2.7 Blast Markers

Aircraft collect Blast markers in a similar manner to other units, but are affected by them rather differently. The following fairly simple rules reflect the time it takes to rearm and refuel aircraft after a mission. Aircraft in a formation that has come under heavy attack and therefore have a lot of Blast markers will take longer to get ready, and so there is an increased chance that they may not get to carry out a mission.

Aircraft formations collect Blast markers under the following circumstances:

Any aircraft formation that suffers any attacks (from ground flak or being intercepted) receives one Blast marker for 'coming under fire'. The formation can only receive one Blast marker during the approach move and another Blast marker during the disengagement move, no matter how many different units from however many different formations attack it.

The aircraft receives one Blast marker for each aircraft unit that is shot down or point of damage that is suffered if it is a war engine.

The aircraft receives an extra Blast marker if it exits from any table edge other than its own table edge, to represent the possibility of it being attacked while flying back over enemy territory.

Aircraft are not suppressed or broken by Blast markers, but are not allowed to rally in the end phase either. Instead, the next time that you want to take an action with the formation, take the action test as before, but apply a -1 modifier for each Blast marker on the formation (this modifier replaces the modifier for having one or more Blast markers).

All of the Blast markers are removed from the formation immediately after it takes the action test, whether it passes the test or not. If it passes the test, it may carry out an action, and if it fails it may not.

Aircraft that land are affected by any Blast markers they have picked up normally, and are allowed to rally in the end phase. Any additional Blast markers they pick up will be 'carried off' with them if they later take off again.

4.3 SPACECRAFT⁷⁰

Most armies have access to spacecraft that can be used to land ballistic entry vehicles and unleash potentially devastating orbital attacks. Each type of spacecraft an army can use has its own datasheet with details of the drop pods and weapons carried by the spacecraft.

The spacecraft of the 41st Millennium are huge. Even a small Imperial Lunar class Cruiser would be over 5 metres long if we made an Epic scale model of it. Because of this neither side is allowed to include more than one spacecraft in their army.

Spacecraft can carry out orbital bombardments, pin-point attacks and land units with the planetfall ability when they take an action. They may carry out all three of these things as part of the same action if they have the ability – their huge crew allows them to carry out a multitude of tasks.

4.3.1 Planning Spacecraft Operations

In order to carry out spacecraft operations you will need a Battlefleet Gothic model representing the orbiting spacecraft.

Spacecraft operations must be planned well in advance, and because of this any spacecraft models must be set up right at the start of the battle before any ground units are deployed. If both

70 4.3 Spacecraft

- Q: Do Spacecraft count for the Break Their Spirit goal if they are the most expensive formation in an army?
- A: No. Spacecraft (or any off-board units or formations) do not count towards goals.
- Q: The spaceship and drop pod Deathwind rules are somewhat confusing with respect to what constitutes a “firing action” and how BMs for “coming under fire” would be placed. How does Spacecraft and drop pod fire work?
- A: Spacecraft attacks generate a single “BM for coming under fire” just as if any other multi-attack unit hits a target. It’s analogous to a titan which fired both a barrage weapon and direct fire.

The rules for Drop Pods state explicitly that each formation creates a BM for “coming under fire” for all enemy formations in range of the Deathwind, exactly as if the attacks come from a separate formation. Note, this means a formation hit by a spacecraft barrage and 2 Deathwind attacks will receive 3 BMs for coming under fire, plus any additional BMs for casualties.

There is no clear rules answer about when to apply BMs and check for broken formations, but the best analogy is the bonus BMs for a massive barrage. With that approach, all fire (spacecraft and all Deathwind attacks) would be treated as a single, mass “firing action.” Apply all BMs generated by all fire as directed, then check for broken formations only after all firing is complete.

- Q: The order of resolution for drop pods can make a difference, e.g. if a scout unit is killed by a Deathwind attack, the loss of Zone of Control might clear the area for a different drop pod to land. What is the order of resolution for spacecraft and drop pod attacks?
- A: The spacecraft rules state that Planetfall occurs after the spacecraft fires. Each formation is placed and scattered (and any dismounting decisions made) before moving to the next planetfall formation. The SM Drop Pod rules state that the Deathwind attacks occur after the formation has been placed but before the marines dismount, so those attacks would “interrupt” the placement order. Drop Pods are placed sequentially after the previous pod and deathwind have been resolved.

So that’s 1) Spacecraft attacks, 2) Place and scatter Drop Pod, 3) Deathwind attacks, Repeat 2 and 3 as needed. The spacecraft player may choose the order in which the planetfalling formations are resolved. Note, this does allow a certain level of “peeling the onion” as Deathwind attacks can clear the way for follow-on formations.

Keep in mind the effects of casualties and BMs are resolved at the end of the spacecraft’s activation, i.e. formations do not break in the middle of a wave of drop pod attacks. While this keeps a formation from being able to retreat, it also means that the Marine player may not use their drop pod placement to try to catch broken formations in order to get the “hackdown” kills from blast markers on broken formations.

players have spacecraft, they should take turns in setting them up, starting with the player with the higher strategy rating.

Spacecraft are set up touching their own side’s table edge (choose an edge randomly if your side doesn’t have a table edge in the scenario being played), facing in any direction. As each spacecraft is set up, the player must declare out loud on which turn the ship will arrive. Note that the turn the spacecraft will arrive is not a secret – they are far too large to sneak up on the enemy! You may choose any turn, from the first turn onwards. However, you may not choose a turn that has already been taken by another spacecraft, and no more than one spacecraft can travel over the battlefield on the same turn.

In addition to saying when the spacecraft will arrive, you must secretly record the drop zone for units entering play using the planetfall ability, (see 4.4) and also where any orbital bombardments will fall. Each player needs to do this in turn while the other player is not looking.

Simply write down on a piece of paper the coordinates of the drop zone and/or bombardment in relation to the position of the space craft model. The coordinates you plot will determine the centre point of the drop zone and any orbital bombardment your spacecraft fires. For example you might write “my drop zone will be 60cm up, 30cm right, and my orbital bombardment will come down 45cm up and 30cm left”. This would mean that the drop zone would be located 60cm up and 30cm to the right of the spacecraft model, while the orbital bombardment would hit a point 45cm and 30cm to the left of the model.

4.3.2 Carrying Out The Operation

Spacecraft operations take place in the action phase of the turn. Simply take an action test for the spacecraft as you would for any other formation. If the test is passed, the spacecraft may make orbital bombardments, pin-point attacks, and carry out a planetfall as described in the sections that follow (see 4.3.3, 4.3.4 & 4.4).

After any attacks or landings have taken place, the spacecraft model is removed. If the test is failed then the spacecraft has been delayed and fails to arrive this turn; you may roll for it again next turn as long as no other spacecraft are scheduled to arrive that turn. If the next turn has been taken, then the delayed spacecraft will arrive in the first available free turn.

4.3.3 Orbital Bombardments⁷¹

If a spacecraft can carry out an orbital bombardment this will be noted on its datasheet.

Orbital bombardments cover an area considerably larger than an artillery bombardment, and so require a barrage template that is 12cm across. By a remarkable stroke of good fortune this happens to be the same size as the Ordnance template used in Warhammer 40,000, and if you happen to have any of these we

71 4.3.3 Orbital Bombardments

- Q: Do formations that are under an Orbital Bombardment template receive a Blast marker for being shot at?
- A: Yes.
- Q: Under section 4.3.3 of Orbital Bombardments it states: “Take one of the templates and place it with its centre at the co-ordinates you recorded at the start of the battle. Place the two other templates so they are touching the first one...” Does this mean that the minimum number of templates for an orbital bombardment is three and can go up to five depending on the size of the bombardment?
- A: No. They get the same number of templates as it says on the Barrage Table in section 1.9.8.

recommend you use them (I know, it's almost like we planned it, isn't it) If not then make your own templates from card or acetate.

Take one of the templates and place it with its centre at the coordinates you recorded at the start of the battle. Note that you don't need to pass a second initiative test in order to carry out the bombardment – the one you passed earlier on allows the bombardment to take place.

Once the position of the orbital bombardment is known, attack any units under the templates just as you would for an artillery barrage (see 1.9.8). Orbital bombardments never benefit from the crossfire rule.

4.3.4 Pin-Point Attacks

Pin-point attacks may be made on enemy war engines (war engines are the only things big enough for a spacecraft to pick out on the battlefield). Pick a target anywhere on the table and then attack it with any pin-point attacks the spacecraft may have. You may target different war engines with each pin-point attack if you wish, or concentrate all of the attacks on a single target. Note that you do not need to record the co-ordinates of pin-point attacks.

4.4 PLANETFALL⁷²

Some armies are allowed to land ground units from orbiting spacecraft in specially modified vehicles. These vehicles are mainly used to carry troops from orbiting spacecraft to the planet below. Most are more like manned missiles than aircraft, and are designed to be fired at extremely high speeds into the planet's atmosphere. At the last moment, powerful jets slow the descent of the vehicle allowing it and its cargo to land safely on the planet's surface. The high speeds that the vehicles travel at makes it almost impossible for weapons to engage them before they have landed. This is known as making a *planetfall*.

Any unit capable of making a planetfall will have this noted on its datasheet. The datasheets for a spacecraft will note the type and number of units it may carry that can make planetfall. It is assumed that a spacecraft can also carry any cargo that will be transported in the unit with the planetfall ability. Units entering play by planetfall and their cargo (if any) should be kept off the table until they have landed.

You can make a planetfall on the turn the spacecraft transporting the units enters play. Carry out the planetfall after carrying out any bombardments and/or pin-point attacks. Take one of the units with the planetfall ability and place it anywhere on the table

72 4.4 Planetfall

Q: Do the Space Marine and Chaos Space Marine Drop Pod figures represent an actual unit or are they just a marker to indicate a landing location?

A: They are just used to represent the location of the Planetfall.

Q: Let's say I have a Battle Kroozer. I also happen to have four Ork Landas. Do all have to land within 15cm of the same drop zone marker or is it possible to set up multiple drop zones? Or is the only way to have multiple drop zone markers to get multiple spacecraft?

A: Each transport formation may have its own drop zone. In this example there could be up to four drop zones, one for each Landa. If you use multiple drop zones, you will need to record clearly which Landa is allocated to each drop zone.

Q: Can Flak attacks be made against units using Planetfall?

A: No.

Q: Can units transported by Planetfall (for example Assault troops in a Thunderhawk) disembark as soon as the transporting unit lands?

A: The intent of the Planetfall rule is that units landing via Planetfall get to land for free early in the turn, and then function as if they had been on the table since the start of the turn. This means that they can take their action later in the turn, as they won't have used it up yet – they are literally counted as having done nothing during the current turn.

Units on board WE or other transport can choose to disembark immediately when they land or they can remain on board. If they choose to remain loaded they act as a normal mounted formation. Regardless of the choice to disembark or remain embarked, the formation may take an action on the turn it lands, as the process of landing and disembarking is free – in other words, just a way to get the units onto the table as part of the spacecraft's activation. Note if a formation chooses to remain embarked on a War Engine transport, 3.1.3 will apply as normal.

Q: If a formation fails to activate and they are still in a vehicle that entered play using the rules for planetfall, can they deploy in a chain up to 15cm from the vehicle and then make a move (as part of the Hold Action they can take) or can they only move as per the regular activation/order rules?

A: There is one critical point to make before I answer the question: the special rules that apply to Space Marine drop pods do not apply to other units using the planetfall rules; they only apply to drop pods. Units in drops pods may not choose to stay on board (they must disembark on landing) and only units in drop pods get to deploy up to 15cms from the unit they landed in; units disembarking from other planetfall vehicles must disembark normally, using the normal rules.

Q: Does Planetfall trigger Overwatch?

A: Landing does not count as movement for the purposes of triggering enemy overwatch fire. Disembarking triggers overwatch fire as normal.

that is within 15cms of the drop zone co-ordinates recorded at the start of the game (see 4.3.1). The unit then scatters 2D6cms in a random direction (we recommend using a Games Workshop scatter dice to determine the direction, but any mutually agreeable method will do). Any units being transported are allowed to disembark immediately on landing, or stay on board and disembark later. Landing does not count as movement for the purposes of triggering enemy overwatch fire. Disembarking triggers overwatch fire as normal.

Carry on doing this until all of the units with the planetfall ability that are on the spacecraft have landed. Units that end up out of formation due to scattering as they land must move back into a legal formation when they next take an action (see 1.2.1 and 1.6.1).

Units entering play by planetfall are destroyed if they land off the table. If the unit lands on terrain that is impassable or dangerous for it, or on top of any sort of unit (friend or foe), or in an enemy zone of control, then it is assumed that on-board automatic guidance systems will divert it towards a safe landing point and the unit is moved by the opposing player to the nearest area of clear ground where it can land.

Units that land by planetfall may take an action later in the turn. In effect the units land from the spacecraft when the spacecraft takes its action, and can take an action of their own later in the same turn. Remember that any formations that have landed by planetfall and scattered out of formation must move back into a legal formation when they take an action. Aircraft that land by planetfall are treated in the same manner as a landed aircraft (see 4.2.5), and they may take off again later in the game.

4.5 AEROSPACE TRAINING SCENARIOS

“Today had been a good day for Krukfang; plenty of firing, plenty of speed.”

The rules for aerospace operations, like the war engine rules that preceded them, are fairly long and complex, and for this reason it is best to learn how to use them by playing the following training scenarios before you use them in full-sized games. The training scenarios concentrate on the aircraft rules exclusively, as these are both the most complex and the most commonly used.

Note: The datasheets for these two scenarios are on the next page and in section 5.0.

4.5.1 Death From The Skies!

In the sulphur-yellow skies above Armageddon, Ork fighta-bombers battle with Imperial Navy Thunderbolts and Marauders in a deadly dance of death. Typical of these engagements was the Ork aerial attack on Imperial Command Bunker Complex 17c, home to the Headquarters of the Imperial Guard 2nd Asgardian Rangers regiment. More than half a dozen Ork fighta-bombers from Harthag's Deffblasta's Flyboyz Squadron attacked the complex, and were intercepted by elements of the Imperial Navy's 222nd Interceptor Strike Wing. The air combat that unfolded is considered by many to be one of the classic aerial engagements of the Armageddon wars.

Ork Forces: Two formations each consisting of four Ork Fighta-Bombers. The force has a strategy rating of 3 and all formations have an initiative value of 3+.

Imperial Forces: One formation consisting of three Imperial Navy Thunderbolt Fighters, plus two formations each consisting of one Command Bunker and one Hydra AA vehicle, and one formation consisting of three Basilisk artillery vehicles and one Hydra. The force has a strategy rating of 2 and all formations have an initiative value of 2+.

Gaming Area: Set up a playing area approximately 90-120cm square. Set up any scenery you have in a mutually agreeable manner. You can set up as much or as little scenery as you like, but try to make sure that you have at least a couple of hills and either a built-up area or some woods for the troops to hide behind or take cover in.

Deployment: The Imperial player sets up first, and must set up all of the ground formations in his force anywhere he likes on the table. Both sides' aircraft are off the table at the start of the battle.

Special Rules: See section 5.5.2 for *Power of the Waaagh!*

Victory Conditions: The Ork player has three turns in which to destroy both Command Bunkers and all three Basilisks. If he succeeds he wins, if not the Imperial player wins.

4.5.2 Thunderhawk Down

Acheron Hive fell without warning on the fifth day of the invasion of Armageddon, the victim of treachery by none other than ex-Imperial Governor Herman von Strab. Intelligence reports indicated that von Strab was located in a captured command bunker just outside the hive city. A small force of Terminators from the Salamanders Chapter were despatched in a Thunderhawk Gunship in a bid to capture the traitor. The Terminators landed just outside the bunkers and quickly overran the complex, but found that von Strab had already left. Things started to go wrong when Ork Fighta-Bommers ambushed the Thunderhawk sent to evacuate the Terminators. Only the Thunderhawk's legendarily sturdy construction and the timely assistance of some Imperial Navy Thunderbolt fighters allowed it to survive and pick up the Terminators. When the Thunderhawk returned to base only one engine was still functioning, all of its crew had either been wounded or killed, and bullet holes caused by over 250 big shoota shell hits were counted on its hull. All of the Terminators sent on the mission were evacuated safely.

Imperial Forces: One Thunderhawk Gunship, plus one formation consisting of four Space Marine Terminator units, and one formation consisting of three Imperial Navy Thunderbolt fighters. The force has a strategy rating of 5. All Space Marine formations have an initiative value of 1+, and the Thunderbolts have an initiative value of 2+.

Ork Forces: Two formations each consisting of three Ork Fighta-Bommers, and two formations each consisting of one Command Bunker and one (traitor) Imperial Guard Hydra AA vehicle. The force has a strategy rating of 2. Traitor Guard formations have an initiative value of 2+, and the Ork Fighta-Bommerz have an initiative value of 3+.

Gaming Area: Same as 4.5.1.

Deployment: The Ork player sets up first, and must set up all of the ground formations in his force anywhere he likes on the table. All remaining formations are off the table at the start of the battle. The Space Marine player may teleport the Terminators into battle if he wishes to (see 2.1.17).

Special Rules: See section 5.5.2 for *Power of the Waaagh!* and section 5.1.1 for *They Shall Know No Fear*.

Victory Conditions: The Imperial player wins if he destroys both bunkers with close combat attacks, and then manages to exit at least one Terminator unit off the table in a Thunderhawk Gunship. The Imperial player gets a draw if he destroys both bunkers. Any other result is a win for the Ork player.

COMMAND BUNKER

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	Immobile	4+	6+	6+
Weapon	Range	Firepower	Notes	
Bolters	(15cms)	n/a	Small Arms	

Notes: No units may enter the bunker – it is off limits!



5.0 FORCES

This section of the Epic rules includes datasheets for each of the armies, plus a reference sheet that groups all of the game tables together into one place. The following abbreviations are used on the datasheets:

AC – Aircraft	FS – First Strike	MW – Macro-weapon
AV – Armoured Vehicle	FwA – Forward Fire Arc	Right – Right Fire Arc
(bc) – (base contact)	FxF – Fixed Forward Fire Arc	RrA – Rear Fire Arc
BP – Barrage Points	GM – Guided Missile	SC – Spacecraft
CC – Close Combat	IC – Ignore Cover	Slw – Slow Firing
CH – Character	Ind – Indirect Fire	S – Sniper
D – Disrupt	INF – Infantry	SS – Single Shot
DC – Damage Capacity	L – Lance	TK(x) – Titan Killer (x)
EA(+x) – Extra Attacks (+x)	Left – Left Fire Arc	WE – War Engine
FF – Firefight	LV – Light Vehicle	

5.0.1 EPIC ARMAGEDDON REFERENCE SHEET

Blast Marker Table

<i>Blast Markers</i>	<i>Result</i>	<i>Effect</i>
Each Blast Marker	Unit <i>Suppressed</i>	May not shoot
One per unit	Formation <i>Broken</i>	Withdraw

Actions

Advance: Make one move and then shoot.

Engage: Make one 'charge' move and then fight an assault.

Double: Make two moves and then shoot with a -1 modifier.

March: Make three moves.

Marshal: Shoot with a -1 modifier and then regroup, or make one move and then regroup.

Overwatch: Enter overwatch.

Sustained Fire: Shoot with a +1 modifier.

Hold: Make one move or shoot or regroup.

Action Test Table

Formation has at least one Blast marker	-1
Formation is trying to retain the initiative	-1

To Hit Modifier Table

Target is in cover	-1
Attacker is carrying out a double or marshal action	-1
Attacker is carrying out a sustained fire action	+1

Needing 7+ to Hit

<i>Target</i>	<i>D6 rolls needed</i>
7	6 followed by 4, 5 or 6
8	6 followed by 5 or 6
9	6 followed by 6
10	May not be hit

Assault Modifiers

For each kill you have inflicted	+1
You have more units	+1
You have more than twice as many units	+1
Your formation has no Blast markers	+1
The opposing formation has more Blast markers	+1
For each unit with the <i>Inspiring</i> ability	+1

Rally Test Modifiers

Formation is broken	-2
There are enemy units within 30cms	-1

Victory Conditions Summary

Blitz	Capture the objective on your opponent's board edge
BTS	Destroy the enemy formation worth the most points
DTF	Control all three objectives in your table half
T&H	Capture two objectives in your opponent's table half
TSNP	No unbroken enemy formations in your table half

Barrage Table

<i>Barrage Points</i>	<i>Extra Templates</i>	<i>Extra Blast Markers</i>	<i>To Hit Rolls</i>	
			<i>AP</i>	<i>AT</i>
1	None	None	6+	6+
2	None	None	5+	6+
3	None	None	4+	5+
4-5	One	None	4+	5+
6-7	One	One	4+	5+
8-9	Two	One	4+	5+
10-12	Two	Two	4+	5+
13-15	Two	Three	4+	5+
16-18	Two	Four	4+	5+

Terrain Effects Table

<i>Terrain</i>	<i>Infantry</i>	<i>Vehicle</i>	<i>War Engine</i>
Buildings	4+ Cover Save	Impassable	Impassable
Cliffs	Impassable	Impassable	Impassable
Fortifications	3+ Cover Save (see rules)	See rules	Impassable
Jungle	4+ Cover Save	Impassable	Dangerous
Marsh	6+ Cover Save, Dangerous	Dangerous	Dangerous
Open Ground, Hill Slopes	No Effect	No Effect	No Effect
River	6+ Cover Save, Dangerous	Impassable	No Effect
Roads	See rules	See rules	See rules
Ruins, Rubble	4+ Cover Save	Dangerous	Dangerous
Scrub	6+ Cover Save	No Effect	No Effect
Woods	5+ Cover Save	Dangerous	Dangerous

5.1 SPACE MARINE FORCES⁷³

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Captain	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	<i>Commander. Invulnerable Save, Leader</i>
Chaplain	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	<i>Inspiring, Invulnerable Save, Leader</i>
Librarian	CH	n/a	n/a	n/a	n/a	Smite	(15cm)	Small Arms, EA(+1), MW	<i>Invulnerable Save, Leader</i>
						Power Weapon	(bc)	Assault Weapons, EA(+1), MW	
Supreme Commander	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	<i>Invulnerable Save, Supreme Commander</i>
Assault	INF	30cm	4+	3+	5+	Bolt Pistols	(15cm)	Small Arms	<i>Jump Packs</i>
Bike	INF	35cm	4+	3+	4+	Twin Bolters	(15cm)	Small Arms	<i>Mounted</i>
Devastator	INF	15cm	4+	5+	3+	2x Missile Launcher	45cm	AP5+ / AT6+	
Scout	INF	15cm	5+	4+	5+	Heavy Bolter	30cm	AP5+	<i>Infiltrators, Scouts</i>
Tactical	INF	15cm	4+	4+	4+	Missile Launcher	45cm	AP5+ / AT6+	
Terminator	INF	15cm	4+	3+	3+	2x Assault Cannon	30cm	AP5+ / AT5+	<i>Reinforced Armour, Teleport, Thick Rear Armour</i>
						Power Weapons	(bc)	Assault Weapons, EA(+1), MW	
Attack Bike	LV	35cm	4+	5+	5+	Heavy Bolter	30cm	AP5+	
Land Speeder	LV	35cm	4+	6+	5+	Multi-melta	15cm	MW5+	<i>Skimmer, Scout</i>
						and	(15cm)	Small Arms, MW	
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon	30cm	AP5+ / AT5+	<i>Skimmer, Scout</i>
						Heavy Bolter	30cm	AP5+	
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Twin Typhoon Missile	45cm	AP3+ / AT5+	<i>Skimmer, Scout</i>
						Heavy Bolter	30cm	AP5+	
Dreadnought	AV	15cm	3+	4+	4+	0-1x Missile Launcher	45cm	AP5+ / AT6+	<i>Walker. Armed with either a Missile Launcher and Twin Lascannon, or a Power Fist and Assault Cannon.</i>
						0-1x Twin Lascannon	45cm	AT4+	
						0-1x Power Fist	(bc)	Assault Weapons, EA(+1), MW	
						0-1x Assault Cannon	30cm	AP5+ / AT5+	
Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+ / AA4+	
Land Raider	AV	25cm	4+	6+	4+	2x Twin Lascannon	45cm	AT4+	<i>Reinforced Armour, Thick Rear Armour, Transport (one Terminator unit; or two of the following units: Devastator, Tactical)</i>
						Twin Heavy Bolter	30cm	AP4+	
Predator Annihilator	AV	30cm	4+	6+	5+	Twin Lascannon	45cm	AT4+	
						2x Lascannon	45cm	AT5+	
Predator Destructor	AV	30cm	4+	6+	3+	Autocannon	45cm	AP5+ / AT6+	
						2x Heavy Bolter	30cm	AP5+	
Razorback	AV	30cm	5+	6+	5+	0-1x Twin Heavy Bolter	30cm	AP4+	<i>Transport (one of the following units: Devastator, Scout, Tactical). Armed with either a Twin Heavy Bolter or a Twin Lascannon.</i>
						0-1x Twin Lascannon	45cm	AT4+	
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	Small Arms	<i>Transport (two of the following units: Devastator, Scout, Tactical)</i>
Vindicator	AV	25cm	4+	6+	4+	Demolisher	30cm	AP3+ / AT4+, IC	<i>Walker</i>
Whirlwind	AV	30cm	5+	6+	5+	Whirlwind	45cm	1BP, Ind	

⁷³ 5.1 Space Marine Forces

Q: Can a Space Marine Librarian use his Smite ability in an Assault if he is in base-to-base contact with an enemy unit?

A: No. The Smite ability is listed as being a Small Arms weapon. Small Arms weapons are used in Assaults when the unit is not in base-to-base contact. Note that as a Space Marine Character, the Librarian does have a MW CC attack.

Landing Craft	AC/ WE	Bomber	4+	5+	3+	2x Twin Lascannon 3x Twin Heavy Bolter	45cm 15cm	AT4+ AP4+ /AA5+	DC4, Fearless, Planefall, Reinforced Armour, Transport (twelve of the following units: Assault, Attack Bike, Bike, Devastator, Dreadnought, Scout, Tactical, Terminator; Terminators and Dreadnoughts count as two units each; plus six of the following units: Hunter, Land Raider, Predator Annihilator, Predator Destructor, Razorback, Rhino, Vindicator, Whirlwind; Land Raiders count as one and a half units each, rounding up). Critical Hit Effect: The unit and all units on board are destroyed. All units within 5cm suffer a hit.
Thunderhawk Gunship	AC/ WE	Bomber	4+	6+	4+	Battle Cannon 2x Twin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter	75cm 30cm 15cm 15cm	AP4+ /AT4+, Fx F AP4+ /AA5+, Fx F AP4+ /AA5+, Left AP4+ /AA5+, Right	DC2, Planefall, Reinforced Armour, Transport (eight of the following units: Assault, Attack Bike, Bike, Devastator, Dreadnought, Scout, Tactical, Terminator; Terminators and Dreadnoughts count as two units each). Critical Hit Effect: The unit and all units on board are destroyed.
Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14BP, MW	Slow and Steady, Transport (60 of the following units: Assault, Attack Bike, Bike, Devastator, Dreadnought, Scout, Tactical, Terminator; plus 60 of the following units: Hunter, Land Raider, Predator Annihilator, Predator Destructor, Razorback, Rhino, Vindicator, Whirlwind; plus nine Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units on board)
Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP, MW	Transport (20 of the following units: Assault, Attack Bike, Bike, Devastator, Dreadnought, Scout, Tactical, Terminator; plus 20 of the following units: Hunter, Land Raider, Predator Annihilator, Predator Destructor, Razorback, Rhino, Vindicator, Whirlwind; plus six Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units on board)
Drop Pod	Special	n/a	n/a	n/a	n/a	Deathwind	15cm	AP5+ /AT5+	Planefall, Transport (one formation of only the following units: Devastator, Dreadnought, Tactical). Deathwind: After the drop pod lands, its Deathwind attacks all enemy units within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cm of the drop pod or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the drop pod. Drop pod models should be removed from the board once the formation they transport has disembarked.

SPECIAL RULE

5.1.1 They Shall Know No Fear

Space Marines are renowned for their tenacity and bravery. This is represented by the following rules:

- It takes 2 Blast markers to suppress a Space Marine unit or kill a unit in a broken formation (ignore any leftover Blast markers).
- Space Marine formations are only broken if they have 2 Blast markers per unit in the formation.
- Space Marines formations only count half their number of Blaster markers in assault resolution (rounding down – note that assault resolution will not receive +1 for having no Blast markers if the formation has 1 Blast marker before rounding down). Halve the number of extra hits suffered by a Space Marine formation that loses an assault, rounding down in favour of the Space Marines.
- When a broken Space Marine formation rallies, it receives a number of Blast markers equal to the number of units, rather than half this number. Space Marines with the Leader special ability remove 2 Blast markers instead of 1.

74 5.1.1 They Shall Know No Fear

Q: Do broken Space Marine units count as having one BM per unit or one-half BM per unit in Assault resolution?

A: One BM per unit.

Q: When broken Space Marines formations are shot at, one unit is killed for each 2 Blast markers as per “They Shall Know No Fear” Special Rule. What if an odd number of Blast markers is generated, or only one?

A: Any extra Blast markers are ignored. From the “They Shall Know No Fear” Special Rule: It takes two Blast markers to suppress a Space Marine unit or kill a unit in a broken formation (ignore any left over Blast markers).

Q: If I shoot two times on a broken Space Marine formation (killing no units) do I generate 2 separate Blast markers?

A: No. Broken units do not retain Blast markers. So in this case the Space Marines would ignore the one Blast marker you place each time and would not lose any units. You would have to place two or more Blast markers on a broken Space Marine formation before it loses a unit.

5.2 IMPERIAL GUARD FORCES⁷⁵

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Commissar	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	<i>Fearless, Inspiring, Leader</i>
Commander	INF	15cm	6+	5+	5+	Autocannon	45cm	AP5+/AT6+	<i>Commander</i>
Infantry	INF	15cm	-	6+	5+	Autocannon	45cm	AP5+/AT6+	<i>One unit in every two has an Autocannon.</i>
Ogryns	INF	15cm	3+	4+	5+	Ripper Guns	(15cm)	Small Arms	
						Ogryn Combat Weapons	(bc)	Assault Weapons, EA(+1), MW	
Rough Riders	INF	20cm	6+	4+	6+	Laspistols	(15cm)	Small Arms	<i>Infiltrators, Mounted, Scouts</i>
						Power Lance	(bc)	Assault Weapons, EA(+1), FS	
Snipers	INF	15cm	-	6+	5+	Sniper Rifles	30cm	AP5+	<i>Scouts, Snipers</i>
Storm Troopers	INF	15cm	5+	5+	4+	Plasma Guns	15cm	AP5+/AT5+	<i>Scouts</i>
Support Squad	INF	15cm	-	6+	4+	2x Autocannon	45cm	AP5+/AT6+	
Supreme Commander	INF	15cm	5+	4+	5+	Autocannon	45cm	AP5+/AT6+	<i>Supreme Commander</i>
						Power Weapon	(bc)	Assault Weapons, EA(+1), MW	
Sentinel	LV	20cm	6+	6+	5+	Multilaser	30cm	AP5+/AT6+	<i>Scout, Walker</i>
Basilisk	AV	20cm	5+	6+	5+	Earthshaker	120cm	AP4+/AT4+	
							or 120cm	1BP, Ind	
						Heavy Bolter	30cm	AP5+	
Bombard	AV	20cm	6+	6+	5+	Siege Mortar	45cm	2BP, IC, Ind, Slw	
						Heavy Bolter	30cm	AP5+	
Chimera	AV	30cm	5+	6+	5+	Multilaser	30cm	AP5+/AT6+	<i>Transport (one Ogryns unit; or two of the following units: Commander, Infantry, Snipers, Storm Troopers, Support Squad, Supreme Commander)</i>
						Heavy Bolter	30cm	AP5+	
Deathstrike	AV	20cm	6+	6+	5+	Deathstrike Missile	Unlimited	MW2+, Ind, SS, TK(D6)	
						Heavy Bolter	30cm	AP5+	
Griffon	AV	30cm	6+	6+	5+	Heavy Mortar	30cm	1BP, Ind	
						Heavy Bolter	30cm	AP5+	
Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon	30cm	AP3+, IC	
						Heavy Bolter	30cm	AP5+	
Hydra	AV	30cm	6+	6+	5+	2x Twin Hydra Autocannon	45cm	AP4+/AT5+/AA5+	
						Heavy Bolter	30cm	AP5+	
Leman Russ	AV	20cm	4+	6+	4+	Battle Cannon	75cm	AP4+/AT4+	<i>Reinforced Armour</i>
						Lascannon	45cm	AT5+	
						2x Heavy Bolter	30cm	AP5+	
Leman Russ Demolisher	AV	20cm	4+	6+	3+	Demolisher	30cm	AP3+/AT4+, IC	<i>Reinforced Armour</i>
						Lascannon	45cm	AT5+	
						2x Plasma Cannon	30cm	AP4+/AT4+, Slw	

75 5.2 Imperial Guard Forces

Q: How do you determine the number of Autocannon shots an Imperial Guard infantry formation has if units in it are suppressed?

A: Work out Suppression for Imperial Guard infantry before working out the number of Autocannon shots. Any Guardsman within 45cm of the enemy is assumed to be in range and may therefore be suppressed as long as they have a Line of Fire. Count the number of remaining Guard units and halve this total, rounding up, to find the number of Autocannon shots you may take.

Another way to think about this is that each IG unit has ½ of an attack. Just as a BM suppresses all the shots of a single unit, it suppresses the ½ shot of the single IG infantry unit.

Leman Russ Vanquisher	AV	20cm	4+	6+	4+	Vanquisher Lascannon 2x Heavy Bolter	75cm 45cm 30cm	AP4+/AT2+ AT5+ AP5+	Reinforced Armour
Manticore	AV	20cm	6+	6+	5+	Rocket Launcher Heavy Bolter	150cm 30cm	2BP, D, Ind, Slw AP5+	
Valkyrie	AV	35cm	5+	6+	5+	Multilaser 2x Heavy Bolter 2x Rocket Pod	30cm 30cm 30cm	AP5+/AT6+ AP5+ 1BP, D, SS	Scout, Skimmer, Transport (one Ogryns unit; or two of the following units: Commander, Infantry, Snipers, Storm Troopers, Support Squad, Supreme Commander)
Vulture	AV	35cm	5+	6+	5+	Heavy Bolter Twin Autocannon 2x Hellstrike	30cm 45cm 120cm	AP5+ AP4+/AT5+ AT2+, SS	Scout, Skimmer
Baneblade	WE	15cm	4+	6+	4+	Baneblade Battle Cannon Autocannon Demolisher 2x Lascannon 3x Twin Heavy Bolter	75cm 45cm 30cm 45cm 30cm	AP3+/AT3+ AP5+/AT6+ AP3+/AT4+, Fx F, IC AT5+ AP4+	DC3, Reinforced Armour. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.
Shadowword	WE	15cm	4+	6+	5+	Volcano Cannon 2x Heavy Bolter	90cm 30cm	MW2+, Fx F, TK(D3) AP5+	DC3, Reinforced Armour. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.

