

# REFERENCE SHEETS

This section of the Epic rules includes reference sheets for each or the armies covered in the rulebook, plus a playsheet that groups all of the game tables together into one place. Although not really a substitute for the full rules or datasheets, experienced players will be able to get by with just the reference sheets ninety-nine percent of the time. Should you find a discrepancy between the reference sheet and the rules, then the rules always take precedence. The following abbreviations are used on the reference sheets:

AC	- Aircraft	SC	- Spacecraft	FxF	- Fixed Forward Arc	Slw	- Slow-firing
AV	- Armoured Vehicle	CC	- Close Combat	FwA	- Forward Fire Arc	TK	- Titan Killer
CH	- Character	FF	- Firefight	RrA	- Rear Fire Arc	DC	- Damage Capacity
INF	- Infantry	BP	- Barrage Points	Ind	- Indirect Fire	Crit	- Critical Damage
LV	- Light Vehicle	+1A	- +1 Extra Attack	MW	- Macro-weapon	Sh	- Shields

## FERAL ORKS REFERENCE SHEET

### STRATEGY RATING 3 INITIATIVE 3 +

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Nobz	INF	15cm	4+	3+	5+	Shootas 2 x Big Shootas Big Choppas	15cm 30cm base contact	Small Arms AP6+ / AT6+ Assault wpn, +1A	Leader
Boyz	INF	15cm	6+	4+	6+	Shootas Choppas Big Shootas	15cm base contact 30cm	Small Arms Assault Weapon AP6+ / AT6+	
Grotz	INF	15cm	none	6+	6+	Shootas	15cm	Small Arms	No BM if killed
Madboyz	INF	15cm	6+	4+	6+	Shootas Choppas	15cm base contact	Small Arms Assault Weapon	Fearless
Wyrdboy	CH	n/a	n/a	n/a	n/a	Fist of Gork	45cm	MW5+ / AA5+	Character
Wildboyz	INF	15cm	6+	4+	n/a	Choppas	(base contact)	Assault Weapon	
Boarboyz	INF	25cm	6+	4+	6+	Shootas Choppas	15cm (base contact)	Small Arms Assault Weapon	Mounted, Infiltrators
Squig Katapult	INF	10cm	none	6+	5+	Squig Katapult	45cm	1BP	Disrupt
Junkarukk	IV	25cm	5+	5+	6+	Big Shoota	30cm	AP6+ / AT6+	Transport (1 + 1 Grotz)
Squiggoths	IV	20cm	4+	4+	5+	2 x Twin Big Shoota Teeth & Horns Big Gun	30cm (base contact) 45cm	AP5+ / AT6+ Assault Weapon, MW + D3A AP5+ / AT5+	Reinforced Armour Thick Rear Armour Transport (4 + 2 Grotz)
Orkosaurus	WE	15cm	4+	4+	5+	4 x Big Shoota Goring Tusks	30cm (base contact)	AP5+ / AT6+ Assault Wpn, MW + D3A OR Assault Wpn, TK(D3), +1A	DC6, Reinforced Armour Thick Rear Armour Transport (12 + 6 Grotz)
Steam Gargant	WE	15cm	4+	4+	4+	2 x Big Gun 0-2 x Scorpaguns 0-2 Mega-choppa Fist of Gork	45cm 60cm (base contact) 45cm	AP5+ / AT5+ 2BP, MW Assault Wpn, MW, +1A, TK(D3) MW5+ / AA5+	Critical Hit Effect See Datasheet Reinforced Armour, Fearless, Walker DC4 Critical Hit Effect See Datasheet

