



EPIC ARMAGEDDON

NetEA Tournament Pack

2023-12-04

tp.net-armageddon.org

taccmd.tacticalwargames.net

EPIC
RULEBOOK

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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 that used to be found on Games Workshop's Epic Armageddon Resources web page. All is stressed here as some errata was missing from the rulebook sections that used to be found on the web page above.
- The most up-to-date FAQ available, essentially an expanded version of the FAQ that used to be found on the 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 month, as needed.

Which version of the Tournament Pack is this?

Each Tournament Pack has its publication date on most of its pages, this is how it is versioned.

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

The NetEA Tournament Pack website (tp.net-armageddon.org).

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

Doubled-sided at 100% on either letter or A4-sized paper.

What's a good forum for all things Epic?

Tactical Command (taccmd.tacticalwargames.net) is, hands down, the best Epic forum there is.

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

The TacComm forums.

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 (net-armageddon.org). 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) or epic_fr (epic-fr.niceboard.com) to see what the locals in your area are using.

Where can I buy Epic models?

At this point, the various forums that have been listed, eBay or Bartertown is your best bet for the out-of-print models. However, there are many 6mm science fiction manufacturers with products that make excellent proxies for Epic units. Most post on the TacComm forums.

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 used to be 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".

Are the rules that used to be on Games Workshop's Epic Armageddon Resources web page available anywhere?

Yes, they are on the NetEA website (net-armageddon.org).

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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

Q: How fast, effective and tough the unit is. Each datasheet provides the following information:

A: A weapon designated as “OR” may choose between the

Type: What target type the unit belongs to. A weapon designated as “AND” may use all modes of fire

Speed: The speed of the unit. This is the

Q: distance in centimetres the unit can move each turn while still firing its weapons fairly

A: 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× 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× 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× 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 Weapon Fire Arcs).

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.

1.2 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.

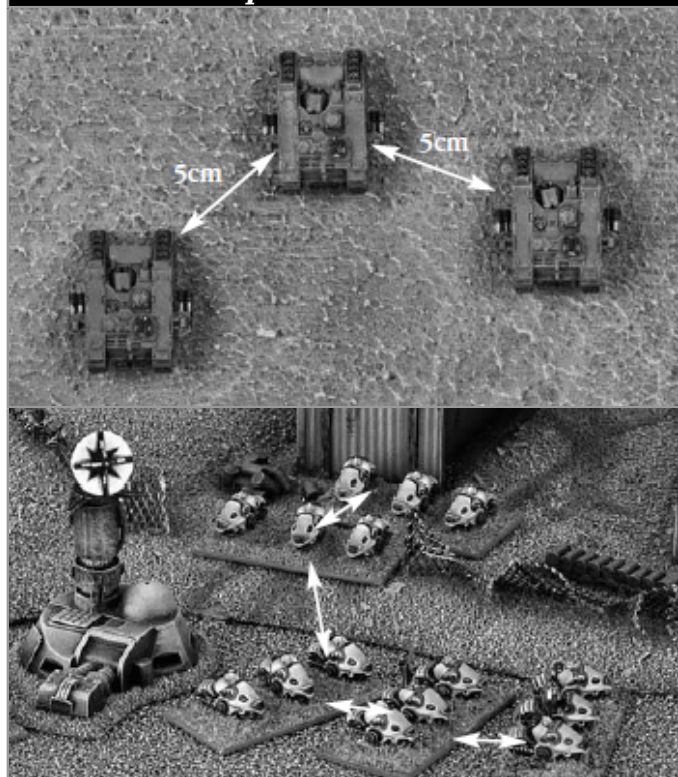
Every unit in a formation must be no further than 5cm from at least one other unit in the same formation. In addition, all units must form a "chain" without any gaps of more than 5cm. Sometimes the units in a formation will become separated due to enemy fire or assault. When this happens, the formation *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:

Formation	Initiative Value
Space Marine	1+
Imperial Guard	2+
Ork	3+

Examples of Formations



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	Unit	May not
Marker	<i>Suppressed</i>	shoot
One per unit	Formation	Withdraw
	<i>Broken</i>	

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 Play

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.

1.4.2

Abilities Used at Start of Turn/Action²

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 on the action phase. If both players have effects for the beginning of the turn, take turns resolving the first starting with the player with the higher Strategy rating; alternating between players for each subsequent effect until all effects are resolved.

1.5 THE STRATEGY PHASE³

Each army has a *strategy rating*. This will either be listed in the notes for a scenario or strategy found in the army list if you are playing a formation game. An army’s strategy rating represents all 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.

3. Make a strategy roll (simultaneous)

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.

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

- Q: 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

Action Test Table

Formation has at least one Blast marker	-1	
Formation is trying to retain the initiative	-1	
Action Test Result	Actions	Notes
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.

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.

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.

1.7 MOVEMENT⁵

Most actions allow all the units in a formation to make one or more moves. Units move a distance of up to the Speed value shown on their datasheet, whether or not compulsory or optional. Depending on the action they are taking, a unit may move once, twice or three times (see 1.7.1). They may also move freely as they move. A unit is never forced to move, and sometimes failing to do so can result in its destruction (see 1.13.3). Once a player has moved a unit and removed his hands from the model, the move may not be changed.

1.7.1 Multiple Moves

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

1.7.3 Zones of Control⁶

All units of Epic have a zone of control that

Q: Extends from itself in every direction from the model.

Model is mounted on a stable base? measure the

A: Zone of control from any model of the stand before the end of the action.

Q: Units may not enter an enemy zone of control

A: While they move, unless they are undertaking an engage action and use their charge move to get

Q: In a base contact with the nearest enemy unit whose zone of control they have entered. Once a

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 Formations

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).

1.7.5 **Transport Vehicles**⁷

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 (i.e., 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 (i.e., the "Russian Doll" tactic is not allowed!).

1. 1.7.5 Transport Vehicles

Q: Does a transported unit lose its zone of control?

A: Yes.

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

A: You can play it either way, just bring it up in the five minute warm up.

Q: Can a transport unit pick up a unit that is in terrain that is dangerous to the transport unit?

A: Yes, but if the unit being picked up was completely within the dangerous terrain then the transport would have to take a dangerous terrain test.

Q: Can a transport unit pick up a unit that is in terrain that is impassable to the transport unit?

A: Yes, but only if the unit being picked up is not completely within the impassable terrain.

Q: When disembarking, are transported units placed completely within 5cm of the transport unit or just so one part of the transported unit is within 5cm of the transport unit.

A: You can play it either way, just bring it up in the five minute warm up.

Q: How do transported units that are immobile or which have a speed of 0cm disembark?

A: As normal.

Q: Where are transported units placed when the unit transporting them is destroyed?

A: Where the unit transporting them was.

Q: What happens to transported units when the unit transporting them is destroyed by: dangerous terrain, the result of an assault, or an additional hit from a Blast marker on a broken formation?

A: They make their normal armour save or a 6+ cover save, the formation they are part of would not receive a Blast marker for any of these saves if they failed.

Q: What happens to transported units when the unit transporting them is destroyed by ending its second withdrawal move within 15cm of the enemy?

A: If they're broken and not fearless they will be destroyed. Otherwise they make their normal armour save or a 6+ cover save.

Q: If a transport is destroyed by a hit with a special ability does that carry over to the transported units?

A: Yes, the transported units save is affected by the type of hit the transport is destroyed by. For example, an ignore cover hit would prevent the transported units from making a 6+ cover save.

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 Test⁸

Roll a D6 when you enter dangerous terrain, or

- Q: When may I start to move if already in dangerous terrain?
- A: 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.

Yes.

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 Modifiers⁹

Units that are in terrain that is tall enough to at

- Q: Was partially obscured by an attacker's view?
- A: Yes, it should be 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

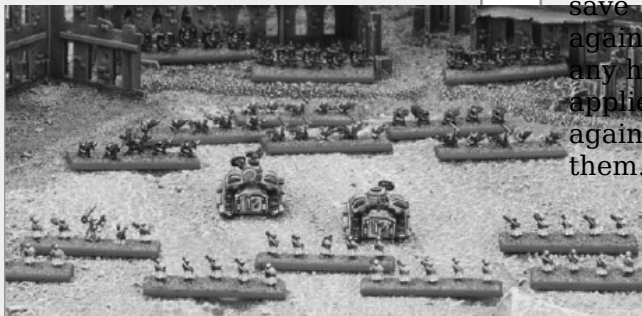
Certain terrain is noted as giving infantry a cover save. While in such terrain, the infantry receive the cover save listed on the Terrain table in addition to the -1 to hit modifier for being in cover. The cover save can be used instead of their normal armour save whenever they have to take an armour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

EXAMPLE OF PLAY *Terrain*



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 4+ infantry cover save against any hits applied against them.