5.3 IMPERIAL NAVY FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Emperor Class Battleship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	8BP, MW	<i>Slow and Steady</i>
Lunar Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	3BP, MW	
						Pin-Point Attack	n/a	MW2+, TK(D3)	
Marauder Bomber	AC	Bomber	4+	n/a	n/a	Twin Lascannon	45cm	AT4+/AA4+, FxF	
						Bomb Racks	15cm	3BP, FxF	
						2x Twin Heavy Bolter	15cm	AA5+	
Thunderbolt Fighter	AC	Fighter-Bomber	6+	n/a	n/a	Stormbolters	15cm	AP4+/AA5+, FxF	
						Multilaser	30cm	AP5+/AT6+/AA5+, FxF	
						Underwing Rockets	30cm	AT4+, FxF	

5.4 TITAN LEGION FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Reaver Class Titan	WE	20cm	4+	3+	3+	2x Turbolaser	60cm	4x AP5+/AT3+, FwA	<i>4 Void Shields, DC6, Fearless, Reinforced Armour, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 5+, and on a roll of 4-6 the breach has been repaired. Any breach not repaired causes one point of damage.</i>
						Rocket Launcher	60cm	3BP, FxF	
Warhound Class Titan	WE	30cm	5+	4+	4+	Vulcan Mega-Bolter	45cm	4x AP3+/AT5+, FwA	<i>2 Void Shields, DC3, Fearless, Reinforced Armour, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: Move the unit D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 6+.</i>
						Plasma Blastgun	45cm	2x MW2+, FwA, Slw	
Warlord Class Titan	WE	15cm	4+	2+	3+	Gatling Blaster	60cm	4x AP4+/AT4+, FwA	<i>6 Void Shields, DC8, Fearless, Reinforced Armour, Thick Rear Armour, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4-6 the breach has been repaired. Any breach not repaired causes one point of damage.</i>
						Volcano Cannon	90cm	MW2+, FwA, TK(D3)	
						2x Turbolaser	60cm	4x AP5+/AT3+, FxF	

SPECIAL RULE

5.4.1 Imperial Void Shields

Imperial Titans are protected by void shield generators. The number of void shields each Titan has is noted on the Titan's datasheet.

Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, nor allocate Blast markers. Once all of the shields have been knocked down, the Titan may be damaged normally and you may make saving throws against any hits that are scored. Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the Titan.

Void shields that have been knocked down can be repaired. Each Titan can repair one downed void shield in the end phase of each turn. In addition, if a Titan regroups it can use the dice roll to either repair the void shield or remove Blast markers (eg, if you rolled a 2 you could repair 2 shields, remove 2 Blast markers or repair 1 shield and remove 1 Blast marker).

76

76 5.4.1 Void Shields

Q: We did have some confusion over the interaction of void shields/power fields and Blast markers. Does having Blast markers prevent having void shields?

A: No. The idea is that downed void shields can be repaired instead of removing Blast markers when you regroup. So if you regroup you could use each pip of the dice roll to either repair one shield or remove one Blast marker.

Q: If a War Engine with Void Shields is hit by a weapon causing multiple points of damage, will any points left over after knocking down shields carry over to the War Engine itself?

A: Yes, they will carry over to damage the War Engine

Q: When Void Shields recharge in formations with multiple units is one dice rolled for the formation or one dice for each unit?

A: When regrouping roll two dice and take the highest as normal. Each pip can be used to remove one Blast marker or recharge one shield on every unit in the formation that has Void Shields.

Q: When does a Titan/War Engine get Void Shields back?

A: The Void Shields Special Rule in section 5.4.1 defines when a Titan or War Engine can regenerate Void Shields. Basically a Titan or War Engine gets one Void Shield back in the End Phase of each turn (if they have lost any Void Shields). As well, if a Titan or War Engine takes a Marshall action they can use the result of the Regroup dice roll (see 1.13.1) to repair Void Shields.

Q: Does AP fire take down a Void Shield?

A: No. Only AT, MW or TK fire can affect a Void Shield. Note that FF attacks in an Assault will damage a Titan's Void Shields. Also remember that the Titan or WE will also receive a Blast marker for coming under fire even if it can't affect the Titan or damage its Void Shield.

Q: How does allocation work with Void Shields in formations with multiple WEs? Do you treat them as being part of the WEs damage capacity, and continue allocating hits to the one WE up to its combined shield and DC value?

A: The Void Shields are not considered as part of the War Engine's Damage Capacity when allocating hits to the we. So when allocating hits to a War Engine that has Void Shields, or even Power Fields, only consider the WE's starting Damage Capacity and not any other factors.

Q: If a Titan with Void Shields gets hit by a TKD3 weapon do you remove 1 Void Shield or D3 Void Shields?

A: D3. The TK shot is assigned to a unit. Once all the hits have been assigned the results of those hits are resolved. If the unit had fewer Void shields than damage the extra damage would carry over into the unit.

5.5 ORK FORCES⁷⁷

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Oddboy	CH	n/a	n/a	n/a	n/a	0-1x Supa-Zzap-Gun 0-1x Soopagun	60cm 60cm	MW3+, TK(D3) 2BP, MW	<i>Replace one Big Gun weapon with either a Supa-Zzap-Gun or a Soopagun.</i>
Warlord	CH	n/a	n/a	n/a	n/a	Big Choppa	(bc)	Assault Weapons, EA(+1), MW	<i>Supreme Commander</i>
Big Gunz	INF	10cm	n/a	6+	5+	Big Gun	45cm	AP5+/AT5+	
Boyz	INF	15cm	6+	4+	6+	Big Shoota	30cm	AP6+/AT6+	
Grotz	INF	15cm	-	6+	6+	Shootas	(15cm)	Small Arms	<i>Expendable. Formations that include at least one Ork unit don't count Grot units that are lost in an assault when working out who has won the combat.</i>
Kommandos	INF	15cm	6+	4+	6+	Big Shoota	30cm	AP6+/AT6+	<i>Infiltrators, Scouts</i>
Nobz	INF	15cm	4+	3+	5+	2x Big Shoota Big Choppas	30cm (bc)	AP6+/AT6+ Assault Weapons, EA(+1)	<i>Leaders</i>
Stormboyz	INF	30cm	6+	4+	6+	Shootas	(15cm)	Small Arms	<i>Jump Packs, Scouts</i>
Warbikes	INF	35cm	5+	4+	6+	Twin Sawn-Off Big Shoota	15cm	AP5+/AT5+	<i>Mounted</i>
Deth Kopta	LV	35cm	4+	6+	5+	Twin Big Shoota	30cm	AP5+/AT6+	<i>Skimmer</i>
Skorcha	LV	35cm	5+	6+	4+	Skorcha	15cm	AP4+, IC	
Warbuggy	LV	35cm	5+	5+	5+	Twin Big Shoota	30cm	AP5+/AT6+	
Battlewagon	AV	30cm	5+	6+	5+	2x Twin Big Shoota	30cm	AP5+/AT6+	<i>Transport (two of the following units: Big Gunz, Boyz, Grotz, Kommandos, Nobz; only one of the two units may be a Big Gunz plus one unit of Grotz)</i>
Dreadnought	AV	15cm	4+	4+	5+	2x Big Shoota Kombat Klaws	30cm (bc)	AP6+/AT6+ Assault Weapons, EA(+1), MW	<i>Walker</i>
Flakwagon	AV	30cm	5+	5+	5+	Flak Gun	30cm	2x AP6+/AT6+/AA6+	<i>Transport (one of the following units: Big Gunz, Boyz, Grotz, Kommandos, Nobz)</i>
Gunwagon	AV	30cm	5+	5+	5+	Big Gun	45cm	AP5+/AT5+	<i>Transport (one of the following units: Big Gunz, Boyz, Grotz, Kommandos, Nobz)</i>
Killa Kan	AV	15cm	5+	5+	6+	Big Shoota Kombat Klaws	30cm (bc)	AP6+/AT6+ Assault Weapons, EA(+1), MW	<i>Walker</i>
Stompa	AV	15cm	4+	4+	4+	2-3x Big Gun 0-1x Kombat 'Ammer and	45cm 30cm (bc)	AP5+/AT5+ AP5+/AT6+ Assault Weapons, EA(+1), MW	<i>Reinforced Armour, Walker. Armed with either three Big Guns, or two Big Guns and a Kombat 'Ammer.</i>
Battlefortress	WE	30cm	4+	4+	4+	4x Twin Big Shoota Big Gun	30cm 45cm	AP5+/AT6+ AP5+/AT5+	<i>DC3, Transport (eight of the following units: Big Gunz, Boyz, Grotz, Kommandos, Nobz; only one of the eight units may be a Big Gunz; plus four units of Grotz) Critical Hit Effect: Move the unit D6cm in a random direction, all units under it suffer a hit. The unit is destroyed, all units on board are destroyed unless they roll a 6+.</i>

77 5.5 Ork Forces

Q: The free Ork Warlord Character upgrades the abilities of a single unit in the mob, correct?

A: Yes. This also includes the Gargant or Greater Gargant if the Warlord is added to either of those units.

Q: Where are the stats for the Ork Big Boss Character?

A: The Big Boss unit was removed from the army list but some references to it still exist. Just ignore any reference to it.

Q: Big Gunz, since they are crewed by Grotz, have no save and do not count as part of the Mob-Up rule. *but*, do you accumulate a blast marker for killing one? If so, that would be a rather big negative to taking them. You get all of the minuses and none of the pluses.

A: The special rules in the “Grotz” datasheet apply only to “Grotz” units, so yes you do get BM for killing Big Gunz. On the other hand, Grotz and Big Gunz are specifically mentioned in the Mob Up rule. (Although it actually refers to “Gretchin”, it should read “Grotz”).

Gargant	WE	15cm	4+	3+	3+	Gaze of Mork 2-3x Soopagun 0-1x Supa-Zzap-Gun 0-1x Mega-Choppa	30cm 60cm 60cm 45cm	MW4+, TK 2BP, FxF, MW MW3+, FxF, TK(D3) AP5+/AT5+, FxF	D3+3 Power Fields, DC 8, Fearless, Reinforced Armour, Walker. Armed with either three Soopaguns, or two Soopaguns and one of the following: Mega-Choppa, Supa-Zzap-Gun. Critical Hit Effect: The unit catches fires. Roll a D6 for each fire burning on the unit in the end phase of each turn. On a roll of 1 a second fire starts, and on a roll of 5-6 the fire is put out. Any fires not put out cause one point of damage.
							and (bc)	Assault Weapons, EA(+1), TK(D3)	
Great Gargant	WE	15cm	4+	3+	3+	Gaze of Mork 2x Big Gun Soopagun 2-3x Twin Soopagun 0-1x Lifta-Droppa	30cm 45cm 60cm 60cm 60cm	MW4+, TK AP5+/AT5+ 2BP, FxF, MW 3BP, FxF, MW MW3+, FxF, TK(D3)	D6+6 Power Fields, DC 12, Fearless, Reinforced Armour, Walker. Armed with either two Twin Soopaguns, or a Twin Soopagun and Lifta-Droppa. Critical Hit Effect: The unit catches fires. Roll a D6 for each fire burning on the unit in the end phase of each turn. On a roll of 1 a second fire starts, and on a roll of 5-6 the fire is put out. Any fires not put out cause one point of damage.
							and (bc)	Assault Weapons, EA(+1), TK(D3)	
Gunfortress	WE	30cm	4+	4+	4+	5x Twin Big Shoota 3x Big Guns	30cm 45cm	AP5+/AT6+ AP5+/AT5+	DC3, Transport (four of the following units: Big Gunz, Boyz, Grotz, Kommandos, Nobz; only one of the four units may be a Big Gunz; plus two units of Grotz) Critical Hit Effect: Move the unit D6cm in a random direction, all units under it suffer a hit. The unit is destroyed, all units on board are destroyed unless they roll a 6+.
Supa-Stompa	WE	15cm	4+	4+	4+	Gaze of Mork 2-3x Soopagun 0-1x Mega-Choppa	30cm 60cm 45cm	MW4+, TK 2BP, FxF, MW AP5+/AT5+, FxF	D3 Power Fields, DC 4, Fearless, Reinforced Armour, Walker. Armed with either three Soopaguns, or two Soopaguns and a Mega-Choppa. Critical Hit Effect: The unit suffers a -1 to hit modifier for the rest of the game. Subsequent critical hits cause an extra point of damage.
							and (bc)	Assault Weapons, EA(+1), TK(D3)	
Fighta Bommer	AC	Fighter-Bomber	6+	n/a	n/a	Heavy Shootas Tankbusta Rokkits	15cm 30cm	AP5+/AA5+ AT4+	
Landa	AC/ WE	Bomber	5+	6+	4+	Gun Turrets 2x Tankbusta Rokkits	15cm 30cm	D6+3x AP5+/AA6+ AT4+, FxF	DC3, Planetfall, Reinforced Armour, Transport (ten of the following units: Boyz, Dreadnought, Grotz, Killa Kan, Kommandos, Nobz, Skorcha, Stormboyz, Warbikes, Warbuggy; plus four units of Grotz, Light Vehicles and Dreadnoughts count as two units each). Critical Hit Effect: The unit and all units on board are destroyed.
Battlekroozzer	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	D6+3BP, MW	Slow and Steady, Transport (twelve Landas and the units being transported on them)
Kill Kroozzer	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	D6+1BP, MW	

SPECIAL RULE

5.5.1 Mob Rule

Orks believe that as long as there's a bunch of them still fighting together (slightly more than they can count up to is ideal!) then there's always a chance that they'll prevail, no matter the odds. To represent this, Ork formations with more than five units (ie, too many to count on the fingers of one hand), not including Gretchin or Big Gunz units, receive a +1 modifier to any rally rolls they make, and formations with more than 10 such units receive a +2 modifier. For the purposes of this rule war engine's count each point of starting damage capacity as a unit.

SPECIAL RULE

5.5.2 Power of the Waaagh!

Orks are not noted for their organisational abilities, and thus usually have a pretty low initiative rating. However, if there is one thing that will galvanise an Ork warband, it's the thought of a good punch-up! Because of this, Ork formations that are attempting to take engage or double actions receive a +2 modifier to their action test roll. Ork flyboyz similarly relish the chance to shoot things up, and receive a +2 modifier to their action test roll when attempting to carry out interception or ground attack actions (see 4.0).

SPECIAL RULE

5.5.3 Power Fields

Some Ork war engines are protected by banks of power fields. The number each war engine has is noted on its datasheet. Power fields work in exactly the same manner as Imperial Void Shields (see 5.4.1), with the sole exception that they may not be repaired once they have been knocked down by a hit, and will instead remain down for the remainder of the battle.

5.6 ELDAR FORCES⁷⁸

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Autarch	CH	n/a	n/a	n/a	n/a	Autarch Ranged Weapon Autarch Close Combat Weapon	(15cm) (bc)	Small Arms, EA(+1) Assault Weapons, EA(+1), MW	<i>Inspiring, Invulnerable Save, Supreme Commander</i>
Court of the Young King	CH	n/a	n/a	n/a	n/a	Ancient Weapons	(bc)	Assault Weapons, EA(+1), MW	
Exarch	CH	n/a	n/a	n/a	n/a	0-1x Exarch Ranged Weapon 0-1x Exarch Close Combat Weapon	(15cm) (bc)	Small Arms, EA(+1) Assault Weapons, EA(+1)	<i>Inspiring, Exarchs added to units of Dire Avengers, Howling Banshees, Shining Spears or Striking Scorpions have an Exarch Close Combat weapon. Exarchs added to a unit of Dark Reapers, Fire Dragons, Swooping Hawks or Warp Spiders have an Exarch Ranged Weapon.</i>
Dark Reapers	INF	15cm	5+	6+	3+	Reaper Missile Launchers	45cm	2x AP5+	
Dire Avengers	INF	15cm	5+	5+	4+	Shuriken Catapults	(15cm)	Small Arms, EA(+1)	
Farseer	INF	15cm	4+	4+	5+	Shuriken Pistols Witch Blades	(15cm) (bc)	Small Arms Assault Weapons, EA(+1), MW	<i>Commander, Farsight, Invulnerable Save</i>
Fire Dragons	INF	15cm	5+	5+	4+	Fusion Guns	15cm and (15cm)	MW5+ Small Arms, MW	
Guardians	INF	15cm	-	6+	4+	Shuriken Catapults	(15cm)	Small Arms	
Heavy Weapon Platform	INF	15cm	-	6+	5+	Scatter Laser	30cm	AP5+ / AT5+	
Howling Banshees	INF	15cm	5+	2+	5+	Shuriken Pistols Banshee Masks	(15cm) (bc)	Small Arms Assault Weapons, FS	
Jetbikes	INF	35cm	5+	6+	4+	Twin Shuriken Catapults	(15cm)	Small Arms	<i>Mounted, Skimmers</i>
Rangers	INF	15cm	5+	6+	5+	Long Rifles	30cm	AP5+	<i>Scouts, Snipers</i>
Shining Spears	INF	35cm	4+	4+	5+	Twin Shuriken Catapults Power Lances	(15cm) (bc)	Small Arms Assault Weapons, L	<i>Mounted, Skimmers</i>
Support Weapon Platform	INF	15cm	-	6+	6+	D-Cannon	30cm	MW5+	
Striking Scorpions	INF	15cm	4+	4+	5+	Shuriken Pistols Mandiblasters	(15cm) (bc)	Small Arms Assault Weapons, EA(+1)	
Swooping Hawks	INF	35cm	5+	5+	4+	Lasblasters	(15cm)	Small Arms	<i>Jump Packs, Scouts, Teleport</i>
Warp Spiders	INF	15cm	4+	5+	4+	Death Spinner	(15cm)	Small Arms	<i>First Strike, Infiltrators, Jump Packs</i>
Wraithguard	INF	15cm	4+	4+	4+	Wraithcannons	15cm and (15cm)	2x MW5+ Small Arms, EA(+1), MW	<i>Fearless, Reinforced Armour</i>
Vyper	LV	35cm	4+	6+	5+	Scatter Laser	30cm	AP5+ / AT5+	<i>Skimmer</i>
War Walker	LV	20cm	6+	5+	5+	Scatter Laser Bright Lance	30cm 30cm	AP5+ / AT5+ AT5+, L	<i>Reinforced Armour, Scout, Walker</i>

78 5.6 Eldar Forces

Q: Played a game a few weeks past and we had an interesting Assault. My opponent had his Avatar in the assault and it was killed by a critical when resolving the CC and FF hits but before we resolved the MW attacks from the Avatar and the CYK. Therefore the Avatar never got to take those attacks since it was dead via the effect of the critical. Legal?

A: No. MW hits inflicted by the Avatar were generated before it was destroyed may still be applied to enemy units that were in base contact with the Avatar when it was killed.

Q: Can a Storm Serpent carry out a March action and use web portal?

A: Yes.

Q: Can you use a Webway Portal on a destroyed Storm Serpent?

A: No. Like all other special abilities, if the model isn't there then the special ability isn't there. While the Wraithgate cannot be attacked, the Storm Serpent can.

Q: Eldar Exarchs: if I add an Exarch to a Fire Dragon unit, is the Exarch's extra attack MW? And if I add it to a Warp Spider unit, is the Exarch's additional attack first strike too?

A: The Fire Dragon MW attack is associated with their weapon, so the extra attack from the Exarch is a separate attack and so doesn't get the MW bonus. The Warp Spiders, however, have First Strike in the notes section, and it therefore applies to all of their attacks, including additional Exarch attacks.

Falcon	AV	35cm	5+	6+	4+	Pulse Laser Scatter Laser	45cm 30cm	2x AT4+ AP5+/AT5+	<i>Skimmer, Transport (one of the following units: Dark Reapers, Dire Avengers, Farseer, Fire Dragons, Guardians, Heavy Weapon Platform, Howling Banshees, Striking Scorpions)</i>
Fire Prism	AV	35cm	5+	6+	5+	Prism Cannon	60cm	AP4+/AT2+, L	<i>Skimmer</i>
Firestorm	AV	35cm	5+	6+	4+	Firestorm Battery	45cm	2x AP5+/AT5+/AA4+	<i>Skimmer, Transport (one of the following units: Dark Reapers, Dire Avengers, Farseer, Fire Dragons, Guardians, Heavy Weapon Platform, Howling Banshees, Striking Scorpions)</i>
Night Spinner	AV	35cm	5+	6+	5+	Night Spinner	45cm	1BP, D, Ind	<i>Skimmer, Transport (one of the following units: Dark Reapers, Dire Avengers, Farseer, Fire Dragons, Guardians, Heavy Weapon Platform, Howling Banshees, Striking Scorpions)</i>
Wave Serpent	AV	35cm	5+	6+	4+	Twin Shuriken Cannon	30cm	AP4+	<i>Reinforced Armour, Skimmer, Transport (one Wraithguard unit; or two of the following units: Dark Reapers, Dire Avengers, Farseer, Fire Dragons, Guardians, Heavy Weapon Platform, Howling Banshees, Striking Scorpions)</i>
Wraithlord	AV	15cm	4+	3+	4+	Bright Lance Power Fists	30cm (bc)	AT5+, L Assault Weapons, EA(+1), MW	<i>Fearless, Reinforced Armour, Walker</i>
Avatar	WE	15cm	3+	2+	4+	Wailing Doom	30cm and (bc)	MW5+ Assault Weapons, EA(+1), MW	<i>DC3, Commander, Fearless, Inspiring, Invulnerable Save, Walker. Critical Hit Effect: The unit is destroyed. All Eldar formations with a unit with a line of fire to the Avatar receive a Blast marker.</i>
Cobra	WE	25cm	5+	6+	5+	Cobra D-Cannon Eldar Missile Launcher Shuriken Cannon	30cm 45cm 30cm	2BP, FxP, TK(D3+1) AP5+/AT6+/AA6+ AP5+	<i>DC3, Skimmer, Reinforced Armour. The Cobra D-Cannon has the Ignore Cover ability when used against War Engines. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.</i>
Phantom Titan	WE	25cm	5+	3+	3+	1-2x Titan Pulsar 0-1x Power Fist and (15cm) or (bc) 2x Twin Eldar Missile Launcher	75cm 30cm (15cm) (bc) 45cm	2x MW3+, TK 6x AP4+/AT4+ Small Arms, EA(+3) Assault Weapons, EA(+2), TK(D3) AP4+/AT5+/AA5+	<i>DC6, Fearless, Holofield, Leader, Reinforced Armour, Walker. Armed with either two Titan Pulsars, or a Titan Pulsar and Power Fist. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit loses the Holofield ability save for the rest of the game. Subsequent critical hits cause an extra point of damage.</i>
Revenant Titan	WE	35cm	5+	4+	4+	2x Revenant Pulse Laser 2x Eldar Missile Launcher	45cm 45cm	2x MW3+ AP5+/AT6+/AA6+	<i>DC3, Fearless, Holofield, Jump Pack, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit loses the Holofield ability save for the rest of the game. Subsequent critical hits destroy the unit.</i>
Scorpion	WE	25cm	5+	6+	5+	Scorpion Twin Pulsar Shuriken Cannon	60cm 30cm	2x MW2+ AP5+	<i>DC3, Skimmer, Reinforced Armour. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.</i>
Storm Serpent	WE	25cm	5+	6+	4+	Storm Serpent Pulse Laser Scatter Laser	45cm 30cm	2x AT3+ AP5+/AT5+	<i>DC3, Skimmer, Reinforced Armour, Webway Portal. Only formations consisting completely of infantry units, light vehicle units or armoured vehicles units with the walker ability may use the Storm Serpent's Webway Portal to enter play. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.</i>
Void Spinner	WE	25cm	5+	6+	5+	Void Spinner Array	60cm	3BP, D, Ind	<i>DC3, Skimmer, Reinforced Armour. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.</i>
Warlock Titan	WE	25cm	5+	3+	3+	Psychic Lance and (15cm) 0-1x Titan Pulsar 0-1x Power Fist and (15cm) or (bc) 2x Twin Eldar Missile Launcher	30cm (15cm) 75cm 30cm (15cm) (bc) 45cm	3BP, D, IC, TK(D3) Small Arms, EA(+2), TK(D3) 2x MW3+, TK 6x AP4+/AT4+ Small Arms, EA(+3) Assault Weapons, EA(+2), TK(D3) AP4+/AT5+/AA5+	<i>DC6, Farsight, Fearless, Holofield, Inspiring, Leader, Reinforced Armour, Walker. Armed with a Psychic Lance, and either a Titan Pulsar or Power Fist. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit loses the Holofield ability save for the rest of the game. Subsequent critical hits cause an extra point of damage.</i>

Nightwing Interceptor	AC	Fighter	4+	n/a	n/a	Twin Shuriken Cannon	30cm	AP4+/AA5+, FxF	
						Twin Bright Lance	30cm	AT4+/AA5+, FxF, L	
Phoenix Bomber	AC	Fighter-Bomber	5+	n/a	n/a	Twin Shuriken Cannon	30cm	AP4+/AA5+, FxF	Reinforced Armour
						Pulse Laser	45cm	2x AT4+, FxF	
						Night Spinner	15cm	1BP, D, FxF	
Vampire Raider	AC/WE	Bomber	5+	6+	4+	2x Pulse Laser	45cm	2x AT4+, FxF	DC2, Planetfall, Reinforced Armour, Transport (eight of the following units: Dark Reapers, Dire Avengers, Farseer, Fire Dragons, Guardians, Heavy Weapon Platform, Howling Banshees, Rangers, Striking Scorpions, Support Weapon Platform, Swooping Hawks, Warp Spiders, Wraithguard; Wraithguard count as two units each). Critical Hit Effect: The unit and all units on board are destroyed.
						Scatter Laser	30cm	AP5+/AT5+/AA5+, FxF	
Dragonship	SC	n/a	n/a	n/a	n/a	0-1x Orbital Bombardment	-	8BP, MW	Transport (twelve Vampire Raiders and the units being transported on them). Armed with either an Orbital Bombardment or two Pin-Point Attacks.
						0-1x 2x Pin-Point Attack	-	MW2+, TK(D3)	
Wraithship	SC	n/a	n/a	n/a	n/a	0-1x Orbital Bombardment	-	4BP, MW	Armed with either an Orbital Bombardment or Pin-Point Attack.
						0-1x Pin-Point Attack	-	MW2+, TK(D3)	

SPECIAL RULE

5.6.1 Farsight

Eldar Farseers are able to partially unravel the threads of time, allowing them to foresee events that may affect his army, and act to counter them. To represent this, any Eldar formation that includes a unit with Farsight may ignore the -1 Action test penalty when they try to retain the initiative.

In addition, once per turn the Eldar player may attempt to retain the initiative twice in a row (i.e. the Eldar player can retain the initiative and take another action after having successfully retained the initiative once already). Any Eldar formation may be chosen, including those that do not include a unit with Farsight, but at least one unit with Farsight must still be in play and on the battlefield. The formation must still pass an initiative test in order to carry out the action, and will suffer the -1 modifier for retaining the initiative unless it includes a unit with Farsight. Once the action has been taken the initiative returns to the opposing player.

SPECIAL RULE

5.6.2 Hit & Run Tactics

The Eldar are a dying race, and any loss is deeply mourned. Because of this they have developed tactics that, when combined with their highly advanced technology, allows them to attack the enemy and then quickly retire in order to avoid any return fire. This special ability is reflected by the following special rules, which apply to all formations in an Eldar army.

Eldar formations that take advance or double actions may choose to shoot either before or after each move. However, they may still only shoot once during the action. For example, an Eldar formation taking an advance action could shoot and then move or move and then shoot, while a formation taking a double action could shoot and move twice, move twice and then shoot, or move then shoot and then move again.

In addition Eldar formations that wins an assault are allowed to move any distance up to their speed value when they consolidate, rather than being limited to a move of 5cms as would normally be the case.

79 5.6.2 Hit & Run Tactics

Q: In an Eldar move/shoot/move (double move) can transported infantry be unloaded after the first move, shoot and get then picked up as part of the second move?

Q: Yes

Q: If I use Eldar and their Hit & Run special rule that allows them to fire before or after I make the move and I shoot once and then move twice, would I still receive a -1 modifier to hit?

A: Yes. A double action is a double action – the -1 applies whichever order the moves/shooting is made in.

SPECIAL RULE

5.6.3 Eldar Technology

The Eldar are a technologically sophisticated race that make use of a number of devices that have capabilities far in advance of anything used by the other races in the galaxy. These technological advantages are represented in Epic by the following special rules:

Holo-field: Eldar Titans are protected by a Holo-field that is projected from special wing-like structures on the Titan's carapace. These fracture the image of the Titan making it appear as a swirling cloud of coloured motes to the naked eye, while at the same time disrupting any targeting devices attempting to lock onto the Titan. The overall result is to make the Titan a very hard target to hit! Holo-fields provide Titans with a special 3+ saving throw that can be taken instead of the Titan's normal saving throw. This save may always be taken, even against hits in an assault or against Titan Killer or Macro-weapons attacks. Make a single saving against weapons with the Titan Killer ability, rather than a separate save for each point of damage. If a vehicle with a Holo-field also has Reinforced Armour, then it is allowed to re-roll its saving throw unless hit by Lance, Macro-weapon or Titan Killer attacks, but the re-roll must be made using the units armour save rather than the Holo-field save. No Blast markers are placed for hits that are saved by a Holo-field.

Lance: A Lance uses a highly concentrated beam of laser energy to destroy heavily armoured targets. A unit with Reinforced Armour that is hit by a Lance weapon is not allowed to re-roll its saving throw.

Webway Portal: Webway portals are used by the Eldar to safely travel through the Warp. Each Webway Portal included in the army allows the Eldar player to pick up to three other formations, and keep them back on the Craftworld. Any formation's that are kept on the Craftworld may enter play via the Webway Portal, by taking an action that allows them to make a move, and then measuring their first move from the position that a Webway Portal occupies on the tabletop. Note that the formation may appear through any Webway Portal, not just the one that was 'used' to allow the formation to be kept off-board. No more than one formation may travel through each Webway Portal each turn.

In the Epic Tournament Game Rules formations in reserve with multiple deployment options must have a designated deployment method during setup (e.g. Webway Portal, air transport or teleport).

80

80 5.6.3 Eldar Technology

Q: When do I decide what method Eldar reserve formations will use to enter play?

A: In the GT scenario reserve formations with multiple deployment options must be designated as to deployment method during setup – webway, air transport or teleport..

Q: Do Eldar holo fields work in CC

A: Yes. holo fields work against all forms of attack, including CC attacks and Barrages.

Q: Does the Reinforced Armour ability of Eldar Titans allow you to re-roll a failed holo field Save?

A: Only against AT fire or hits in an Assault. The Reinforced Armour save does not apply to MW fire. Note, the Reinforced Armor reroll after a Holo-field save uses the unit's armor value.

Q: Are Holo Fields effected by Crossfire

A: Yes.

Q: Do you have to choose whether to use a Titan's Holo Field Save or an Armour Save or do you use both?

A: The Holo Field save is taken instead of the unit's normal save. You don't get the Holo Field save and the units Armour Save, you pick which to use.

However, if the unit fails it's Holo Field save and has Reinforced armour, then it is allowed a re-roll for AT hits or hits from an Assault. No Reinforced Armour reroll is allowed for MW hits (or TK hits for that matter). In this case, though, it has to use it's Armour value for the re-roll not the Holo Field save.

The Reinforced Armour ability is used, if applicable, even if the player chose to use the Holo Field save and not the Armour save.

5.7 BARAN SIEGEMASTER FORCES⁸¹

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Rapier Laser Destroyer	INF	10cm	-	-	5+	Rapier Laser Destroyer	45cm	AP6+/AT4+	
Sappers	INF	15cm	6+	5+	5+	Heavy Flamer and Melta Bombs	15cm (15cm) (bc)	AP4+, IC Small Arms, IC Assault Weapons, EA(+1), MW	<i>Walker</i>
Siege Infantry	INF	15cm	-	6+	5+	Heavy Stubber	30cm	AP6+	
Thudd Gun	INF	10cm	-	-	5+	Thudd Gun	45cm	AP4+/AT6+, Ind	
Blitzen AA Gun	LV	0cm	-	-	6+	Blitzen Cannon	60cm	AP6+/AT5+/AA5+	
Bruenhilde	LV	15cm	6+	-	6+	Heavy Stubber	30cm	AP6+	<i>Transport (one of the following units: Blitzen AA Gun, Götterdämmerung Howitzer, Rapier Laser Destroyer, Thudd Gun)</i>
Götterdämmerung Howitzer	LV	0cm	-	-	6+	Howitzer	90cm	1BP, Ind	
Ragnarok Heavy Tank	AV	15cm	4+	6+	4+	Ragnarok Battlecannon 2x Heavy Stubber	60cm 30cm	AP4+/AT4+ AP6+	<i>Reinforced Armour, Walker</i>
Siegfried Light Tank	AV	30cm	5+	6+	5+	Multilaser	30cm	AP5+/AT6+	<i>Scout</i>

5.7.1 Fortified Positions⁸²

<i>Terrain</i>	<i>Infantry</i>	<i>Vehicle</i>	<i>War Engine</i>	<i>Notes</i>
Bunker	3+ Cover Save	Dangerous	Impassable	Counts as <i>Fortifications</i> (see 1.8.4). Can hold three units.
Gun Emplacement	4+ Cover Save	5+ Cover Save	No Effect	Provides vehicles with a Cover Save that works in the same manner as an infantry Cover Save (see 1.8.3). Can hold one unit.
Razor Wire	Dangerous	No Effect	No Effect	
Trench	4+ Cover Save	Dangerous	No Effect	Can hold one infantry unit per 4cm of length.

⁸¹ **5.7 Baran Siegemaster Forces**

For 0cm move units, see section 1.7 above.

⁸² **5.7.1 Fortified Positions**

Q: What is a fortified position?

A: In the rules this term refers only to the ‘fortified positions’ you buy from the fortified positions entry on the army list.

Q: Do they work against fire from all directions?

A: Yes, all directions.

Q: For razor wire, only length is given. How broad can a base holding razor wire be?

A: Regardless of width assume it is under 5cm (i.e. can be crossed in one ‘cautious’ move as described in 1.8.1).

Q: Do fortifications (especially bunkers, but also trenches/siege lines) block LOF?

A: No. Such things are designed to be unobtrusive and if properly constructed mostly below ground!

Q: If a vehicle attacks a unit in a trench in CC does the fact it has attacked me in CC mean it has to take a test?

A: If the vehicle contacts part of the stand that is within cover it has to take a dangerous terrain test, if it contacts a part of the stand that is not within cover (say the unit is half within a wood) it would not and finally if the stand were within a bunker, building or other feature impassable to the vehicle it would not be able to enter CC at all.

Q: Do you roll dangerous terrain tests for going over your own barbed wire?

A: Yes.

5.8 FERAL ORK FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Wyrdboy	CH	n/a	n/a	n/a	n/a	Fist of Gork	45cm	MW5+/AA5+, MW	
Boarboyz	INF	20cm	5+	4+	6+	Shootas	(15cm)	Small Arms	<i>Infiltrators, Mounted</i>
Madboyz	INF	15cm	6+	4+	6+	Shootas	(15cm)	Small Arms	<i>Fearless</i>
Squig Katapult	INF	10cm	-	6+	5+	Squig Katapult	45cm	1BP, D	
Wildboyz	INF	15cm	6+	4+	-	-			
Junkatruk	LV	25cm	5+	5+	6+	Big Shoota	30cm	AP6+/AT6+	<i>Transport (one of the following units: Boyz, Grotz, Nobz). Units being transported may shoot.</i>
Squigggoth	LV	20cm	4+	4+	5+	Big Gun	45cm	AP5+/AT5+	<i>Reinforced Armour, Thick Rear Armour, Transport (four of the following units: Boyz, Grotz, Nobz, Wildboyz; plus two units of Grotz)</i>
						2x Twin Big Shoota	30cm	AP5+/AT6+	
						Teeth and Horns	(bc)	Assault Weapons, EA(+D3), MW	
Orkeosaurus	WE	15cm	4+	4+	5+	2x Big Gun	45cm	AP5+/AT5+	<i>DC6, Reinforced Armour, Thick Rear Armour, Transport (twelve of the following units: Boyz, Grotz, Nobz, Wildboyz; plus six units of Grotz). Critical Hit Effect: Move the unit 3D6cm in a random direction. If it moves into impassable terrain it stops and is destroyed. If it moves into another unit it stops and that unit suffers a macro-weapon hit.</i>
						4x Twin Big Shoota	30cm	AP5+/AT6+	
						Goring Tusks	(bc)	Assault Weapons, EA(+D3), MW	
						or	(bc)	Assault Weapons, EA(+1), TK(D3)	
Steam Gargant	WE	15cm	4+	4+	4+	0-2x Soopagun	60cm	2BP, MW	<i>DC4, Fearless, Reinforced Armour, Walker. Armed with any two of the following weapons: Soopagun, Mega-Choppa. Critical Hit Effect: The unit is destroyed. All units within 2D6cm suffer a hit.</i>
						0-2x Mega-Choppa	(bc)	Assault Weapons, EA(+1), TK(D3)	
						Fist of Gork	45cm	MW5+/AA5+, MW	

SPECIAL RULE

5.8.1 Mob Rule

Orks believe that as long as there's a bunch of them still fighting together (slightly more than they can count up too is ideal) then there's always a chance that they'll prevail, no matter the odds. To represent this Ork formations with more than five units (ie, too many to count on the fingers of one hand), not including Grotz or Squig Katapultz units, receive a +1 modifier to any Rally rolls they make, and formations with more than 10 such units receive a +2 modifier. For the purposes of this rule War Engines count each point of starting damage capacity as a unit.