# SIEGEMASTERS REFERENCE SHEET

## STRATEGY RATING 2 INITIATIVE 2 +

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Supreme Commander	INF	15cm	5+	4+	5+	Lasgun Power Weapons Autocannon	15cm base contact 45cm	Small Arms Assault W/pn, MW, +1A AP5+/AT6+	Supreme Commander
Commander	INF	15cm	6+	5+	5+	Lasgun Chainsword Autocannon	15cm base contact 45cm	Small Arms Assault weapons AP5+/AT6+	Commander
Commissar	CH	n/a	n/a	n/a	n/a	Power weapons	base contact	Assault W/pn, MW, +1A	Leader, Fearless, Inspiring
Siege Infantry	INF	15cm	none	6+	5+	Lasguns	15cm	Small Arms	
Sappers	INF	15cm	6+	5+	5+	Heavy Stubber Heavy Flamer	30cm	AP6+	
Storm troopers	INF	15cm	5+	5+	4+	Melta Bombs Hellguns	base contact 15cm	Assault W/pn, MW, +1A Small Arms AP5+/AT5+	Scout
Snipers	INF	15cm	none	6+	5+	Sniper Rifles	30cm	AP5	Sniper, Scouts
Rough Riders	INF	20cm	6+	4+	6+	Lasplistol Chainswords	15cm base contact	Small Arms Assault Weapon	Mounted, Scouts Infiltrators
Rapier	INF	10cm	none	n/a	5+	Power lance	base contact	Assault W/pn, First Strike, +1A	
Thudd Gun	INF	10cm	none	n/a	5+	Rapier Laser Destroyer Thudd Gun	45cm	AT4+/AP6+	
Gotterdammerung	IV	0cm	none	n/a	6+	Howitzer	90cm	1BP Indirect	Indirect Fire= see datasheet
Blitzen	IV	0cm	none	n/a	6+	Blitzen Cannon	60cm	AP6+/AT5+/AA5+	
Brucnnhilde	IV	15cm	6+	n/a	6+	Heavy Stubber	30cm	AP6+	Transport (1)
Siegfried	AV	30cm	5+	6+	5+	Multi-laser	30cm	AP5/AT6+	Scout
Ragnarok	AV	15cm	4+	6+	4+	Ragnarok Battlecannon 2 x Heavy Stubber	60cm 30cm	AP4+/AT4+ AP6+	Reinforced Armour Walker
Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon Heavy Bolter	30cm 30cm	AP3+, Ignore Cover AP5+	
Griffon	AV	30cm	6+	6+	5+	Heavy Mortar	30cm	1BP Indirect Fire	
Bombard	AV	20cm	6+	6+	5+	Heavy Bolter	30cm	AP5+	
Deathstrike	AV	20cm	6+	6+	5+	Siege Mortar Heavy Bolter	45cm 30cm	2BP Ignore Cover, Slw, Ind. AP5+	
Baneblade	WE	15cm	4+	6+	4+	Deathstrike Missile Heavy Bolter	Unlimited 30cm	MW2+, One Shot, TK (D6) AP5+	No line of fire required
Shadowsword	WE	15cm	4+	6+	4+	Battle Cannon	75cm	Reinforced Armour DC3, Critical= See datasheet	
Thunderbolt Fighter	AC	Fighter Bomber	6+	n/a	n/a	Autocannon Demolisher Cannon Heavy Bolter 2 x Lasannon	45cm 30cm 30cm 45cm	AP4+/AT4+ AP5+/AT6+ AP5+ AT5+	
Marauder Bomber	AC	Bomber	4+	n/a	n/a	Volcano Cannon 2 x Heavy Bolter Storm Bolters Multilaser Underwring Rockets 2 x Twin Heavy Bolters Twin Lasannon Bomb Racks	90cm 30cm 30cm 30cm 15cm 45cm 15cm	MW2+, Titan Killer (D3), FxP AP5+ AP4+/AA5+ AP5+/AT6+/AA5+ AT4+ AA5+ AT4+/AA4+ 2BP	Reinforced Armour DC3, Critical= See datasheet Fixed Forward Arc Fixed Forward Arc Fixed Forward Arc Fixed Forward Arc Fixed Forward Arc Fixed Forward Arc

## Fortified Positions

Terrain	Infantry	Vehicle	War Engine
Trench	4+ Cover Save	Dangerous	No Effect
Gun Emplacement	4+ Cover Save	5+ Cover Save	No Effect
Bunker	3+ Cover Save	Dangerous	Impassable
Razor Wire	Dangerous	No Effect	No Effect