An Imperial Guard infantry company is attacking an Ork warband. Some of the Ork Boyz are in cover in the



1.8.4 Terrain Effects¹⁰

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). 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 (e.g., 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	See rules	Impassable

Terrain	Infantry	Vehicle	War Engine
Jungle	rules 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

2. 1.8.4 Terrain Effects

Q: How many units can claim cover from a fortification?

A: If this isn't covered by special rules or the scenario then it should be brought up in the five minute warm up.

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

A: There is no clear distinction in the rules between speed 0cm and immobile units. We recommend you go over it with your opponent during the 5 minute warm-up.

A speed 0cm unit could 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. A unit with a speed of "immobile" may not move, even on a road.

Q: Can units making a counter charge move on a road claim the +5cm move bonus?

A: No, the "moves" referenced here are those in actions. A counter charge move is not one of those moves.

Q: How many infantry can be counted as being in cover when touching an armoured vehicle or war engine?

A: There is no limit as per the written rules, so long as the infantry bases can touch the AV or WE. However, a limit of 2 per AV (2 per starting DC of a WE) is an extremely common house rule. Enough so that it should be brought up in the five minute warm up.

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

A: Yes.

1.9 SHOOTING¹¹

Most actions allow a formation to shoot. This

Q: Takes place in the Action phase when the

A: Formation takes its action. Formation activates with an action that allows it to shoot or forfeits its right to shoot.

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.

1.9.2 Who May Shoot¹²

In order to shoot, a unit must be in range and

Q: Have a line of fire to at least one unit in the

A: Target formation, and must not be suppressed. The transport unit's datasheet. Otherwise, they don't have a line

Line of Fire: The line of fire is a straight line

Q: Drawn from the shooting unit to a unit in the

A: Target formation. (The line of fire is blocked by terrain features such as buildings, hills, woods,

etc. Weapons higher and/or closer to the enemy than any terrain that is lower down. Buildings, rubble,

Q: Woods, fortifications and the like don't block the line of fire

A: Unless the line of fire passes through more

Q: Than 10 units of the terrain feature (i.e., you can't shoot 10 units into a forest).

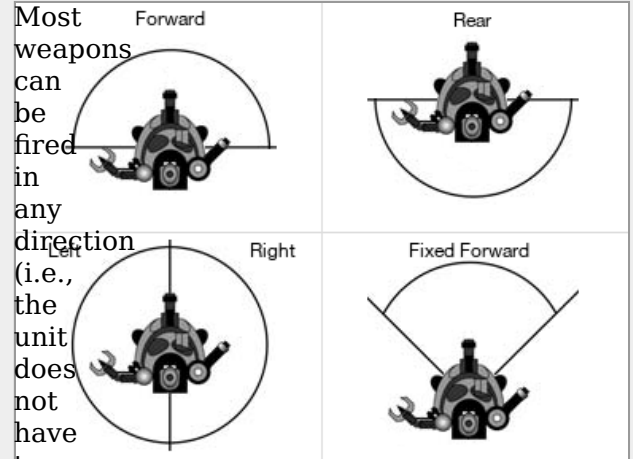
A: If fire is still blocked to units on the other side).

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.

Weapon Fire Arcs



Most weapons can be fired in any direction (i.e., 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
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arc
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rear.
Weapons
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unit's
left
side,
while
weapons
with
a
right
fire
arc
can
fire
180°
to
the
unit's
right.
Finally,
weapons
that

are
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firing
can
only
fire
on
targets
that
lie
within
45°
of
either
side
of
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direction
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unit
is
facing.

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 Procedure

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 Marker¹³

The target formation automatically receives a Blast marker of 1 hit as at least one attacking unit can shoot at the formation. A Blast marker is received for each unit that is destroyed. A formation receives a Blast marker for forming under fire even if none of the

Q: Attackers can cause any damage (e.g., armoured vehicles forming under heavy bolter fire)?
A: No.

Q: If a target formation has infantry in cover and armoured vehicles in cover will the AT to hit rolls suffer the -1 modifier if is in cover

A: No. The player must decide at this stage whether weapons will fire with their AP or AV 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 of 4, you must roll a 4 or more to hit). The dice roll is modified for the following reasons.
A: No. We've said before that modification is always counted as a shot.

Q: If a target formation has infantry in cover and armoured

vehicles in cover will the AT to hit rolls suffer the -1

modifier if is in cover

A: No. The player must decide at this stage whether weapons will fire with their AP or AV 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 of 4, you must roll a 4 or more to hit). The dice roll is modified for the following reasons.
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A: No. We've said before that modification is always counted as a shot.

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 Throws ¹⁵

You allocate hits & make saving throws on your formation

- Against targets that are within range & backline, 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 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. a second, or third, etc. if possible.
- Once all hits have been allocated, make saving throws for each hit. If a hit has been allocated to the unit, save with value from its datasheet. All hits to the unit are saved 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 AP5+.

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).

1.9.8 *Barrages*¹⁶

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.

3. 1.9.8 Barrages

Q: Can a barrage claim a crossfire bonus?

A: Yes.

Q: If a unit is under multiple templates from the same barrage how many to hit rolls are rolled for it?

A: One.

Q: Do extra Barrage templates have to be placed to get as many enemy units from the target formation under them as possible?

A: The rules are unclear here, but yes they do.

Q: Can a Barrage template be placed over units that can't be seen? Or over units that are out of range?

A: Yes, each weapon contributing to the barrage need only have a line of fire and range to a single unit under the first Barrage template. Extra Barrage templates do not require either condition, and an indirect fire barrage does not require a line of fire.

Q: Can a Barrage template be placed completely out of range?

A: Extra templates certainly can, and the first Barrage template can in certain circumstances (a unit that is partially in and partially out of range for instance). The Barrage template can be placed over any part of a unit (even if that part is out of range) so long as part of that unit is in range. A line of fire is still required to this unit, unless it is an indirect fire barrage.

Q: How do you resolve hits for a Barrage template that's over some units in cover and some that aren't?

A: Roll to hit separately for those units in cover, and for those units not in cover.

Q: How do you resolve hits for a Barrage template that's over different kinds of units?

A: Each unit under a template requires a separate to hit roll to see if it has been hit. For example, a barrage covering two Nobz (one with the Warlord), six Boyz (with two in cover), two Grotz, four Battlewagons and one Flakwagon would need to roll the following to hit rolls: one for the Nobz with the Warlord, one for the other Nobz, four for the Boyz out of cover, two for the Boyz in cover, two for the Grotz, four for the Battlewagons and one for the Flakwagon.

The “type” referred to in the sentence about speed dice rolling refers to the kind of unit (Tactical, Assault, Devastator, etc.) not the unit type (INF, AV, etc.).

Q: How are barrages where some barrage points have special abilities resolved?

A: When firing in a barrage, a special weapon ability can only be used if all of the units firing have it. If a special ability is used in a barrage then those barrage weapons that don't have the special ability may not fire in the barrage, nor may they fire a separate barrage during their activation.

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+

lines of fire and range. This stops players “sniping” at important units with artillery.

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

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 the overwatch taking 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 (which is not in a legal formation) if then the formation may **not** take an overwatch action, as it **must** move back into a legal formation if it chooses to remain on overwatch as it would have to charge the enemy or leave its 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.
- A: Yes. Any action that includes one of more moves (advance, retreat, etc.) a formation on overwatch is allowed to shoot at an enemy formation after any move, as 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 overwatch actions to "whiz past" a formation that is on overwatch.
- Also note that formations on overwatch may only shoot 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 regaining Blast marker for coming under fire?
- A: Resolve the shooting attacks using the overwatch 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.
- A: The formation that was closest to the enemy overwatching formation.
- Q: 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 that goes 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.
- A: Following turn, then it may take an action instead of shooting. You can declare they are all remaining on overwatch without an Action test (even if they are not a legal formation, in enemy zone of control, have Blast markers, etc.), effectively ending your part in the Action phase.