SPECIAL RULE

5.8.2 Power Of The Waaagh!

Orks are not noted for their organisational abilities, and thus usually have a pretty low Initiative rating. However, if there is one thing that will galvanise an Ork warband, it's the thought of a good punch-up. Because of this Ork formations that are attempting to take Charge or Double actions receive a +2 modifier to their Action test roll.

5.9 WHITE SCAR FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
White Scars Bike	INF	35cm	4+	3+	4+	Twin Bolters	(15cm)	Small Arms	<i>Mounted, Walker. Counts as a Bike unit for the purposes of being transported.</i>

5.10 SPEED FREEK FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Mekboy Bad Ork Bikerboy	INF	40cm	5+	4+	5+	Sawn-Off Custom Blasta and Choppa Blades	15cm (15cm) (bc)	MW5+ Small Arms, EA(+1), MW Assault Weapons, EA(+1), MW	<i>Invulnerable Save, Mounted, Supreme Commander. Counts as a Warbikes unit for the purposes of being transported.</i>
Nob Warbikes	INF	35cm	4+	3+	5+	2x Big Shoota Big Choppas	30cm (bc)	AP6+/AT6+ Assault Weapons, EA(+1)	<i>Leaders, Mounted. Counts as a Warbikes unit for the purposes of being transported.</i>
Trukk	LV	35cm	5+	6+	-	-			<i>Transport (one of the following units: Big Gunz, Boyz, Grotz, Nobz). With the exception of Big Gunz, units being transported may shoot.</i>
Mekboy Speedsta	AV	35cm	5+	6+	5+	Kustom Kannon	45cm	MW4+	<i>D3 Power Fields</i>

5.11 BLACK LEGION FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Champion of Chaos	CH	n/a	n/a	n/a	n/a	0-1x Daemon Artifact 0-1x Daemon Bolt	(bc) (15cm)	Assault Weapons, EA(+1), FS Small Arms, EA(+1), FS	<i>Augmented Summoning (+2D3), Invulnerable Save. Champion of Chaos added to a formation that belongs to Khorne, Nurgle or Chaos Undivided have a Daemon Artifact weapon. Champion of Chaos added to a formation that belongs to Slaanesh or Tzeentch have a Daemon Bolt weapon.</i>
Chaos Lord	CH	n/a	n/a	n/a	n/a	Daemon Weapon	(bc)	Assault Weapons, EA(+1), MW	<i>Commander, Leader, Invulnerable Save</i>
Chaos Warlord	CH	n/a	n/a	n/a	n/a	-			<i>Supreme Commander</i>
Icon Bearer	CH	n/a	n/a	n/a	n/a	-			<i>Daemonic Focus, Leader, Invulnerable Save</i>
Sorcerer Lord	CH	n/a	n/a	n/a	n/a	Warp Bolt	(15cm)	Small Arms, EA(+1), MW	<i>Commander, Leader, Invulnerable Save</i>
Berzerkers	INF	15cm	4+	2+	5+	Bolt Pistols	(15cm)	Small Arms	<i>Fearless</i>
Bloodletters	INF	15cm	4+	4+	-	Hellblades	(bc)	Assault Weapons, EA(+1)	<i>Expendable, Invulnerable Save. Costs one point to summon.</i>
Chaos Space Marines	INF	15cm	4+	4+	4+	Autocannon	45cm	AP5+ / AT6+	
Chaos Space Marine Bikes	INF	35cm	4+	3+	4+	Twin Bolters	(15cm)	Small Arms	<i>Mounted</i>
Chaos Space Marine Chosen	INF	15cm	4+	4+	4+	Autocannon	45cm	AP5+ / AT6+	<i>Scouts</i>
Chaos Space Marine Terminators	INF	15cm	4+	3+	3+	2x Reaper Autocannon Power Weapons	30cm (bc)	AP4+ / AT6+ Assault Weapons, EA(+1), MW	<i>Reinforced Armour, Teleport, Thick Rear Armour</i>
Daemon Prince	INF	15cm (30cm)	3+ (4+)	3+	3+	Warp Blast Possessed Weapon	(15cm) (bc)	Small Arms, EA(+1), MW Assault Weapons, EA(+2), MW	<i>Commander, Fearless, Leader, Reinforced Armour, Teleport. A Daemon Prince may have wings, the unit gains the Jump Pack ability and a move of 30cm, while it's armour value is reduced to 4+.</i>
Daemonettes	INF	15cm	4+	3+	-	-			<i>Expendable, First Strike, Invulnerable Save. Costs one point to summon.</i>
Daemonic Beasts	INF	20cm	4+	3+	-	-			<i>Expendable, Infiltrators, Invulnerable Save. Costs one point to summon</i>
Flamers	INF	15cm	5+	5+	4+	Flames of Tzeentch	(15cm)	Small Arms, EA(+1)	<i>Expendable, Invulnerable Save. Costs one point to summon.</i>
Havocs	INF	15cm	4+	5+	3+	2x Autocannon	45cm	AP5+ / AT6+	
Noise Marines	INF	15cm	4+	4+	3+	Blastmaster	30cm	AP5+ / AT6+, D	<i>Fearless</i>
Obliterators	INF	15cm	4+	3+	2+	3x Body Weapons	45cm	AP5+ / AT5+ / AA6+	<i>Fearless, Reinforced Armour, Teleport, Thick Rear Armour</i>
Plague Marines	INF	15cm	3+	3+	4+	Bolters	(15cm)	Small Arms	<i>Fearless</i>
Plaguebearers	INF	15cm	3+	3+	5+	Plague of Flies	(15cm)	Small Arms	<i>Expendable, Invulnerable Save. Costs one point to summon.</i>
Raptors	INF	30cm	4+	3+	4+	Bolt Pistols	(15cm)	Small Arms	<i>Jump Packs</i>
Thousand Sons	INF	15cm	4+	5+	4+	Bolters	(15cm)	Small Arms	<i>Fearless, Reinforced Armour</i>
Chaos Dreadnought	AV	15cm	3+	4+	4+	Twin Autocannon Power Fist	45cm (bc)	AP4+ / AT5+ Assault Weapons, EA(+1), MW	<i>Fearless, Walker</i>
Chaos Land Raider	AV	25cm	4+	6+	4+	2x Twin Lascannon Twin Heavy Bolter	45cm 30cm	AT4+ AP4+	<i>Reinforced Armour, Thick Rear Armour, Transport (one Chaos Space Marine Terminators; or two of the following units: Berzerkers, Chaos Space Marines, Chaos Space Marine Chosen, Havocs, Noise Marines, Plague Marines, Thousand Sons)</i>
Chaos Predator	AV	30cm	4+	6+	4+	Twin Lascannon 2x Heavy Bolters	45cm 30cm	AT4+ AP5+	
Chaos Rhino	AV	30cm	5+	6+	6+	Combi-Bolter	(15cm)	Small Arms	<i>Transport (two of the following units: Berzerkers, Chaos Space Marines, Chaos Space Marine Chosen, Havocs, Noise Marines, Plague Marines, Thousand Sons)</i>
Chaos Vindicator	AV	25cm	4+	6+	4+	Demolisher	30cm	AP3+ / AT4+, IC	<i>Walker</i>

Defiler	AV	20cm	4+	4+	3+	Battle Cannon	75cm	AP4+ / AT4+	Fearless, Infiltrator, Invulnerable Save, Walker
						Reaper Autocannon	30cm	AP4+ / AT6+	
						Twin Heavy Flamer	15cm	AP3+, IC	
						Battle Claws	(bc)	Assault Weapons, EA(+1), MW	
Banelord Titan	WE	15cm	4+	2+	4+	Hellstrike Cannon	60cm	3BP, Fx F, IC, MW	6 Void Shields, DC8, Fearless, Reinforced Armour, Thick Rear Armour, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: Move the unit 3D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 4+.
						Doomfist	30cm	4x AP4+ / AT4+, FwA	
							and (bc)	Assault Weapons, EA(+2), TK(D3)	
						6x Havoc Missiles	60cm	2BP, FwA, Ind, SS	
						Battlehead	(15cm)	Small Arms, EA(+2)	
						Tail	75cm	AP4+ / AT4+	
							and (bc)	Assault Weapons, EA(+1)	
Bloodthirster	WE	30cm	4+	3+	-	Axe of Khorne	(bc)	Assault Weapons, EA(+3), TK	DC3, Expendable, Fearless, Inspiring, Invulnerable Save, Jump Pack, Reinforced Armour, Walker. Costs eight point to summon. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.
Deathwheel	WE	30cm	4+	5+	3+	2x Reaper Autocannon	30cm	AP4+ / AT6+, Left	2 Void Shields, DC4, Reinforced Armour, Fearless. Critical Hit Effect: Move the unit 3D6cm in a random direction. If it moves into impassable terrain or a war engine unit it will stop. All units it moves into or over suffer a hit. The unit is destroyed.
						2x Reaper Autocannon	30cm	AP4+ / AT6+, Right	
						Battle Cannon	75cm	AP4+ / AT4+, Left	
						Battle Cannon	75cm	AP4+ / AT4+, Right	
Decimator	WE	15cm	4+	4+	4+	Decimator Cannon	45cm	3BP, Fx F, IC, MW	DC3, Reinforced Armour, Fearless. Critical Hit Effect: Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.
						2x Twin Reaper Autocannon	30cm	AP3+ / AT5+, Left	
						2x Twin Reaper Autocannon	30cm	AP3+ / AT5+, Right	
Feral Titan	WE	30cm	5+	4+	5+	Death Storm	45cm	4x AP4+ / AT4+, FwA	2 Void Shields, DC3, Fearless, Reinforced Armour, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: Move the unit D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 6+.
						Hellmouth	30cm	3BP, FwA, IC	
						Battlehead	(15cm)	Small Arms, EA(+2)	
Great Unclean One	WE	15cm	4+	4+	4+	Stream of Corruption	15cm	3BP, IC	DC4, Expendable, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker. Costs eight point to summon. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.
							and (15cm)	Small Arms, EA(+1), IC	
						Nurgling Swarm	(bc)	Assault Weapons, EA(+1)	
Keeper of Secrets	WE	15cm	4+	3+	4+	Gaze of Slaanesh	30cm	3x MW4+	DC3, Expendable, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker. Costs eight point to summon. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.
							and (15cm)	Small Arms, EA(+1), FS, MW	
						Lash of Torment	(bc)	Assault Weapons, EA(+1), FS, MW	
Lord of Change	WE	30cm	4+	5+	3+	Withering Gaze	45cm	2x MW3+	DC3, Expendable, Fearless, Inspiring, Invulnerable Save, Jump Pack, Reinforced Armour, Walker. Costs eight point to summon. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.
							and (15cm)	Small Arms, EA(+1), MW	
						Bedlam Staff	(bc)	Assault Weapons, EA(+1), MW	
Ravager Titan	WE	20cm	4+	3+	4+	Doomburner	45cm	MW2+, Fx F, IC, TK(D3)	4 Void Shields, DC6, Fearless, Reinforced Armour, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 5+, and on a roll of 4-6 the breach has been repaired. Any breach not repaired causes one point of damage.
						2x Death Storm	45cm	4x AP4+ / AT4+, FwA	
						Battlehead	(15cm)	Small Arms, EA(+2), Fx F	
						Tail	75cm	AP4+ / AT4+	
							and (bc)	Assault Weapons, EA(+1)	

Harbinger	AC/ WE	Bomber	4+	n/a	n/a	Reaper Autocannon	30cm	AP4+/AT6+/AA5+, FxF	<i>DC4. Critical Hi Effect: The unit is destroyed.</i>
						Reaper Autocannon	15cm	AP4+/AT6+/AA5+, Left	
						Reaper Autocannon	15cm	AP4+/AT6+/AA5+, Right	
						Incendiary Bombs	15cm	6BP, FxF, IC	
Hell Blade	AC	Fighter	6+	n/a	n/a	2x Reaper Autocannon	15cm	AP4+/AT6+/AA5+, FxF	
Hell Talon	AC	Fighter- Bomber	5+	n/a	n/a	Bombs	15cm	2BP, FxF	
						Twin Lascannon	45cm	AT4+/AA4+, FxF	
						Havoc Launcher	45cm	AP5+/AT6+, FxF	
Despoiler Class Battleship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	-	3BP, MW	<i>Slow and Steady, Transport (40 of the following units: Berzerkers, Chaos Dreadnought, Chaos Space Marines, Chaos Space Marine Chosen, Chaos Space Marine Terminators, Daemon Prince, Havocs, Noise Marines, Obliterators, Plague Marines, Thousand Sons; plus enough Dreadclaws to transport any other units on board)</i>
						3x Pin-point Attack	-	MW2+, TK(D3)	
Devastation Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	-	3BP, MW	<i>Transport (20 of the following units: Berzerkers, Chaos Dreadnought, Chaos Space Marines, Chaos Space Marine Chosen, Chaos Space Marine Terminators, Daemon Prince, Havocs, Noise Marines, Obliterators, Plague Marines, Thousand Sons; plus enough Dreadclaws to transport any other units on board)</i>
						Pin-point Attack	-	MW2+, TK(D3)	
Dreadclaw	Special	n/a	n/a	n/a	n/a	n/a	n/a	n/a	<i>Planetfall, Transport (one formation of only the following units: Berzerkers, Chaos Dreadnought, Chaos Space Marines, Chaos Space Marine Chosen, Chaos Space Marine Terminators, Daemon Prince, Havocs, Noise Marines, Obliterators, Plague Marines, Thousand Sons). The Dreadclaw does not scatter 2d6cm after being placed within 15cm of the drop zone co-ordinates recorded at the start of the game (see 4.4). Any troops carried in the Dreadclaw must disembark within 5cm of the Dreadclaw or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the Dreadclaw. Dreadclaw models should be removed from the board once the formation they transport has disembarked.</i>

SPECIAL RULE

5.11.1 Augmented Summoning

Some chaos units are noted as having Augmented Summoning (+x). Units with this ability add a number of summoning points equal to “x” when the formation they are in summons daemons (see 6.11.3). For example, a unit noted as having Augmented Summoning (+2D3) would allow a formation with a Daemonic Pact to roll 4D3 for summoning points as opposed to the usual 2D3.

SPECIAL RULE

5.11.2 Daemonic Focus

Certain Chaos units are noted as having Daemonic Focus. Units with this ability may keep any or all summoned units that belong to the formation in play. Summoned units do not vanish back into the warp after the formation has attempted to rally. Chaos units with daemonic Focus may not be used to keep summoned units in play if the formation is broken.

83 **5.11.2 Daemonic Focus**

Q: If a formation has a Daemonic Focus, can I voluntarily allow summoned daemons to return to the warp in the end phase? It might be desirable to summon them to a different formation.

A: Yes. The Daemonic Focus ability says you “may” keep them with the formation. It is not a requirement.

5.12 CHAOS CULTIST FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Arch-Heretic	CH	n/a	n/a	n/a	n/a	n/a	n/a	n/a	<i>Supreme Commander</i>
Icon Bearer	CH	n/a	n/a	n/a	n/a	n/a	n/a	n/a	<i>Daemonic Focus, Invulnerable Save, Leader</i>
Big Mutants	INF	15cm	3+	4+	4+	2x Heavy Stubber Big Weapons	30cm (bc)	AP6+ Assault Weapons, EA(+1), MW	<i>May count as Ogryns for the purposes of being transported.</i>
Bloodletters	INF	15cm	4+	4+	-	Hellblades	(bc)	Assault Weapons, EA(+1)	<i>Expendable, Invulnerable Save. Costs one point to summon.</i>
Chaos Hounds	INF	30cm	6+	4+	-	-			<i>May count as an Infantry unit for the purposes of being transported.</i>
Chaos Marine Aspiring Champion	INF	15cm	4+	4+	4+	Heavy Weapons Daemon Weapon	30cm (bc)	AP6+ / AT6+ Assault Weapons, EA(+1), MW	<i>Commander, Invulnerable Save, Leader. May count as an Infantry unit for the purposes of being transported.</i>
Chaos Spawn	INF	15cm	3+	3+	-	Horrific Mutations	(bc)	Assault Weapons, EA(+D3)	<i>Invulnerable Save, Fearless. May count as Ogryns for the purposes of being transported.</i>
Cultists	INF	15cm	-	5+	6+	Heavy Weapons	30cm	AP6+ / AT6+	<i>May count as an Infantry unit for the purposes of being transported.</i>
Daemon Prince	INF	15cm (30cm)	3+ (4+)	3+	3+	Warp Blast Possessed Weapon	(15cm) (bc)	Small Arms, EA, MW Assault Weapons, EA, MW	<i>Commander, Fearless, Leader, Reinforced Armour, Teleport. A Daemon Prince may have wings, the unit gains the Jump Pack ability and a move of 30cm, while it's armour value is reduced to 4+. May count as Ogryns for the purposes of being transported.</i>
Daemonettes	INF	15cm	4+	3+	-	-			<i>Expendable, First Strike, Invulnerable Save. Costs one point to summon.</i>
Daemonic Beasts	INF	20cm	4+	3+	-	-			<i>Expendable, Infiltrators, Invulnerable Save. Costs one point to summon</i>
Demagogue	INF	15cm	6+	5+	5+	Heavy Weapons Arcane Powers Daemon Weapon	30cm 30cm (bc)	AP6+ / AT6+ MW6+ Assault Weapons, EA(+1), MW	<i>Augmented Summoning (+2D3), Invulnerable Save. May count as an Infantry unit for the purposes of being transported.</i>
Flamers	INF	15cm	5+	5+	4+	Flames of Tzeentch	(15cm)	Small Arms, EA(+1)	<i>Expendable, Invulnerable Save. Costs one point to summon.</i>
Mutants	INF	15cm	6+	4+	6+	Firearms	(15cm)	Small Arms	<i>May count as an Infantry unit for the purposes of being transported.</i>
Plague Zombies	INF	10cm	5+	6+	-	-			<i>Fearless, Infiltrators, Teleport</i>
Plaguebearers	INF	15cm	3+	3+	5+	Plague of Flies	(15cm)	Small Arms	<i>Expendable, Invulnerable Save. Costs one point to summon.</i>
Land Transporter	LV	30cm	5+	6+	6+	Heavy Weapons	30cm	AP6+ / AT6+	<i>Transport (two of the following units: Big Mutants, Chaos Hounds, Chaos Marine Aspiring Champion, Chaos Spawn, Cultists, Daemon Prince, Demagogue, Mutants, Support Squad; Big Mutants, Chaos Spawn and Daemon Princes count as two units each)</i>
Contagion Tower	AV	15cm	5+	5+	5+	Plague Catapult Vomit Cannon	45cm 30cm	1BP, D, Ind AP4+ / AT6+, IC	<i>Fearless, Invulnerable Save</i>
Defiler	AV	20cm	4+	4+	3+	Battle Cannon Reaper Autocannon Twin Heavy Flamer Battle Claws	75cm 30cm 15cm (bc)	AP4+ / AT4+ AP4+ / AT6+ AP3+, IC Assault Weapons, EA, MW	<i>Fearless, Infiltrator, Invulnerable Save, Walker</i>
Daemonic Assault Engines	AV	25cm	4+	3+	5+	Blood Cannons Daemons Blades/Spikes	30cm (bc)	2x AP4+ / AT5+ Assault Weapons, EA (+D3)	<i>Fearless, Reinforced Armour</i>
Daemon Knight	AV	30cm	4+	5+	4+	Castigator Cannon	45cm	3x AP3+ / AT5+	<i>Fearless, Invulnerable Save, Scout, Walker</i>
Hellfire Cannon	AV	15cm	4+	6+	4+	Hellfire Cannon	75cm	MW4+	<i>Fearless, Invulnerable Save</i>
Silver Tower	AV	20cm	4+	6+	4+	Arcane Cannons Beam of Power	45cm 60cm	3x AP4+ / AT4+ MW5+	<i>Fearless, Invulnerable Save, Skimmer</i>

Bloodthirster	WE	30cm	4+	3+	-	Axe of Khorne	(bc)	Assault Weapons, EA(+3), TK	DC3, Expendable, Fearless, Inspiring, Invulnerable Save, Jump Pack, Reinforced Armour, Walker. Costs eight point to summon. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.
Chaos Altar	WE	15cm	4+	4+	4+	Arcane Technology	45cm	D3x AP4+ / AT4+ / AA4+	DC3, Augmented Summoning (+2), Daemonic Focus, Fearless, Inspiring, Invulnerable Save, Reinforced Armour. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a macro-weapon hit on a roll of 6+.
Great Unclean One	WE	15cm	4+	4+	4+	Stream of Corruption	15cm	3BP, IC	DC4, Expendable, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker. Costs eight point to summon. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.
						and Nurgling Swarm	(15cm) (bc)	Small Arms, EA(+1), IC Assault Weapons, EA(+1)	
Keeper of Secrets	WE	15cm	4+	3+	4+	Gaze of Slaanesh	30cm	3x MW4+	DC3, Expendable, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker. Costs eight point to summon. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.
						and Lash of Torment	(15cm) (bc)	Small Arms, EA(+1), FS, MW Assault Weapons, EA(+1), FS, MW	
Lord of Battle	WE	25cm	4+	2+	4+	Chain Fist	(bc)	Assault Weapons, EA(+3), MW	DC6, Fearless, Invulnerable Save, Reinforced Armour, Thick Rear Armour. Critical Hit Effect: Move the unit 3D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 4+.
						Death Storm	45cm	4x AP4+ / AT4+	
						2x Battle Cannon	75cm	AP4+ / AT4+	
Lord of Change	WE	30cm	4+	5+	3+	Withering Gaze	45cm	2x MW3+	DC3, Expendable, Fearless, Inspiring, Invulnerable Save, Jump Pack, Reinforced Armour, Walker. Costs eight point to summon. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.
						and Bedlam Staff	(15cm) (bc)	Small Arms, EA(+1), MW Assault Weapons, EA(+1), MW	
Plague Tower	WE	15cm	4+	4+	4+	Plague Mortar	60cm	3+D3BP, D, Fx F	DC6, Fearless, Invulnerable Save, Reinforced Armour, Transport (two of the following units: Big Mutants, Chaos Hounds, Chaos Marine Aspiring Champion, Chaos Spawn, Cultists, Daemon Prince, Daemonic Beasts, Demagogue, Great Unclean One, Mutants, Plaguebearers, Support Squad; Big Mutants, Chaos Spawn, Daemon Princes and Great Unclean Ones count as two units each) Critical Hit Effect: The unit takes a point of damage and D3 units of the player's choice that are being transported are destroyed.
						2x Battle Cannon	75cm	AP4+ / AT4+	
						Rot Cannon	90cm	AP3+ / AT5+, Fx F, IC	
Questor	WE	35cm	5+	5+	3+	2x Castigator Cannon	45cm	3x AP3+ / AT5+	2 Void Shields, DC3, Fearless, Reinforced Armour, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: Move the unit D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 6+.
						2x Battle Cannon	75cm	AP4+ / AT4+	
Subjugator	WE	35cm	5+	3+	5+	2x Battle Cannon	75cm	AP4+ / AT4+	2 Void Shields, DC3, Fearless, Reinforced Armour, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: Move the unit D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 6+.
						Hellblades	(bc)	Assault Weapons, EA, TK(D3)	
Doomwing	AC	Fighter	6+	n/a	n/a	Flame Cannon	15cm	AP4+ / AT5+ / AA5+, Fx F, IC	Invulnerable Save
Firelord	AC	Bomber	4+	n/a	n/a	Flame Cannon	15cm	AP4+ / AT5+ / AA5+, Fx F, IC	Invulnerable Save
						Twin Lascannon	45cm	AT4+ / AA4+, Fx F	
						Firestorm Bombs	15cm	D3BP, Fx F, IC	

5.13 DARK ELДАР FORCES⁸⁴

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Archon	CH	n/a	n/a	n/a	n/a	Agonizer	(bc)	Assault Weapons, EA(+1), MW	<i>Inspiring, Invulnerable Save, Supreme Commander</i>
Dracon	CH	n/a	n/a	n/a	n/a	Agonizer	(bc)	Assault Weapons, EA(+1), MW	<i>Commander, Invulnerable Save, Leader</i>
Sybarite	CH	n/a	n/a	n/a	n/a	Punisher	(bc)	Assault Weapons, EA(+1)	<i>Leader</i>
Grotesques	INF	15cm	5+	3+	-	-			<i>Fearless</i>
Haemonculi	INF	15cm	4+	3+	5+	Arcane Terrors	15cm	AP3+, D	<i>Fearless, Leader</i>
Hellions	INF	30cm	5+	4+	5+	Hellglaives	(15cm)	Small Arms	<i>Jump Packs, Scouts</i>
Incubi	INF	15cm	4+	3+	6+	Tormentor Helms	(15cm)	Small Arms	
						Punishers	(bc)	Assault Weapons, EA(+1)	
Mandrakes	INF	15cm	5+	4+	6+	Splinter Pistols	(15cm)	Small Arms	<i>First Strike, Infiltrators, Teleport</i>
Reavers	INF	40cm	4+	4+	5+	Splinter Rifles	(15cm)	Small Arms	<i>Mounted, Skimmers</i>
Scourges	INF	30cm	6+	6+	4+	Dark Lance	30cm	AT5+, L	<i>Jump Packs, Teleport</i>
						Splinter Rifles	(15cm)	Small Arms, EA(+1)	
Warp Beasts	INF	15cm	(5+)	3+	-	Teeth and Claws	(bc)	Assault Weapons, EA(+1)	<i>First Strike, Infiltrators. In an assault the unit counts as having an armour value of 5+.</i>
Warriors	INF	15cm	-	5+	4+	Splinter Cannon	15cm	AP5+	
Wyches	INF	15cm	(5+)	3+	6+	Splinter Pistols	(15cm)	Small Arms	<i>First Strike, Infiltrators. In an assault the unit counts as having an armour value of 5+.</i>
Raider	LV	35cm	4+	6+	5+	Dark Lance	30cm	AT5+, L	<i>Skimmer, Transport (two of the following units: Grotesques, Haemonculi, Incubi, Mandrakes, Warriors, Wyches; plus one units of Mandrakes). Units being transported may shoot, and use their firefight value in an assault or to lend supporting fire.</i>
						Horrorfex	15cm	AP6+, D	
Ravager	LV	35cm	4+	6+	3+	2x Dark Lance	30cm	AT5+, L	<i>Skimmer</i>
						Disintegrator	30cm	AP4+/AT6+	
						Horrorfex	15cm	AP6+, D	
Talos	AV	15cm	4+	4+	5+	Paralyzer	15cm	AP5+, D	<i>Fearless, Reinforced Armour, Walker</i>
						Talos Claws	(bc)	Assault Weapons, MW	
Barge of Pleasure	WE	30cm	5+	5+	4+	2x Dark Lance	30cm	AT5+, L	<i>2 Shadowfields, DC3, Skimmer, Transport (four of the following units: Grotesques, Haemonculi, Incubi, Mandrakes, Warp Beasts, Warriors, Wyches; plus two units of Mandrakes). Units being transported may shoot, and use their firefight value in an assault or to lend supporting fire. Critical Hit Effect: The unit loses all of its weapons and has no close combat and firefight values. Subsequent critical hits destroy the unit.</i>
						Long-Barrel Splinter Cannon	45cm	AP5+	
						Desolator	30cm	2BP, D	

84 5.13 Dark Eldar Forces

Q: Can the special armor value for the Wyches and Warp Beasts be applied to them if their assault charge triggers an overwatch fire?

A: No. The special armor value of 5+ only works during the assault itself and not during the charge move.

Q: Can my transported units take cover next to their Raiders?

A: No. Raiders are light vehicles and units cannot claim the -1 cover modifier by being in base-to-base contact as they do with armored vehicles, nor can they block line of sight.

Q: Certain units lose their ability to fire when they take a successful critical hit. Can, for example, Barges of Pleasure and Executors still claim and contest objectives when their weapon systems are down?

A: Yes.

Executor Landing Module	WE	25cm	5+	6+	4+	Disintegrator Array Heavy Phantom Lance Twin Desolators Hail of Splinters	60cm 60cm 30cm 45cm and (15cm)	2x AA4+ MW3+, FxF, TK(D3) 4BP, D, FwA 3x AP4+/AT6+ EA(+2)	4 Shadowfields, DC6, Fearless, Reinforced Armour, Self Planetfall, Support Craft, Transport (eight armoured vehicle, light vehicle or war engine units; war engines count as a number of units equal to their starting damage capacity; plus 16 infantry units), Webway Portal. Critical Hit Effect: The unit loses all of its weapons, has no close combat value and a firefight value of 6+. Subsequent critical hits cause one point of damage.
Kashnarak	WE	20cm	4+	3+	-	Massive Claws & Teeth	(bc)	Assault Weapons, EA(+2), MW	DC4, Fearless, Infiltrator, Inspiring, Scout, Walker
Perditor	WE	15cm	4+	3+	4+	Widowmaker Perditor Claws	30cm (bc)	2BP, D, Ind Assault Weapons, EA(+1), MW	DC2, Fearless, Reinforced Armour. Critical Hit Effect: The unit is destroyed.
Tormentor Titan	WE	35cm	5+	3+	4+	2x Phantom Lances Hail of Splinters and Tormentor Blades	45cm 45cm (15cm) (bc)	MW3+, TK 3x AP4+/AT6+ EA(+2) Assault Weapons, EA(+3), TK	3 Shadowfields, DC4, Fearless, Jump Pack, Reinforced Armour, Walker. Critical Hit Effect: The unit's speed value is reduced to 25cm and it loses the Jump Pack ability. Subsequent critical hits cause one point of damage.
Vessel of Pain	WE	30cm	4+	5+	4+	2x Phantom Lances 2x Long-Barrel Splinter Cannon Desolator	45cm 45cm 30cm	MW3+, TK AP5+ 2BP, D	2 Shadowfields, DC3, Skimmer. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 5+.
Raven Fighter	AC	Fighter	4+	n/a	n/a	Dark Lances Long-Barrel Splinter Cannon	30cm 30cm	AT4+/AA5+, FxF, L AP5+ /AA5+, FxF	
Razorwing Bomber	AC	Fighter-Bomber	4+	n/a	n/a	Razor Lances 2x Long-Barrel Splinter Cannon Horrorfex	30cm 30cm 15cm	MW3+, FxF, Slw, TK AP5+/AA5+, FxF AP6+, D	
Slavebringer Assault Boat	AC/ WE	Bomber	4+	6+	5+	2x Twin Dark Lances Turreted Splinter Cannons	30cm 30cm	AT4+/AA5+, FxF, L AP5+/AA5+	1 Shadowfield, DC2, Planetfall, Transport (eight of the following units: Grotesques, Haemonculi, Hellions, Incubi, Mandrakes, Scourges, Talos, Warp Beasts, Warriors, Wyches; Talos count as two units each; plus four units of Mandrakes).
Corsair Class Escort	SC	n/a	n/a	n/a	n/a	Orbital Bombardment Pin-point Attack	n/a n/a	2BP, MW MW2+, TK(D3)	The Pin-Point Attack may be forfeited to gain Transport (three Slavebringer Assault Bolts and one Executor Landing Module plus the units being transported on them).
Torture Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment 2x Pin-point Attack	n/a n/a	6BP, MW MW2+, TK(D3)	Transport (three Slavebringer Assault Boats and an Executor Landing Module plus the units being transported on them). Both Pin-Point Attacks may be forfeited to transport an additional four Slavebringer Assault Boats and two Executor Landing modules plus the units being transported on them.

SPECIAL RULE

5.13.1 Hit & Run Tactics

The Dark Eldar are piratical raiders from the depths of the Dark City and the treacherous expanses of space. Due to their limited population, losses simply cannot be sustained at length. Because of this they have developed tactics that when combined with their highly advanced technology allows them to attack the enemy and then quickly retire in order to avoid any return fire. This ability is reflected by the following special rules, which apply to all formations in a Dark Eldar army:

Dark Eldar formations that take advance or double actions may choose to shoot either before or after each move. However, they may still only shoot once during the action. For example, a Dark Eldar formation taking an advance action could shoot and then move or move and then shoot, while a formation taking a double action could shoot and move twice, move twice and then shoot, or move then shoot and then move again.

In addition, a Dark Eldar formation that wins an assault is allowed to move up to their full movement when they consolidate, rather than being limited to a move of 5cms as would normally be the case.

SPECIAL RULE

5.13.2 Fleet of Foot

With eons in which to practice pirating techniques upon the mon-keigh of the galaxy, the Dark Kin have honed the skill of squeezing every bit of advantage from a lightning style attack. To represent this, Dark Eldar formations do not incur the typical penalties that other races would after taking a March action. Dark Eldar formations that have marched may lend support in assaults, help claim a crossfire bonus, and even fire flak shots.

SPECIAL RULE

5.13.3 Dark Eldar Technology

Webway Portals: *These smallish portals are used by the Dark Eldar as much as the Eldar. Allowing safe travel through the Warp, each Webway portal included in the army allows the Dark Eldar player to keep up to three formations back in Commorragh. Any of these reserve formations may enter play via a Webway portal by taking an action that allows them to move, then measuring its first move from the portal on the tabletop. No more than one formation may travel through a single portal each turn. Wraithgate use is limited to formations made up exclusively of infantry, light vehicles, and armored vehicles with the walker ability (The feared Kashnarak is the exception to the rule).*

Shadowfields: *Dark Eldar war engines are shrouded in light absorbing energy fields which serve as a powerful defence against the massed guns of their cornered prey. Each shadowfield will absorb one successful hit before going down; no blast markers are caused for this hit (this includes firefight but not close combat). A war engine with at least one shadowfield remaining automatically regains an additional field at the end of the rally phase of each turn. If the shadowfields are completely knocked out, they will not return for the remainder of the game. The war engine can never have more shadowfields than originally allotted. In addition an active Shadowfield always counts as being in cover (apply -1 cover modifier). This has no effect on their engagements, however, either in close combat or firefight.*

85

85 5.13.3 Dark Eldar Technology

Q: What happens when a unit with shadowfields is struck by an ignore cover weapon?

A: The -1 modifier normally applied to the unit with shadowfields is ignored as described in 2.2.5 in the Core Rules.