# BIEL-TAN REFERENCE SHEET

## STRATEGY RATING 4

AVATARS, ASPECT WARRIORS AND TITANS HAVE INITIATIVE 1+ ALL OTHER UNITS 2+

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Avatar	WE	15cm	3+	2+	4+	Wailing Doom	30cm base contact	MW5+ Assault Weapon, +1A, MW	Commander, Inspiring, Fearless Invulnerable Save, Walker, DC3 Critical Hit = See Datasheet
Farseer	INF	15cm	4+	4+	5+	Court of the Young King	15cm base contact	Small Arms Assault Weapon, +1A, MW	Commander, Invulnerable Save, Farsight
Guardians	INF	15cm	none	6+	4+	Shuriken Pistols	15cm	Small Arms	Scouts, Snipers
Heavy Weapons	INF	15cm	none	6+	5+	Shuriken Catapults	15cm	Small Arms	
Support Platforms	INF	15cm	none	6+	6+	Scatter Laser	30cm	AP5+/AT5+	Skimmer, Mounted
Rangers	INF	15cm	5+	6+	5+	D-Cannon	30cm	MW5+	
Jetbikes	INF	35cm	4+	6+	4+	Shuriken Pistols	15cm	Small Arms	Skimmer
Vyper Jetbikes	IV	35cm	4+	6+	5+	Long Rifles	30cm	AP5+/AT5+	
War Walker	IV	20cm	6+	5+	5+	Shuriken Catapults	15cm	Small Arms	Walker, Scout, Reinforced Armour
Exarch	CH	n/a	n/a	n/a	n/a	Scatter Laser	30cm	AP5+/AT5+ AT5+, Lance	
Autarch	CH	n/a	n/a	n/a	n/a	Scatter Laser Bright Lance	30cm	Assault Weapon, +1A	Inspiring, see datasheet for weapon allocation
Dire Avengers	INF	15cm	5+	5+	4+	Exarch Close Combat Weapon OR Exarch Ranged Weapon	base contact	Small Arms, +1A	Inspiring, Invulnerable Save, Supreme Commander
Fire Dragons	INF	15cm	5+	5+	4+	Autarch Close Combat Weapon	base contact	Small Arms +1A	
Dark Reapers	INF	15cm	5+	6+	3+	Shuriken Catapults	15cm	Small Arms +1A	Skimmer, Mounted
Striking Scorpions	INF	15cm	4+	4+	5+	Fusion Guns AND	15cm (15m)	MW5+ Small Arms, MW	
Howling Banshes	INF	15cm	5+	3+	5+	Reaper Missile Launcher	45cm	2 x AP5+	Scouts, Jump Packs, Teleport First Strike
Shining Spears	INF	35cm	4+	4+	5+	Shuriken Pistols Mandiblasters	15cm base contact	Small Arms Assault Weapon +1A	
Swooping Hawks	INF	35cm	5+	5+	4+	Shuriken Pistols	15cm	Small Arms	Skimmer
Warp Spiders	INF	15cm	4+	5+	4+	Banshee Mask	base contact	Assault Weapon, First Strike	
Wraithguard	INF	15cm	4+	4+	4+	Power Lances	15cm	Small Arms	Fearless, Reinforced Armour
Wraithlord	AV	15cm	4+	3+	4+	Lasblasters	15cm	Small Arms	
Wave Serpent	AV	35cm	5+	6+	4+	Death Spinner	15cm	2 x MW5+ Small Arms, +1A, MW	Fearless, Reinforced Armour Walker
Falcon	AV	35cm	5+	6+	4+	Wraithcannon AND	15cm 15cm	Assault Weapon, MW, +1A	
Fire Prism	AV	35cm	5+	6+	5+	Power Fists Bright Lance	base contact	AP4+	Reinforced Armour, Skimmer, Transport (see datasheet)
Night Spinner	AV	35cm	5+	6+	5+	Twin Shuriken Cannon	30cm	AP4+	
Firestorm	AV	35cm	5+	6+	4+	Falcon Pulse Laser	45cm	AT4+, Pulse	Skimmer, DC3, Critical Hit (see datasheet)
Scorpion	WE	25cm	5+	6+	5+	Scatter Laser	30cm	AP5+/AT5+ AP5+	
Cobra	WE	25cm	5+	6+	5+	Prism Cannon	75cm	AP4+/AT4+/AA5+, Lance	Skimmer, DC3, Critical Hit (see datasheet)
Storm Serpent	WE	25cm	5+	6+	4+	Night Spinner	45cm	1BP Disrupt, Indirect	
Voidsprinter	WE	25cm	5+	6+	5+	Firestorm Battery	45cm	AP5+/AT5+/AA4+, Pulse	Skimmer, DC3, Critical Hit (see datasheet)
						Scorpion Twin Pulsar Shuriken Cannon	60cm 30cm	MW2+, Pulse	
						Cobra D-Cannon Shuriken Cannon	30cm 30cm	2BP Ignore Cover, TK(D3+1), ExF	Skimmer, DC3, Critical Hit (see datasheet)
						Eldar Missile Launcher	45cm	AP5+ AP5+/AT6+/AA6+	
						Storm Serpent Pulse Lasers	45cm	AT3+, Pulse	Skimmer, DC3, Critical Hit (see datasheet)
						Scatter Lasers	30cm	AP5+/AT5+	
						Void Spinner Array	60cm	3BP Disrupt, Indirect	Skimmer, DC3, Critical Hit (see datasheet) Reinforced Armour



NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Nightwing Interceptor	AC	Fighter	4+	n/a	n/a	Twin Shuriken Cannon Bright Lance	30cm 30cm	AP4+/AA5+, FxP AT4+/AA5+, Lance, FxP	
Phoenix Bomber	AC	Fighter Bomber	5+	n/a	n/a	Twin Shuriken Cannon Phoenix Pulse Laser Night Spinners	30cm 45cm 15cm	AP4+/AA5+, FxP AT4+, Pulse, FxP 1BP Disrupt, FxP	Reinforced Armour
Vampire Raider	AC/AWE	Bomber	5+	6+	4+	2 x Vampire Pulse Lasers Scatter Laser	45cm 30cm	AT4+, Pulse, FxP AP5+/AT5+/AA5+, FxP	DC2, Reinforced Armour Planetfall
Revenant Titan	WE	35cm	5+	4+	4+	2 x Revenant Pulse Lasers 2 x Eldar Missile Launchers	45cm 45cm	MW3+, Pulse AP5+/AT6+/AA6+	DC3, Holofield, Walker, Jump Pack, Fearless, Critical Hit=See Datasheet
Phantom Titan	WE	25cm	5+	3+	3+	2 x Twin Eldar Missile Launchers 2 x Titan Pulsar 0-1 Power Fist OR OR	45cm 75cm 30cm (15cm) (Base Contact)	AP4+/AT5+/AA5+ MW3+, TK(1), Pulse 6 x AP4+/AT4+ Small Arms, +3A Assault Weapons, +2A, TK(D3)	DC6, Holofield, Walker, Reinforced Armour, Fearless, Critical Hit=See Datasheet
Warlock Titan	WE	25cm	5+	3+	3+	2 x Twin Eldar Missile Launchers 1 x Psychic Lance OR 0-1 Titan Pulsar 0-1 Power Fist OR (Fist Lasers) OR (Fist Attack)	45cm 30cm (15cm) 75cm 30cm (15cm) (Base Contact)	AP4+/AT5+/AA5+ 3BP Disrupt, Ignore Cover, TK(D3) Small Arms, +2A, Ignore Cover, TK(D3) MW3+ TK(1), Pulse 6x AP4+/AT4+ Small Arms, +3A Assault Weapons, +2A, TK(D3)	DC6, Holofield, Walker, Reinforced Armour, Fearless, Critical Hit=See Datasheet
Wraithship	Spacecraft	n/a	n/a	n/a	n/a	Orbital Bombardment OR Pin Point Attack	n/a n/a	4BP MW MW2+, TK(D3)	
Dragonship	Spacecraft	n/a	n/a	n/a	n/a	Orbital Bombardment OR 2 x Pin Point Attack	n/a n/a	8BP MW MW2+, TK(D3)	