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.

1.11 CROSSFIRE¹⁸

I: "Ere we go, 'ere we go, 'ere we go... Bloody hell,

Q: Does the bloody beaky wagon come from a Quick Land Raider dis way? No, no, no. Not dis way? dis

A: May. Oi! Where are yooz boyz running off too?

Q: Does the bloody beaky wagon come from a Quick Land Raider dis way? No, no, no. Not dis way? dis

A: No, it doesn't need weapons at all or even a Firefight value.

Q: Does the shooting formation have to be a friendly unit?

A: Formations that take fire from the flanks or rear are caught in a deadly crossfire and will suffer

Q: Additional casualties as troops struggle to find

A: 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.

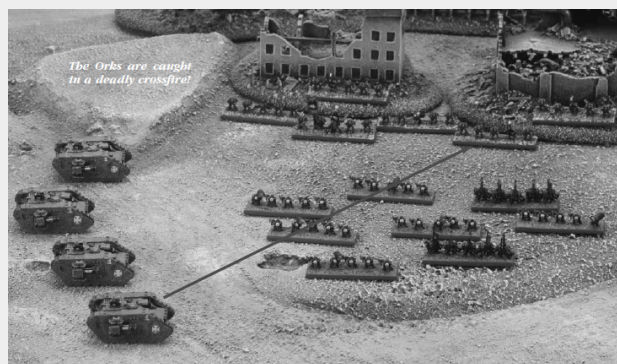
The friendly unit that the crossfire line is drawn to must have a line of fire to a unit from the target formation, but does not have to be in range with any of its weapons. You may not use units that are in broken or marching formations to claim the crossfire bonus.

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.

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' lascannons 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 ASSAULTS¹⁹

Formations that carry out an engage action are allowed to move and then fight take 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.

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.

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 Formation

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 charging and taking an engage action is

- Q: Allowed to take one charge (not a double distance base) as is the case in many sets of wargame rules (not least many Games Workshop games), and then fight an assault against the enemy the formation that was chosen as the target of the charge. This move is known as the *charge move* in the dangerous terrain then the charging unit would have to *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 event aside, units from the charging formation may move in any direction and do not have to head towards the enemy have enough movement to make it into base contact?
- A: Units making a charge move are allowed to enter the enemy zone 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?
- A: (Yes) 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 in the target formation in order for the assault to take place?
- A: A minimum 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

- Q: 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*.
- Q: What happens when the closest enemy unit cannot be reached?
- A: Defending units that are already in base contact with an enemy unit are allowed to get to counter charge units with a speed of 30cm or more may make a counter charge move of 10cm.
- A: 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 charging and any overwatch shots have been taken, but before the combat is resolved. All the normal charge move rules apply, and defending formation is not still in a legal formation after?
- A: No counter charge moves have been made (i.e.,
- Q: How far must be within 5cm of another unit from their formation)? Embarked units may dismount.
- A: Yes.
- Q: After a unit has used their counter charge move to move directly towards the closest enemy unit in the target formation to base contact, is close enough and as long as the enemy is the one 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 15cm of each other after both sides counter charge?
- A: 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.

1.12.5 Resolve Attacks²²

- All units have two assault values: a *close combat* value and a *firefight* value. Units that are in 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 sight to the 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. The unofficial consensus is that they should be allocated in such a way to utilize their potential for both. 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 directly engaged?"
- A: 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.

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.

1.12.6 Supporting Fire ²³

Both sides may fall upon support unless the

Q: Defending has been wiped out or the attack stalled

A: As described above. Calling on support allows

Q: Units from other formations to attack

A: fire fight value if they are within 15cm and have a

life of fire to an enemy unit directly involved in

the assault. In this case “directly involved”

Q: means belonging to the attacking or defending
formation(s) and in a “position to attack. This rule

A: Represents units from both sides that are not

Q: Directly involved in the assault, lending that go on for

supporting fire when they see their friends

A: Coming under attack. Units from formations that

are either Broken or Marched this way cannot

lend support, counter-charge and units being removed.

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).

1.12.7 Work Out Result ²⁴

After both players have removed casualties, the

Q: Outcome of the combat must be decided, applied to units that were “directly involved”?

A: First, if one side completely wiped the other side

Q: Out, then it is the winning formation. If this isn't the case

then each player rolls 2D6, and adds any

A: Modifiers that apply from the chart below to the

Q: Single D6 that rolled highest. Note that you do not add your dice rolls together, but use the single

A: dice with the highest score. Whoever has the

Q: Higher score after the modifiers have been added wins the assault, units being transported?

A: Once one of these hits is allocated to a transport (or it is 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 the present units

being hit are taken down as they turn and run a 6+

save integrating into a panic drive forward as they

fee. Re-roll these for additional casualties as you

Q: Would hits inflicted in the assault phase (i.e.,

units in base contact with the closest to

A: the enemy, etc.).

Q: Are units lost due to failed dangerous terrain tests counted

in the case of a tied dice roll fight a second

A: Assault arising kills you having 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.

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**
---	------

* 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.

** Count broken enemy formations as having as many Blast markers as units.

1.12.8 Loser Withdraws

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.

1.12.9 Winner Consolidates²⁵

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 be assaulted 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. Units from the winning side remain in base contact with it. When this happens the opposing formation 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.

1.12.10***Intermingled Formations***²⁶

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 (i.e., 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).

4. 1.12.10 Intermingled Formations

Q: If a formation is intermingled with a broken formation, can the extra hits from losing the assault be taken on the broken formation?

A: Yes, so long as those units are closer to the attacking formation. Units are removed for those extra hits and then broken formations are destroyed.

Q: Does the charging formation need to get within 15cm of all intermingled formations?

A: No.

Q: Does the charging formation need to get within 15cm of the original target or can it get within 15cm of any intermingled formation?

A: Talk about it with your opponent during the five minute up, it's played both ways around the world.

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 Broken²⁷

Q: How does a formation become broken?
A: A formation becomes 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.

1.13.3 Withdrawals

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.

1.13.4 Blast Markers and Broken Formations²⁸

Q: How do Blast markers work for broken formations?
A: 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.

1.14 THE END PHASE²⁹

The End phase takes place, unsurprisingly, at the

Q: End of the turn, once both players have taken an

A: Action with each of their unbroken formations.

Both players must attempt to rally any

1 formations and then check the scenario victory

2 conditions to see if either side has won

(alternate)

31.14.1 Rallying Formations³⁰

4 In the End phase both players take turns to rally

Q5 formations that have Blast markers as if it failed to

broken. Rally the formations one at a time,

A: Starting with the player with the higher strategy

Q: Can you rally a formation if you must roll

equal to or greater than the formation's initiative value

on a D6 (see 1.2.2). If there is a -2 modifier to the

A: dice roll if the formation is broken, and a -1

Q: modifier if enemy units are within 30cm of a unit

A: from the formation states otherwise, and they are not

considered to be within 30cm of enemy units.

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.

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.

Rounding

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

Rally Test Modifiers

Formation is broken -2

There are enemy units within 30cms -1

Modifiers are cumulative.

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 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 (see *They Shall Know No Fear*).

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 (see 1.15.1).

Deployment: Same as Basic Training (see 1.15.1).

Victory Conditions: Same as Basic Training (see 1.15.1).

Special Rules: Same as Basic Training (see 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 (see 1.15.1).

Deployment: Same as Basic Training (see 1.15.1).

Victory Conditions: Same as Basic Training (see 1.15.1).

Special Rules: Same as Basic Training (see 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 (see 1.15.1).

Deployment: Same as Basic Training (see 1.15.1).

Victory Conditions: Same as Basic Training (see 1.15.1).

Special Rules: All Space Marine units may use the *They Shall Know No Fear* special rule (see *They Shall Know No Fear*), and Assault Marines may use the *Jump Packs* special rule (see 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 1.15.4).

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 & WEAPONS³¹

2.0 Specialist Units & Weapons There's no way da

Q: Seakies can't get to the top of this cliff ap'ns.

Are there any differences?

*A: Special units of Goli the Grotty in before being
overrun by Space Marine Assault troops from the
Howling Banshees in close combat. Salamanders Chapter
sniper to Lictors in close combat).*

The battlefields of the 41st Millennium are some
topmost (array of extra ordinary units and their CC
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 UNITS³²

Some units have special abilities that allow them

Q: Can't buck the rules in some way. This is usually

*A: Because the ability themselves are being added due to
their (or mainly) equipment or temperament. Any*

Q: Special abilities that apply to a unit will be noted

A: on its datasheet (see 1.1.3).