5.14 MINERVAN TANK LEGION FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Commissar	CH	n/a	n/a	n/a	n/a	Upgraded Guns	(15cm)	Small Arms, EA(+1)	<i>Fearless, Inspiring, Leader</i>
Supreme Commander	CH	n/a	n/a	n/a	n/a	Upgraded Guns	(15cm)	Small Arms, EA(+1)	<i>Supreme Commander</i>
Infantry	INF	15cm	-	6+	5+	Autocannon	45cm	AP5+ / AT6+	<i>One unit in every two has an Autocannon.</i>
Storm Troopers	INF	15cm	5+	5+	4+	Plasma Guns	15cm	AP5+ / AT5+	<i>Scouts</i>
Basilisk	AV	20cm	5+	6+	5+	Earthshaker	120cm	AP4+ / AT4+	
							or 120cm	1BP, Ind	
						Heavy Bolter	30cm	AP5+	
Bombard	AV	20cm	6+	6+	5+	Siege Mortar	45cm	2BP, IC, Ind, Slw	
						Heavy Bolter	30cm	AP5+	
Chimera	AV	30cm	5+	6+	5+	0-1x Multilaser	30cm	AP5+ / AT6+	<i>Transport (one Ogryns unit; or two of the following units: Commander, Infantry, Snipers, Storm Troopers, Support Squad, Supreme Commander). Armed with either a Multilaser, Heavy Bolter or Heavy Flamer.</i>
						0-1x Heavy Bolter	30cm	AP4+	
						0-1x Heavy Flamer	15cm	AP4+, IC	
							and (15cm)	Small Arms, IC	
Deathstrike	AV	20cm	6+	6+	5+	Deathstrike Missile	Unlimited	MW2+, Ind, SS, TK(D6)	
						Heavy Bolter	30cm	AP5+	
Destroyer Tank Hunter	AV	20cm	4+	6+	6+	Laser Destroyer	75cm	AT4+, TK	<i>Reinforced Armour</i>
Griffon	AV	30cm	6+	6+	5+	Heavy Mortar	30cm	1BP, Ind	
						Heavy Bolter	30cm	AP5+	
Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon	30cm	AP3+, IC	
						Heavy Bolter	30cm	AP5+	
Hydra	AV	30cm	6+	6+	5+	2x Twin Hydra Autocannon	45cm	AP4+ / AT5+ / AA5+	
						Heavy Bolter	30cm	AP5+	
Leman Russ	AV	20cm	4+	6+	4+	Battle Cannon	75cm	AP4+ / AT4+	<i>Reinforced Armour</i>
						Lascannon	45cm	AT5+	
						2x Heavy Bolter	30cm	AP5+	
Leman Russ Conqueror	AV	30cm	4+	6+	5+	Conqueror Cannon	45cm	AP5+ / AT5+	<i>Reinforced Armour</i>
						Lascannon	45cm	AT5+	
Leman Russ Demolisher	AV	20cm	4+	6+	3+	Demolisher	30cm	AP3+ / AT4+, IC	<i>Reinforced Armour</i>
						Lascannon	45cm	AT5+	
						2x Plasma Cannon	30cm	AP5+ / AT5+	
Leman Russ Executioner	AV	20cm	4+	6+	5+	Plasma Destroyer	60cm	MW4+	<i>Reinforced Armour</i>
						Lascannon	45cm	AT5+	
Leman Russ Exterminator	AV	20cm	4+	6+	3+	Twin Autocannon	45cm	AP4+ / AT5+	<i>Reinforced Armour</i>
						Lascannon	45cm	AT5+	
						2x Heavy Bolter	30cm	AP5+	
Leman Russ Vanquisher	AV	20cm	4+	6+	4+	Vanquisher	75cm	AP4+ / AT2+	<i>Reinforced Armour</i>
						Lascannon	45cm	AT5+	
						2x Heavy Bolter	30cm	AP5+	
Manticore	AV	20cm	6+	6+	5+	Rocket Launcher	150cm	2BP, D, Ind, Slw	
						Heavy Bolter	30cm	AP5+	

Medusa	AV	20cm	6+	6+	5+	Medusa Siege Gun	30cm	MW4+, IC	
						Heavy Bolter	30cm	AP5+	
Salamander Command	AV	35cm	6+	6+	5+	Heavy Flamer	15cm	AP4+, IC	Commander, Leader, Scout
						and Heavy Bolter	(15cm) 30cm	Small Arms, IC AP5+	
Salamander Scout	AV	35cm	6+	6+	5+	Autocannon	45cm	AP5+/AT6+	Scout
						Heavy Bolter	30cm	AP5+	
Thunderer	AV	20cm	4+	6+	5+	Demolisher	30cm	AP3+/AT4+, IC	Reinforced Armour
Valkyrie	AV	35cm	5+	6+	5+	Multilaser	30cm	AP5+/AT6+	Scout, Skimmer, Transport (one Ogryns unit; or two of the following units: Commander, Infantry, Snipers, Storm Troopers, Support Squad, Supreme Commander)
						2x Heavy Bolter	30cm	AP5+	
						2x Rocket Pod	30cm	1BP, D, SS	
Vulture	AV	35cm	5+	6+	5+	Heavy Bolter	30cm	AP5+	Scout, Skimmer
						Twin Autocannon	45cm	AP4+/AT5+	
						2x Hellstrike	120cm	AT2+, SS	
Baneblade	WE	15cm	4+	6+	4+	Baneblade Battle Cannon	75cm	AP3+/AT3+	DC3, Reinforced Armour. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.
						Autocannon	45cm	AP5+/AT6+	
						Demolisher	30cm	AP3+/AT4+, FxF, IC	
						2x Lascannon	45cm	AT5+	
						3x Twin Heavy Bolter	30cm	AP4+	
Shadowsword	WE	15cm	4+	6+	5+	Volcano Cannon	90cm	MW2+, FxF, TK(D3)	DC3, Reinforced Armour. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.
						2x Heavy Bolter	30cm	AP5+	
Stormblade	WE	15cm	4+	6+	5+	Plasma Blastgun	45cm	2x MW2+, FxF, Slw	DC3, Reinforced Armour. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.
						Heavy Bolter	30cm	AP5+	
						2x Lascannon	45cm	AT5+	
						2x Twin Heavy Bolter	30cm	AP4+	
Stormhammer	WE	15cm	4+	6+	3+	2x Twin Stub Battle Cannon	45cm	AP3+/AT3+	DC3, Reinforced Armour. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.
						4x Twin Heavy Bolter	30cm	AP4+	
Stormsword	WE	15cm	4+	6+	4+	Siege Cannon	45cm	3BP, D, FxF, IC	DC3, Reinforced Armour. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.
						Heavy Bolter	30cm	AP5+	
						2x Heavy Flamer	15cm	AP4+, IC	
						2x Twin Heavy Bolter	30cm	AP4+	

5.15 NECRON FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Necron Lord	CH	n/a	n/a	n/a	n/a	Staff of Light	(15cm)	Small Arms, EA(+1)	<i>Leader, Invulnerable Save</i>
						or	(bc)	Assault Weapons, EA(+1), MW	
Destroyers	INF	25cm	4+	6+	3+	2x Gauss Cannon	30cm	AP4+ / AT6+	<i>Mounted, Necron, Skimmers</i>
Played Ones	INF	15cm	4+	3+	-	-			<i>Infiltrators, Necron, Scouts, Teleport</i>
Heavy Destroyers	INF	25cm	4+	6+	4+	Heavy Gauss Cannon	30cm	AT3+	<i>Mounted, Necron, Skimmers</i>
Immortals	INF	15cm	4+	4+	3+	Gauss Blasters	15cm	AP4+ / AT6+	<i>Necron</i>
Necron Warriors	INF	15cm	4+	5+	4+	Gauss Flayers	15cm	AP5+ / AT6+	<i>Necron</i>
Pariahs	INF	15cm	4+	3+	3+	War Scythes	15cm	AP4+ / AT6+	<i>Inspiring</i>
						and	(bc)	Assault Weapons, EA(+1), MW	
Wraiths	INF	30cm	4+	4+	-	Claws	(bc)	Assault Weapons, EA(+1)	<i>First Strike, Invulnerable Save, Jump Packs, Necron</i>
Monolith	AV	15cm	4+	6+	5+	Particle Whip	30cm	AP4+ / AT4+	<i>Fearless, Living Metal, Portal, Skimmer, Teleport, Thick Rear Armour</i>
						Gauss Flux Arc	(15cm)	Small Arms, EA(+2)	
Obelisk	AV	30cm	5+	6+	5+	Particle Flail	45cm	AP4+ / AT4+	<i>Fearless, Reinforced Armour, Skimmer, Teleport, Thick Rear Armour</i>
Tomb Spyder	AV	15cm	4+	5+	5+	Scarab Swarm	30cm	AP5+ / AT5+, IC	<i>Fearless, Leader, Skimmer, Walker</i>
						and	(15cm)	Small Arms, EA(+1), IC	
						or	(bc)	Assault Weapons, EA(+1), IC	
						Claws	(bc)	Assault Weapons, MW	
Abattoir	WE	20cm	4+	2+	4+	3x Scarab Swarm	30cm	AP5+ / AT5+, IC	<i>DC8, Fearless, Infiltrator, Living Metal, Portal, Skimmer, Thick Rear Armour. Critical Hit Effect: The unit and all units within 5cm of the unit suffer a titan killer hit on a roll of 4+.</i>
						and	(15cm)	Small Arms, EA(+1), IC	
						or	(bc)	Assault Weapons, EA(+1), IC	
						Harvesters	(bc)	Assault Weapons, EA(+2), TK(D3)	
Aeonic Orb	WE	20cm	4+	-	3+	Solar Flare	90cm	MW3+, TK(D6)	<i>DC6, Fearless, Living Metal, Skimmer, Thick Rear Armour. Critical Hit Effect: Center the barrage template that is 12cm across on the unit and resolve the effect as if it were a 3BP macro-weapon barrage.</i>
						or	90cm	12BP	
The Deceiver	WE	15cm	4+	4+	4+	Despair	45cm	4BP, D	<i>DC3, Fearless, Inspiring, Living Metal, Skimmer, Supreme Commander, Teleport, Walker. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a macro-weapon hit on a roll of 4+.</i>
						Claws	(bc)	Assault Weapons, EA(+2), TK	
The Nightbringer	WE	15cm	4+	3+	5+	Lightning Arc	30cm	MW4+	<i>DC3, Fearless, Inspiring, Living Metal, Skimmer, Supreme Commander, Teleport, Walker. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a macro-weapon hit on a roll of 4+.</i>
						Gaze of Death	(bc)	EA(+2), MW	
						Scythe	(bc)	EA(+2), TK(D3)	
Pylon	WE	Immobile	4+	-	4+	Particle Accelerator	120cm	MW4+, TK(D3)	<i>DC2, Fearless, Living Metal, Teleport, Thick Rear Armour. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 4+.</i>
						and	90cm	AA4+, TK	
						Gauss Flux Arc	(15cm)	Small Arms, EA(+2)	
Warbarque	WE	20cm	4+	6+	4+	2x Particle Cannon	60cm	AP5+ / AT3+	<i>DC3, Commander, Fearless, Living Metal, Portal, Skimmer, Teleport, Thick Rear Armour. Critical Hit Effect: The unit loses the Portal ability. Subsequent critical hits destroy the unit.</i>
						2x War Cannon	30cm	AT4+	
						2x Gauss Cannon	30cm	AP4+ / AT6+	
						Gauss Flux Arc	(15cm)	Small Arms, EA(+2)	
Scythe Class Harvester	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	4BP, MW	
						2x Pin-Point Attack	n/a	MW2+, TK(D3)	

SPECIAL RULE

5.15.1 Necron Technology

Necron: Necron technology allows many of its units to repair themselves at an accelerated rate. This is reflected as the Necron ability in a unit's datasheet.

Units with the Necron ability that have been destroyed can regenerate. Formations can return one previously destroyed Necron unit in the end phase of each turn either on or off the board. In addition, if a formation regroups on board it can use the dice rolls to either return units with the Necron ability to play or to remove blast markers or both (e.g., if you rolled a '2' you could return 2 units to play, remove 2 blast markers, or return 1 unit and remove 1 blast marker). Formations off board are restricted to using their regroup function to remove blast markers only.

Portals: Necron Portals are the primary means by which the Necron forces are transported across the galaxy. Any formation that is in the reserves, either because it has not entered play or has left the board for any reason, may enter play via a portal as part of any activation that allows movement. Measure their movement using the portal as the starting point. Additionally, formations may leave the board by entering a portal, taking them into the reserves. Note that once in the reserves they can either re-enter play immediately via another portal, provided they have movement, or remain in the reserves.

Necron Portals can only be used by Armoured Vehicles with the walker ability, Infantry, or Light Vehicles. Each portal can be used only once per turn for either entering or exiting the battlefield, not for both. Thus a Formation may enter one portal with part of their movement, and exit from a second, unused portal, continuing their movement from that portal.

If, at the end of the movement, a unit is out of formation it is destroyed (see core rule 1.7.4). Example: if you moved a formation of four units through one portal and out another and two units were unable to make the full movement (i.e. get through the second portal), the Necron player would have to choose which units were to be destroyed, the two that moved through the portal or the two that didn't.

Living Metal: Units made of living metal receive a Reinforced Armor saving throw against normal weapons, lance weapons, and even macro-weapons. In addition, their save is not reduced by sniper abilities. Any Titan Killer attacks are automatically reduced to Titan Killer (1) when resolving hits against Living Metal units, and Living Metal units are permitted a single armor save. See the chart below.

86

86 5.15.1 Necron Technology

Q: What happens if I have a Phalanx off board that fails its activation roll?

A: The formation is left with limited options through the hold action. Since shooting is not possible off board and regrouping is not allowed off-board, the Phalanx would only be able to move through an available portal or choose not to activate.

Q: Does this mean that my units with the Necron ability can't regenerate off board?

A: Yes and No. As per the Necron ability rules, formations with Necron units may regenerate one unit at the end of the turn regardless of their location. However, formations off board are restricted from using their regrouping to regenerate additional Necron units.

Q: If my Phalanx formation fails to activate, can I choose to regroup off-board as opposed to just moving onto the board?

A: No. A formation in reserves may only take actions which involve moving onto the board. If it is prevented from moving onto the board the formation loses its action. A formation that is unable to move onto the board may take no actions at all. Formations in reserve resolve effects that do not involve activation, such as end-of-turn rallies or critical hit resolutions, as normal. Example: A Necron formation tries to Engage through a portal but fails to activate. The enemy formation's Zone of Control covers the gate, preventing the formation from entering the board. The Necron formation would take a blast marker for the failed activation. Since it may not enter the board using the Hold/Move option, it loses the action. The formation may attempt to rally in the end phase.

Q: Can a Necron formation marshal on the board, move off the board, and then regenerate units?

A: No, since the formation was regenerating units off the board this would be restricted under the Necron rule, even though it began its move on the board.

Q: Can a Necron formation perform a marshal action off the board, move onto the board, and then regenerate units?

A: Yes, since the regeneration of the units would take place on the board this would be allowed, even though the move began off board.

Q: Does a leader function allow additional units to regenerate under the Necron rule?

A: Yes, a unit with a leader ability could add an additional unit with the Necron ability to regenerate back into its original formation, or remove an additional Blast marker as per the core rules. Just as with regular leader units, this function is cumulative.

Q: Can a Monolith that is part of a broken formation still use its portal?

A: Yes, as long as it has not been used already during the current turn. The same rule applies to Abattoirs and Warbarques and their respective portals.

Q: Can a Necron portal be blocked?

A: As with Eldar portals, there are differing viewpoints on how to handle blocked portals. The current NetERC ruling is that if a portal is covered by an enemy's Zone-of-Control, the formation exiting the portal would be forced to assault that enemy, moving into base-to-base contact, and then resolving the attack. Tacticalwargames.net has an active Epic community where rules questions are posed and discussed. It is our recommendation that you cover this subject with your opponent during the warm-up phase of your game.

SPECIAL RULE

5.15.2 Implacable Advance

The Necron are an offensive army, always on the advance, stopping only to eliminate enemy positions before moving on to harvest others. While subject to disruption from losses and enemy fire, the mechanical nature of the Necron permits them to easily reorganize to maintain the offensive momentum.

Necron formations receive a +1 bonus to Marshal Actions. Due to their steady, deliberate, nature Necron formations cannot take a March action.

SPECIAL RULE

5.15.3 Phase Out

When a Necron formation becomes broken, it does not just fall back, but also vanishes from the battlefield without leaving any proof of its existence.

In the end phase of the turn, remove the formation from the board into the reserves, but keep it away from any destroyed units. The formation will roll to rally in the end phase, handling blast markers as per the core rules (see 1.14). It may re-enter by teleporting, or through a portal. If there are not enough portals to deal with all the off-table formations, then the formation must remain off the table until a portal is available for it to use. If the rally roll fails, the formation must remain in the reserves until it rallies. Note that with the exception of the C'tan, no Necron War Engines may phase out.

87

87 5.15.3 Phase Out

Q: My Pylon teleports onto the board like a Monolith; can it phase out like a Monolith as well?

A: No, it may not. As per 5.15.3, the Pylon is a war engine and, as such, is not allowed to phase out.

5.16 DEATH KORPS OF KRIEG FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Commissar	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	<i>Fearless, Inspiring, Leader</i>
Commander	INF	15cm	6+	4+	5+	Twin Heavy Stubber	30cm	AP5+	<i>Commander</i>
Engineers	INF	15cm	5+	4+	5+	Mole Launcher	30cm	AP5+, IC	
Fire Support	INF	15cm	-	5+	4+	Twin Heavy Stubber	45cm	AP5+	
						Autocannon	45cm	AP5+/AT6+	
Grenadiers	INF	15cm	5+	5+	4+	Heavy Flamer	15cm	AP4+, IC	<i>Scouts</i>
						and	(15cm)	Small Arms, IC	
Heavy Mortar	INF	5cm	-	6+	6+	Heavy Mortar	30cm	1BP, Ind	
Infantry	INF	15cm	-	5+	5+	Lasguns	(15cm)	Small Arms	
Quad Launcher	INF	5cm	-	6+	5+	Quad Launcher	45cm	2x AP4+, Ind	
Rough Riders	INF	20cm	5+	4+	6+	Power Lance	(bc)	Assault Weapons, FS	<i>Infiltrators, Mounted</i>
Supreme Commander	INF	15cm	5+	4+	5+	Twin Heavy Stubber	30cm	AP5+	<i>Supreme Commander</i>
						Power Weapon	(bc)	Assault Weapons, EA(+1), MW	
Centaur	LV	35cm (20cm)	6+	6+	6+	Heavy Stubber	30cm	AP6+	<i>Transport (one of the following units: Grenadiers, Heavy Mortar, Quad Launcher). If transporting a Heavy Mortar or Quad Launcher the unit's speed is reduced to 20cm.</i>
Earthshaker Platform	LV	0cm	6+	6+	6+	Earthshaker	120cm	AP4+/AT4+	
						or	120cm	1BP, Ind	
Heavy AA Platform	LV	0cm	6+	6+	6+	Heavy AA Gun	60cm	AP5+/AT5+/AA5+	
Hydra Platform	LV	0cm	6+	6+	6+	2x Hydra Autocannon	45cm	AP4+/AT5+/AA5+	
Medusa Platform	LV	0cm	6+	6+	6+	Medusa Siege Gun	30cm	MW4+, IC	
						or	60cm	1BP, D, IC, Ind	
Bombard	AV	20cm	6+	6+	5+	Siege Mortar	45cm	2BP, IC, Ind, Slw	
						Heavy Bolter	30cm	AP5+	
Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon	30cm	AP3+, IC	
						Heavy Bolter	30cm	AP5+	
Leman Russ	AV	20cm	4+	6+	4+	Battle Cannon	75cm	AP4+/AT4+	<i>Reinforced Armour</i>
						Lascannon	45cm	AT5+	
						2x Heavy Bolter	30cm	AP5+	
Leman Russ Demolisher	AV	20cm	4+	6+	3+	Demolisher	30cm	AP3+/AT4+, IC	<i>Reinforced Armour</i>
						Lascannon	45cm	AT5+	
						2x Plasma Cannon	30cm	AP4+/AT4+, Slw	
Leman Russ Thunderer	AV	20cm	4+	6+	5+	Demolisher Cannon	30cm	AP3+/AT4+, IC	<i>Reinforced Armour, Thick Rear Armour</i>
Leman Russ Vanquisher	AV	20cm	4+	6+	4+	Vanquisher	75cm	AP4+/AT2+	<i>Reinforced Armour</i>
						Lascannon	45cm	AT5+	
						2x Heavy Bolter	30cm	AP5+	
Trojan	AV	20cm	6+	6+	6+	Heavy Bolter	30cm	AP5+	<i>Transport (one of the following units: Earthshaker Platform, Heavy AA Platform, Hydra Platform, Medusa Platform)</i>

Baneblade	WE	15cm	4+	6+	4+	Baneblade Battle Cannon Autocannon Demolisher 2x Lascannon 3x Twin Heavy Bolter	75cm 45cm 30cm 45cm 30cm	AP3+/AT3+ AP5+/AT6+ AP3+/AT4+, Fx F, IC AT5+ AP4+	DC3, Reinforced Armour. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.
Deathstrike Silo	WE	Immobile	4+	6+	4+	Deathstrike Missile	Unlimited	MW2+, Ind, Slw, TK(D6)	DC3, Reinforced Armour. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a macro-weapon hit on a roll of 4+.
Gorgon	WE	20cm	4	6+	6+ (5+)	2x Twin Heavy Stubbers 0-1x Gorgon Mortars 0-1x Twin Heavy Bolters	30cm 30cm 30cm	AP5+ 2BP, FwA, Ind, SS 2x AP4+	DC3, Reinforced Armour, Transport (ten infantry units), Walker. The unit is armed with either Gorgon Mortars or two Twin Heavy Bolter. If armed with two Twin Heavy Bolter the unit's firefight value is 5+. Critical Hit Effect: The unit is immobilized. Subsequent critical hits destroy the unit.
Macharius	WE	15cm	4+	6+	4+	2x Battlecannon 2x Heavy Bolters Twin Heavy Stubber	75cm 30cm 30cm	AP4+/AT4+ AP5+ AP5+	DC2, Reinforced Armour. Critical Hit Effect: The unit destroyed.
Macharius Command	WE	15cm	4+	6+	4+	0-1x 2x Vanquisher 0-1x Vulcan Megabolter 2x Heavy Bolters Twin Heavy Stubber	75cm 45cm 30cm 30cm	AP4+/AT2+ 4x AP3+/AT5+ AP5+ AP5+	DC2, Reinforced Armour. Armed with either a Vulcan Megabolter or two Vanquisher. Critical Hit Effect: The unit destroyed.
Shadowsword	WE	15cm	4+	6+	5+	Volcano Cannon 2x Heavy Bolter	90cm 30cm	MW2+, Fx F, TK(D3) AP5+	DC3, Reinforced Armour. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.
Stormblade	WE	15cm	4+	6+	5+	Plasma Blastgun Heavy Bolter 2x Lascannon 2x Twin Heavy Bolter	45cm 30cm 45cm 30cm	2x MW2+, Fx F, Slw AP5+ AT5+ AP4+	DC3, Reinforced Armour. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.
Stormsword	WE	15cm	4+	6+	4+	Siege Cannon Heavy Bolter 2x Heavy Flamer 2x Twin Heavy Bolter	45cm 30cm 15cm 30cm	3BP, D, Fx F, IC AP5+ AP4+, IC AP4+	DC3, Reinforced Armour. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.
Marauder Heavy Bomber	AC/ WE	Bomber	5+	n/a	n/a	Bomb Racks Twin Lascannon 2x Twin Heavy Bolter	15cm 45cm 15cm	3BP, Fx F AT4+, Fx F AA5+	DC2. Critical Hit Effect: The unit destroyed.
Hades Breaching Drill	Special	n/a	n/a	n/a	n/a	-			Tunneler, Transport (eight Engineers). Note that the Hades Breaching Drill is not a unit and so may not be shot at nor have hits applied to it. It is in all respects simply a marker, to be used in a similar manner to Space Marine Drop Pods. No Blast marker is generated for its parent formation leaving the Hades Breach Drill behind during the game.

5.16.1 Trenchworks

<i>Terrain</i>	<i>Infantry</i>	<i>Vehicle</i>	<i>War Engine</i>	<i>Notes</i>
Bunker	3+ Cover Save	Dangerous	Impassable	Counts as <i>Fortifications</i> (see 1.8.4). Can hold three units.
Gun Emplacement	4+ Cover Save	5+ Cover Save	No Effect	Provides vehicles with a Cover Save that works in the same manner as an infantry Cover Save (see 1.8.3). Can hold one unit.
Trench	4+ Cover Save	Dangerous	No Effect	Can hold one infantry unit per 4cm of length.

5.17 SALAMANDER FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Salamander Devastator	INF	15cm	4+	5+	4+	2x Multi-melta and	15cm (15cm)	MW5+ Small Arms, MW	<i>Counts as a Devastator unit for the purposes of being transported.</i>
Salamander Tactical	INF	15cm	4+	4+	5+	Multi-melta and	15cm (15cm)	MW5+ Small Arms, MW	<i>Counts as a Tactical unit for the purposes of being transported.</i>
Salamander Terminator	INF	15cm	4+	3+	3+	2x Heavy Flamers and Thunder Hammers	15cm (15cm) (bc)	AP4+, IC Small Arms, IC Assault Weapons, EA(+1), MW	<i>Reinforced Armour, Teleport, Thick Rear Armour. Counts as a Terminator unit for the purposes of being transported.</i>
Salamander Attack Bike	LV	35cm	4+	5+	5+	Multi-melta and	15cm (15cm)	MW5+ Small Arms, MW	<i>Counts as an Attack Bike for the purposes of being transported.</i>
Land Raider Helios	AV	25cm	4+	6+	5+	2x Twin Lascannon Whirlwind	45cm 45cm	AT4+ 1BP, Ind	<i>Reinforced Armour, Thick Rear Armour, Transport (one of the following units: Devastator, Tactical). Counts as a Land Raider for the purposes of being transported.</i>
Land Raider Prometheus	AV	25cm	4+	6+	4+	4x Twin Heavy Bolter	30cm	AP4+	<i>Reinforced Armour, Thick Rear Armour, Transport (one Terminator unit; or two of the following units: Devastator, Tactical). Any unit in the same formation as this unit may ignore the 5cm restriction when using the Commander ability. Counts as a Land Raider for the purposes of being transported.</i>
Land Raider Redeemer	AV	25cm	4+	5+	3+	2x Flamestorm Cannon and Twin Assault Cannon	15cm (15cm) 30cm	AP3+, IC Small Arms, IC AP4+/AT4+	<i>Reinforced Armour, Thick Rear Armour, Transport (one Terminator unit; or two of the following units: Devastator, Tactical). Counts as a Land Raider for the purposes of being transported.</i>
Predator Incinerator	AV	30cm	4+	6+	4+	Autocannon 2x Heavy Flamers and	45cm 15cm (15cm)	AP5+/AT6+ AP4+, IC Small Arms, IC	<i>Counts as a Predator Destructor for the purposes of being transported.</i>
Salamander Dreadnought	AV	15cm	3+	4+	4+	0-1x Missile Launcher 0-1x Twin Lascannon 0-1x Power Fist 0-1x Multi-melta and	45cm 45cm (bc) 15cm (15cm)	AP5+/AT6+ AT4+ Assault Weapons, EA(+1), MW MW5+ Small Arms, MW	<i>Walker. Armed with either a Missile Launcher and Twin Lascannon, or a Power Fist and Multi-melta. Counts as a Dreadnought for the purposes of being transported.</i>

5.18 SCIONS OF IRON FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Land Raider Crusader	AV	25cm	4+	5+	5+	2x Hurricane Bolters Twin Assault Cannon	(15cm) 30cm	Small Arms, EA(+1) AP4+ / AT4+	<i>Reinforced Armour, Thick Rear Armour, Transport (three of the following units: Devastator, Tactical, Terminator; Terminators count as one and a half units each, rounding up). Counts as a Land Raider for the purposes of being transported.</i>
Land Raider Helios	AV	25cm	4+	6+	5+	2x Twin Lascannon Whirlwind	45cm 45cm	AT4+ 1BP, Ind	<i>Reinforced Armour, Thick Rear Armour, Transport (one of the following units: Devastator, Tactical). Counts as a Land Raider for the purposes of being transported.</i>
Land Raider Prometheus	AV	25cm	4+	6+	4+	4x Twin Heavy Bolter	30cm	AP4+	<i>Reinforced Armour, Thick Rear Armour, Transport (one Terminator unit; or two of the following units: Devastator, Tactical). Any unit in the same formation as this unit may ignore the 5cm restriction when using the Commander ability. Counts as a Land Raider for the purposes of being transported.</i>
Thunderhawk Close Air Support	AC/ WE	Bomber	4+	n/a	n/a	Turbolaser 2x Twin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter 2x Rockets	45cm 30cm 15cm 15cm 30cm	2x AP5+ / AT3+, FxF AP4+ / AA5+, FxF AP4+ / AA5+, Left AP4+ / AA5+, Right AT4+, FxF	<i>DC2, Reinforced Armour. Critical Hit Effect: The unit is destroyed.</i>
Thunderhawk Saturation Bomber	AC/ WE	Bomber	4+	n/a	n/a	Battle Cannon 2x Twin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter Bombs	75cm 30cm 15cm 15cm 15cm	AP4+ / AT4+, FxF AP4+ / AA5+, FxF AP4+ / AA5+, Left AP4+ / AA5+, Right 2BP, FxF, IC	<i>DC2, Reinforced Armour. Critical Hit Effect: The unit is destroyed.</i>
Thunderhawk Transporter	AC/ WE	Bomber	5+	6+	5+	2x Twin Heavy Bolter	15cm	AP4+ / AA5+	<i>DC2, Planetfall, Reinforced Armour, Transport (one Land Raider or two of the following units: Hunter, Predator Annihilator, Predator Destructor, Razorback, Rhino, Vindicator, Whirlwind; plus the units being transported on them). Critical Hit Effect: The unit and all units on board are destroyed. Counts as a Landing Craft for the purposes of being transported.</i>

5.19 TAU FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Ethereal	CH	n/a	n/a	n/a	n/a	Honour Blade	(bc)	Assault Weapons, EA(+1)	<i>Invulnerable Save, Leader. All units in a formation joined by an Ethereal become Fearless. If the Ethereal is killed then all these units lose Fearless and the formation breaks automatically.</i>
Shas'el	CH	n/a	n/a	n/a	n/a	Plasma Rifle	30cm	AP5+	<i>Coordinated Fire, Leader</i>
Shas'o	CH	n/a	n/a	n/a	n/a	Experimentaal Weapons	30cm	AP4+	<i>Coordinated Fire, Leader. Each Shas'o character in the army allows a player to re-roll one failed initiative test (of any type) once per turn.</i>
Crisis Battlesuits	INF	20cm	3+	5+	5+	Missile Pods	45cm	AP5+ / AT6+	<i>Invulnerable Save, Tau Jet Packs</i>
						Twin Plasma Rifles	30cm	AP4+	
						Twin Fusion Blasters	15cm	MW4+	
Fire Warriors	INF	15cm	5+	6+	5+	Pulse Rifles	30cm	AP4+	
						Pulse Carbines	15cm	AP5+, D	
Gun Drones	INF	20cm	5+	6+	5+	Twin Pulse Carbines	15cm	AP4+, D	<i>Tau Jet Packs</i>
Kroot Hounds	INF	20cm	-	3+	-	Fangs	(bc)	Assault Weapons	<i>Infiltrators, Scouts</i>
Kroot Master Shapers	INF	15cm	6+	4+	5+	Kroot rifles	(15cm)	Small Arms	<i>Infiltrators, Leaders, Scouts</i>
						Mercenary Weapons	(bc)	Assault Weapons, EA(+1)	
Kroot Warriors	INF	15cm	-	4+	5+	Kroot rifles	(15cm)	Small Arms	<i>Infiltrators, Scouts</i>
Krootox	INF	15cm	4+	4+	4+	Kroot Guns	45cm	AP5+ / AT6+	
						Claws	(bc)	Assault Weapons, EA(+1)	
Pathfinders	INF	15cm	5+	6+	5+	Rail Rifles	30cm	AP5+, S	<i>Coordinated Fire, Markerlights, Scouts</i>
						Pulse Carbines	15cm	AP5+, D	
Stealth Battlesuits	INF	20cm	5+	6+	5+	Silenced Burst Cannons	15cm	AP4+, D	<i>First Strike, Markerlights, Reinforced Armour, Scouts, Tau Jet Packs, Teleport</i>
Broadside Battlesuit	LV	15cm	4+	6+	5+	Twin Railguns	75cm	AT3+	<i>Reinforced Armour, Walker</i>
						Smart Missile System	30cm	AP5+, IC	
Piranha	LV	35cm	5+	6+	6+	Burst Cannon and Drones	15cm	AP5+	<i>Skimmer</i>
						Seeker Missiles	90cm	AT6+, GM	
Tetra	LV	35cm	5+	6+	6+	Tetra Pulse Rifles	30cm	AP6+	<i>Coordinated Fire, Markerlights, Scout, Skimmer</i>
Devilfish	AV	30cm	5+	6+	6+	Burst Cannon and Gun Drones	15cm	AP5+	<i>Skimmer, Transport: (two units of Fire Warriors or Pathfinders)</i>
						Seeker Missiles	90cm	AT6+, GM	
Hammerhead	AV	30cm	4+	6+	5+	Smart Missile System	30cm	AP5+, IC	<i>Skimmer. Armed with either a Railgun, Ion Cannon or Twin Fusion Cannon.</i>
						Seeker Missiles	90cm	AT6+, GM	
						0-1x Railgun	75cm	AP5+ / AT4+	
						0-1x Ion Cannon	60cm	AP4+ / AT5+	
						0-1x Twin Fusion Cannon	30cm	MW4+	
Skyray	AV	30cm	5+	6+	5+	Smart Missile System	30cm	AP5+, IC	<i>Markerlights, Skimmer</i>
						2x Hunter Missiles	60cm	AA5+	
						2x Seeker Missiles	90cm	AT6+, GM	
Barracuda	AC	Fighter	6+	n/a	n/a	Ion Cannon	30cm	AP4+ / AT5+ / AA5+, FxF	
						Twin Burst Cannons	15cm	AA6+	
						Twin Missile Pods	45cm	AP5+ / AT6+, FxF	
Tiger Shark	AC	Bomber	4+	n/a	n/a	Twin Ion Cannons	30cm	AP3+ / AT4+ / AA4+, FxF	<i>Transport (three units of Gun Drones)</i>
						Twin Burst Cannons	15cm	AA6+	
						Twin Missile Pods	45cm	AP5+ / AT6+, FxF	

Tiger Shark AX-1-0	AC	Bomber	4+	n/a	n/a	Twin Rail Cannons	45cm	MW3+, TK(D3), FxF	
						Twin Burst Cannons	15cm	AA6+	
						Twin Missile Pods	45cm	AP5+/AT6+, FxF	
						Aircraft Seeker Missiles	45cm	AT6+, GM	
Manta	WE	20cm	5+	-	4+	Twin Heavy Rail Cannons	90cm	MW2+, TK(D3), FxF	<i>DC8, Fearless, Markerlights, Planetfall, Reinforced Armour, Support Craft, Tau Deflector Shield, Transport (20 of the following units: Crisis Battlesuits, Fire Warriors, Gun Drones, Kroot Hounds, Kroot Master Shapers, Kroot Warriors, Krootox, Pathfinders, Stealth Battlesuits, Broadside Battlesuits; plus four of the following units: Devilfish, Hammerhead, Piranha, Skyray, Tetra; Tetra count as one-third of a unit each, rounding up). Critical Hit Effect: The unit loses the Tau Deflector Shield ability. Subsequent critical hits cause an extra point of damage.</i>
						3x Heavy Ion Phalanx	75cm	AP3+/AT4+, FxF	
						4x Twin Manta Burst Cannons	30cm	AP5+/AA6+	
						Twin Missiles Pods	45cm	AP5+/AT6+, FxF	
						2x Seeker Missiles	90cm	AT6+, GM	
Orca	WE/ AC	Bomber	4+	6+	6+	Twin Burst Cannons	15cm	AA6+	<i>DC2, Planetfall, Transport (twelve of the following units: Crisis Battlesuits, Fire Warriors, Gun Drones, Kroot Hounds, Kroot Master Shapers, Kroot Warriors, Pathfinders, Stealth Battlesuits, Broadside Battlesuits; Crisis Battlesuits count as two units each). Critical Hit Effect: The unit and all units on board are destroyed.</i>
						Twin Missile Pods	45cm	AT5+/AT6+	
						Aircraft Seeker Missiles	45cm	AT6+, GM	
Custodian Class Battleship	SC	n/a	n/a	n/a	n/a	Gravitic Tracer Salvo	n/a	3x MW4+, GM	<i>Transport (18 of the following units and the units being transported on them: Orca, Manta; Mantas count as three units each). The two Gravitic Tracer Salvos may be fired at a marked formation of any type.</i>
						Pin-Point Attack	n/a	MW2+, TK(D3)	
Protector Class Cruiser	SC	n/a	n/a	n/a	n/a	2x Pin-Point Attack	n/a	MW2+, TK(D3)	<i>Transport (six of the following units and the units being transported on them: Orca, Manta; Mantas count as three units each)</i>

SPECIAL RULE

5.19.1 Coordinated Fire

Some units are noted as being able to call in coordinated fire. These units can order up to two other formations within 15cm that have not taken an action this turn, and which are not broken, to follow their own formation when they take an advance, double or sustained fire action.