Q: Can units that are off board use their special abilities.

A: 2.1.1 Characters exceptions. Special abilities that allow

Certain units are noted as being characters.

These units represent important individuals that

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

Q: On the army. The unit the character is added to

retains any weapons and abilities that the

*A: 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 Commanders³³

Some units and characters are noted as being *commanders*.

- Q: ~~Can the commanders of a formation with three formations of troops to follow with them when they make an assault, forming all the formations have at least one unit within 5cm of a unit from the commander's formation?~~
- A: ~~The commander's formation~~ The following formations have a value different than the commander's formation?
- A: ~~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 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 Fearless³⁴

Some units are noted as being *fearless*. Such

- Q: ~~What happens if the exceptionally brave ones are crazed that they will never retreat and always fight when broken?~~
- A: ~~Nothing special. If they choose to have them make a withdrawal move if you want them to remain in base contact then the opposing formation will automatically be destroyed.~~
- 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 Infiltrators³⁵

Some units are noted as being *infiltrators*. These

- Q: ~~Are allowed to double their speed when they~~
- A: ~~Make a charge move (and only when they~~
- Q: ~~Charge) and they can also ignore enemy zones of control from the formation they are charging.~~
- A: ~~These two special abilities allow them to sneak past enemy units when they charge in order to~~
- A: ~~Attack enemy units that are further back. Note that the unit coherency rules still apply to infiltrators.~~

2.1.5 Inspiring³⁶

Some units or characters are noted as being

- Q: ~~An 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 Saves³⁷

Certain units or characters receive a special

- Q: ~~Invulnerable save. These units either have protective devices or supernatural vitality that~~
- A: ~~Will allow them to survive an attack that would~~
- Q: ~~Kill another creature. To represent this, units with invulnerable saves receive a second save~~
- A: ~~of 6+ if they fail their first save for any reason.~~
- Q: ~~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~~
- A: ~~to the second save.~~
- Q: ~~Can invulnerable saves be used by units destroyed from an additional Blast marker on a broken formation?~~

2.1.7 Jump Packs

- A: ~~Some units are noted as having jump packs.~~
- Q: ~~These units are equipped with special devices that allow them to fly for short distances, usually~~
- A: ~~one series of long “hops” in which case it must make one invulnerable save for each point of damage.~~

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 Leaders

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 Vehicles³⁸

Light Vehicles include any unarmoured vehicles

- Q: Can light vehicles be exposed to enemy fire as such as Ork buggies and Space Marine Land Speeders.
- A: 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.

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 Armour³⁹

Units with reinforced armour are protected by

- Q: Armoured 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 resist a failed save against any non-macro-weapon hit, including those inflicted during an assault.

2.1.12 Scouts⁴⁰

Scouts are noted as being *scouts*. These

- Q: Units are trained to operate on their own, scouting ahead of the formation to seek out the enemy. Scout units usually have 50% morale within 20cm of another unit (or within 20cm for allies) rather than 50% 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 game with a non-transport unit carrying the scout.
- A: Yes, but only if the enemy unit is closer than the scout. In this instance you may enter the zone of control of a formation that is not the target of the assault.

2.1.13 Skimmers⁴¹

Skimmers are noted as being *skimmers*. These

- Q: 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.
- Q: Can a skimmer transport unit pick up a unit that is in terrain that is dangerous or impassable as they move in the sky? Is it not land and not 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.
- Q: Enemy units and zones of control affect skimmers normally.
- A: No. While it is not specifically stated in the rules you have to assume that a skimmer that is popping up at the start of any action that it takes, including when the skimmer goes into overwatch.
- Q: Can a skimmer pop up as part of a sustained fire action chosen as a fight but may pop up when it goes into overwatch. Popping up counts as movement for the purposes of triggering firing by enemy units on overwatch.
- Q: What happens if two skimmers are in base contact with each other? A skimmer that has popped up, "pops down" at the conclusion of the action. Skimmers on overwatch do not pop down. Other units that 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.
- Q: Can a war engine skimmer choose to use its firefight against a skimmer that has popped up? A skimmer that has popped up is assumed to be flying high enough that nearby intervening terrain 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 than 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 Sniper⁴²

Some infantry units are noted as being *snipers*.

- Q: Roll separately when attacking with a sniper
 A: Only if they hit, the attacker can choose which
 Q: When my unit is hit from those with with range and in the line of fire of the sniper unit. In addition the
 A: Target suffers within 5cm modifier the line of fire of the unit, regardless if the hit was from an assault weapons or

2.1.15 Supreme Commanders⁴³

- Q: Supreme Commanders represent high-level
 A: Command units. They count as commanders and
 A: lead both the 2 and 2 also respectively and
 Q: Addition each supreme commander has already the
 Q: Always allow a player to re-roll one failed
 A: 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 Teleport⁴⁴

Units with the *teleport* ability can appear

- Q: Suddenly on the battlefield, either because they have access to technological or arcane devices
 A: that allow them to be instantaneously moved from one place to another, or because they are
 Q: Capable of hiding extremely well and then suddenly appear as if from nowhere.
 A: No, all units after the first need to be placed within 5cms of a
 A: Formations where all of the units have this ability
 Q: May be kept off the table and can appear at the start of any turn. Simply place the unit anywhere
 A: 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.

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 Craft⁴⁵

- Q: Support Craft are much like a hybrid between a
 A: Skimmer and jump aircraft. They when a 15cm high up in the air, hovering over the battlefield, firing over
 A: 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 Planetfall

Self planetfall is plotted exactly as planetfall (see 4.4). 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 turn. If the activation is successful, place the formation at the plotted landing zone and determine scatter according to 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 or because the units are simply not valued.

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 1.12.7).

2.1.23 Tunneler

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 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 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 tunneler 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 Disrupt⁴⁶

- Disruptor 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 the Blast is inflicted instead of for each kill they inflicted. Note that the hits inflicted by disruptor weapons are saved for normally. Any units that fail their save are removed as destroyed but do not being use a second Blast Marker to be placed on the target formation. transported units are destroyed however.

2.2.3 Extra Attacks⁴⁷

- Some assault and close combat weapons are noted as having extra attacks. Units armed with these weapons receive a number of extra attacks equal to "x" where x is the number of extra attacks (#2) would allow the unit using it to make by the extra close combat attacks listed. e.g. assault. Sometimes the entry will specify a dice roll rather than a fixed number. For example, a unit with a weapon if that had 1 extra attack (D3) would attack D3 times each time it attacked. Extra attacks can apply to shooting attacks, close combat attacks, and firefight attacks.

2.2.4 First Strike⁴⁸

- 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-Weapons⁴⁹

- 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 are *not* regular attacks 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 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 Shot⁵⁰

Some weapons are noted as being *single shot*.

- Q: 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.
- A: Yes.

2.2.8 Slow Firing⁵¹

Some weapons are noted as being *slow firing*.

- Q: 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.
- A: No, 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 Killers

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.

2.2.10 Indirect Fire⁵²

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. Coordinates 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.

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 (see *They Shall Know No Fear*).

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 MOVEMENT⁵³

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) a point of damage (check for a critical hit), but does not take a blast marker.

3.1.1 War Engine Formations⁵⁴

War engines are so large they usually operate as single units. Although only one engine, the war engine is still a separate formation, and all of the rules that apply to formations apply to it also. Rules that apply to formations with at least one other unit while war engine units must be within a distance $3 \times \text{starting damage capacity}$ of another unit. 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 $\times 5\text{cm}$ 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 $(3 \times 5) = 15\text{cm}$ 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 Transport War Engines⁵⁵

- 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 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) capacity.

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 SHOOTING

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 Engines⁵⁶

- Normally, only one hit may be allocated to a unit. However, in formations where 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.

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.

3.2.3 Critical Hits⁵⁷

The weapons used in Epic are so destructive that

- Q: Do 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 the critical hit.
- Q: If a critical hit's effect destroys units in another formation
- A: 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.
- Q: If a war engine suffers more than one critical hit
- A: The effects of all of the hits are cumulative.

3.2.4 Blast Markers⁵⁸

Every Blast war engine loses a point of damage

- Q: Does the formation it is part of receive 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 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 OF PLAY *Titan Killer Weapons*

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 ASSAULTS ⁵⁹

War Engines can be devastating in an assault,

Q: Which is reflected by the following special rules.

A: Yes, but any broken formations being transported may not

3.3.1 Charge Moves⁶⁰

A: A war engine charge is allowed to

Q: Charge only once. Noting that hits are allocated to

the target formation and off the away and off any won

A: With its charges move. Move the war engine as far

Q: Can it be charged the top for many units that are an

A: Charge units of the damage close as you can to their

starting point, while still touching the base of the

Q: War engine charge is only to be done inside

The maximum number of units a war engine can

A: target is if the war engine is two per point of its

starting damage capacity. Note that war engines

may not charge other war engines out of the way.

control.

Q: The rule that no more than two units may move

into base contact with an enemy unit when they?

A: 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

(either a Banblade with a DC of 3 could be

contacted by up to six enemy units).

Q: Can a war engine counter charge if it has enemy units in base

contact?

A: Nothing in 3.3 specifically overrides "Defending units that

are not already in base contact with an enemy unit are

allowed to counter charge," from 1.12.4. However, War

Engines are allowed to barge as part of their counter charge,

so it should be brought up in the five minute warm up. A

suggested compromise is to mirror how a war engine loses its

zone of control: so long as the number of units in base

contact with a war engine is less than its starting damage

capacity it may counter charge.

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.

3.4 WAR ENGINE TRAINING SCENARIO

"We've got our Gargantz an' we've got our weapons. Wot ain't we got? We ain't got anyfing for target practice iz wot! So I'll tell you wot we're gonna do. We're gonna give da Humies a taste of 'ot metal death is wot. We's gonna take Big Gork and Big Mork 'ere an' we's gonna stomp Hummie!"

Warlord Dragnatz prepares the Boyz for the Waaargh!

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.

3.4 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!)

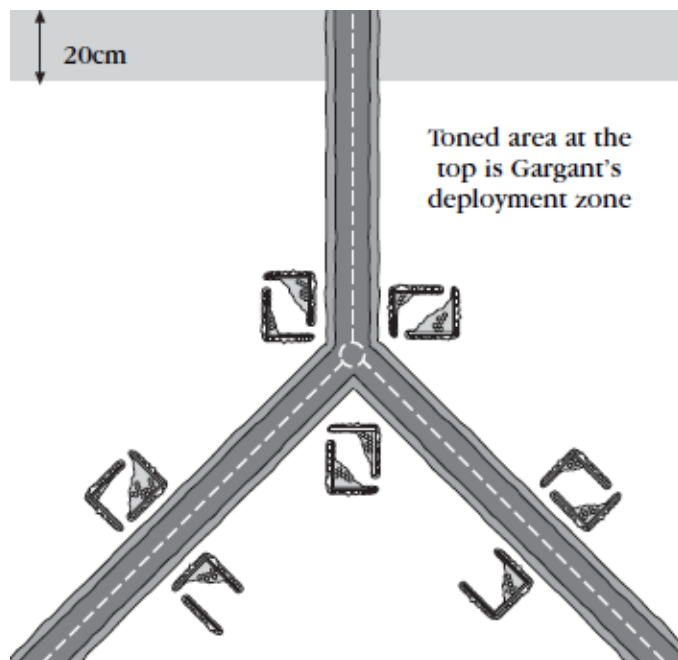
3.4.1 Korps Grinda Returns!

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 (see *Mob Rule*) and Power of the Waaagh (see *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 command 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.

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
WEAPONS RANGE FP/ ARC						
- STR						

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 Formations

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.

4.2 AIRCRAFT⁶¹

Aircraft formations are not set-up with other

Q: Units of They are kept off table (where it can be imagined they are in only CAP stationed at a

A: Nearby airbase) but can be set up on the board

Q: When they take an action with Aircraft that are capable of attacks, CAPing other units may be set up

A: With the these units already on board. The

aircraft (plus any units they are transporting)

2 may only enter play using the following rules:

formation on CAP may choose to carry out an interception

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 (approach move) are resolved

against it. Before rolling any saving throws it may choose

Interception: Only fighters and fighter-bombers

3 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

4 exit the table. formation has a transport capacity and is

carrying out a ground attack it may choose to land, at

Ground Attack: Take an action test for the

formation and if it passes set up the formation

touching your table edge. The formation may

5 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.

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 Attacks⁶²

After an aircraft has made their approach move

- Q: ~~They are allowed to attack. Aircraft carrying out a ground attack action may attack an enemy's ground formation. Aircraft carrying out an interception mission may attack in the same manner then 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 Attacks⁶³

~~Some weapons have an anti-aircraft value (AA)~~

- Q: ~~That weapon is 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.~~
- A: ~~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.

4.2.4 Flak Attacks⁶⁴

AA Weapons are designed to fire defensively

- Q: ~~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, are armed with AA weapons. May shoot at enemy interceptors that fall within the AA weapons' fire arc. Making a flak attack does not remove overwatch status from a ground formation. Makes its approach move and suffers flak attacks from one unit in a formation. As it makes its disengagement move, flak attacks may not be carried off 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 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 Units⁶⁵

- Air Assault:** Transport aircraft are known as transport aircraft and are allowed to pick up and drop off ground units. Troops being transported are kept off board and 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 turn as the transport aircraft to enter play use it if a transport aircraft transports them off board?
- Q:** Can transport aircraft land and take a ground attack action in order to transport units. Transport aircraft are created in the same manner as a war engine assault.
- A:** Transport vehicles, and the only allowed to transport units from one formation to another 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).
- Q:** If a transport aircraft that loses an assault automatically destroyed?
- A:** Transport aircraft can pick up and drop off their cargo in two ways: by landing or making an air assault.
- Q:** Can a transport aircraft use its consolidation move to get back into the aircraft?
- A:** **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 Moves⁶⁶

- A:** In the end phase, move 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 allowed 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 really.
- A:** formations really phase like a ground formation and has the potential to activate like a ground formation next turn.

4.2.7 Blast Markers⁶⁷

A: Blast markers collect Blast markers in a similar manner to other units, but are affected by them 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 SPACECRAFT

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 Operations⁶⁸

A: In order to carry out Spacecraft operations you will need a Battlefield Gothic model representing the orbiting spacecraft.

One for each formation entering play via planetfall. 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 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 ⁶⁹

- 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 unit. If the test is passed, the spacecraft may make orbital bombardments, step in-point attacks and carry out a planetfall as described in the sections that follow (see 4.3.3, 4.3.4 and 4.4).
- special abilities like those on a Space Marine Drop Pod). 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 attack 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 Bombardments ⁷⁰

- If a spacecraft carries out an orbital bombardment this will be noted on its datasheet.
- Q: Does a bombardment template receive a Blast marker for coming under fire?
- A: Orbital bombardments cover an area considerably larger than an artillery bombardment template 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 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 ⁷¹

- 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 PLANETFALL ⁷²

- Some units 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 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 *Power of the Waaagh!* 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-Bombers ambushed the Thunderhawk sent to evacuate the Terminators. Only the Thunderhawk’s legendary 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-Bombers, 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 *Power of the Waaagh!* for *Power of the Waaagh!* and *They Shall Know No Fear* 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.

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
WEAPONS	RANGE	FP/	ARC			
-		STR				

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:

<i>Abbreviations</i>		
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	S: Sniper
CC: Close Combat	IC: Ignore Cover	SC: Spacecraft
CH: Character	Ind: Indirect Fire	Slw: Slow Firing
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	WM: Weapon Mount

5.0.1 EPIC ARMAGEDDON REFERENCE SHEET

Blast Marker Table

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

Needing 7+ to Hit

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

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.