Make a single initiative roll for all formations, counting a single -1 modifier if any have blast markers. If the test is failed then the original formation (containing the unit calling for coordinated fire) receives a Blast marker and must take a hold action, but the other formations are unaffected (and may take an action later in the turn). If the test is passed then all formations concerned are allowed to take either an advance, double or sustained fire action.

There is no obligation for all formations to take the same action, and these actions may be resolved in any order, but they must all fire at the same target formation. The formations don't have to stay within a given distance of each other and will complete their actions one after the other. Each formations action is declared and resolved (including testing to see if the target formation is broken) before moving on to the next Tau formation.

Note that units with this ability confer the Coordinated Fire ability to any formation that they join. For example, a Pathfinder upgrade purchased to be added to a Fire Warrior Cadre, adds the Coordinated Fire ability to all units in the Cadre.

SPECIAL RULE

5.19.2 Tau Technology

Deflector Shield: *Tau deflector shields work like an invulnerable save in all respects, except that this invulnerable save is always at 5+.*

Guided Missiles: *Guided Missiles may only be fired at a target formation that is marked, but Guided Missiles may be fired without Line of Fire if the target is marked. A Tau formation may not mark an enemy formation if it has used the March order during the turn, or if it is broken.*

Markerlights: *All enemy formations with at least one unit within 30cm range and Line of Fire (LOF) of at least one Tau unit with the markerlights ability is considered to be marked. When shooting at a marked formation, all ranged firepower attacks add +1 to their to-hit roll. This bonus for shooting at a marked enemy may not be used when making Anti-Aircraft attacks.*

Tau Jet Packs: *Tau Jet Packs follow all the rules for Jump Packs. Additionally, units with Tau Jet Packs are allowed to make an additional move of 10cm at the end of an advance, double or march order. The extra move is allowed whether or not the unit fires and takes place after any firing. This extra move may be in any direction and follows all the normal movement rules, so unit coherency and zones of control must be adhered to as usual. No extra movement is allowed on any orders other than advance, double or march.*

In formations where only some of the units have Tau Jet Packs, the units without Tau Jet Packs are not allowed the extra move.

5.20 ALAITOC ELDAR FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Pathfinders	INF	20cm	5+	6+	5+	Long Rifles	30cm	AP5+	<i>Invulnerable Save, Scouts, Snipers, Teleport. Counts as a Rangers unit for the purposes of being transported.</i>

6.0 EPIC GAMING

“Myriad are the ways of war. The lightning strike, the tenacious defence, the cunning ruse; all have their time and place, oft as not dictated by the lie of the land or balance of forces that you find at your disposal. The art of war is learning how to bind the tactics, terrain and forces at your command to your advantage.”

Imperium Tactics

Tournament games are the single most popular form of Epic game. This is mainly because it is the easiest way to play Epic. All you have to do is use the army lists to collect an army, safe in the knowledge that you can use it to play an even and balanced game even against a complete stranger, something that is simply not possible with scenarios or campaigns. In order to achieve this happy state of affairs, tournament games require three things: *army lists*, *points values*, and a set of *tournament game rules*.

An army list, as its name implies, is a list of units and formations that can be used by an army. What sets it apart from a simple order of battle, such as the forces included in the training scenarios presented earlier in this rulebook, is that it is a list of things you *can* use in your army rather than a list of things you *must* use. So, for example, a Space Marine army list would say something along the lines of: “You may have the following things in your army: Space Marine Tactical detachments, Space Marine Assault detachments, Space Marine Terminator detachments...” and so on. Army lists usually focus on one army, for example Space Marines, or Imperial Guard, or Orks, though some cover combined or allied forces. In addition, army lists can either be ‘generic’ and cover all armies of that type, or ‘specific’ and cover a particular army or famous regiment. For example, a generic Space Marine army list would allow you to collect any Chapter, while a Blood Angels army list would only allow Blood Angel units to be used. The advantage of specific lists is that they can include more interesting and characterful units, while a generic list lacks this level of detail but gives the player more freedom in terms of painting and modelling.

Of course, if players were simply allowed to pick any units or formations they liked from an army list then there is no way that tournament games could be fair – the player with the largest collection of models would always have a big advantage! Because of this, each formation and unit in an army list is given a points value. The points value shows how effective the unit or formation is when it is used in a tournament game. So, for example, a mighty Baneblade tank would cost many more points than a humble Leman Russ, as the Baneblade will have a much greater impact on the course of the game. Players are then given the freedom to choose troops from their army list to a set points value. For example, players might agree to play a 2,000 point game, in which case each could pick troops worth 2,000 points from their own army list. As long as the army lists have been worked out properly, then any two armies with the same points value will have an equal chance of winning, although the actual composition of each army may be radically different, even if both are chosen from the same list. Returning to our prior example, one player might choose to take a few Baneblades, while his opponent chooses to take a horde of Leman Russ, but as long as the points values for the two units have been worked out properly then each player will have the same chance of winning the game.

The final piece of the jigsaw is the tournament game rules. In order to create a fair and balanced contest, tournament games need to have a method of setting up the terrain, deploying the armies, and determining the winner that is as even as possible for both sides. These are known as the tournament game rules, and they need to be set out in advance along with the army lists, so that a player can choose his army knowing what sort of battle he will be fighting. Because of the desire to create an even contest, tournament game rules tend to be quite simple. Terrain will usually be kept to a minimum and not include too many exotic features, and both armies will usually deploy in a ‘set-up zone’ near their own table edge. Victory conditions can be quite complex, but will almost always be the same for both sides (a process called ‘mirroring’). A very common set of tournament game victory conditions is to play for a certain number of turns, and then for each player to count up the points value of destroyed enemy units to see who has won. A variation on this theme is for each player to place a certain number of ‘objective markers’ in the opposing half of the table, with the winner being the player that has captured the most objectives at the end of the game. Previous versions of Epic have used a combination of these two methods, with players winning points for destroying the enemy and capturing objectives, to determine the winner. However, whatever rules are actually used, the aim is always to create as even a contest as possible between the two armies picked from the army lists, and this usually leads to fairly straight-forward ‘line up and fight’ battles with a minimum of terrain and mirrored victory conditions for both sides.

The overall effect of this is to create a game that is ideal for ‘pick-up’ games between two players that have not met each other before. Tournament games allow the player to simply go ahead and collect an army, choosing whichever models they like within the constraints of the army list, and then turn up at a club or gaming event, find an opponent, and play knowing that the game will be as fair and even as possible.

6.1 EPIC TOURNAMENT GAME RULES⁸⁸

The Epic tournament game rules are designed to be used in conjunction with the Epic tournament army lists. They will allow two players to fight an evenly balanced battle with little or no preparation. They are ideal for pick-up games at clubs or shows, and provide an evenly balanced contest in tournaments.

In many ways, tournament games represent the most ‘basic’ form of game play, and are designed to be as easy and accessible as possible in order to allow Epic players to play games with the minimum of fuss. Because of this, the tournament rules require little or no preparation other than picking forces from the army lists, while the army lists are designed to work with the packaged range of Epic miniatures produced by Games Workshop, making it easy for players to put together an army. Later sections include rather more advanced rules and guidelines that will allow experienced players to design their own unique formations and units for use in scenarios or campaigns of their own devising.

6.1.1 Forces

Both players pick armies to an agreed points total between 2,000 to 5,000 points using the tournament army lists. It is possible to play games using the tournament rules for larger or smaller games than this, but please note that the army lists have been balanced assuming that armies will fall within this range, and this means that larger or smaller games may be slightly unbalanced.

6.1.2 Set-up

Set up the terrain for the game in any mutually agreeable manner. If one player sets up the terrain then his opponent may choose where to deploy. If you set up the terrain as a joint effort or it was set up by a tournament organiser then the player with the higher strategy rating may choose the table edge he sets up on. If both players have the same strategy rating, then dice to see who gets the choice of table edge. You can pick a long edge, or a corner (half way up each long and short edge). The opponent sets up on the opposite edge or corner.

The tournament game rules have been designed to be played on tables that are 90-150cm wide by 150-240cm long (that’s 3-5 feet by 5-8 feet for you non-metric types!) The ideal size is round-about 120cm by 180cm (4 feet by 6 feet). It is possible to play games on tables that are wider or longer than this, but this may favour certain armies and could lead to an unbalanced game.

6.1.3 The Five Minute Warm Up

Tabletop miniatures wargaming is not an exact science. One person’s line of sight is another’s blocked line of fire, some people love pre-measuring, others hate it, and so on. Because of this after you have set up the terrain for a game you should spend five minutes going through things like how the line of fire rules will work, how the terrain features used will work, and so on. Here are some of the things you may want to discuss:

- The ‘Counts As’ Rule (see 6.2.1).
- Lines of Sight and Lines Of Fire.

- Fire Arcs on units.
- Pre-measuring.
- Templates and if units are ‘in or out’.
- Terrain features – what do they count as on the terrain chart, when are units ‘in’ terrain.
- How you will show if a formation is broken, in overwatch or has marched this turn.
- Anything else you can think of!

6.1.4 Place Objective Markers

Take it in turns, starting with the player with the higher strategy rating, to place one objective marker on the table. If both players have the same strategy rating then dice to see who places the first objective marker.

The first objective a player sets up must be placed on their own table edge. The remaining two objectives must be set up in their opponent’s half of the table, at least 30cm away from the opponent’s table edge and 30cm away from any other objectives that have already been placed.

Keep placing objectives until six objective markers have been placed on the table in total. You can use anything as an objective marker but we would suggest using terrain pieces to represent them if you can. In our games, we’ve found that battling over an actual bunker or fuel dump is far more appealing than having your forces sell their lives for a cardboard counter!

You capture an objective if you have a unit within 15cms of it in the end phase and your opponent does not. An objective is contested if both sides have a unit within 15cms of it in the end phase. Units from broken formations or from formations that have rallied that end phase can not capture or contest objectives. Aircraft which have landed may not capture an objective on the same turn that it lands. However, a landed aircraft may immediately contest an objective.

Check at the end of each turn to see how many objectives you control. Objectives do not have a ‘memory’ and you will lose control of any you have captured if there are no friendly units within 15cms of them at the end of any subsequent turn.

6.1.5 Setup Spacecraft & Garrisons

If either player is using spacecraft then they are set up now before any other units (see 4.3). Units entering play via planetfall should be placed to one side at this time too (see 4.4).

On-table garrison units are set up after spacecraft have been set up. The following types of formations may be set up on the table as ‘garrisons’ at the start of the game:

- Formations where half or more of the units (rounding up) are scouts OR
- Formations where no more than one of the units has a move greater than 15cms, and where none of the units are war engines OR
- Any formations that include units with a speed of 0 (zero).

Players take it in turns to set up one garrison at a time, starting with the player with the higher strategy rating. Garrisons must be set up so that they have at least one unit within 15cm of an objective in the player’s own half of the table. No units may be set up in the opponent’s half of the table or in impassable

⁸⁸ 6.1 Epic Tournament Game Rules

Q: Since a landed transport aircraft is a 0cm move War Engine, is it possible to garrison a loaded one, such as a Marine Landing Craft or Ork Landa?

A: No. 4.2 specifically states that aircraft must start off-board.

Q: Can a WE garrison?

A: Only if it has a move of 0cm or is part of a formation where over half the units are scouts.

terrain. Units may be set up in dangerous terrain (it's assumed that they took their time getting into position in order to do so safely!)

Each player may start up to two of their garrisoned formations on Overwatch. These formations represent sentries deployed as a trip wire and to provide security at the objectives. They are assumed to have gone on Overwatch in their previous Action phase. That Overwatch is 'carried over' into the first turn.

6.1.6 Set-up Remaining Formations⁸⁹

All of the remaining formations in the players' armies must be set up within 15cms of their own side's table edge or be kept back 'in reserve'. The players take it in turn to set up these formations one at a time, starting with the player with the higher strategy rating.

Units kept in reserve must either aircraft, or be going to enter play in a transport aircraft or by teleportation. Reserve formations entering play in aircraft or by teleportation should be placed aside with units that will enter play via planetfall. These formations are not 'secret' and your opponent may inspect them at any time.

Units being transported must start the game already loaded into the transport vehicle that will bring them into play (i.e., an aircraft or unit with the planetfall ability).

Formations entering play in aircraft or from spacecraft can do so on any turn, following the rules for transport aircraft and planetfall (see 4.2.5 & 4.4) Formations that are in reserve may not carry out *any* game functions or use special abilities they may have.

⁸⁹ 6.1.6 Set Up Remaining Formations

Q: When are reserve formations chosen?

A: Designate reserves before deploying any remaining formations and set them aside. The players take it in turn to set up non-reserve formations on the table one at a time

6.1.7 Victory Conditions⁹⁰

You must check to see if either player has won at the end of the third and fourth game turns. If neither player has won at the end of the fourth turn then the 'tiebreaker' rule is used to determine the winner.

Each player is trying to achieve five things known as goals. You win if you have achieved two of these goals in the end phase of turns three or four, and you have achieved more goals than your opponent. The five goals are: *Blitzkrieg*, *Break Their Spirit*, *Defend The Flag*, *Take And Hold*, and *They Shall Not Pass*.

Blitzkrieg: You achieve this goal by capturing the objective that was set up on the opponent's table edge at the start of the game (i.e., the first objective each player set up).

Break Their Spirit: You achieve this goal by destroying (not breaking) the formation worth the most points in the opposing army. If several formations are tied for the most points, you achieve this goal by destroying any one of them.

Defend To Flag: You achieve this goal if you control all three objectives in your half of the table.

Take And Hold: You achieve this goal by capturing a total of two objectives in your opponent's half of the table.

They Shall Not Pass: You achieve this goal if there are no unbroken enemy formations in your half of the table.

If neither player has won at the end of the fourth or any subsequent turn then both players roll a D6 to see if the game carries on another turn or ends in a tiebreak. If both players roll the same number then the game carries on for another turn and the players must roll again at the end of the next turn to see if the game ends or carries on another turn, and so on.

90 6.1.7 Victory Conditions

Q: To stop an opponent from claiming the 'They Shall Not Pass' goal do you need a whole formation in the opponents table half or will any part of the formation, even a single unit, stop your opponent from claiming the goal?

A: Any part of the formation in your opponent's half of the table will stop them from claiming the goal. The condition is meant to be quite difficult to achieve.

Q: Does a unit that was broken and rallies in the end phase prevent the gaining of the 'They Shall Not Pass' Victory Condition?

A: Yes.

Q: There have been several clarifications regarding the General Tournament Scenario setup procedure. Can we get a list of the setup sequence for the GT similar to the Sequence of Play chart?

A: Sure.

GT Pre-Game Setup List

Highest strategy rating acts first during setup.

- 1) Choose board sides.
- 2) Place objectives.
- 3) Deploy fortifications.
- 4) Decide when spacecraft arrive. Plot targets (secretly). Formations with an option to deploy via planetfall must declare at this point whether they will use planetfall.
- 5) Place garrisons, alternating players. Formations with an option to deploy as a garrison declare at this point. Once a player states they have no further garrisons to deploy, they may not deploy any more garrisons, i.e. no "passing" on placement. Garrisons are declared to be on Overwatch as they are deployed.
- 6) Declare which undeployed formations will remain in Reserves, alternating players. Any reserves with deployment options must choose the method of deployment at this point. For example, Eldar reserves must decide whether they will Teleport or use a Wraithgate.
- 7) Set up remaining formations on the table in the deployment zone, alternating players.

If the players roll different numbers then the game ends in a tiebreak. Each player scores a number of *victory points* equal to the full points value of any enemy formations that have been completely destroyed, plus the full points value of any enemy formations that are broken *and* have been reduced to half strength or less, plus half the value of any formation reduced to half strength or less but is not broken, plus half the value of any formation that is broken but is above half strength. Whoever has the higher points score is the winner. For the purpose of this rule, a formation's 'strength' is equal to the number of units in the formation plus the (remaining) damage capacity of any war engines.

6.2 TOURNAMENT ARMY LISTS

"Do not throw your forces blindly into battle. Before committing your forces, examine the situation. Review your own strength, and that of your enemy. Remember your own objectives, and try to anticipate those of your opponent. Then select those of your troops best suited to the task in hand."

Imperium Tactics

The following army lists are designed to work with the range of models produced by Games Workshop for Epic, and will produce a closely balanced game when used along with the tournament game rules (see 6.1).

Although each army list is based on one particular fighting force, they are typical of many other similar armies, and so all of these lists can be used as 'stand in' lists for players that may already have collected an Epic army from a previous edition of the rules.

In order to use the army lists, you and your opponent must agree upon a points total for the game that you will play, and then select formations from the army lists that are equal to or less than this value. For example, you might agree to play a 3,000 point game, in which case you would both pick formations whose points value comes to 3,000 points or less.

The attached army lists provide points value for all of the models available in the Epic range. The 'counts as' rule opposite will make it easy for you to use non-standard models in your games, and the appendices at the end of this book include sections on how to use models that are no longer in production from older versions of Epic in your games too. Our aim is to make it as easy as possible for players to use all of the models in their collection without receiving an unfair advantage by so doing, and as long as you use the rules in this spirit you will find your games all the better for it.

Each army list is broken down into four parts:

Forces: This section tells you which datasheets to use from section 5.0.

Using The Army List: This section tells you how to use the army list, and covers the different types of formation used by the army and how they can be selected from the list.

Special Rules: The special rules that apply to the army list.

The Army List: The army list describes the formations that can be used in the army, the units that make up each formation, and gives a points value for each formation. It also includes the army's strategy rating and the initiative rating for any formations in the army. The datasheets for all of the units in the armies can be found in the Forces section (see 5.0).

DESIGN CONCEPT

Tournament Terrain

The tournament game rules will work on any type of terrain. However, especially dense or extremely sparse terrain will favour some armies or troop choices over others. An Ork army with a lot of Boyz will do well on a table covered with lots of terrain, for example, while an Ork army with lots of buggies and gunwagons will do better on a table with sparse terrain. In addition, certain terrain features can favour one army over another. Having a river running the length of the table will favour an army with a lot of skimmers and aircraft. You get the idea, I'm sure.

Because of this, we recommend you use the following guidelines when setting up terrain for tournament games. These are not a set of hard and fast rules, but if they are used will ensure a well-balanced game no matter what army or units are taken.

- *We recommend the use of terrain features when playing tournament games in preference to modular terrain (see the Appendices for a more detailed description of the two types of terrain).*
- *Terrain features can be of pretty much any type, but should be roughly 15-30cm across. Hills can be up to twice this size. See below for a note of how to deal with rivers and roads.*
- *Divide the table into 60cm (2 foot) square areas. The total number of terrain features placed should be equal to twice the number of 60cm square areas. For example, if you were playing on a 120cm by 180 cm, you would have six areas and should place 12 terrain features.*
- *Within the limits above, place between 0-4 features in each 60cm square.*
- *The terrain may include one river. Rivers count as a terrain feature for each area that they run through. They need to enter on one table edge and leave from another, and should not be greater in length than the shortest table edge. For example, on a 120cm by 180cm table, the river should not be more than 120cm long. There should be a bridge or ford every 30cm along the river.*
- *Roads may be added after all terrain features have been placed. Any number of roads may be used. They need to enter on one table edge and either exit from another or end at a terrain feature.*

DESIGN CONCEPT

6.2.1 The 'Counts As' Rule

You may if you wish decide that certain units in your army 'count as' something else from the army lists that is of roughly the same size and function. This is especially useful if you are using old models that are no longer in the range and therefore not covered in the army lists, or you are using models that are painted differently. For example, you might have managed to lay your hands on some of the old metal Ork Squigoth models that we made many years ago but that are now no longer in the range. Rather than leaving these models languishing on the shelf you could simply decide that they 'count as' Ork Battlewagons, which are roughly the same size as a Squigoth and have a similar function. Alternatively, you may have decided to use the Steel Legion army list to represent a different Imperial Guard regiment with a very different colour scheme. Again, it would be a great shame not to be able to use your gorgeously painted army, and the 'counts as' rule will allow you to do so. However, if you decide to use the 'counts as' rule, then there are three very important things to bear in mind:

- *First of all, before the game starts you must tell your opponent that you have decided to use the 'counts as' rule, and you must let him know what counts as what.*
- *Secondly, this rule is here to allow you to use all the models in your collection, not as a method of fine-tuning your army for every game that you play. Therefore you may not use the 'counts as' rule for units that are actually covered in the army lists. For example, if you have a model of a Land Speeder, then you must use it as a Land Speeder and pay the points for a Land Speeder; you could not use it as a Land Speeder Tornado, or a Predator, or any other unit for that matter. By the same token, a Land Speeder Tornado must be used as a Land Speeder Tornado and can't stand in for any other units. This rule is included to prevent confusion and keep game play as even and balanced as possible. Note that you can paint the unit in any way you like, you just can't count it as a different unit from the list.*
- *Finally, if you decide that any unit in your army 'counts as' something else, then all of that type of unit in your army must count as the same thing. For example, if you decided that your old Squigoth model was a Battlewagon, then all the Squigoths in your army would have to be Battlewagons – you couldn't have one Squigoth as a Battlewagon, one as a Gunwagon, and so on.*

91

91 6.2.1 The 'Counts As' Rule

Q: The WYSIWYG rule confuses me a bit, especially regarding infantry (vehicles are ok, I guess). Because of this rule, I'm supposed to have one Missile Launcher per Space Marine Tactical unit, at least for Tournament play, correct? (Q continues below)

A: No, what the WYSIWYG rule means is that if you use the Space Marine Tactical units that we make in a Tournament game, then they must be used as Space Marine Tactical units rather than Assault units, Devestators etc. Basically, if you have a model of something that is included in the army lists, then you can't say the model 'counts as' anything else.

Q: None of my 'old' Marine rectangular stands only have a missile launcher model on every other stand, while half just have five Marines with bolters. Does this mean a rules-lawyering opponent could prevent half of my Marines units from firing in shooting phase?

A: The 'counts as' rule would apply in this case. You'd simply tell your opponent 'These stands with five Marines armed with bolters count as tactical units'. Simple, and directly covered by the tournament rules. I've put this rule in to enable and encourage the use of older models, rather than restrict their use.

Q: Some vehicles' Transport Notes mention that they can carry particular troops but the army list doesn't allow me to add that vehicle as an upgrade to all the troop types it can carry. Why is that?

A: The vehicle's Note list all the troops a vehicle could carry not necessarily the troops that it can possibly carry as described in the army list. The army lists are intended for tournaments or point-based gaming but if you are having a friendly game or you are designing a special scenario the possible units a vehicle can carry allows you to play games that aren't bound by the GT army lists.

6.3 CODEX ASTARTES SPACE MARINE ARMY LIST

“The Codex Astartes is the holy tome of these loyal Battle Brothers. The wisdom of the ancients is both scripture and the unbending rod by which they are measured. In war, they are fierce and as steadfast as those of old who stood beside the Emperor and broke the Legions of Horus. In faith and valour they are unmatched. The torches of their chapels burn bright with flames whose holy fire has shone upon an unchanging brotherhood for a hundred centuries. In their lives and in war, the Codex Astartes is their guide.”

Forces

The Codex Astartes Space Marine Army List uses the Space Marine datasheets from section 5.1, the Imperial Navy datasheets from 5.3 and the Titan Legion datasheets from 5.4.

Using the Army List

The following army list allows you to field an army based on one of the Space Marine Chapters that closely follows the teachings of the Codex Astartes. It can also be used as a ‘stand in’ army list for other Space Marine Chapters that do not follow the Codex Astartes, such as the Blood Angels, Dark Angels and Space Wolves.

Space Marines are organised into small formations called *detachments*. Each detachment is made up of one or more units, and may also include a number of extra units called *upgrades*.

The detachments that may be taken in a Codex Astartes army are shown on the chart that follows. The chart also shows what units comprise the detachment, what upgrades are allowed, and its points cost. For example, an Assault detachment consists of four Space Marine Assault units for 175 points, and may include the Commander and Vindicator upgrades at an additional cost in points.

Each upgrade that is taken adds to the cost of the detachment, as shown on the *upgrade chart*. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taken for, and sometimes takes the form of additional units for the detachment. Each upgrade may be taken once per formation. For example, an Assault detachment could include one Commander and one Vindicator. If both were taken it would cost $175 + 50 + 75 = 300$ points.

Codex Astartes Space Marine armies may be supported by Imperial Navy aircraft and Titan Legion battlegroups. A maximum of up to a third of the points available to the army may be spent on these formations.

Special Rules

The *They Shall Know No Fear* rule applies to all Space Marine detachment formations (5.1.1).

SPECIAL RULE

6.3.1 Space Marine Transports

The Space Marines are a highly mobile army. Because of this, the points cost of a detachment usually includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. Determine the number of Rhinos needed after all upgrades have been purchased. The number of Rhinos will always be the minimum needed to carry the formation, you can't take extras along to cover any losses!

Note that many formations don't receive Rhinos, usually because they can't fit into them. Detachments that come with Rhinos will be noted as having 'plus transport' in the units section of the army list opposite.

Also note that you don't have to take Rhinos if you don't want to. If you'd rather field the formation on foot instead, so it can act as a garrison for example, or be transported in a Thunderhawk Gunship, then you may do so.

In addition, you may choose to replace a detachment's Rhinos with Drop Pods. If you do this then the detachment will enter play in a Drop Pod using the rules for planetfall (see section 4.4). Note that if you choose to do this you will also require at least one Space Marine Strike Cruiser or Battle Barge to deploy the drop pods from.

Choosing transport options is part of the army selection process. Portions of a formation may be left behind during deployment (to garrison, for example) and the decision to exchange options, even free ones, must be determined when the army list is determined.

92

92 6.3.1 Space Marine Transports

Q: How and when are Space Marine transport options selected?

A: Choosing transport options is part of the army selection process. Portions of a formation may be left behind during deployment (to garrison, for example) the decision to exchange options, even “free” ones, must be made when the army list is determined.

Q: The Razorback upgrade in the Space Marine army list states “Replace any number of Rhinos with 1 or 2 Razorbacks each.” If I take 3 Razorbacks how do I determine how many Rhinos I have left in the formation?

A: You'd take the minimum number of Rhinos to carry the units not being transported in Razorbacks. This might leave one Rhino with one spare space in it but that is okay as long as you don't take Rhinos in excess of the transportation needs of the formation.

Q: Does the Land Raider upgrade available to the Devastator formation replace that formation's Rhinos? And if so how do you add Razorbacks to the formation if they do?

A: A Devastator formation can be given up to four Land Raiders. However, including Land Raiders in this way will mean that the number of free Rhinos the formation will receive will be reduced to the minimum number needed to carry any Devastator stands that can't fit inside the LRs. Then, once the number of Rhinos needed for the formation is known, you may replace each remaining Rhino with 1-2 Razorbacks.

To summarise:

1. Add any LRs to the formation.
2. Add enough Rhinos to carry any Devastators that won't fit into the LRs.
3. Convert any Rhinos to Razorbacks.

CODEX ASTARTES SPACE MARINE ARMY LIST

Codex Astartes Space Marine armies have a strategy rating of 5. All Space Marine detachment and Titan Legion battlegroup formations have an initiative rating of 1+. Imperial Navy aircraft formations have an initiative rating of 2+. The *They Shall Know No Fear* rule applies to all Space Marine detachment formations (5.1.1).

SPACE MARINE DETACHMENTS			
FORMATION	UNITS	UPGRADES ALLOWED	COST
Assault	Four Assault units	Commander, Vindicators	175 points
Bike	Any five of the following units: Attack Bike, Bike	Commander	200 points
Devastator	Four Devastator units plus transport	Commander, Dreadnoughts, Hunter, Land Raiders, Razorbacks	250 points
Land Raider	Four Land Raiders	Commander, Hunter, Vindicators	325 points
Land Speeder	Any five of the following units: Land Speeder, Land Speeder Tornado	Commander, Typhoons	200 points
Landing Craft	One Landing Craft	None	350 points
Predator	Any four of the following units: Predator Annihilator, Predator Destructor	Commander, Hunter, Vindicators	250 points
Scout	Four Scout units plus transport	Commander, Razorbacks, Sniper	150 points
0-1 Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Tactical	Six Tactical units plus transport	Commander, Dreadnoughts, Hunter, Land Raiders, Razorbacks, Vindicators	275 points
Terminator	Four Terminator units	Commander, Dreadnoughts, Land Raiders, Vindicators	350 points
Thunderhawk	One Thunderhawk Gunship	None	200 points
Vindicator	Four Vindicators	Commander, Hunter	225 points
Whirlwind	Four Whirlwinds	Commander, Hunter	300 points

SPACE MARINE UPGRADES		
<i>(Each upgrade may be taken once per detachment.)</i>		
UPGRADE	UNITS	COST
Battle Barge	Replace the Strike Cruiser with a Battle Barge	+150 points
Commander	Add any one of the following characters to any unit in the formation: Captain, Chaplain, Librarian	+50 points +100 points
Dreadnoughts	Add up to two Dreadnoughts	+50 points each
Hunter	Add one Hunter	+75 points
Land Raiders	Add up to four Land Raiders	+75 points each
Razorbacks	Add any number of Razorbacks, up to the number required to transport the formation	+25 points each
Sniper	Give one Scout unit the <i>Snipers</i> ability	+25 points
Typhoons	Replace any number of Land Speeders with an equal number of Land Speeder Typhoons	+25 points each
Vindicators	Add up to two Vindicators	+50 points each

IMPERIAL ALLY FORMATIONS		
<i>(Up to a third of the points available may be spent on these formations.)</i>		
IMPERIAL NAVY AIRCRAFT		
FORMATION	UNITS	COST
Marauder Squadron	Two Marauder Bombers	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	175 points
TITAN LEGION BATTLEGROUPS		
FORMATION	UNITS	COST
Reaver	One Reaver Class Titan	650 points
Warhound	One Warhound Class Titan	275 points
Warhound Pack	Two Warhound Class Titans	500 points
Warlord	One Warlord Class Titan	825 points

6.4 ARMAGEDDON STEEL LEGION IMPERIAL GUARD ARMY LIST

“Strike fast and suddenly. Attack without warning. Secure victory before the foe is aware of his danger. Remember always, a war is easily won if your enemy does not know he is fighting.”

Lord General Solar Macharius

Forces

The Armageddon Steel Legion Imperial Guard Army List uses the Imperial Guard datasheets from section 5.2, the Imperial Navy datasheets from 5.3 and the Titan Legion datasheets from 5.4.

Using The Army List

The following army list allows you to field an Imperial Guard army that is based on an Armageddon Steel Legion regiment. It can also be used as a ‘stand in’ army list for other Imperial Guard regiments, such as Cadian Shock Troops, Mordian Iron Guard or Valhallen Ice Warriors, among many others. Note that we have based the number of units in the infantry formations on what will be found in a typical field formation, rather than what is found in a full-strength company when first enlisted.

Steel Legion formations come in two types: companies and support formations. Each company you include in the army allows you to field any two support formations. Although you can only take a support formation if you first take a company, they are treated as separate independent formations during a battle and do not have to move around together. For example, taking a Steel Legion Tank Company would entitle you to take two formations from the support formation chart. If you decided to take an artillery battery then it and the tank company would operate as two separate formations.

In addition, companies may be given up to three company upgrades. Each type of upgrade can only be taken once by a company (i.e., an infantry company could have an Ogryn and a Sniper upgrade, but not two Sniper upgrades). Upgrades are added to the company and are not a separate formation. Support formations may not be given company upgrades. Each upgrade that is taken adds to the cost of the company, as shown on the upgrade chart. For example, if you took a Tank Company and added a mechanised infantry platoon to it as an upgrade, then the cost of the tank company would be 650 + 100 + 75 (for the Chimera) = 825 points. Note that you may take any type of upgrade for any type of company; so, for example, if you want to include a platoon of Leman Russ tanks in an infantry company or snipers in a Tank Company then you may do so.

Armageddon Steel Legion Imperial Guard armies may be supported by Imperial Navy aircraft and Titan Legion battlegroups. A maximum of up to a third of the points available to the army may be spent on these formations.

SPECIAL RULE

6.4.1 Commissars

An Imperial Guard army may include one Commissar character per 500 points, or part thereof, in the army. The Commissars do not cost any points.

Commissar units may be added to the army at the start of the battle before either side sets up. If the army includes a Supreme Commander then the first Commissar must be attached to the Supreme Commander's formation. Any further Commissars may be attached to any other formations.

You may not include more than one Commissar per formation. You may not add a Commissar to an Imperial Ally formation. If you have more Commissars than formations any excess is lost.

93

93 6.4.1 Commissars

Q: Can Commissars be placed in Titans or even Spacecraft if they are included in a Steel Legion army?

A: No, you cannot add Commissars to Imperial Navy aircraft or Titan Legion battlegroup formations.

STEEL LEGION IMPERIAL GUARD ARMY LIST

Steel Legion Imperial Guard armies have a strategy rating of 2. All Steel Legion companies and support formations as well as Imperial Navy aircraft formations have an initiative rating of 2+. Titan Legion battlegroup formations have an initiative rating of 1+.

STEEL LEGION COMPANIES		
FORMATION	UNITS	COST
Artillery Company	Any nine of the following units: Basilisk, Manticore	650 points
Infantry Company	One Commander unit and twelve Infantry units	250 points
Mechanized Infantry Company	One Commander unit, twelve Infantry units and seven Chimera	400 points
0-1 Regimental HQ	One Supreme Commander unit, twelve Infantry units and seven Chimera	500 points
Super-heavy Tank Company	Any three of the following units: Baneblade, Shadowsword	500 points
Tank Company	Ten Leman Russ (replace one Leman Russ with a Leman Russ Vanquisher)	650 points (Free)

STEEL LEGION COMPANY UPGRADES		
<i>(Up to three company upgrades may be taken once per company.)</i>		
UPGRADE	UNITS	COST
Fire Support Platoon*	Add four Support Squad units	+100 points
Flak	Add one Hydra	+50 points
Griffon Battery	Add three Griffons	+75 points
Hellhound Squadron	Add three Hellhounds	+125 points
Infantry Platoon*	Add six Infantry units	+100 points
Ogryns*	Add two Ogryns	+50 points
Snipers*	Add up to two Snipers	+25 points each
Tank Squadron	Add three Leman Russ or Leman Russ Demolishers	+175 points
* These upgrades may add up to one Chimera per each of their units for +25 points each. All infantry units in the formation must be transported in Chimera if any are taken.		