Assault Modifiers

(Cumulative)

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 <i>Inspiring</i>	+1

Rally Test Modifiers

(Cumulative)

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

Action Test Table

(Cumulative)

Formation has at least one Blast marker	-1
Formation is trying to retain the initiative	-1

To Hit Modifier Table

(Cumulative)

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

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+

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

5.1 BAKKA SECTOR FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC	NOTES
------	------	-------	-------	---------	--------	---------	---------	-------	--------	-----	-------

Viper	Escort/1	30cm	90°	1	4+	1	Prow torpedoes	(30cm)	3	Front	
-------	----------	------	-----	---	----	---	----------------	--------	---	-------	--

Bakka Endeavour	Cruiser/6	20cm	90°	1	5+	3	Port wpns battery	30cm	6	Left	
							Stbd wpns battery	30cm	6	Right	
							Prow wpns battery	30cm	2	L/F/R	
							Prow torpedoes	(30cm)	2	Front	

+1 bonus when defending against boarding. May increase front armour to 6+ and reduce Turn to 45°. If front armour is increased, may add a Power Ram for +5 pts

Bakka Endurance	Cruiser/6	20cm	90°	1	5+	3	Port lance battery	30cm	2	Left	
							Stbd lance battery	30cm	2	Right	
							Prow wpns battery	30cm	2	L/F/R	
							Prow torpedoes	(30cm)	2	Front	

+1 bonus when defending against boarding. May increase front armour to 6+ and reduce Turn to 45°. If front armour is increased, may add a Power Ram for +5 pts

Siluria	Cruiser/6	25cm	45°	1	5+	1	Port wpns battery	30cm	6	Left	<i>Improved thrusters: +D6cm on All Ahead Full orders.</i>
							Stbd wpns battery	30cm	6	Right	
							Prow wpns battery	30cm	2	L/F/R	

Dominion	Cruiser/8	20cm	45°	2	F6+/5+	3	Port launch bays	Furies	2		<i>May add power ram for +5 pts.</i>
							(30cm)				
							or Starhawks	(20cm)			
							Stbd launch bays	Furies	2		
								(30cm)			
							or Starhawks	(20cm)			
							Port lance battery	45cm	2	Left	
							Stbd lance battery	45cm	2	Right	
							Dorsal lance battery	60cm	2	L/F/R	
							Prow torpedoes	(30cm)	6	Front	

Mercury	Cruiser/8	25cm	45°	2	F6+/5+	2	Port wpns battery	60cm	6	Left	
							Stbd wpns battery	60cm	6	Right	
							Port wpns battery	45cm	4	Left	
							Stbd wpns battery	45cm	4	Right	
							Dorsal lance battery	60cm	2	L/F/R	
							Prow nova cannon	30-150cm	1	Front	

Rolls 3D6 for Catastrophic Damage when reduced to zero hits. May increase 45cm batteries to 60cm for +10 pts. May replace nova cannon with S6 torpedoes for -20 pts, and if doing so may add power ram for +5 pts.

Jovian	Cruiser/8	20cm	45°	2	F6+/5+	3	Port launch bays	Furies (30cm)	3	
							or	Starhawks (20cm)		
							Stbd launch bays	Furies (30cm)	3	
							or	Starhawks (20cm)		
							Dorsal lance battery	60cm	2	L/F/R

+2 bonus for Enemy Contacts when taking orders. Ignores prow critical hits.

Victory	Battleship/ 12	20cm	45°	4	F6+/5+	4	Port lance battery	60cm	4	Left
							Stbd lance battery	60cm	4	Right
							Dorsal wpns battery	60cm	6	L/F/R
							Prow nova cannon	30-150cm	1	Front

May not Come to New Headng. May replace prow nova cannon for S9 prow torpedoes for -10 pts, and if doing so may add power ram for +5 pts.

Vanquisher	Battleship/ 12	20cm	45°	4	F6+/5+	5	Port lance battery	45cm	4	Left
							Stbd lance battery	45cm	4	Right
							Port wpns battery	60cm	6	Left
							Stbd wpns battery	60cm	6	Right
							Prow torpedoes	(30cm)	6	Front

May not Come to New Headng. May add power ram for +5 pts.

5.1.1

Bakka Starship Defences

Any capital ship of Battlefleet Bakka can add +1 turret to its profile for +5 points. This upgrade does not count against refits ships can take normally. Reserve vessels may not be given this upgrade, but any vessels from the Battlefleet Bakka fleet list used as reserves in other fleets may take it with them.

When used with Battlefleet Bakka, Adeptus Mechanicus capital ships may take the Fleet Defense Turrets refit for +5 pts instead of rolling for it randomly on the Mechanicus Gifts table. Two turrets on a ship are exchanged for fleet defense turrets capable of protecting itself or any one other vessel within 15cm each ordnance phase, adding +2 to the turret strength of the ship it is defending (this does not alter bomber attack rolls when used to defend another vessel).

5.2 GOTHIC SECTOR FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC
Cobra	Escort/1	30cm	90°	1	4+	1	Prow torpedoes	(30cm)	2	Front
							Prow wpns battery	30cm	1	L/F/R

NOTES

May exchange weapon battery for +2 Enemy Contacts bonus when taking orders.

Firestorm	Escort/1	25cm	90°	1	5+	2	Prow lance battery	30cm	1	Front
							Prow wpns battery	30cm	2	Front

Sword	Escort/1	25cm	90°	1	5+	2	Prow wpns battery	30cm	4	L/F/R
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Dauntless	Cruiser/6	25cm	90°	1	5+	1	Port wpns battery	30cm	4	Left
							Stbd wpns battery	30cm	4	Right
							Prow lance battery	30cm	3	Front

Improved thrusters: +D6cm on All Ahead Full orders. May exchange prow lance battery for S6 prow torpedoes at no cost.

Dictator	Cruiser/8	20cm	45°	2	F6+/5+	3	Port wpns battery	30cm	6	Left	<i>May add a power ram for +5 pts.</i>
							Stbd wpns battery	30cm	6	Right	
							Port launch bays	Furies	2		
								(30cm)			
							or	Starhawks			
								(20cm)			
							Stbd launch bays	Furies	2		
								(30cm)			
							or	Starhawks			
								(20cm)			
							Prow torpedoes	(30cm)	6	Front	
Dominator	Cruiser/8	20cm	45°	2	F6+/5+	2	Port wpns battery	30cm	12	Left	
							Stbd wpns battery	30cm	12	Right	
							Prow nova cannon	30-150cm	1	Front	

May replace 30cm batteries with 45cm FP6 batteries for -5 pts.

Gothic	Cruiser/8	20cm	45°	2	F6+/5+	2	Port lance battery	30cm	4	Left	<i>May add a power ram for +5 pts.</i>
							Stbd lance battery	30cm	4	Right	
							Prow torpedoes	(30cm)	6	Front	

Lunar	Cruiser/8	20cm	45°	2	F6+/5+	2	Port lance battery	30cm	2	Left
							Stbd lance battery	30cm	2	Right
							Port wpns battery	30cm	6	Left
							Stbd wpns battery	30cm	6	Right
							Prow torpedoes	(30cm)	6	Front

May replace prow torpedoes with a nova cannon for +20 pts OR may add a power ram for +5 pts.

Tyrant	Cruiser/8	20cm	45°	2	F6+/5+	2	Port wpns battery	45cm	4	Left
							Stbd wpns battery	45cm	4	Right
							Port wpns battery	30cm	6	Left
							Stbd wpns battery	30cm	6	Right
							Prow torpedoes	(30cm)	6	Front

May upgrade 30cm batteries to 45cm batteries for +10 pts. May replace prow torpedoes with a nova cannon for +20 pts OR may add a power ram for +5 pts.

Mars	Cruiser/8	20cm	45°	2	F6+/5+	2	Port launch bays	Furies	2	
								(30cm)		
							or	Starhawks		
								(20cm)		
							Stbd launch bays	Furies	2	
								(30cm)		
							or	Starhawks		
								(20cm)		
							Port wpns battery	45cm	6	Left
							Stbd wpns battery	45cm	6	Right
							Dorsal lance battery	60cm	2	L/F/R
							Prow nova cannon	30-150cm	1	Front

May upgrade from 2 to 3 turrets for +10 pts. May gain a permanent right-column gunnery shift for +15 pts.

Overlord	Cruiser/8	20cm	45°	2	F6+/5+	2	Port wpns battery	60cm	8	Left
							Stbd wpns battery	60cm	8	Right
							Dorsal lance battery	60cm	2	L/F/R
							Prow torpedoes	(30cm)	6	Front

May add a power ram for +5 pts. May upgrade from 2 to 3 turrets for +10 pts. May gain a permanent right-column gunnery shift for +15 pts.