STEEL LEGION SUPPORT FORMATIONS		
<i>(Any two support formations may be fielded per each company.)</i>		
FORMATION	UNITS	COST
Artillery Battery	Three Basilisks, Bombards or Manticores	250 points
0-1 Deathstrike Battery	Two Deathstrikes	200 points
Flak Battery	Three Hydras	150 points
0-1 Orbital Support	Any one of the following units: Lunar Class Cruiser Emperor Class Battleship	150 points
		300 points
Rough Rider Platoon	Six Rough Riders	150 points
Sentinel Squadron	Four Sentinels	100 points
Storm Trooper Platoon	Eight Storm Troopers (add four Valkyries)	200 points (+150 points)
Super-heavy Tank Platoon	One Baneblade or Shadowsword	200 points
Vulture Squadron	Four Vultures	300 points

IMPERIAL ALLY FORMATIONS		
<i>(Up to a third of the points available may be spent on these formations.)</i>		
IMPERIAL NAVY AIRCRAFT		
FORMATION	UNITS	COST
Marauder Squadron	Two Marauder Bombers	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	150 points
TITAN LEGION BATTLEGROUPS		
FORMATION	UNITS	COST
Reaver	One Reaver Class Titan	650 points
Warhound	One Warhound Class Titan	275 points
Warhound Pack	Two Warhound Class Titans	500 points
Warlord	One Warlord Class Titan	825 points

6.5 GHAZGHKULL MAG URUK THRACA'S ORK WAR HORDE ARMY LIST

"I'm da hand of Gork and Mork, dey sent me to rouse up da boyz to crush and kill 'cos da boyz forgot what dere 'ere for. I woz one of da boyz till da godz smashed me in da 'ead an' I 'membered dat Orks is meant to conquer and make slaves of everyfing they don't kill. I'm da profit of da Waaagh an' whole worlds burn in my boot prints. On Armour-Geddem, I led da boyz through da fire deserts and smashed da humies' metal cities to scrap. I fought Yarik, old one-eye at Tarturus, an' he fought good but we smashed iz city too.

I'm death to anyfing dat walks or crawls, where I go nothin' stands in my way. We crushed da stunties on Golgotha, an' we caught old one-eye when da speed freaks blew da humies' big tanks ta bits. I let 'im go 'cause good enemies iz 'ard to find, an Orks need enemies ta fight like they need meat ta eat an' grog ta drink.

I iz more cunnin' than a grot an' more killy than a dread, da boyz dat follow me can't be beat. On Pissenah we jumped da marine- boyz an' our bossposles was covered in da helmets we took from da dead 'uns. We burned dere port an' killed dere bosses an' left nothin' but ruins behind.

I'm Warlord Ghazghkull Mag Uruk Thraka an' I speak wiv da word of da gods. We iz gonna stomp da 'ooniverse flat an' kill anyfing that fights back. We iz gonna do this coz' we're Orks an' we was made ta fight an' win!"

Graffiti on Warlord Titan wreckage found by Dark Angels at Westerisle, Piscina IV

Forces

The Ghazghkull Mag Uruk Thraka's Ork War Horde Army List uses the Ork datasheets from section 5.5.

Using The Army List

Unlike the very rigid formations used by the Imperium, Ork formations vary widely in both size and composition. The rules for creating Ork formations reflect this. The most common type of Ork formation is the warband. Other more specialised formations do exist, such as Kults of Speed and Blitz Brigades. The different types of Ork formation you may choose are shown on the army list that follows.

The army list includes the following information:

Type: The name of the formation.

Core Units: The units that make up the formation. An Ork player can choose to double or triple the number of units in the formation if he wishes. A formation with double the normal number of units is called a big formation, and a formation with three times the normal number of units is called a 'uge formation.

Cost: Most Ork formations have three values. The first value is the cost for the basic formation, the second is its cost if it is a big formation, and the third value is its cost if it is a 'uge formation. If the formation only has one cost then it may not be increased in size. Up to one third of the points available to an Ork army can be spent on aircraft and Gargants.

Extra Units: An Ork formation may include any of the extra units listed in the 'Extras' column. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there is a limitation then the limit is doubled for a big formation and tripled for a 'uge formation. For example, a normal sized Kult of Speed can include 0-1 Oddboy, a big Kult of Speed can include 0-2, and a 'uge Kult of Speed can include

0-3. All of the core, extra, and free units in an Ork formation count as being part of one large formation. The different units may not move off on their own.

Battlefortresses & Gunfortresses: In tournament games, these units may only transport units from their own formation (i.e., the rules for War Engine transports do not apply to them when using the tournament army lists).

Special Rules

The *Mob Rule* and *Power of the Waaagh!* rules apply to all Ork formations (5.5.1 and 5.5.2 respectively).

SPECIAL RULE

6.5.1 Ork Warlords

Every Ork army must include a Supreme Command character called a Warlord. The Warlord character is free, you don't have to pay any points for it. If the army includes any Great Gargants, then the Warlord must be placed in one of them. If there are no Great Gargants in the army then the Warlord will join a Nobz or a Gargant unit.

94

94 6.5.1 Ork Warlords

- Q: Can the Ork Warlord join any Ork unit if you do not have a Gargant in your army?
- A: The Ork Warlord has to join a Greater Gargant if you are fielding one. If there is not a Greater Gargant in the army then the Warlord Character can be added to any Nobz or Gargant unit. Conceivably if your army has no Nobz or Gargant units then it could join any Ork unit.
- Q: The free Ork Warlord character upgrades the abilities of a single unit in the mob, correct?
- A: Yes. This also includes the Gargant or Greater Gargant if the Warlord is added to either of those units.

GHAZGHKULL MAG URUK THRAKA'S ORK WAR HORDE ARMY LIST

Ghazghkull Mag Uruk Thraka's Ork War Horde armies have a strategy rating of 3. All Ork formations have an initiative rating of 3+, but receive modifiers depending on the action chosen when taking an action test, or the size of the formation when rallying (see 5.5.1 and 5.5.2).

ORK FORMATIONS					
TYPE	CORE UNITS	COST			EXTRA UNITS
		NORMAL	BIG	'UGE	
Blitz Brigade	Any four of the following units: Deth Kopta, Flakwagon, Gunwagon	150	250	350	Add any number of the following units for +25 points each: Skorcha, Warbikes, Warbuggy Add any number of the following units for +35 points each: Deth Kopta, Flakwagon, Gunwagon Add up to one Gunfortress for +125 points Add up to one Oddboy character to a Gunfortress or Gunwagon unit for +50 points
0-1 Kill Kroozzer	One Kill Kroozzer	150	n/a	n/a	Replace the Kill Kroozzer with a Battlekroozzer for +50 points
Kult Of Speed	Any eight of the following units: Scorcha, Warbikes, Warbuggy	200	350	500	Add any number of the following units for +25 points each: Skorcha, Warbikes, Warbuggy Add any number of the following units for +35 points each: Deth Kopta, Flakwagon, Gunwagon Add up to one Oddboy character to a Gunwagon unit for +50 points
Mekboy Gunzmob	Five Big Gunz	125	225	325	Add any number of Big Gunz for +25 points each Add any number of the following units for +35 points each: Battlewagon, Flakwagon Add up to one Nobz for +35 points Add up to one Oddboy character to a Big Gunz unit for +50 points
Mekboy Stompamob	Three Stompas	225	400	575	Add any number of Kill Kans for +25 points each Add any number of the following units for +35 points each: Dreadnought, Flakwagon Add any number of Stompas for +75 points each Add up to one Supa-Stompa for +275 points
Stormboyz Warhorde	Six Stormboyz	150	n/a	n/a	Add any number of the following units for +25 points each: Kommandos, Skorcha, Stormboyz, Warbikes, Warbuggy Add any number of Deth Koptas for +35 points each
Warband	Two Nobz, six Boyz and two Grotz	200	350	500	Add any number of the following units for +25 points each: Big Gunz, Boyz and an optional Grotz, Killa Kan, Kommandos, Skorcha, Stormboyz, Warbikes, Warbuggy Add any number of the following units for +35 points each: Battlewagon, Deth Kopta, Dreadnought, Flakwagon, Gunwagon Add up to two Nobz for +35 points each Add any number of Stompas for +75 points each Add any number of Battlefortresses for +115 points each Add any number of Gunfortresses for +125 points each Add up to one Oddboy character to a Big Gunz, Gunfortress or Gunwagon unit for +50 points

ORK AIRCRAFT AND GARGANT FORMATIONS

(Up to a third of the points available may be spent on these formations.)

TYPE	CORE UNITS	COST			EXTRA UNITS
		NORMAL	BIG	'UGE	
Fighta Squadron	Three Fighter-Bombers	150	n/a	n/a	Add up to six Fighter-Bombers for +50 points each
Gargant	One Gargant	650	n/a	n/a	None
Great Gargant	One Great Gargant	850	n/a	n/a	None
Landa	One Landa	200	n/a	n/a	None

6.6 ELDAR BIEL-TAN CRAFTWORLD⁹⁵

ARMY LIST

"There is no art more beautiful and diverse than the art of Death."

Laconfir of Biel-Tan

Forces

The Eldar Biel-Tan Craftworld Army List uses the Eldar datasheets from section 5.6.

Using The Army List

Eldar Biel-Tan Craftworld formations come in three types, the first two are warhost and troupe formations. Each warhost you include in the army allows you to field any three troupe formations. Although you can only take a troupe formation if you first take a warhost, they are treated as separate independent formations during a battle and do not have to move around together.

The third type of formation are Biel-Tan Craftworld Spacecraft, Aircraft & Titan formations. A maximum of up to a third of the points available to the army may be spent on these formations.

Finally, Biel-Tan Craftworld Individuals includes special characters, formations and objective options. Each individual may only be taken once by the army. The rules for using each individual are listed in the 'Notes' column.

The army list includes the following information:

Formation: The name of the formation.

Units: The core units that make up the formation.

Extras: An Eldar formation may include any of the extra units listed in the 'Extras' column. You may include any number of extra units in a formation unless it is specifically noted otherwise. All of the core and extra units in a formation count as being part of one formation. The different units may not move off on their own.

Cost: The points value of the formation.

Special Rules

The *Hit & Run Tactics* rule applies to all Eldar formations (5.6.2).

SPECIAL RULE

6.6.1 May Not Garrison

The Eldar are a highly mobile army, and rarely have enough forces to try to take and hold ground. Because of this, instead of maintaining a heavily garrisoned front line, they will usually rely on a screen of Rangers and War Walkers to warn of the approach of any enemy forces. Meanwhile the bulk of the highly mobile Eldar army will be held back in reserve, where it will be ready to move quickly to any threatened sector. This tactic allows the Eldar to hold large areas of ground with relatively few troops.

To represent these tactics, only Eldar Rangers and War Walkers are allowed to garrison objectives in the Epic tournament game scenario.

95 6.6 Eldar Biel-Tan Craftworld1 Army List

Q: Just wondering... Aspect Warhost... can you actually have different Aspect warriors in this warhost?

A: Yes, mix and match.

Q: Are Engines of Vaul included in the 1/3 point limit for Titans and War Engines?

A: No. There are no restrictions on the purchase of Engines of Vaul other than the fact that they are troupes and you must have purchased a Warhost for every three troupes in your army.

Q: This came up in an Ork v. Eldar game tonight. There were no Farseers on the board at the start of the third turn. The Eldar player used the Wraithgate to bring on some Guardians and a Farseer. Then, based on the Farseer now being on the board he brought in his Avatar right after, during the same phase. Is that legal?

A: No. The Avatar is summoned at the start of the turn (see the notes in the Biel-Tan Craftworld Individuals), i.e. before the Strategy Phase. Units entering through a Wraithgate do so in the Action Phase. So the Farseer would have to be present on the board at the very start of the turn to summon the Avatar.

ELDAR BIEL-TAN CRAFTWORLD ARMY LIST

Eldar Biel-Tan Craftworld armies have a strategy rating of 4. Avatar, Aspect Warrior Warhost, Phantom, Revenant and Warlock formations have an initiative rating of 1+. All other formations have an initiative rating of 2+. The *Hit & Run Tactics* rule applies to all Eldar formations (5.6.2).

BIEL-TAN CRAFTWORLD INDIVIDUALS		
<i>(Up to one of each type of individual may be taken per army.)</i>		
TYPE	NOTES	COST
0-1 Autarch	Add one Autarch character to any infantry unit in an Aspect Warrior Warhost formation. The Autarch counts towards the limit of Exarch characters the formation may take.	+75 points
0-1 Avatar	In the Strategy Phase of any turn place the Avatar within 15cm of a formation that contains a unit with the <i>Farsight</i> ability before making a strategy roll. The Avatar counts as its own formation and may only enter play in this manner. In the End Phase of that turn remove the Avatar before rallying formations. Once the Avatar has been removed it may not return.	Free
0-1 Court of the Young King	Add one Court of the Young King character to the Avatar.	Free
0-1 Wraithgate	At the start of the game nominate one objective on your half of the table as a Wraithgate before setting up spacecraft and garrisons. The Wraithgate functions both as a <i>Webway Portal</i> and as an objective for the rules purposes. It may not be destroyed. Only formations consisting completely of infantry units, light vehicle units or armoured vehicles units with the <i>Walker</i> ability may use the Wraithgate to enter play.	+50 points

BIEL-TAN CRAFTWORLD WARHOSTS			
FORMATION	UNITS	EXTRAS	COST
Aspect Warrior	Any eight of the following units: Dark Reapers, Dire Avengers, Fire Dragons, Howling Banshees, Shining Spears, Striking Scorpions, Swooping Hawks, Warp Spiders	Add just enough Wave Serpents or Falcons to transport all units except Shining Spears, Swooping Hawks and Warp Spiders for +50 points each Add up to two Exarch characters to infantry units for +25 points each	300 points
Guardian	One Farseer unit and seven Guardian units	Replace up to three Guardian units with an equal number of Heavy Weapon Platform units for free Add three Support Weapon Platform units for +50 points Add between two and three Wraithguard units for +50 points each Add three Wraithlords for +175 points Add four Wave Serpents to a formation consisting of only Farseer, Guardian or Heavy Weapon Platform units for +200 points	150 points

BIEL-TAN CRAFTWORLD TROUPES			
<i>(Each warhost you include in the army allows you to field any three troupes.)</i>			
FORMATION	UNITS	EXTRAS	COST
Engine of Vaul	Any one of the following units: Cobra, Scorpion, Storm Serpent, Void Spinner	Add up to any two of the following units for +250 points each: Cobra, Scorpion, Storm Serpent, Void Spinner	250 points
Night Spinner	Three Night Spinners	None	175 points
Ranger	Four Ranger units	Add up to four Ranger units for +25 points each	100 points
Swords of Vaul	Five Falcons	Add up to one Falcon for +50 points Replace up to two Falcons with an equal number of Firestorms for free Replace any number of Falcons with an equal number of Fire Prisms for +15 points each	250 points
War Walker	Six War Walkers	None	200 points
Windrider	Any six of the following units: Jetbikes, Vyper	None	200 points

BIEL-TAN CRAFTWORLD SPACECRAFT, AIRCRAFT & TITANS			
<i>(Up to a third of the points available may be spent on these formations.)</i>			
FORMATION	UNITS		COST
Nightwings	Three Nightwing Interceptors		300 points
Phantom	One Phantom Titan		750 points
Phoenix	Three Phoenix Bombers		400 points
Revenants	Two Revenant Titans		650 points
0-1 Spacecraft	Any one of the following units:	Wraithship Dragonship	150 points 300 points
Vampire	One Vampire Raider		200 points
0-1 Warlock	One Warlock Titan		850 points

6.7 BARAN SIEGEMASTERS IMPERIAL GUARD ARMY LIST⁹⁶

"We've been 'claiming' this damned planet for the Imperium all of my life, and all of my father and grandfathers lives before that. I just wish someone would get round to telling those damned Orks to get off our damned land!"

Anon

Forces

The Baran Siegemasters Imperial Guard Army List uses the Imperial Guard datasheets from section 5.2, the Imperial Navy datasheets from 5.3 and the Baran Siegemaster datasheets from section 5.7.

Using The Army List

The following army list allows you to field an Imperial Guard army that is based on a Siege regiment of the type typified by the Baran Siegemasters. It can also be used as a 'stand in' army list for other Imperial Guard Siege regiments, other kinds of static defence regiment, as well as being an excellent army list to use to represent the planetary defence forces fielded by Imperial Governors all across the Imperium.

Siege regiment formations come in two types: companies and support formations. Each company you include in the army allows you to field any two support formations, plus one set of Fortified Positions. Although you can only take support formations if you first take a company, they are treated as separate independent formations during a battle and do not have to move around together. In addition companies may be given up to three company upgrades. A company can only take each type of upgrade once. Each upgrade that is taken adds to the cost of the company, as shown on the upgrade chart. Support formations may not be given company upgrades.

Up to a quarter of the points available to the army may be spent on Imperial Navy aircraft formations. Titan Legion formations may not be used as part of a Siege Regiment army (Titans are not used in a static defence role except under extraordinary circumstances).

Special Rules

The *Commissars* rule applies to Baran Siegemasters Imperial Guard armies (6.4.1).

SPECIAL RULE

6.7.1 Regimental HQs

When playing Epic tournament games, a Siegemaster army must include a Regimental HQ. The enemy count as having achieved the 'Break Their Spirit' victory condition by destroying this formation or by destroying the most expensive formation in the army (see 6.1.7 in the Epic: Armageddon rulebook).

SPECIAL RULE

6.7.2 Fortified Positions

A Siege Regiment army regiment is allowed to purchase one set of fortified positions for its troops to occupy for each Regimental HQ or Infantry company included in the army.

Fortified positions must be set up after Objectives, but before Spacecraft and Garrisons are deployed. They may be set up anywhere a vehicle may deploy in the Siegemasters half of the table. You may split up a set of fortified positions as desired, as long as the rules for formation coherence are adhered to. For example, you could split up trenches into several lines, as long as there are 5cm 'links' between the different parts of the position. Fortified positions count as having a move of zero, and may 'garrison' (eg, they can be set up in positions that garrison units can be set up in). It goes without saying that they may not be transported, and any players that were considering transporting them onto the table should be deeply ashamed of themselves!

Once set up fortified positions may be used by any unit, not just the units they were purchased for. They may be captured and used by enemy units too.

97

⁹⁶ 6.7 Baran Siegemasters Imperial Guard Army List

Q: How are sappers added as upgrade for purposes of victory points and establishing the BTS goal?

A: Each sapper unit adds 30 points to a formations value. The sappers are counted in all ways as part of the formation they are added to.

97 6.7.2 Fortified Positions

Q: Do you have to deploy all of a fortified position (i.e. must I deploy all bunkers, barbed wire etc that I buy)?

A: No, not all of a position has to be deployed.

Q: Do you have to deploy the gun emplacements that can come with artillery and flak formations immediately after objectives as with all other fortified positions?

A: No, fortifications that come as part of a formation (e.g. for Howitzers) are deployed with the rest of the formation.

Q: Are a set of emplacement upgrades part of the formation they are upgrading? (So implications for coherency and similar.)

A: No. They are terrain features not combat units, but they must be deployed within coherency distance of a unit from the formation when they are set up.

Q: Do units with emplacement upgrades have to deploy in them?

A: No they do not, but they must be deployed within coherency distance of the formation they have been purchased for.

Q: How do Siegemaster fortifications contribute to an opponents VP total, if at all?

A: No VPs are awarded in any way for them

BARAN SIEGEMASTERS IMPERIAL GUARD ARMY LIST

Baran Siegemaster Imperial Guard armies have a strategy rating of 1. Baran Siegemaster formations and Imperial Navy aircraft formations have an initiative rating of 2+.

BARAN SIEGEMASTER COMPANIES		
FORMATION	UNITS	COST
Infantry Company	One Commander unit and nine Siege Infantry units	175 points
1 Regimental HQ	One Supreme Commander unit and nine Siege Infantry units	225 points

BARAN SIEGEMASTER COMPANY UPGRADES <i>(Up to three company upgrades may be taken once per company.)</i>		
UPGRADE	UNITS	COST
Griffon Battery	Add three Griffons	+75 points
Hellhound Squadron	Add three Hellhounds	+125 points
Rapier Platoon	Add three Rapier Laser Destroyer units	+75 points
Siege Infantry Platoon	Add six Siege Infantry units	+75 points
Snipers	Add up to two Snipers	+25 points each
Thudd Gun Platoon	Add three Thudd Gun units	+75 points

BARAN SIEGEMASTER SUPPORT FORMATIONS <i>(Any two support formations may be fielded per each company.)</i>		
FORMATION	UNITS	COST
Artillery Battery	Three Götterdämmerung Howitzers and three Bruenhilde	150 points
Artillery Company	Nine Götterdämmerung Howitzers and nine Gun Emplacements	425 points
Bombard Battery	Three Bombards	250 points
0-1 Deathstrike Battery	Two Deathstrikes	200 points
Flak Battery	Three Blitzen AA Guns and either three Bruenhilde or three Gun Emplacements	100 points
Heavy Tank Platoon	Six Ragnarok Heavy Tanks	300 points
Light Tank Platoon	Six Siegfried Light Tanks	150 points
Rough Rider Platoon	Six Rough Rider units	150 points
0-1 Sapper Platoon	Eight Sappers (The units may be split up and added to one or more companies in the army, or fielded as a single formation in their own right.)	250 points
Super-heavy Tank Platoon	One Baneblade or Shadowsword	200 points

BARAN SIEGEMASTER FORTIFICATIONS <i>(One may be fielded per each company.)</i>		
TYPE	NOTES	COST
Fortified Positions	Up to 50cm of trenches and 50cm of razor wire, plus up to six of the following: Gun Emplacements, Bunkers	+75 points

IMPERIAL NAVY AIRCRAFT <i>(Up to a quarter of the points available may be spent on these formations.)</i>		
FORMATION	UNITS	COST
Marauder Squadron	Two Marauder Bombers	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	150 points

6.8 WARLORD SNAGGA SNAGGA'S FERAL ORK HORDE ARMY LIST

"Some says we'z Feral, nomadz they calls usz. I just say we'z always marching, konkering we iz..."

Warlord Snagga Snagga

Forces

The Warlord Snagga Snagga's Feral Ork Horde Army List uses the Ork datasheets from section 5.5 and the Feral Ork datasheets from section 5.8.

Using The Army List

Unlike the very rigid formations used by the Imperium, Ork formations vary widely in both size and composition. The rules for creating Ork formations reflect this. The most common type of Ork formation is the warband. The different types of warband you may choose are shown on the army list below.

The army list includes the following information:

Type: The name of the formation.

Core Units: The units that make up the formation. An Ork player can choose to double or triple the number of units in the formation if he wishes. A formation with double the normal number of units is called a big formation, and a formation with three times the normal number of units is called a 'uge formation.

Cost: Most Ork formations have three values. The first value is the cost for the basic formation, the second is its cost if it is a big formation, and the third value is its cost if it is a 'uge formation. If the formation only has one cost then it may not be increased in size.

Extra Units: An Ork formation may include any of the extra units listed in the 'Extras' column. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there is a limitation then the limit is doubled for a big formation and tripled for a 'uge formation.

Special Rules

The *Mob Rule* and *Power of the Waaagh!* rules apply to all Ork formations (5.8.1 and 5.8.2 respectively).

SPECIAL RULE

6.8.1 Feral Ork Epic Tournament Special Rules

Every Ork army must include a Supreme Command character called a Warlord. The Warlord character is free, you don't have to pay any points for it. The Warlord will join the formation with the most units in the army. War Engines count their starting Damage Capacity towards the formation size. If there is a tie you may choose which warband the Warlord will join.

Orkeosaurus that are part of a warband may only transport units from their own formation.

Feral Ork armies are allowed to field a Trappa formation. This formation represents Ork Wildboyz using their skills to scout ahead of the main army. Because of this all units in the formation count as being Scouts.

WARLORD SNAGGA SNAGGA'S FERAL ORK HORDE ARMY LIST

Warlord Snagga Snagga's Feral Ork Horde armies have a strategy rating of 3. All Ork formations have an initiative rating of 3+, but receive modifiers depending on the action chosen when taking an action test, or the size of the formation when rallying (see 5.8.1 and 5.8.2).

ORK FORMATIONS					
TYPE	CORE UNITS	COST			EXTRA UNITS
		NORMAL	BIG	'UGE	
Boarboyz Horde	Five Boarboyz	100	175	250	Add any number of Boarboyz for +25 points each Add up to one Wyrdboy character to any unit for +50 points
Junka Brigade	Six Boyz and six Junkatrukks	175	300	n/a	Add any number of Boyz with a Junkatrukk for +25 points each Add up to one Nobz with a Junkatrukk for +50 points Add up to one Wyrdboy character to any unit for +50 points
0-1 Madboyz Horde	Six Madboyz	100	n/a	n/a	Add up to six Madboyz for +15 points each Add up to three Wyrdboy characters to any unit(s) for +50 points each
0-1 Steam Gargant	One Steam Gargant	200	350	500	None
Trappas	Six Wildboyz	150	n/a	n/a	Add up to one Nobz for +35 points Note: All units in the formation count as having the <i>Scouts</i> ability.
Warband	Two Nobz, six Boyz and two Grotz	200	350	500	Add any number of the following units for +25 points each: Boarboyz, Boyz with an optional Grotz, two Wildboyz Add any number of Squiggoths for +50 points each Add up to three Squig Katapults for +25 points each Add up to one Nobz for +35 points Add up to one Wyrdboy character to any unit for +50 points Add up to one Orkeosaurus for +175 points
Wildboyz	Two Nobz and six Wildboyz	125	225	325	Add any number of the following units for +25 points each: Boarboyz, two Wildboyz Add any number of Squiggoths for +50 points each Add up to three Squig Katapults for +25 points each Add up to one Nobz for +35 points Add up to one Wyrdboy character to any unit for +50 points Add up to one Orkeosaurus for +175 points

6.9 WHITE SCARS SPACE MARINE ARMY LIST

Known and feared throughout the Imperium for their high mobility, the Space Marines of the White Scars are the masters of the lightning strike method of attack, able to tear into their foes and vanish before they can respond. Fierce warriors, bearing the ritual scars of bravery, they fight with all the tribal savagery of their homeworld and brings swift death all enemies of the Imperium.

Forces

The White Scars Space Marine Army List uses the Space Marine datasheets from section 5.1, the Imperial Navy datasheets from 5.3, the Titan Legion datasheets from 5.4 and the White Scar datasheets from 5.9.

Using the Army List

The following army list allows you to field an army based on a White Scars Space Marine army. It can also be used as a ‘stand in’ army list for any of the White Scars’ successor chapters.

The White Scars are organised into small formations called detachments. Each detachment is made up of several units, and may also include a number of extra units called *upgrades*.

The detachments that may be taken are shown on the chart below. The chart also shows what units comprise the detachment, what upgrades are allowed, and its points cost. For example, an Assault detachment consists of four Space Marine Assault units for 175 points, and may include the Commander upgrade at an additional cost in points.

Each upgrade that is taken adds to the cost of the detachment, as shown on the *upgrade chart*. The Upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taking, and sometimes take the form of additional units for the detachment. Each upgrade may be taken once per formation.

White Scars Space Marine armies may be supported by Imperial Navy aircraft and Titan Legion battlegroups. A maximum of up to a third of the points available to the army may be spent on these formations.

Special Rules

The *They Shall Know No Fear* rule applies to all White Scar detachment formations (5.1.1).

SPECIAL RULE

6.9.1 White Scars Transport

The Space Marines are a highly mobile army. Because of this the points cost of a detachment usually includes enough transport vehicles to transport it and any upgrades that have been taken. The number of vehicles will always be the minimum needed to carry the formation, you can't take extras along to cover any losses! The transport vehicles will be Land Raiders if the detachment is Terminators, Rhinos for any other form of detachment.

Note that many formations don't receive transports, usually because they can't fit into them. Detachments that come with vehicles will be noted as having "plus transport" in the Units section of the detachment list below. White Scars detachments must take the transport vehicles for a detachment – you cannot leave them behind in order to use the unit as a garrison. You can only choose to ignore this if the detachment is instead to be deployed from a Thunderhawk gunship.

In addition you may choose to replace a detachment's vehicles with drop pods. If you choose to do this, all transported detachments in the army must deploy from drop pods – you can't have some in transport vehicles and some deploying from drop pods. If you do choose to use drop pods, then the affected detachments will enter play in drop pods using the rules for Planetfall (see section 4.4). Note that you will require at least one Space Marine strike cruiser or battle barge to deploy the drop pods from.

WHITE SCARS SPACE MARINE ARMY LIST

White Scars Space Marine armies have a strategy rating of 5. All White Scar detachment and Titan Legion battlegroup formations have an initiative rating of 1+. Imperial Navy aircraft formations have an initiative rating of 2+. The *They Shall Know No Fear* rule applies to all White Scar detachment formations (5.1.1).

WHITE SCAR DETACHMENTS			
FORMATION	UNITS	UPGRADES ALLOWED	COST
Assault	Four Assault units	Commander	175 points
Bike	Any eight of the following units: Attack Bike, White Scars Bike	Commander	375 points
Land Speeder	Any five of the following units: Land Speeder, Land Speeder Tornado	Commander, Typhoons	200 points
Landing Craft	One Landing Craft	None	350 points
Predator	Any four of the following units: Predator Annihilator, Predator Destructor	Commander, Hunter, Vindicators	250 points
Scout	Four Scout units plus transport	Commander, Razorbacks, Sniper	150 points
0-1 Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Tactical	Six Tactical units plus transport	Commander, Razorbacks	275 points
Terminator	Four Terminator units plus transport	Commander	650 points
Thunderhawk	One Thunderhawk Gunship	None	200 points
Whirlwind	Four Whirlwinds	Commander, Hunter, Vindicators	300 points

WHITE SCAR UPGRADES			
<i>(Each upgrade may be taken once per detachment.)</i>			
UPGRADE	UNITS		COST
Battle Barge	Replace the Strike Cruiser with a Battle Barge		+150 points
Commander	Add any one of the following characters to any unit in the formation:	Captain, Chaplain, Librarian 0-1 Supreme Commander per army	+50 points +100 points
Hunter	Add one Hunter		+75 points
Razorbacks	Add any number of Razorbacks, up to the number required to transport the formation		+25 points each
Sniper	Give one Scout unit the <i>Snipers</i> ability		+25 points
Typhoons	Replace any number of Land Speeders with an equal number of Land Speeder Typhoons		+25 points each
Vindicators	Add up to two Vindicators		+50 points each

IMPERIAL ALLY FORMATIONS			
<i>(Up to a third of the points available may be spent on these formations.)</i>			
IMPERIAL NAVY AIRCRAFT			
FORMATION	UNITS	COST	
Marauder Squadron	Two Marauder Bombers	250 points	
Thunderbolt Squadron	Two Thunderbolt Fighters	175 points	
TITAN LEGION BATTLEGROUPS			
FORMATION	UNITS	COST	
Warhound	One Warhound Class Titan	275 points	
Warhound Pack	Two Warhound Class Titans	500 points	

6.10 BURNING DEATH SPEED FREEKS

ARMY LIST

Below was some sort of Humie supply dump, with stacks of crates and barrels, and Imperial Guardsmen scuttling around dousing fires. Skargrim grinned and sounded the Waaagh-horn before kicking his driver to go faster. Around him, the massed vehicles of the Speed Kult raced down towards the shocked Humies at full throttle. Warbuggies vied with bikes and Traks to cover the ground the fastest, Trukkes packed with Boyz careened against each other as they fought to get ahead, the greenskins' shouts inaudible over the thunder of engines. The column of ramshackle, bellowing vehicles snaked and twisted like a living thing as it converged on its prey.

Forces

The Burning Death Speed Freeks Army List uses the Ork datasheets from section 5.5 and the Speed Freek datasheets from section 5.10.

Using The Army List

Unlike the very rigid formations used by the Imperium, Ork formations vary widely in both size and composition. The rules for creating Ork formations reflect this. The most common type of Ork formation is the warband. Other more specialised formations do exist, such as Kults of Speed and Blitz Brigades. The different types of Ork formation you may choose are shown on the army list that follows. The army list includes the following information:

Type: The name of the formation.

Core Units: The units that make up the formation. An Ork player can choose to double or triple the number of units in the formation if he wishes. A formation with double the normal number of units is called a big formation, and a formation with three times the normal number of units is called a huge formation.

Cost: Most Ork formations have three values. The first value is the cost for the basic formation, the second is its cost if it is a big formation, and the third value is its cost if it is a huge formation. If the formation only has one cost then it may not be increased in size. Up to one third of the points available to an Ork army can be spent on aircraft.

Extras: An Ork formation may include any of the extra units listed in the Extras column. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there is a limitation then the limit is doubled for a big formation and tripled for a huge formation. For example, a normal-sized Kult of Speed can include 0-1 Mekboy Speedsta, a big Kult of Speed can include 0-2, and a huge Kult of Speed can include 0-3. All of the core, extra, and free units in an Ork formation count as being part of one large formation. The different units may not move off on their own.

Battle Fortresses & Gun Fortresses: In tournament games, these units may only transport units from their own formation (ie, the rules for War Engine transports do not apply to them when using the tournament army lists).

Special Rules

The *Mob Rule* and *Power of the Waaagh!* rules apply to all Ork formations (5.5.1 and 5.5.2 respectively).

SPECIAL RULE

6.10.1 Speed Freek Epic Tournament Special Rules

Every Speed Freek Ork army must include a Mekboy Bad Ork Bikerboy unit. The unit is free, you don't have to pay any points for him, and it can be added to any formation in the army.

Every unit in a Speed Freek army must either have a speed of 30cms plus, or be transported in a unit with a speed of 30cm plus. In other words, formations may not include units with a speed of less than 30cm unless they also have a transport vehicle capable of carrying the unit around.

Burning Death Speed Freek armies are allowed to field a Warbike Outriders formation. All units in the formation count as being Scouts.

BURNING DEATH SPEED FREEKS ARMY LIST

Burning Death Speed Freeks armies have a strategy rating of 3. All Speed Freek formations have an initiative rating of 3+, but receive modifiers depending on the action chosen when taking an action test, or the size of the formation when rallying (see 5.5.1 and 5.5.2).

ORK FORMATIONS					
COST					
TYPE	CORE UNITS	NORMAL	BIG	HUGE	EXTRA UNITS
Blitz Brigade	Any four of the following units: Deth Kopta, Flakwagon, Gunwagon	150	250	350	Add any number of the following units for +25 points each: Boyz, Skorch. Warbikes, Warbuggy Add any number of the following units for +35 points each: Deth Kopta, Flakwagon, Gunwagon Add up to one of the following units for +35 points each: Nobz, Nob Warbikes Add up to one Mekboy Speedsta for +50 points Add any number of Gunfortresses for +125 points each
Fortress Mob	Any two of the following units: Battlefortress, Gunfortress	275	475	675	Add any number of Boyz for +25 points each Add any number of Flakwagons for +35 points each Add up to one of the following units for +35 points each: Nobz, Nob Warbikes Add any number of Battlefortresses for +115 points each Add any number of Gunfortresses for +125 points each
0-1 Kill Kroozer	One Kill Kroozer	150	n/a	n/a	Replace the Kill Kroozer with a Battlekroozer for +50 points
Kult Of Speed	Any eight of the following units: Scorch, Warbikes, Warbuggy	200	350	500	Add any number of the following units for +25 points each: Skorch, Warbikes, Warbuggy Add any number of the following units for +35 points each: Deth Kopta, Flakwagon, Gunwagon Add up to one Mekboy Speedsta for +50 points
Speed Freeks Warband	One Nobz, three Boyz and four Trukks, plus any four of the following units: Scorch, Warbikes, Warbuggy	200	375	550	Add any number of the following units for +25 points each: Big Gunz, Boyz and a Trukk, Skorch, Stormboyz, Warbikes, Warbuggy Add any number of the following units for +35 points each: Battlewagon, Deth Kopta, Flakwagon, Gunwagon Add up to one Nobz for +35 points Add up to one Mekboy Speedsta for +50 points Replace any number of Nobz with an equal number of Nob Warbikes for free
Warbike Outriders	Five Warbikes	150	250	350	None Note: All units in the formation count as having the <i>Scouts</i> ability.

SPEED FREEK AIRCRAFT FORMATIONS

(Up to a third of the points available may be spent on these formations.)