Emperor	Battleship/	15cm	45°	4	5+	5	Port wpns battery	60cm	6	Left
	12						Stbd wpns battery	60cm	6	Right
							Port launch bays	Furies	4	
								(30cm)		
							or	Starhawks		
								(20cm)		
							or	(Sharks		
								(30cm))		
							Stbd launch bays	Furies	4	
								(30cm)		
							or	Starhawks		
								(20cm)		
							or	(Sharks		
								(30cm))		
							Dorsal wpns battery	60cm	5	L/F/R
							Prow wpns battery	60cm	5	L/F/R

May not Come To New Heading. Bonus +1 to rolled leadership. May carry Shark assault boats for +5 pts.

Retribution	Battleship/	20cm	45°	4	F6+/5+	4	Port wpns battery	60cm	12	Left
	12						Stbd wpns battery	60cm	12	Right
							Dorsal lance battery	60cm	3	L/F/R
							Prow torpedoes	(30cm)	9	Front

May not Come To New Heading. May add a power ram for +5 pts.

5.3 BASTION FLEETS FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC
Cobra	Escort/1	30cm	90°	1	4+	1	Prow torpedoes	(30cm)	2	Front
							Prow wpns battery	30cm	1	L/F/R

NOTES

May exchange weapon battery for +2 Enemy Contacts bonus when taking orders.

Firestorm	Escort/1	25cm	90°	1	5+	2	Prow lance battery	30cm	1	Front
							Prow wpns battery	30cm	2	Front
Sword	Escort/1	25cm	90°	1	5+	2	Prow wpns battery	30cm	4	L/F/R
Dauntless	Cruiser/6	25cm	90°	1	5+	1	Port wpns battery	30cm	4	Left
							Stbd wpns battery	30cm	4	Right
							Prow lance battery	30cm	3	Front

Improved thrusters: +D6cm on All Ahead Full orders. May exchange prow lance battery for S6 prow torpedoes at no cost.

Defiant	Cruiser/6	20cm	90°	1	5+	2	Port launch bays	Furies	1	
								(30cm)		
							or	Starhawks		
								(20cm)		
							Stbd launch bays	Furies	1	
								(30cm)		
							or	Starhawks		
								(20cm)		
							Prow lance battery	30cm	2	L/F/R

+1 bonus when defending against boarding. May increase front armour to 6+ and reduce Turn to 45°. If front armour is increased, may add a Power Ram for +5 pts

Endeavour	Cruiser/6	20cm	90°	1	5+	2	Port wpns battery	30cm	6	Left
							Stbd wpns battery	30cm	6	Right
							Prow wpns battery	30cm	2	L/F/R
							Prow torpedoes	(30cm)	2	Front

+1 bonus when defending against boarding. May increase front armour to 6+ and reduce Turn to 45°. If front armour is increased, may add a Power Ram for +5 pts

Endurance	Cruiser/6	20cm	90°	1	5+	2	Port lance battery	30cm	2	Left
							Stbd lance battery	30cm	2	Right
							Prow wpns battery	30cm	2	L/F/R
							Prow torpedoes	(30cm)	2	Front

+1 bonus when defending against boarding. May increase front armour to 6+ and reduce Turn to 45°. If front armour is increased, may add a Power Ram for +5 pts

Dictator	Cruiser/8	20cm	45°	2	F6+/5+	3	Port wpns battery	30cm	6	Left	May add a power ram for +5 pts.
							Stbd wpns battery	30cm	6	Right	
							Port launch bays	Furies	2		
								(30cm)			
							or	Starhawks			
								(20cm)			
							Stbd launch bays	Furies	2		
								(30cm)			
							or	Starhawks			
								(20cm)			
							Prow torpedoes	(30cm)	6	Front	

Gothic	Cruiser/8	20cm	45°	2	F6+/5+	2	Port lance battery	30cm	4	Left	May add a power ram for +5 pts.
							Stbd lance battery	30cm	4	Right	
							Prow torpedoes	(30cm)	6	Front	

Lunar	Cruiser/8	20cm	45°	2	F6+/5+	2	Port lance battery	30cm	2	Left	
							Stbd lance battery	30cm	2	Right	
							Port wpns battery	30cm	6	Left	
							Stbd wpns battery	30cm	6	Right	
							Prow torpedoes	(30cm)	6	Front	

May replace prow torpedoes with a nova cannon for +20 pts OR may add a power ram for +5 pts.

Tyrant	Cruiser/8	20cm	45°	2	F6+/5+	2	Port wpns battery	45cm	4	Left	
							Stbd wpns battery	45cm	4	Right	
							Port wpns battery	30cm	6	Left	
							Stbd wpns battery	30cm	6	Right	
							Prow torpedoes	(30cm)	6	Front	

May upgrade 30cm batteries to 45cm batteries for +10 pts. May replace prow torpedoes with a nova cannon for +20 pts OR may add a power ram for +5 pts.

Armageddon	Cruiser/8	20cm	45°	2	F6+/5+	2	Port wpns battery	45cm	6	Left	
							Stbd wpns battery	45cm	6	Right	
							Port lance battery	45cm	2	Left	
							Stbd lance battery	45cm	2	Right	
							Dorsal lance battery	60cm	2	L/F/R	
							Prow torpedoes	(30cm)	6	Front	

May replace prow torpedoes with a nova cannon for +20 pts OR may add a power ram for +5 pts.

Emperor	Battleship/ 12	15cm	45°	4	5+	5	Port wpns battery	60cm	6	Left
							Stbd wpns battery	60cm	6	Right
							Port launch bays	Furies (30cm)	4	
							or Starhawks (20cm)			
							or (Sharks (30cm))			
							Stbd launch bays	Furies (30cm)	4	
							or Starhawks (20cm)			
							or (Sharks (30cm))			
							Dorsal wpns battery	60cm	5	L/F/R
							Prow wpns battery	60cm	5	L/F/R

May not Come To New Heading. Bonus +1 to rolled leadership. May carry Shark assault boats for +5 pts.

Retribution	Battleship/ 12	20cm	45°	4	F6+/5+	4	Port wpns battery	60cm	12	Left
							Stbd wpns battery	60cm	12	Right
							Dorsal lance battery	60cm	3	L/F/R
							Prow torpedoes	(30cm)	9	Front

May not Come To New Heading. May add a power ram for +5 pts.

5.4 TAU KOR'VATTRA ALLIED FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC
Kroot Warsphere	Defence/ 10	10cm	Special	2	5+	3	Weapons battery	30cm	12	All round
NOTES										

NOTES

Kroot Warsphere. May go on All Ahead Full without passing a command test.

Stronghold	Battleship/ 10	15cm	45°	4	5+/F6+	4	Port wpns battery	30cm	12	Left
							Stbd wpns battery	30cm	12	Right
							Port lance battery	60cm	3	Left
							Stbd lance battery	60cm	3	Right
							Prow battery	45cm	14	Front
							Prow cutting beam	15cm	Special	Front
							Dorsal launch bays	Fighters (25cm)	3	
								or Bombers (20cm)		
								or Assault Boats (30cm)		
		Dorsal torpedo silos	Torpedoes (30cm)	6	All round					

Demiurg Technology, Cutting Beam. Initially Ld 10, drops 1 Ld per point of damage down to Ld 5. Bridge Smashed critical effect does not change Ld but causes +1 damage. Worth 400 VP in a pure Demiurg fleet or when fighting Orks. May not Come to New Heading.

Bastion	Cruiser/8	20cm	45°	2	5+/F6+	2	Port wpns battery	30cm	6	Left
							Stbd wpns battery	30cm	6	Right
							Port lance battery	60cm	2	Left
							Stbd lance battery	60cm	2	Right
							Prow battery	45cm	8	Front
							Prow cutting beam	15cm	Special	Front
							Dorsal launch bays	Fighters (25cm)	3	
								or Bombers (20cm)		
								or Assault Boats (30cm)		
								or Torpedoes (30cm)	4	All round

Demiurg Technology, Cutting Beam. Initially Ld 9, drops 1 Ld per point of damage down to Ld 5. Bridge Smashed critical effect does not change Ld but causes +1 damage. Worth 300 VP in a pure Demiurg fleet or when fighting Orks. May not Come to New Heading. Launch bays may launch assault craft or torpedoes each turn - not both.