COST					
TYPE	CORE UNITS	NORMAL	BIG	HUGE	EXTRA UNITS
Fighta Squadron	Three Fighter-Bombers	150	n/a	n/a	Add up to six Fighter-Bombers for +50 points each
Landa	One Landa	200	n/a	n/a	None

6.11 13TH BLACK CRUSADE BLACK LEGION ARMY LIST

Ten thousand years ago, the Imperium of Man was beset by a devastating civil war known as the Horus Heresy. Several Space Marine Legions rebelled against the "False Emperor" under the persuasive-yet-corrupt leadership of Warmaster Horus, a former lieutenant of the Emperor who fell under Chaos' sway. Space Marine fought brother Space Marine, culminating in a final battle at the Imperial Palace on Holy Terra.

Though the forces of the Imperium were victorious, the Emperor of Mankind was mortally wounded and encased in the Golden Throne to sustain his life. Meanwhile, the surviving rebel Space Marines fled for the Eye of Terror, a massive Warp storm on the northeastern edge of the galaxy. Here, warp-space mixed with realspace and the Daemons of Chaos could manifest themselves.

The traitor Space Marines took refuge in the Eye of Terror, launching raids and Black Crusades from their maelstrom base. These Chaos Space Marines became an endless plague upon the Imperium, wreaking havoc in the name of their Chaos Gods.

Chaos Space Marines have most of the capabilities of regular Space Marines, though they also have Chaos abilities and gear that make them unique. Each of the four Chaos Gods have Chaos Space Marines devoted to their cult, be they Noise Marines in service of Slaanesh to Plague Marines in service of Nurgle. They can unleash untold horrors on their opponents, from Daemon Packs to Chaos Defilers. They can be organized in an infinite number of ways, which is appropriate because Chaos embodies disorder itself. In the end, Chaos Space Marine armies are feared opponents that are seen as highly unpredictable by those who fight them.

Forces

The 13th Black Crusade Black Legion Army List uses the Black Legion datasheets from section 5.11.

Using the Army List

The following army list allows you to field a Chaos Space Marine army based on Abbadon's Black Legion. It can also be used as a 'stand in' army list for other Traitor Legions, such as the Death Guard, World Eaters, Night Lords and Iron Warriors.

Black Legion formations come in three types: retinues, elite formations and support formation. Each retinue you include in the army allows you to field any one elite formation and any two support formations. Although you can only take an elite or support formation is you first take a retinue, they are treated as separate independent formations during the battle and do not have to move around together.

Each formation is made up of one or more units, and may also include a number of extra units called upgrades. The formation that may be taken are shown on the chart below. The chart also shows what units comprise a formation, what upgrades it is allowed, and its points cost. For example, a Black Legion Retinue consists of eight Chaos Space Marines, one with a Chaos Lord or Sorcerer Lord character, for 275 points, and may include a number of upgrades at an additional cost in points.

Each upgrade that is taken adds to the cost of the formation, as shown on the upgrade chart. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the formation they are taken for, and sometimes take the form of additional units for the formation. Each

formation can only take a maximum of four upgrades. Each upgrade may only be taken once per formation.

Black Legions armies may be supported by Chaos Navy and War Engine formations. Up to a third of the points available to the army may be spent on these formations.

SPECIAL RULE

6.11.1 Fickle Masters

The Chaos Powers are quick to punish or reward their champions.

In the strategy phase if the Chaos player rolls a 6 they are rewarded for their tactical acumen with an additional 1D3 daemon to add to the Daemon Pool (see 6.11.3). If the Chaos player rolls 1 their patron Powers withdraw their support and the Chaos player must remove D3 daemons from the Daemon Pool. If the Chaos player has no remaining daemons in their Daemon Pool then there is no further effect.

SPECIAL RULE

6.11.2 Factions

Each formation in an army of chaos belongs to a faction that owes allegiance to one of the gods of chaos (Khorne, Nurgle, Slaanesh or Tzeentch), or to Chaos Undivided. You must decide which faction each formation in your army belongs to before the battle and note it down on your army list. With the exception of those formations that Worship Chaos Undivided, the different factions do not get along well and some factions hold millennia-old hatred of each other. Although the factions will often unite under a powerful Warlord to fight a common enemy, their enmity can cause problems during a battle. This is represented by the following rules:

Formations dedicated to a specific Chaos god hate formations dedicated to any other Chaos god. Formations dedicated to Chaos Undivided do not suffer from hatred and are not hated by other Factions.

A formation that has no units from a hated formation within 15cm of any of its units receives a +1 modifier to its Initiative test. If even one hated unit is within 15cm then this bonus is lost. This modifier only ever applies to units that are on the battlefield; aircraft, spacecraft and any other formations that are not in play never receive the modifier.

SPECIAL RULE

6.11.3 Summoned Units

Formations that purchase the Daemonic Pact upgrade (see army lists in 6.11 and 6.12) are able to summon daemons to the battlefield. In order to summon daemons, a player must first purchase a single Daemon Pool from which all formations with the Daemonic Pact upgrade will summon.

Daemons in the Daemon Pool are purchased and noted only as being lesser or greater daemons, not by their faction. The summoning formation's faction dictates what types of daemons may be summoned (see below). Players should either write down the contents of their Daemon Pool or use tokens to indicate the number of each lesser and greater daemon they have available to summon during a game. The Chaos player's opponent is always able to view the number of lesser and greater daemons remaining in the Daemon Pool. The Daemon Pool is kept off the board and daemons are removed from it as formations summon daemons onto the board.

At the start of that formation's action, before the action test dice roll is made, the formation may summon daemonic units from the Daemon Pool. Summoning allows you to call 2D3 summoning points worth of daemonic units to the battlefield (the number of summoning points it costs to summon a unit will be listed on its data sheet, but as a general rule greater daemons cost 8 summoning points and all other units cost 1 summoning point each). Summoning points must be used to summon daemonic units from the Daemon Pool and summoned units are brought into play immediately. If for any reason any summoning points generated are not used, they are lost and may not be carried over into subsequent turns. You may only summon as many daemons as you have left in your Daemon Pool. Left over daemonic units may be summoned during a later turn. Daemonic units that are destroyed are removed from play and are not put back into the Daemon Pool. Broken formations or formations that have not bought a Daemonic Pact may not summon daemons.

Players may only have one greater daemon of a given faction in the army on the board at one time. For example, if you already have a summoned Bloodthirster on the board you are not allowed to summon another Bloodthirster until that first greater daemon has been removed from play. Summoned units must be set up with their base within 5cm of any non-daemonic unit from their formation, (i.e. you cannot place a 'chain' of summoned units). They may not be set up in the Zone of Control of an enemy unit or in impassable terrain. The type of unit that can be summoned depends on the summoning formation's faction, as follows:

Faction	Daemons
Khorne	Bloodthirster, Bloodletters
Nurgle	Great Unclean One, Plaguebearers
Slaanesh	Keeper of Secrets, Daemonettes
Tzeentch	Lord of Change, Flamers
Any Faction	Daemonic Beasts

Summoned units count as part of the formation for all rules purposes as long as they remain on the battlefield. Summoned units are Expendable, but they are otherwise counted as normal units, and are included when working out if a formation outnumbers an opponent in an assault or is broken by Blast markers, etc. Note that Daemons that are killed in an assault do count towards the number of units killed by the enemy when working out modifiers for assault resolution. If a formation loses an assault (see 1.12.8) remove extra hits from the formation before it is broken and all the remaining summoned units are then removed.

Summoned units remain on the battlefield until the end phase of the turn in which they are summoned. In the end of the rally phase, after formations have attempted to rally, all summoned units in the formation are removed from the board and placed back into the Daemon Pool unless the formation has a unit with Daemonic Focus (see 5.11.2). Greater Daemons that are returned to the Daemon Pool keep the same DC they had when they left the battlefield. They do not heal back to full DC, so when summoned again they will have that same DC. Summoned units that are destroyed are not put back into the Daemon Pool. Note that this may lead to the formation breaking if the number of Blast markers on the formation is greater than the number of units left in play after the summoned units have been removed. When a formation breaks any summoned units in the formation are lost in the warp and considered destroyed. They do not go back into the Daemon Pool.

98 6.11.3 Summoned Units

Q: At which point in activating a formation is the decision to summon daemons made? Can I summon daemons and then declare which action a formation will make?

A: The decision to summon daemons is made between Step II of activating a formation (declare which action it will carry out) and Step III (the formation must then pass an action test to see if it carries out the action successfully). So you must declare the action before you summon daemons.

Q: If I take no Pact, what happens with strategy roll of 6?

A: You receive the bonus daemons in the Daemon Pool as normal, but will have no way to summon them to the battlefield.

Q: Can you purchase daemons even if there is no Pact in the army?

A: Yes. However, the daemons may not be summoned to the battlefield without a Pact so the utility will likely be quite limited.

Q: Can I purchase a Daemonic Pact but not Daemons for the Daemon Pool in the hopes of a '6' strategy roll?

A: Yes.

Q: If a formation with daemons loses an assault, do you kill off the daemons that return to the warp *before* assessing the extra casualties caused by losing the assault?

A: No. The extra casualties go on before the loser breaks. The daemons only disappear once the formation is broken.

Q: Can I summon Daemons into an enemy's ZoC?

A: No.

13TH BLACK CRUSADE BLACK LEGION ARMY LIST

13th Black Crusade Black Legion armies have a strategy rating of 4. All formations have an initiative rating of 2+, but, with the exception of Chaos Navy formations, receive a modifier depending on the proximity of other formations (see 6.11.2).

BLACK LEGION RETINUES			
FORMATION	UNITS	UPGRADES ALLOWED	COST
Retinue	Eight Chaos Space Marines, one with a Chaos Lord or Sorcerer Lord character	All	275 points

BLACK LEGION ELITE FORMATIONS (Any one elite formation may be fielded per each retinue.)			
FORMATION	UNITS	UPGRADES ALLOWED	COST
Chaos Terminators	Between four and six Chaos Space Marine Terminators, one with a Chaos Lord or Sorcerer Lord character	Chaos Champion, Chaos Warlord, Daemon Prince, Daemonic Pact, Defilers, Dreadclaws, Dreadnoughts, Icon Bearer, Land Raiders, Obliterators	275 points for four +65 points per extra
Chosen	Four Chaos Space Marine Chosen	Daemonic Pact, Dreadclaws, Dreadnoughts, Rhinos	125 points
Decimators	Up to three Decimators	Defilers	225 points each

BLACK LEGION SUPPORT FORMATIONS (Any two support formations may be fielded per each retinue.)			
FORMATION	UNITS	UPGRADES ALLOWED	COST
Armoured Company	Between four and eight of any of the following units: Chaos Predator, Chaos Land Raider	Defilers, Vindicators	50 points each per Chaos Predator 75 points each per Chaos Land Raider
Bike Company	Eight Chaos Space Marine Bikes, one with a Chaos Lord or Sorcerer Lord character	Daemonic Pact, Icon Bearer	300 points
Defiler Assault Pack	Four Defilers	None	275 points
Raptor Cult	Between four and eight Raptors, one with a Chaos Lord or Sorcerer Lord character	Daemonic Pact	175 points for four +35 points per extra

BLACK LEGION UPGRADES (Up to four upgrades may be taken once per formation.)		
UPGRADE	UNITS	COST
Chaos Champion	Add one Champion of Chaos character	+50 points
0-1 Chaos Warlord	Add one Chaos Warlord character per army to a Daemon Prince or a unit with a Chaos Lord character	+25 points
Cult Marines	Add four Berzerkers, Noise Marines, Plague Marines or Thousand Sons to a formation that belongs to Khorne, Slaanesh, Nurgle or Tzeentch respectively	+150 points
Daemon Prince	Replace a unit with a Chaos Lord character with a Daemon Prince (A maximum of one Daemon Prince may be included per each faction present in the army)	+50 points
Daemonic Pact	The formation may summon daemons from the Daemon Pool	+25 points
Defilers	Add up to three Defilers	+75 points each
Dreadclaws	Transport a formation containing only infantry units and Chaos Dreadnoughts in Dreadclaws	+5 points per unit
Dreadnoughts	Add up to three Chaos Dreadnoughts	+50 points each
Havocs	Add four Havocs	+150 points
Icon Bearer	Add one Icon Bearer character	+50 points
Land Raiders	Add up to four Chaos Land Raiders	+75 points each
Obliterators	Add up to three Obliterators	+85 points each
Rhinos	Add one Chaos Rhino for every two infantry units	+10 points each
Vindicators	Add up to three Chaos Vindicators	+35 points each

CHAOS NAVY AND WAR ENGINE FORMATIONS (Up to a third of the points available may be spent on these formations.)		
CHAOS NAVY		
FORMATION	UNITS	COST
Harbinger	One Harbinger	425 points
Hell Blades	Three Hell Blades	200 points
Hell Talons	Two Hell Talons	250 points
0-1 Spacecraft	One Devastation Class Cruiser or one Despoiler Class Battleship	150 points or 250 points
CHAOS WAR ENGINES		
FORMATION	UNITS	COST
Banelord	One Banelord Titan	800 points
Deathwheel Squadron	Up to three Deathwheels	275 points each
Feral	One Feral Titan	275 points
Ravager	One Ravager Titan	650 points
DAEMON POOL		
UNIT	COST	
Greater Daemon	+75 points each	
Lesser Daemon	+20 points each	

6.12 THE STIGMATUS COVENANT CHAOS CULTIST ARMY LIST

Even on worlds where the Imperial Cult is rigidly adhered to, there are some who are lured by the power of Chaos. Secret cabals spring up on hundreds of planets even as the Inquisition ruthlessly purges sects and hidden organizations across the Imperium. Led by an Arch Heretic and his secret coven of manipulators, assassins and iconoclasts, the Cult covertly spreads the doctrines of Chaos. Imperial citizens from every strata of society—soldiers, factory workers, clerks, even high-ranking officials—all are enticed with the promises of power, vengeance, and a better world.

The Arch Heretic will lead his followers in secret rites, summoning hideous daemons to aid them in their insane quest for domination. Mutants and beasts, the children of Chaos, are accepted as brethren and swell the ranks of the cult. Whole companies of planetary defense force troops swear allegiance to the Chaos Gods or are manipulated to fight unknowingly for Chaos. When the time is right, these insidious groups rise up in bloody revolt, attempting to oust the rightful rulers of the planet and throw their world at the feet of the Chaos Gods. Many are discovered and swiftly executed by the Adeptus Arbites and Inquisition, but there are always others willing to trade their soul for alluring promises of power and immortality.

During Abaddon's Thirteenth Black Crusade, a large uprising of chaos cultists occurred on the gate world of Cadia. A horde of mutants from the notorious Stigmatus Covenant numbering almost ten thousand assaulted positions held by the Imperial Fists Space Marine chapter. While the hated servants of the false emperor eventually drove back the besieging cultists, at the height of the assault on the walls of Kasr Vasan, a group of several hundred cultists overwhelmed the Imperial Fist's company commander, Captain Tialo. The cultists breached the wall and inflicted great damage on the defenders of the Imperium.

Forces

The Stigmatus Covenant Chaos Cultist Army List uses the Imperial Guard datasheets from section 5.2, the Imperial Navy datasheets from section 5.3 and the Chaos Cultist datasheets from section 5.12.

Using the Army List

The following army list allows you to field a Chaos Cult army based on the Stigmatus Covenant Cult that arose in the Mackan system during Abaddon's 13th Crusade. It can also be used as a 'stand in' army list for other Cult armies.

The followers of the Stigmatus Covenant Cult are organized into formations called covens. Each Cultist coven may also include a number of extra units called upgrades. The charts below shows what units comprise a Cultist coven, what upgrades are allowed, and their points cost. Each upgrade that is taken adds to the cost of the coven, as shown on the upgrade chart. The upgrade chart also lists the units that make up the upgrade. Each upgrade may only be taken once per formation.

Each Stigmatus Cultist coven included in the army allows the player to take one Stigmatus Covenant Support Coven. Chaos Daemon Engine covens must belong to Chaos Undivided or the same faction as the Cultist coven associated with it. For example, if the army included two Khorne Stigmatus Cultist covens the army could include two Khorne daemon engines covens or one Khorne and one undivided daemon engine coven.

Finally, each Stigmatus Covenant army may field up to two Plague Zombie Infestations.

Special Rules

The *Fickle Masters*, *Factions* and *Summoned Units* rules apply to Stigmatus Covenant Chaos Cultist armies (see 6.11.1, 6.11.2 and 6.11.3 respectively). In addition some units use the *Augmented Summoning* and *Daemonic Focus* abilities (see 5.11.1 and 5.11.2 respectively).

SPECIAL RULE

6.12.1 Stigmatus Covenant Epic Tournament Special Rules

Every Stigmatus Covenant Chaos Cultist army must include an Arch-Heretic character. The Arch-Heretic character is free, you don't have to pay any points for it, and may be added to any Demagogue of Chaos Marine Aspiring Champion unit.

Plague Zombie Infestation formations may contest, but not control, objectives.

THE STIGMATUS COVENANT CHAOS CULTIST ARMY LIST

Stigmatus Covenant Chaos Cultist armies have a strategy rating of 2. Tzeentch Doomwing, Tzeentch Firelord and Traitor Navy aircraft formations have an initiative rating of 2+, all other formations have an initiative rating of 3+ but receive a modifier depending on the proximity of other formations (see 6.11.2).

STIGMATUS COVENANT COVENS		
FORMATION	UNITS	COST
Stigmatus Covenant Coven	One Demagogue or Chaos Marine Aspiring Champion and any eleven of the following units: Cultists, Mutants	200 points

STIGMATUS COVENANT UPGRADES			
(Each upgrade may be taken once per coven.)			
UPGRADE	UNITS	COST	
Big Mutants	Replace up to six Mutants with an equal number of Big Mutants	+20 points each	
Chaos Altar	Add one Chaos Altar	+150 points	
Chaos Hounds	Add up to three Chaos Hounds	+10 points each	
Chaos Spawn	Add one Chaos Spawn unit	+25 points	
Cultists or Mutants	Add any eight of the following units: Cultists, Mutants	+15 points each	
Daemon Prince	Replace a Demagogue or Chaos Marine Aspiring Champion with a Daemon Prince (A maximum of one Daemon Prince may be included per each faction present in the army.)	+50 points	
Daemonic Pact	The formation may summon daemons from the Daemon Pool	+25 points	
Icon Bearer	Add one Icon Bearer character	+50 points	
Traitor Fire Support	Add up to four Support Squad units	+25 points each	
Traitor Flak	Add up to two Hydras	+50 points each	
Traitor Griffon Battery	Add up to three Griffons	+35 points each	
Traitor Hellhound Squadron	Add up to three Hellhounds	+50 points each	
Traitor Tank Squadron	Add up to any three of the following units: Leman Russ, Leman Russ Demolishers	+70 points each	
Transports	Add just enough of any of the following units to transport the entire formation:	Land Transporter	+10 points each
		Chimera	+25 points each

STIGMATUS COVENANT SUPPORT COVENS		
<i>(Any one support coven may be fielded per each coven. Daemon Engine formations must belong to Chaos Undivided or the same faction as this coven.)</i>		

DAEMON ENGINES		
FORMATION	UNITS	COST
Chaos Undivided Defilers	Four Defilers	250 points
Chaos Undivided Hellfire Cannons	Four Hellfire Cannons	200 points
Khorne Daemonic Assault Engines	Four Daemonic Assault Engines	300 points
Khorne Lord of Battles	Up to two Lord of Battles	400 points each
Nurgle Contagion Towers	Four Contagion Towers	325 points
Nurgle Plague Towers	Up to three Plague Towers	325 points each
Slaanesh Daemon Knights	Four Daemon Knights	275 points
Slaanesh Daemon Scout Titans	Up to any two of the following units:	Questor Subjugator
		275 points each 225 points each
Tzeentch Doomwings	Three Doomwings	150 points
Tzeentch Firelords	Up to three Firelords	150 points each
Tzeentch Silver Towers	Four Silver Towers	325 points

TRAITOR NAVY AIRCRAFT		
FORMATION	UNITS	COST
Marauder Squadron	Two Marauder Bombers	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	150 points

TRAITOR SUPPORT		
FORMATION	UNITS	COST
Armoured Company	Six Leman Russ	400 points
Artillery Battery	Four Basilisks	325 points
Rough Rider Platoon	Six Rough Rider units	150 points
Sentinel Squadron	Four Sentinels	100 points

PLAGUE ZOMBIE INFESTATIONS		
FORMATION	Units	COST
0-2 Plague Zombie Infestations	3+2D6 Plague Zombies	175 points

DAEMON POOL	
UNIT	COST
Greater Daemon	+75 points each
Lesser Daemon	+20 points each

6.13 KABAL OF PAIN'S WAY DARK ELДАР ARMY LIST

In the depths of the Dark City, in the dark vacuums of the gulf between the stars and the recesses of the Webway, the Lords of the Dark Kin attend to their courts. Flanked by the insidious Incubi, the Lords attend their duties. The delicacy of choirs of tortured souls, the feasting upon innumerable slaves, the slaughter of populations—their undertaking is tireless.

Forces

The Kabal of Pain's Way Dark Eldar Army List uses the Dark Eldar datasheets from section 5.13.

Using the Army List

Kabal of Pain's Way Dark Eldar formations come in three types, the first two are kabals and partisans. Each kabal you include in the army allows you to field any two partisan formations. Although you can only take a partisan formation if you first take a kabal, they are treated as separate independent formations during a battle and do not have to move around together.

In addition, kabals and partisans may be given upgrades. Which upgrades a formation may be given are listed in the 'Upgrades' column. Upgrades are added to the formation and are not a separate formation. Each upgrade that is taken adds to the cost of the formation, as shown on the upgrade chart. Note that you may never exceed more than eight infantry units in a formation.

The third type of formation are Dark Eldar Aircraft, Spacecraft and Other Horror formations. A maximum of up to a third of the points available to the army may be spent on these formations.

Finally, Dark Eldar Individuals includes special characters, formations and objective options. Each individual may only be taken once by the army. The rules for using each individual are listed in the 'Notes' column.

Special Rules

The *Hit & Run Tactics* and *Fleet of Foot* rules apply to all Dark Eldar formations (5.13.1 and 5.13.2 respectively).

SPECIAL RULE

6.13.1 Kabal of Pain's Way Epic Tournament Special Rules

Dark Eldar forces are raiders by nature and rarely have an interest in holding ground. The swiftness of their vehicles and the deadly nature of their attacks are revealed quickly to their victims who watch the Dark Eldar disappear as quickly as they came. To represent these tactics, the Dark Eldar are forbidden from garrisoning any formations in the Epic tournament game scenario.

Corsair Class Escorts form a single squadron and act in the same manner as a single spacecraft. They may combine their Orbital Bombardments into a single strike, or fire separately (templates may not overlap).

SPECIAL RULE

6.13.2 Dark Eldar Transport

Any Dark Eldar formation that includes "plus transport" may choose from the Dark Eldar Transport section. You may only take as many transport units as are required to carry the entire formation, including upgrades, with no extra spaces if possible. You may select no transport at all if desired.

The Slavebringer is an independent war engine that must be assigned to a specific Dark Eldar formation during army creation. A Talos Swarm may only be transported in a Slavebringer.

SPECIAL RULE**6.13.3 Kashnarak**

The Kashnarak is a massive, enraged animal that squeezes through a Webway portal and is set loose on the battlefield at the beginning of any turn the Dark Eldar desire (before strategy roll) and acts as a 'third' player. It will always attempt a barging, close combat assault on the closest formation(s), even Dark Eldar formations! If unable to reach base-to-base contact, the beast will march toward the closest formation, to its maximum movement. If it reaches an enemy zone of control, the beast stops its move. Consolidation moves are also toward the closest formation. From then on, it is the first activation of subsequent turns, before the strategy roll or teleport, following the model above. A broken Kashnarak will remain in place on the board and will not attempt a move until it rallies.

The exceptions are when in the presence of a Wych unit. If within 15cm of a Wych unit at the beginning of the Kashnarak activation (see above), its assault or move may be directed by the Dark Eldar player. This includes a Wych unit within 15cm of the Kashnarak's Webway portal. In addition, the Kashnarak will never move toward or assault a Wych formation; instead it will choose the next closest formation. These directed actions still take place prior to the strategy roll for the turn.

Regardless of its actions, the Kashnarak is not considered part of the Dark Eldar force for the purposes of placing formations, holding objectives, calculating crossfire, or determining victory conditions and tie-breaker calculations. It neither counts toward Dark Eldar activations nor does it count toward Webway Portal use. It does not benefit from Hit & Run tactics. The Kashnarak can contest objectives for both the Dark Eldar (except when within 15cm of a Wych unit) and their opponents.

99

99 6.13.3 Kashnarak

Q: Does the Kashnarak need to roll to activate?

A: Yes. The Kashnarak still needs to roll a 2+ to activate and is subject to the -1 modifier when it has a blast marker like a normal formation.

Q: What happens if the Kashnarak fails to activate?

A: It still continues on its mission of death, choosing to move for its hold action and moving toward the closest formation.

Q: Does the Kashnarak avoid dangerous terrain?

A: Not unless directed to do so by a Wych unit. It will move in a straight line, taking dangerous terrain tests as described in the core rules.

Q: Does the Kashnarak avoid impassable terrain?

A: The unit will take the shortest path around any impassable terrain that brings it closer to the determined target formation. If two different paths around impassable terrain are of equal length, the player whose formation is being pursued may choose which path it takes.

Q: Does the Kashnarak avoid overwatch fire?

A: Not unless directed to do so by a Wych unit. It will move in a straight line, taking fire as described in the core rules.

Q: Can the Kashnarak perform intermingled assaults?

A: Yes, as long as the units being barged are the closest units to the Kashnarak. As an example, if the Kashnarak is charging a Tactical Space Marine formation that happens to be intermingled with Bikes, it will charge toward the closest unit, and then the next closest, and then the next, until it reaches a maximum of eight units (see core rules 3.3.1). If any of these units are bikes, it will be considered an intermingled assault.

Q: Can the Kashnarak be directed by a Wych unit that is part of an upgrade of a non-Wych formation?

A: Yes, as long as a Wych unit is within 15cm of the Kashnarak or its starting point at the beginning of the turn, the Dark Eldar player may direct the beast as they see fit.

Q: Can a Wych unit direct the Kashnarak even if it is part of a broken formation?

A: Yes. Like other unit functions like the supreme commander re-roll, the ability to direct the Kashnarak is not affected by its broken status, unit coherency, or zones of control.

KABAL OF PAIN'S WAY DARK ELДАР ARMY LIST

Kabal of Pain's Way Dark Eldar armies have a strategy rating of 3. Dark Eldar Kabals, Tormentor and Executor formations have an initiative rating of 1+. All other formations have an initiative rating of 2+. The *Hit & Run Tactics* and *Fleet of Foot* rules applies to all Dark Eldar formations (5.13.1 and 5.13.2 respectively).

DARK ELДАР INDIVIDUALS		
<i>(Up to one of each type of individual may be taken per army.)</i>		
TYPE	NOTES	COST
0-1 Archon	Replace one Dracon character with an Archon character.	+50 points
0-1 Kashnarak	In the Strategy Phase of any turn place the Kashnarak within 5cm of a Webway Portal, it behaves according to the Kashnarak rule (6.13.3).	+50 points
0-1 Webway Portal	At the start of the game nominate one objective on your half of the table as a Webway Portal before setting up spacecraft and garrisons. The objective functions both as a <i>Webway Portal</i> and as an objective for the rules purposes. It may not be destroyed. Only formations consisting completely of infantry units, light vehicle units or armoured vehicles units with the <i>Walker</i> ability may use the Webway Portal to enter play.	+50 points

DARK ELДАР KABALS			
<i>(Each formation may never exceed more than eight infantry units.)</i>			
FORMATION	UNITS	UPGRADES	COST
0-1 Kabal Coterie	Four Incubi, one with a Dracon character, plus transport	Haemonculi, Incubi, Mandrakes, Ravager, Scourges, Sybarite, Warriors, Wyches	250 points
Kabal Flotilla	Four or six Ravagers	Dracon, Sybarite, Vessel of Pain	250 or 350 points
Kabal Syndicate	Six Warriors plus transport	Dracon, Haemonculi, Mandrakes, Ravager, Scourges, Sybarite, Warriors, Wyches	200 points

DARK ELДАР PARTISANS			
<i>(Each kabal you include in the army allows you to field any two partisans. Each formation may never exceed more than eight infantry units.)</i>			
FORMATION	UNITS	UPGRADES	COST
Haemonculi Coven	Two Haemonculi and four Grotesques, plus transport	Haemonculi, Perditors, Sybarite, Talos	250 points
Heavy Barges	Up to two Vessels of Pain	None	250 points each
Hellion Murder	Six Hellions	Hellions, Sybarite	200 points
Mandrake Throng	Six Mandrakes	Mandrakes	225 points
Reaver Gang	Six Reavers	Reavers, Sybarite	200 points
Scourge Flight	Six Scourges	Scourges, Sybarite	225 points
Talos Swarm	Four Talos plus transport	Perditors, Talos	200 points
Wych Cult	Six Wyches plus transport	Hellions, Reavers, Sybarite, Warp Beasts, Wyches	200 points

DARK ELДАР UPGRADES		
UPGRADE	UNITS	COST
Dracon	Add a maximum of one Dracon character to any unit in the formation	+50 points
Haemonculi	Add one Haemonculi unit and one Grotesques unit, plus transport	+150 points
Hellions	Add two Hellions	+100 points
Incubi	Add two Incubi plus transport	+125 points
Mandrakes	Add two Mandrakes	+125 points
Perditors	Add up to two Perditors	+150 points each
Ravager	Add one Ravager	+50 points
Reavers	Add two Reavers	+100 points
Scourges	Add two Scourges	+125 points
Sybarite	Add a maximum of one Sybarite character to any unit in the formation	+25 points
Talos	Add up to two Talos	+50 points each
Vessel of Pain	Add a maximum of one Vessel of Pain	+250 points
Warp Beasts	Add two Warp Beasts	+100 points
Warriors	Add two Warriors plus transport	+100 points
Wyches	Add two Wyches plus transport	+100 points

DARK ELДАР TRANSPORT		
TYPE	UNITS	COST
Barge of Pleasure	Add up to two Barge of Pleasures	+125 points each
Raider	Add up to four Raiders	Free
Slavebringer	One Slavebringer Assault Boat	200 points

DARK ELДАР AIRCRAFT, SPACECRAFT AND OTHER HORRORS		
<i>(Up to a third of the points available may be spent on these formations.)</i>		
FORMATION	UNITS	COST
Executor	One Executor Landing Module	750 points
Ravens	Two to three Raven Fighters	100 points each
Razorwings	Two to three Razorwing Bombers	125 points each
0-1 Spacecraft	One Torture Class Cruiser or up to three Corsair Class Escorts	300 points or 150 points each
Tormentor	One Tormentor Titan	500 points

6.14 MINERVAN TANK LEGION IMPERIAL GUARD ARMY LIST¹⁰⁰

"The enemy before you is no different than any other we have faced. Trust in the Emperor, hold the line, and guard yourself against weakness. They will break upon our wall of steel like waves against a cliff, and then we will punish them without mercy."

Colonel Derrick Skautt, Minervan Legion

Forces

The Minervan Tank Legion Imperial Guard Army List uses the Imperial Navy datasheets from 5.3, the Titan Legion datasheets from 5.4 and the Minervan Tank Legion datasheets from 5.14.

Using The Army List

The following army list allows you to field an Imperial Guard army that is based on an Minervan Tank Legion regiment. It can also be used as a 'stand in' army list for other armoured Imperial Guard regiments, such as the Dniepr Tank Corps, Konig Armoured or Teutonian Heavy Tank, among many others.

Minervan Tank Legion formations come in two types: companies and support formations. Each company you include in the army allows you to field any two support formations. Although you can only take a support formation if you first take a company, they are treated as separate independent formations during a battle and do not have to move around together.

In addition, companies may be given up to three company upgrades. Each type of upgrade can only be taken once by a company. Upgrades are added to the company and are not a separate formation. Support formations may not be given company upgrades. Each upgrade that is taken adds to the cost of the company, as shown on the upgrade chart. Note that you may take any type of upgrade for any type of company.

Tank companies, platoons and squadrons may be comprised of different Leman Russ variants. The number of variants, along with the maximum number of rare variants, is listed in the 'units' column. The variants themselves are listed in the Leman Russ variant and Leman Russ rare variant charts. Each variant taken adds to the cost of the formation or upgrade.

Minervan Tank Legion Imperial Guard armies may be supported by Imperial Navy aircraft and Titan Legion battlegroups. A maximum of up to a third of the points available to the army may be spent on these formations.

100 6.14 Minervan Tank Legion Imperial Guard Army List

Q: Why do I have to pay extra points for standard Leman Russ tanks? Shouldn't they be free like they are in the Steel Legion list?

A: The Leman Russ Company is actually the same point cost as a typical Steel Legion company. With a base cost of 425 points, nine Leman Russ tanks at 20 points would cost an additional 180 points, and one Vanquisher would cost another 45 points. This totals 650 points which is identical to the Steel Legion list. Point costs were simply reorganized for this list to accommodate the variant tanks available to the Minervans.

Q: In the original Raiders book, the chart was done differently where the Leman Russ was free. Have the points changed?

A: No. The original chart was eliminated to avoid subtraction during army building. That chart is still available below (see Raiders 2.0 Appendix B).

Q: Why are there no datafax boxes for the Titan Legions or Imperial Navy? Aren't they allowed in the list?

A: The datafax boxes and unit descriptions can be found in the Epic: Armageddon book and in the free download available from the Games-Workshop website. They were not included in this book for simplicity's sake; however a quick reference chart has been added in the Epic: Raiders 2.0 version for your convenience.

Special Rules

The *Commissars* rule applies to Minervan Tank Legion Imperial Guard armies (6.4.1).

SPECIAL RULE

6.14.1 Amphibious

The Armoured Legions of Minerva are able to convert many of their vehicles on the fly to amphibious use. For every 1000 points, the Minervan player may designate one Armored Company as Amphibious. Amphibious companies ignore the Terrain Effects of Marshes, and Rivers count as Dangerous Terrain (instead of Impassable). The designation of specific formations as Amphibious must be made prior to placing any units on the game table.

MINERVAN TANK LEGION IMPERIAL GUARD ARMY LIST

Minervan Tank Legion Imperial Guard armies have a strategy rating of 2. All Minervan Tank Legion companies and support formations as well as Imperial Navy aircraft formations have an initiative rating of 2+. Titan Legion battlegroup formations have an initiative rating of 1+.

MINERVAN TANK LEGION COMPANIES		
FORMATION	UNITS	COST
Artillery Company	Any nine of the following units: Basilisk, Manticore	650 points
Super-heavy Tank Company	Any three of the following units: Baneblade, Shadowsword, Stormblade, Stormhammer, Stormsword	500 points
Tank Company	Any ten Leman Russ variants, up to two of which may be rare variants	425 points

MINERVAN TANK LEGION COMPANY UPGRADES		
<i>(Up to three company upgrades may be taken once per company.)</i>		
UPGRADE	UNITS	COST
Flak	Add up to two Hydra	+50 points each
Griffon Battery	Add three Griffons	+75 points
Hellhound Squadron	Add three Hellhounds	+125 points
Salamander Command	Add one Salamander Command	+25 points
0-1 Supreme Commander	Add one Supreme Commander character to any unit in the formation	+100 points
Tank Squadron	Add any three Leman Russ variants, none of which may be a rare variant	+140 points

MINERVAN TANK LEGION SUPPORT FORMATIONS		
<i>(Any two support formations may be fielded per each company.)</i>		
FORMATION	UNITS	COST
Artillery Battery	Three Basilisks, Bombards or Manticores	250 points
Assault Gun Battery	Three Medusas	150 points
0-1 Deathstrike Battery	Two Deathstrikes	200 points
Flak Battery	Three Hydras	150 points
Mechanised Platoon	Ten Infantry units and five Chimera (add one Salamander Command)	300 points (+25 points)
0-1 Orbital Support	Any one of the following units: Lunar Class Cruiser Emperor Class Battleship	150 points 300 points
Salamander Scout Platoon	Three Salamander Scouts (add one Salamander Command)	100 points (+25 points)
Storm Trooper Platoon	Eight Storm Troopers (add four Valkyries)	200 points (+150 points)
Super-heavy Tank Platoon	One Baneblade, Shadowsword, Stormblade, Stormhammer or Stormsword	200 points
Tank Platoon	Any six Leman Russ variants, up to one of which may be a rare variant	280 points
Vulture Squadron	Four Vultures	300 points

LEMAN RUSS VARIANTS	
UNIT	COST
Leman Russ	+20 points
Leman Russ Conqueror	+10 points
Leman Russ Demolisher	+20 points
Leman Russ Exterminator	+10 points
Thunderer	Free

LEMAN RUSS RARE VARIANTS	
UNIT	COST
Destroyer Tank Hunter	+70 points
Leman Russ Executioner	+20 points
Leman Russ Vanquisher	+45 points

IMPERIAL ALLY FORMATIONS		
<i>(Up to a third of the points available may be spent on these formations.)</i>		
IMPERIAL NAVY AIRCRAFT		
FORMATION	UNITS	COST
Marauder Squadron	Two Marauder Bombers	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	150 points
TITAN LEGION BATTLEGROUPS		
FORMATION	UNITS	COST
Reaver	One Reaver Class Titan	650 points
Warhound	One Warhound Class Titan	275 points
Warhound Pack	Two Warhound Class Titans	500 points
Warlord	One Warlord Class Titan	825 points

6.15 SCARAB CONFLICT NECRON ARMY LIST¹⁰¹

The Necron are an ancient race whose origins are a mystery to the scholars of the Imperium. What precious little information has been learned from interrogations of Eldar who themselves only have stories that have become little more than legends. Known to the Eldar as the Yngir, the Necron are the remnants of an ancient race called the Necrontyr.

Forces

The Scarab Conflict Necron Army List uses the Necron datasheets from section 5.15.

Using the Army List

Scarab Conflict Necron formations come in three types, the first two are phalanxes and support formations. Each phalanx you include in the army allows you to field any three support formations. Although you can only take a support formation if you first take a phalanx, they are treated as separate independent formations during a battle and do not have to move around together.

The third type of formation are Harvestors. A maximum of up to a third of the points available to the army may be spent on these formations, the C'tan and Pylons.

Finally, Necron Individuals includes special formations and objective options. Each individual may only be taken once by the army. The rules for using each individual are listed in the 'Notes' column.

The army list includes the following information:

Formation: The name of the formation.

Units: The core units that make up the formation.

Extras: A Necron formation may include any of the extra units listed in the 'Extras' column. You may include any number of extra units in a formation unless it is specifically noted otherwise. All of the core and extra units in a formation count as being part of one formation. The different units may not move off on their own.

Cost: The points value of the formation.

Special Rules

The *Implacable Advance* and *Phase Out* rules apply to all Necron formations (5.15.2 and 5.15.3 respectively).

SPECIAL RULE

6.15.1 Scarab Conflict Necron Army Epic Tournament Special Rules

Necron Reserves

Any Necron formation may be held back "in reserve" (with the exception of the Aeon Orb and Abattoir) if you are playing the Epic Tournament scenario. Note that formations that do not have the Teleport ability will only be able to enter play through Portals. Any Necron formation in the reserves for any reason (either because it has not yet entered play or it is broken) is considered destroyed for the purpose of tiebreak, or the Break Their Spirit victory condition.

Garrisons

The Necron typically act in an offensive manner and as such, their formations may not garrison in the Epic Tournament scenario unless fielding a Tomb Complex Necron Individual. To represent that a Tomb may contain active Necron, the player may choose to garrison up to two Phalanx formations at the Tomb Complex.

¹⁰¹ 6.15 Scarab Conflict Necron Army List

Q: How big can my Tomb Complex be?

A: The maximum size of an objective is not clearly defined in the game of Epic. Players may be tempted to model larger terrain-like pieces for the Tomb Complex. One suggestion is that, if your objective is larger than a typical objective sold by GW, you and your opponent should agree to take measurements from the center point of the objectives rather than the edge. As long as this is discussed during the warm-up it should provide neither player with an unfair advantage. You should also remind your opponent that, despite the objective being large or detailed, it does not block movement or line of sight in a tournament scenario as per the core rules.

SCARAB CONFLICT NECRON ARMY LIST

Scarab Conflict Necron armies have a strategy rating of 2. All formations have an initiative rating of 1+. The *Implacable Advance* and *Phase Out* rules apply to all Necron formations (5.15.2 and 5.15.3 respectively).

NECRON INDIVIDUALS		
<i>(Up to one of each type of individual may be taken per army.)</i>		
TYPE	NOTES	COST
0-1 C'tan	The C'tan counts as its own formation of either the Deceiver or the Nightbringer. It is the only war engine that is affected by the <i>Phase Out</i> rule (5.15.3). Up to a third of the points available may be spent on the C'tan, Harvester formations and Pylons.	300 points
0-1 Tomb Complex	The first objective the Necron player places on their own table edge functions both as a <i>Portal</i> and as an objective for the rules purposes. It may not be destroyed. Formations using the <i>Portal</i> should measure from the edge of the board as the formation's starting point.	+75 points

NECRON PHALANXES			
FORMATION	UNITS	EXTRAS	COST
Infantry Phalanx	Six Necron Warriors and one Necron Lord character	Add up to three Immortals for +40 points each Add up to three Tomb Spyders for +50 points each Add up to three Wraiths for +50 points each Add up to one unit of Pariahs for +60 points	225 points

NECRON SUPPORT FORMATIONS			
<i>(Each phalanx you include in the army allows you to field any three support formations.)</i>			
FORMATION	UNITS	EXTRAS	COST
Armoured Phalanx	Six Obelisks	None	300 points
Eques Maniple	Any six of the following units: Destroyers, Heavy Destroyers	Add up to one Necron Lord character to any unit in the formation for +25 points Add up to three Wraiths for +50 points each	350 points
Monolith Maniple	One Monolith and two Obelisks	Add up to one Obelisk for +50 points Add up to one Monolith for +75 points	200 points
Monolith Phalanx	Three Monoliths	Add up to three Obelisks for +50 points each	275 points
Pylon	One Pylon	None Note: Up to a third of the points available may be spent on the C'tan, Harvester formations and Pylons.	200 points
Venator Maniple	Six Flayed Ones	Add up to one Necron Lord character to any unit in the formation for +25 points Add up to three Tomb Spyders for +50 points each Add up to three Wraiths for +50 points each Add up to one unit of Pariahs for +60 points	200 points

NECRON HARVESTERS			
<i>(Up to a third of the points available may be spent on these formations, the C'tan and Pylons.)</i>			
FORMATION	UNITS	EXTRAS	COST
0-1 Harvester Engine	One of the following units: Abattoir, Æonic Orb	None	750 points
0-1 Spacecraft	One Scythe Class Harvester	None	350 points
0-2 Warbarque	One Warbarque	If a C'tan is not fielded then one Warbarque in the army may be given the <i>Supreme Commander</i> ability for +50 points	300 points

6.16 DEATH KORPS OF KRIEG IMPERIAL GUARD ARMY LIST

"We shall fall upon them as an endless wave; they shall drown beneath our dead."

Major General Jeridan, 5879th Death Korps Regiment

Forces

The Death Korps of Krieg Imperial Army List uses the Imperial Navy datasheets from 5.3, the Titan Legion datasheets from 5.4 and the Death Korps of Krieg datasheets from 5.16.

Using The Army List

The following army list allows you to field an Imperial Guard army that is based on a Death Korps of Krieg siege regiment.

Death Korps of Krieg formations come in two types: companies and support formations. Each company you include in the army allows you to field any two support formations. Although you can only take a support formation if you first take a company, they are treated as separate independent formations during a battle and do not have to move around together. A maximum of one Death Rider Company may be fielded for every full 1,500 points of the army.

In addition, companies may be given up to three company upgrades. Each type of upgrade can only be taken once by a company. Upgrades are added to the company and are not a separate formation. Support formations may not be given company upgrades. Each upgrade that is taken adds to the cost of the company, as shown on the upgrade chart. Note that you may take any type of upgrade for any type of company.

Tank platoons and squadrons may be comprised of different Leman Russ variants. The number of variants is listed in the 'units' column. The variants themselves are listed in the Leman Russ variant chart. Each variant taken adds to the cost of the formation or upgrade.

Death Korps of Krieg Imperial Guard armies may be supported by Imperial Navy aircraft and Titan Legion battlegroups. A maximum of up to a third of the points available to the army may be spent on these formations.

Special Rules

The *Commissars* rule applies to Death Korps of Krieg armies (6.4.1).

SPECIAL RULE

6.16.1 Trenchworks

Death Korps of Krieg Imperial Guard armies are allowed to purchase one set of Trenchworks for its use for each Regimental HQ or Infantry Company included in the army.

Trenchworks must be set up after Objectives, but before Spacecraft and Garrisons are plotted and deployed. They may be set up anywhere in the Death Korps deployment zone, or alternatively they may "garrison" as if they were a formation of units (see 6.1.5).

Note that each set of Trenchworks must maintain coherency with itself when it is placed on the table.

Trenchworks may be used by any eligible unit, not just the units that purchased them, even enemy units may make use of your Trenchworks if they manage to capture them during the game!

DEATH KORPS OF KRIEG IMPERIAL GUARD ARMY LIST

Death Korps of Krieg Imperial Guard armies have a strategy rating of 2. All Death Korps of Krieg companies and support formations as well as Imperial Navy aircraft formations have an initiative rating of 2+. Titan Legion battlegroup formations have an initiative rating of 1+.

DEATH KORPS OF KRIEG COMPANIES		
FORMATION	UNITS	COST
0-1 Death Rider Company per 1500 points	Twelve Rough Riders	250 points
Infantry Company	One Commander unit and nineteen Infantry units	300 points
0-1 Regimental HQ	One Supreme Commander unit and nineteen Infantry units	400 points

DEATH KORPS OF KRIEG COMPANY UPGRADES (Up to three company upgrades may be taken once per company.)		
UPGRADE	UNITS	COST
Fire Support Battery	Add four Fire Support units	+75 points
Gorgon Siege Transporters	Add two Gorgons (may not be added to a Death Rider Company)	+125 points
Heavy Tank	Add one Macharius	+125 points
Hellhound Squadron	Add three Hellhounds	+125 points
Infantry Platoon	Add ten Infantry units (add one Gorgon)	+175 points (+50 points)
Tank Squadron	Add any three Leman Russ variants, none of which may be a Leman Russ Vanquisher	+140 points

DEATH KORPS OF KRIEG SUPPORT FORMATIONS (Any two support formations may be fielded per each company.)		
FORMATION	UNITS	COST
Artillery Support Company	Nine Earthshaker Platforms and nine of the following: Gun Emplacements, Trojans	600 points
0-1 Deathstrike Silo	One Deathstrike Silo	250 points
Death Rider Scout Platoon	Six Rough Riders Note: All units in the formation count as having the <i>Scouts</i> ability.	150 points
Engineers Platoon	Eight Engineers and a Hades Breaching Drill	300 points
Grenadiers Platoon	Eight Grenadiers (add one Gorgon or eight Centaurs)	225 points (+75 points)
Heavy Support Battery	One of the following options and three of the following: Gun Emplacements, Trojans	Any three of the following: Heavy AA Platform, Hydra Platform Three Earthshaker Platforms Three Medusa Platforms
Heavy Tank Platoon	One Macharius Command and two Macharius	+125 points +200 points +275 points
Light Support Battery	Four Heavy Mortars or Quad Launchers, and either four Centaurs or 20cm of Trenches	350 points
Self-Propelled Heavy Support	Three Bombards	200 points
Super-Heavy Tank Platoon	One Baneblade, Shadowsword, Stormblade or Stormsword	250 points
Super-Heavy Tank Support Company	Any three of the following units: Baneblade, Shadowsword, Stormblade, Stormsword	200 points
Tank Platoon	Add any six Leman Russ variants, up to one of which may be a Leman Russ Vanquisher	500 points
		280 points

LEMAN RUSS VARIANTS	
UNIT	COST
Leman Russ	+20 points
Leman Russ Demolisher	+20 points
Leman Russ Vanquisher	+45 points
Thunderer	Free

DEATH KORPS OF KRIEG TRENCHWORKS (One may be fielded per each each Regimental HQ or Infantry Company.)		
TYPE	NOTES	COST
Trenchworks	Four Bunkers and 80cm of Trenches	+75 points

IMPERIAL ALLY FORMATIONS (Up to a third of the points available may be spent on these formations.)		
IMPERIAL NAVY AIRCRAFT		
FORMATION	UNITS	COST
Heavy Marauder	One Heavy Marauder Bomber	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	150 points
TITAN LEGION BATTLEGROUPS		
FORMATION	UNITS	COST
Reaver	One Reaver Class Titan	650 points
Warhound	One Warhound Class Titan	275 points
Warhound Pack	Two Warhound Class Titans	500 points
Warlord	One Warlord Class Titan	825 points

6.17 SALAMANDERS SPACE MARINE ARMY LIST

"Into the fires of battle, unto the anvil of war!"

Battle Cry of the Salamanders Chapter

Forces

The Salamanders Space Marine Army List uses the Space Marine datasheets from section 5.1, the Imperial Navy datasheets from 5.3, the Titan Legion datasheets from 5.4 and the Salamander datasheets from 5.17.

Using the Army List

The following army list allows you to field an army based on one of the Salamanders Space Marine Chapter that fought in the Third War for Armageddon.

Space Marines are organised into small formations called *detachments*. Each detachment is made up of one or more units, and may also include a number of extra units called *upgrades*.

The detachments that may be taken in a Salamanders army are shown on the chart that follows. The chart also shows what units comprise the detachment, what upgrades are allowed, and its points cost.

Each upgrade that is taken adds to the cost of the detachment, as shown on the *upgrade chart*. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taken for, and sometimes takes the form of additional units for the detachment. Each upgrade may be taken once per formation.

Salamander armies may be supported by Imperial Navy aircraft and Titan Legion battlegroups. A maximum of up to a third of the points available to the army may be spent on these formations and Salamander restricted formations.

Special Rules

The *They Shall Know No Fear* rule applies to all Salamander detachment and Salamander restricted formations (5.1.1). The *Space Marine Transports* rule applies to the Salamander armies (6.3.1).

SALAMANDERS SPACE MARINE ARMY LIST

Salamanders Space Marine armies have a strategy rating of 5. All Salamander detachment, Titan Legion battlegroup and Salamander restricted formations have an initiative rating of 1+. Imperial Navy aircraft formations have an initiative rating of 2+. The *They Shall Know No Fear* rule applies to all Salamander detachment and Salamander restricted formations (5.1.1).

SALAMANDER DETACHMENTS			
FORMATION	UNITS	UPGRADES ALLOWED	COST
Devastator	Four Devastator units plus transport	Close Support, Commander, Devastators, Dreadnoughts, Razorbacks	250 points
Land Raider	Four Land Raiders	Close Support, Commander, Helios	325 points
Landing Craft	One Landing Craft	None	425 points
Predator	Any four of the following units: Predator Annihilator, Predator Destructor	Close Support, Commander	250 points
0-1 Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Tactical	Six Tactical units plus transport	Close Support, Commander, Dreadnoughts, Razorbacks, Tacticals	275 points
Terminator	Four Salamander Terminator units	Close Support, Commander, Dreadnoughts, Land Raiders, Helios	325 points
Thunderhawk	One Thunderhawk Gunship	None	250 points
Vindicator	Four Vindicators	Close Support, Commander	225 points
Whirlwind	Four Whirlwinds	Close Support, Commander, Helios	300 points

SALAMANDER UPGRADES			
<i>(Each upgrade may be taken once per detachment.)</i>			
UPGRADE	UNITS		COST
Attack Bike	Replace any number of Bikes with an equal number of Salamander Attack Bikes		Free
Battle Barge	Replace the Strike Cruiser with a Battle Barge		+125 points
Close Support	Add any two of the following units:	Predator Incinerator Hunter, Land Raider or Land Raider Redeemer Land Raider Prometheus	+50 points each +75 points each +85 points each
Commander	Add any one of the following characters to any unit in the formation:	Captain, Chaplain, Librarian 0-1 Supreme Commander per army	+50 points +100 points
Devastators	Add two Salamander Devastator units		+100 points
Dreadnoughts	Add up to two Salamander Dreadnoughts		+50 points each
Land Raiders	Add any four of the following units: Land Raider, Land Raider Redeemer		+325 points
Helios	Replace any number of Land Raiders with an equal number of Land Raider Helios		+25 points each
Razorbacks	Add any number of Razorbacks, up to the number required to transport the formation		+25 points each
Snipers	Give all Scout units the <i>Snipers</i> ability		+50 points
Tacticals	Add two Salamander Tactical units		+75 points

IMPERIAL NAVY, TITAN LEGION AND SALAMANDER RESTRICTED FORMATIONS			
<i>(Up to a third of the points available may be spent on these formations.)</i>			
SALAMANDER RESTRICTED FORMATIONS			
FORMATION	UNITS	UPGRADES ALLOWED	COST
0-1 Assault	Four Assault units	Close Support, Commander	175 points
0-1 Fast Attack	Five Bike units or Land Speeders	Attack Bike, Commander	200 points
Scout	Four Scout units plus transport	Commander, Razorbacks, Snipers	150 points

IMPERIAL NAVY AIRCRAFT		
FORMATION	UNITS	COST
Marauder Squadron	Two Marauder Bombers	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	175 points

TITAN LEGION BATTLEGROUPS		
FORMATION	UNITS	COST
Reaver	One Reaver Class Titan	650 points
Warhound	One Warhound Class Titan	275 points
Warhound Pack	Two Warhound Class Titans	500 points
Warlord	One Warlord Class Titan	825 points

6.18 SCIONS OF IRON SPACE MARINE ARMY LIST

“They called us weak, betrayers and traitors. But they were wrong. It was not us that were lost and had left the path, but themselves. For they had forgotten the pride of Marines. We are enhanced already. We are the beacon of mankind and should not be hide away but lead in front. So we turned and walked away from them. Not because we were betraying the chapter, but because by staying we would betray the Emperor.”

They call us traitor. but remember that we call them brothers. For us, all the Marines are the Emperor's chosen. For us, all the Marines are united as Emperor's divine instruments. For us, all Marines are brothers.”

Book of Accounts, Volume I by Chaplain Hael

Forces

The Scions of Iron Space Marine Army List uses the Space Marine datasheets from section 5.1, the Imperial Navy datasheets from 5.3, the Titan Legion datasheets from 5.4 and the Scions of Iron datasheets from 5.18.

Using the Army List

The following army list allows you to field an army based on one of the Scions of Iron Space Marine Chapter that fought during the Invasion of Telgar VI.

Space Marines are organised into small formations called *detachments*. Each detachment is made up of one or more units, and may also include a number of extra units called *upgrades*.

The detachments that may be taken in a Scions of Iron army are shown on the chart that follows. The chart also shows what units comprise the detachment, what upgrades are allowed, and its points cost.

Each upgrade that is taken adds to the cost of the detachment, as shown on the *upgrade chart*. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taken for, and sometimes takes the form of additional units for the detachment. Each upgrade may be taken once per formation.

Scions of Iron armies may be supported by Imperial Navy aircraft and Titan Legion battlegroups. No more than two of each of these formations may be included in the army. In addition a maximum of up to a third of the points available to the army may be spent on these formations and Scions of Iron aircraft formations.

Special Rules

The *They Shall Know No Fear* rule applies to all Scions of Iron detachment and aircraft formations (5.1.1).

SPECIAL RULE

6.18.1 Scions of Iron Transports

The Space Marines are a highly mobile army. Because of this, the points cost of a detachment usually includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. Determine the number of Rhinos needed after all upgrades have been purchased. The number of Rhinos will always be the minimum needed to carry the formation, you can't take extras along to cover any losses!

Note that many formations don't receive Rhinos, usually because they can't fit into them. Detachments that come with Rhinos will be noted as having 'plus transport' in the units section of the army list opposite.

Also note that Terminators must take either Teleport or have Land Raiders. They may not start the game as foot infantry.

SPECIAL RULE

6.18.2 Thunderhawk Transporter

The entire Thunderhawk Transporter detachment is counted as a single war engine for the purposes of war engine transport (see 3.1.3), e.g. a Thunderhawk Transporter detachment can carry units from another formation, as long as the entire formation can fit inside the Thunderhawk Transporters .

SCIONS OF IRON SPACE MARINE ARMY LIST

Scions of Iron Space Marine armies have a strategy rating of 5. All Scions of Iron detachment, Titan Legion battlegroup and Scions of Iron aircraft formations have an initiative rating of 1+. Imperial Navy aircraft formations have an initiative rating of 2+. The *They Shall Know No Fear* rule applies to all Scions of Iron detachment and Scions of Iron aircraft formations (5.1.1).

SCIONS OF IRON DETACHMENTS			
FORMATION	UNITS	UPGRADES ALLOWED	COST
Bike	Any four of the following units: Attack Bike, Bike	Commander, Land Speeders	175 points
Heavy Tactical	Four Tactical units and any two of the following units: Land Raider, Land Raider Crusader	Commander, Hunter, Land Raiders	325 points
Helios	Four Land Raider Helios	Commander, Hunter	425 points
Land Raider	Four Land Raiders	Commander, Hunter, Land Raiders	325 points
Landing Craft	One Landing Craft	None	350 points
Predator	Any four of the following units: Predator Annihilator, Predator Destructor	Armour, Commander, Hunter	250 points
Scout	Four Scout units plus transport	Commander, Land Speeders, Razorbacks, Snipers	150 points
0-1 Strike Cruiser	One Strike Cruiser	Battle Barge	150 points
Tactical	Four Tactical units plus transport, and any two of the following units: Predator Annihilator, Predator Destructor, Vindicator	Armour, Commander, Hunter, Razorbacks, Tacticals	300 points
Terminator	Four Terminator units	Commander, Land Raiders	350 points
Thunderhawk Transporter	Two Thunderhawk Transporters	Thunderhawk Transport	250 points
Vindicator	Four Vindicators	Armour, Commander, Hunter	225 points
Whirlwind	Four Whirlwinds	Commander, Hunter	300 points

SCIONS OF IRON UPGRADES			
<i>(Each upgrade may be taken once per detachment.)</i>			
UPGRADE	UNITS		COST
Armour	Add up to any two of the following units: Predator Annihilator, Predator Destructor, Vindicator		+50 points each
Battle Barge	Replace the Strike Cruiser with a Battle Barge		+150 points
Commander	Choose one of the following options:	Add any one of the following characters to any unit in the formation: Captain, Chaplain, Librarian 0-1 of one of the following options per army: Give a Land Raider the <i>Supreme Commander</i> ability Replace a Predator Destructor with a Land Raider Prometheus with the <i>Supreme Commander</i> ability Replace a Vindicator with a Land Raider Prometheus with the <i>Supreme Commander</i> ability Replace a Land Raider with a Land Raider Prometheus with the <i>Supreme Commander</i> ability	+50 points +100 points +125 points +125 points +100 points
Hunter	Add one Hunter		+75 points
Land Raiders	Add up to any four of the following units:	Land Raider or Land Raider Crusader Land Raider Helios	+75 points each +100 points each
Land Speeders	Add up to any three of the following units:	Land Speeder or Land Speeder Tornado Land Speeder Typhoon	+35 points each +60 points each
Razorbacks	Add any number of Razorbacks, up to the number required to transport the formation		+25 points each
Snipers	Give all Scout units the <i>Snipers</i> ability		+50 points
Thunderhawk Transport	Add up to two Thunderhawk Transporters		+100 points each

IMPERIAL NAVY, TITAN LEGION AND SCIONS OF IRON AIRCRAFT FORMATIONS

(Up to a third of the points available may be spent on these formations.)

SCIONS OF IRON AIRCRAFT FORMATIONS			
FORMATION	UNITS	UPGRADES ALLOWED	COST
Thunderhawk CAS	One Thunderhawk Close Air Support	None	250 points
Thunderhawk SB	One Thunderhawk Saturation Bomber	None	250 points

0-2 IMPERIAL NAVY AIRCRAFT		
FORMATION	UNITS	COST
0-2 Marauder Squadron	Two Marauder Bombers	250 points
0-2 Thunderbolt Squadron	Two Thunderbolt Fighters	175 points

0-2 TITAN LEGION BATTLEGROUPS		
FORMATION	UNITS	COST
0-2 Reaver	One Reaver Class Titan	650 points
0-2 Warhound	One Warhound Class Titan	275 points
0-2 Warhound Pack	Two Warhound Class Titans	500 points
0-2 Warlord	One Warlord Class Titan	825 points

6.19 TAU THIRD PHASE EXPANSION ARMY LIST

"We are not here to bring death and destruction to you, Gue'la. Even though your armed forces have laid waste to our systems, bombarded our cities and slaughtered my fellow Tau, we are not here for revenge. We are here to offer you to share our culture and profit from our technology and protection.

We are not here to take your homes, your families and your beliefs away from you. You can even continue to worship your Emperor-god if you want, you must only swear fealty to the advancement of the Greater Good, which will benefit all members of the empire alike.

We are not here to turn you all into soldiers and demand of you to fight against your former kin. Some of you will be asked to join our armed forces, in return for the protection that we grant to your planet. But if you are unwilling to fight against Humans from the Imperium, you will not be deployed against them. We are not here to enslave you, but to welcome you into our empire, the empire of the Tau."

Por'vre Dal'yth Jishu'iro,

Addressing the human population of Goron Minor

Forces

The Tau Third Phase Expansion Army List uses the Tau datasheets from section 5.19.

Using the Army List

Tau formations come in two types: cadres and support formations. Each cadre you include in the army allows you to field any three support formations. Although you can only take a support formation if you first take a cadre, they are treated as separate independent formations during a battle and do not have to move around together. The formations that may be taken in a Tau Third Phase Expansion army are shown on the chart that follows. The chart also shows what units comprise the formations, what upgrades they are allowed, and their points cost.

In addition, formations may be given up to three upgrades. Each upgrade that is taken adds to the cost of the formation, as shown on the *upgrade chart*. The upgrade chart also lists the units that make up the upgrade. Each upgrade may be taken once per formation.

Tau Third Phase Expansion armies may be supported by Air Caste formations. A maximum of up to a third of the points available to the army may be spent on these formations.

SPECIAL RULE

6.19.1 Tiger Shark Gun Drones

Tiger Shark Squadrons may be given a Gun Drone formation to transport. Transported Gun Drone formations may be split across multiple Tiger Sharks as an exception to the normal aircraft transport rules. The Tiger Sharks cannot land, make an Engagement, or embark units, but can disembark transported Gun Drones after an approach move. The Gun Drone formation may shoot when it disembarks as normal (see 4.2.5), and counts as having activated for that turn. After this initial deployment the Gun Drones are a completely independent formation. Gun Drones being transported by Tiger Sharks do not generate blast markers for being destroyed until after they are disembarked.

TAU THIRD PHASE EXPANSION ARMY LIST

Tau Third Phase Expansion armies have a strategy rating of 3. Crisis Battlesuit Cadre and Manta Dropship formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

TAU CADRES			
FORMATION	UNITS	UPGRADES ALLOWED	COST
Crisis Battlesuit Cadre	Four Crisis Battlesuits	Commander, Crisis Suits, Gun Drones	250 points
Fire Warrior Cadre	Choose one of the following options: Eight Fire Warriors Six Fire Warriors and three Devilfish	Bonded Team, Broadside, Ethereal, Fire Warriors, Gun Drones, Hammerheads, Pathfinders, Piranhas, Skyray	225 points

TAU SUPPORT FORMATIONS			
<i>(Any three support formations may be fielded per each core formation.)</i>			
FORMATION	UNITS	UPGRADES ALLOWED	COST
Armour Support Group	Four Hammerheads	Hammerheads, Skyray	200 points
Broadside Group	Six Broadside Battlesuits	Gun Drones	325 points
Kroot Kindred	One unit of Kroot Master Shapers and nine Kroot Warriors	Kroot, Kroot Hounds, Krootox	175 points
Pathfinder Group	Four Pathfinders and two Devilfish	Gun Drones, Piranhas	200 points
Recon Skimmer Group	Any six of the following units: Piranha, Tetra	Gun Drones, Piranhas	175 points
Skysweep Support Group	Three Skyrays	None	250 points
Stealth Group	Six Stealth Battlesuits	Gun Drones	225 points

TAU UPGRADES			
<i>(Up to three upgrades may be taken once per formation.)</i>			
UPGRADE	UNITS		COST
Bonded Team	Give one unit of Fire Warriors the <i>Leader</i> ability		+25 points
Broadside	Add three Broadside Battlesuits		+150 points
Commander	Add any one of the following characters to a unit of Crisis Battlesuits:	Shas'el 0-1 Shas'o per army	+25 points +100 points
Crisis Suits	Add up to four Crisis Battlesuits		+50 points each
0-1 Ethereal	Add one Ethereal character per army to a unit of Fire Warriors		+50 points each
Fire Warriors	Add any one of the following options:	Four Fire Warriors Four Fire Warriors and two Devilfish	+100 points +125 points
Gun Drones	Add two Gun Drones		+25 points
Hammerheads	Add two Hammerheads		+100 points
Kroot	Add five Kroot Warriors		+75 points
Kroot Hounds	Add three Kroot Hounds		+50 points
Krootox	Add three Krootox		+75 points
Pathfinders	Add two Pathfinders and one Devilfish		+100 points
Piranhas	Add three Piranhas		+75 points
Skyray	Add one Skyray		+100 points

AIR CASTE FORMATIONS			
<i>(Up to a third of the points available may be spent on these formations.)</i>			
FORMATION	UNITS		COST
Barracuda Squadron	Two Barracudas		150 points
Manta Dropship	One Manta		675 points
Orca Dropship	One Orca		150 points
0-1 Spacecraft	Any one of the following units:	Protector Class Cruiser Custodian Class Battleship	200 points 250 points
Tiger Shark Squadron	Two Tiger Sharks (add a Gun Drone formation of six Gun Drones)		175 points (+100 points)
Tiger Shark AX-1-0 Squadron	Two Shark AX-1-0s		375 points

6.20 ELДАР ALAITOC CRAFTWORLD ARMY LIST

"There is no corner of the galaxy that has not felt the eagle-keen gaze of Alaitoc."

Elarique Swiftblade, Autarch of Alaitoc

Forces

The Eldar Alaitoc Craftworld Army List uses the Eldar datasheets from section 5.6 and the Alaitoc Eldar datasheets from section 5.20.

Using The Army List

Eldar Alaitoc Craftworld formations come in three types, the first two are warhost and troupe formations. Each warhost you include in the army allows you to field any three troupe formations. Although you can only take a troupe formation if you first take a warhost, they are treated as separate independent formations during a battle and do not have to move around together.

The third type of formation are Alaitoc Craftworld Spacecraft, Aircraft & Titan formations. A maximum of up to a third of the points available to the army may be spent on these formations.

Finally, Alaitoc Craftworld Individuals includes special characters, formations and objective options. Each individual may only be taken once by the army. The rules for using each individual are listed in the 'Notes' column.

The army list includes the following information:

Formation: The name of the formation.

Units: The core units that make up the formation.

Extras: An Eldar formation may include any of the extra units listed in the 'Extras' column. You may include any number of extra units in a formation unless it is specifically noted otherwise. All of the core and extra units in a formation count as being part of one formation. The different units may not move off on their own.

Cost: The points value of the formation.

Special Rules

The *Hit & Run Tactics* rule applies to all Eldar formations (5.6.2).

SPECIAL RULE

6.20.1 Trail Blazing

Only Alaitoc Eldar Pathfinders, Rangers and War Walkers are allowed to garrison objectives in the Epic tournament game scenario.

Alaitoc Ranger units count as Guardians for the purposes of transport.

ELDAR ALAITOC CRAFTWORLD ARMY LIST

Eldar Alaitoc Craftworld armies have a strategy rating of 4. Avatar, Aspect Warrior Troupe, Phantom, Revenant and Warlock formations have an initiative rating of 1+. All other formations have an initiative rating of 2+. The *Hit & Run Tactics* rule applies to all Eldar formations (5.6.2).

ALAITOC CRAFTWORLD INDIVIDUALS		
<i>(Up to one of each type of individual may be taken per army.)</i>		
TYPE	NOTES	COST
0-1 Autarch	Add one Autarch character to any infantry unit in an Aspect Warrior Troupe formation. The Autarch counts towards the limit of Exarch characters the formation may take.	+75 points
0-1 Avatar	In the Strategy Phase of any turn place the Avatar within 15cm of a formation that contains a unit with the <i>Farsight</i> ability before making a strategy roll. The Avatar counts as its own formation and may only enter play in this manner. In the End Phase of that turn remove the Avatar before rallying formations. Once the Avatar has been removed it may not return.	Free
0-1 Wraithgate	At the start of the game nominate one objective on your half of the table as a Wraithgate before setting up spacecraft and garrisons. The Wraithgate functions both as a <i>Webway Portal</i> and as an objective for the rules purposes. It may not be destroyed. Only formations consisting completely of infantry units, light vehicle units or armoured vehicles units with the <i>Walker</i> ability may use the Wraithgate to enter play.	+50 points

ALAITOC CRAFTWORLD WARHOSTS			
FORMATION	UNITS	EXTRAS	COST
Guardian	One Farseer unit and seven Guardian units	Replace up to three Guardian units with an equal number of Heavy Weapon Platform units for free Add three Support Weapon Platform units for +50 points Add between two and three Wraithguard units for +50 points each Add three Wraithlords for +175 points Add four Wave Serpents to a formation consisting of only Farseer, Guardian or Heavy Weapon Platform units for +200 points	150 points
Ranger	Eight Ranger units	Replace four Ranger units with three War Walkers for free or four Falcons for +200 points	200 points

ALAITOC CRAFTWORLD TROUPES			
<i>(Each warhost you include in the army allows you to field any three troupes.)</i>			
FORMATION	UNITS	EXTRAS	COST
Aspect Warrior	Any six of the following units: Dark Reapers, Dire Avengers, Fire Dragons, Howling Banshees, Shining Spears, Striking Scorpions, Swooping Hawks, Warp Spiders	Add just enough Wave Serpents or Falcons to transport all units except Shining Spears, Swooping Hawks and Warp Spiders for +50 points each Add up to one Exarch character to an infantry unit for +25 points each	225 points
Engine of Vaul	Any one of the following units: Cobra, Scorpion, Storm Serpent, Void Spinner	Add up to any two of the following units for +250 points each: Cobra, Scorpion, Storm Serpent, Void Spinner	250 points
Night Spinner	Three Night Spinners	None	175 points
Pathfinder	Four Pathfinders	Add up to two Pathfinder units for +50 points each	200 points
Swords of Vaul	Five Falcons	Add up to one Falcon for +50 points Replace up to two Falcons with an equal number of Firestorms for free Replace any number of Falcons with an equal number of Fire Prisms for +15 points each	250 points
War Walker	Four War Walkers	Add up to two War Walkers for +25 points each	150 points
Windrider	Any six of the following units: Jetbikes, Vyper	None	200 points

ALAITOC CRAFTWORLD SPACECRAFT, AIRCRAFT & TITANS		
<i>(Up to a third of the points available may be spent on these formations.)</i>		
FORMATION	UNITS	COST
Nightwings	Three Nightwing Interceptors	300 points
Phantom	One Phantom Titan	750 points
Phoenix	Three Phoenix Bombers	400 points
Revenants	Two Revenant Titans	650 points
0-1 Spacecraft	Any one of the following units:	Wraithship Dragonship
Vampire	One Vampire Raider	200 points
0-1 Warlock	One Warlock Titan	850 points