Citadel	Cruiser/6	20cm	45°	2	5+/F6+	3	Port wpns battery	30cm	6	Left
							Stbd wpns battery	30cm	6	Right
							Prow battery	45cm	8	Front
							Prow cutting beam	15cm	Special	Front
							Dorsal torpedo silos	Torpedoes	4	All round
								(30cm)		

Demiurg Technology, Cutting Beam. Initially Ld 9, drops 1 Ld per point of damage down to Ld 5. Bridge Smashed critical effect does not change Ld but causes +1 damage. Worth 200 VP in a pure Demiurg fleet or when fighting Orks. May not Come to New Heading.

Nicassar Dhow	Escort/1	20cm	180°	2	5+	1	Port railguns	30cm	3	L
							Stbd railguns	30cm	3	R

Tau ships with gravitic hooks may bring Dhows instead of Orcas (but may not bring a mix of both). Dhows use the leadership of their parent capital ship +1 (representing their natural spacefaring ability) for all leadership tests. Dhows may only squadron with other Dhows carried by parent capital ships that are themselves in the same squadron.

5.4.1 **Kroot Warsphere**

Kroot Warspheres use the following the special rules:

Movement: Because of their unique construction, Kroot Warspheres don't move in the same way as normal ships. In their movement phase Warspheres travel 10 cm forward in a straight line, no more, no less. Warspheres may not turn or use Burn Retros or Come To New Heading orders.

On *All Ahead Full* orders Warspheres move an extra 2D6 cm in any direction at the end of their move. If this causes them to move 10 cm or more, the direction of this additional move becomes their new direction of travel. Due to their low speed and considerable momentum, Warspheres which are crippled or moving through Blast markers do not reduce their speed. Warspheres in the gravity well of a planet or moon may make free turns like an ordinary ship (45°) and/or place themselves in a stationary or low orbit.

Critical Hits: Warspheres lack the complex systems of true space craft, so critical hits are not rolled on the Critical table. Instead each critical hit inflicts +1 point of damage.

Catastrophic Damage: When a Warsphere is reduced to 0 damage it breaks up. Don't roll for Catastrophic damage, instead the Warsphere is replaced by 4 blast markers.

Boarding and Planetary Assaults: The Warsphere has a boarding strength equal to double its remaining hit points. During planetary assaults, Kroot Warspheres cannot return to flight during a battle once they have landed. However, they are not destroyed and only count as disengaged for purposes of victory points.

In a planetary assault mission a warsphere will contribute 3 points for each turn it is actually landed on the target planet. It contributes nothing for being within 30 cm.

5.4.2 *Demiurg Technology*

Demiurg Stronghold, Bastion and Citadel class vessels use the following the special rules:

Blast Markers: Any Blast marker which a Demiurg vessel moves over is removed immediately – this includes any in base contact with the vessel at the beginning of its turn. When this happens, ships in base contact with the Demiurg vessel and sharing blast markers with them lose these (along with their effects) as well.

Blast markers have no effect on the movement of the Demiurg ship, nor do they face any other negative effects of moving through blast markers, though any leadership checks they were required to make before the movement phase are still affected normally by blast markers.

Keep markers ‘hoovered up’ like this to one side so they can be used to fire a cutting beam from the prow in the shooting phase. Note that Blast markers moved over must be removed, the Demiurg player can’t choose to remove some markers and leave others in place.

Celestial phenomena: Demiurg ships are totally unaffected by solar flares, gas and dust clouds and radiation bursts. Do not place blast markers in contact with them for celestial phenomena of any kind

Deployment and Scenarios: Aside from the Tau, who appear to have the strongest known connection with the Demiurg, a number of races have on occasion been reported as having made contact with these aliens. Any fleet except Orks, Tyranids and Necrons can use Demiurg Bastion class vessels; they are purchased as cruisers but do not contribute to the number of ships required to gain access to battleships, grand cruisers, etc. Demiurg ships can never carry fleet commanders, use fleet commander re-rolls or be placed in squadrons with non-Demiurg vessels. Tau fleets (and other races whose fleet list specifically include the Demiurg) ignore these restrictions and should instead select Demiurg vessels using the entries given in their fleet list.

Mercenaries: Unless the fleet is entirely composed of Demiurg ships they are considered to be mercenaries and will not continue to fight if crippled. Crippled Demiurg ships will attempt to disengage every turn and run for the nearest point on the nearest table edge if they fail. However, if the Demiurg ship is part of a fleet fighting against Orks it will only disengage if first reduced to only having 1 or 2 Damage points remaining.

5.4.3

Cutting Beam

The cutting beam is a short ranged but devastating ionisation beam usually employed for gouging out recalcitrant moonlets. The cutting beam counts as a single lance but each Blast marker picked up by the Demiurg vessel in the Movement phase gives the beam the equivalent of one extra lance shot (up to a maximum of 8).

The cutting beam always starts with an effective strength of one before adding for blast markers, and it will never have less than this as long as it is operational.

Any Demiurg vessel may extend the range of its cutting beam to 30 cm by halving its effective strength, rounding down. For example, a Demiurg Bastion that gathers up four blast markers in the course of its immediately previous movement may in the shooting phase fire a Str-5, range 15 cm cutting beam or a Str-2, range 30 cm cutting beam. Blast markers cannot be held from turn to turn in order to power the cutting beam, any unused ones are lost.

5.5 TAU KOR'OR'VESH ALLIED FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC
Kroot Warsphere	Defence/ 10	10cm	Special	2	5+	3	Weapons battery	30cm	12	All round

NOTES

Kroot Warsphere. May go on All Ahead Full without passing a command test.

Stronghold	Battleship/ 10	15cm	45°	4	5+/F6+	4	Port wpns battery	30cm	12	Left
							Stbd wpns battery	30cm	12	Right
							Port lance battery	60cm	3	Left
							Stbd lance battery	60cm	3	Right
							Prow battery	45cm	14	Front
							Prow cutting beam	15cm	Special	Front
							Dorsal launch bays	Fighters (25cm)	3	
							or Bombers	(20cm)		
							or Assault			
							Boats	(30cm)		
							Dorsal torpedo silos	Torpedoes	6	All round
								(30cm)		

Demiurg Technology, Cutting Beam. Initially Ld 10, drops 1 Ld per point of damage down to Ld 5. Bridge Smashed critical effect does not change Ld but causes +1 damage. Worth 400 VP in a pure Demiurg fleet or when fighting Orks. May not Come to New Heading.

Bastion	Cruiser/8	20cm	45°	2	5+/F6+	2	Port wpns battery	30cm	6	Left
							Stbd wpns battery	30cm	6	Right
							Port lance battery	60cm	2	Left
							Stbd lance battery	60cm	2	Right
							Prow battery	45cm	8	Front
							Prow cutting beam	15cm	Special	Front
							Dorsal launch bays	Fighters (25cm)	3	
							or Bombers	(20cm)		
							or Assault			
							Boats	(30cm)		
							or Torpedoes	4	All round	
								(30cm)		

Demiurg Technology, Cutting Beam. Initially Ld 9, drops 1 Ld per point of damage down to Ld 5. Bridge Smashed critical effect does not change Ld but causes +1 damage. Worth 300 VP in a pure Demiurg fleet or when fighting Orks. May not Come to New Heading. Launch bays may launch assault craft or torpedoes each turn - not both.

Citadel	Cruiser/6	20cm	45°	2	5+/F6+	3	Port wpns battery	30cm	6	Left
							Stbd wpns battery	30cm	6	Right
							Prow battery	45cm	8	Front
							Prow cutting beam	15cm	Special	Front
							Dorsal torpedo silos	Torpedoes	4	All round
								(30cm)		

Demiurg Technology, Cutting Beam. Initially Ld 9, drops 1 Ld per point of damage down to Ld 5. Bridge Smashed critical effect does not change Ld but causes +1 damage. Worth 200 VP in a pure Demiurg fleet or when fighting Orks. May not Come to New Heading.

Nicassar Caravan	Defence/8	10cm	Special	4	5+	6	Railgun battery	30cm	10	All round
							Grav. hook	Capacity		
								4 Dhows		

+1 Ld (max 10). Cannot take Burn Retros, Come To New Heading or All Ahead Full special orders. A Nicassar Caravan moves 10 cm in any direction during the movement phase, no more, no less. It is not slowed down by blast markers, celestial phenomena or being crippled. Does not take normal critical effects: critical hits simply cause +1 hit.

Nicassar Rig	Defence/4	0cm	0°	1	5+	6	Grav. hook	Capacity		
								4 Dhows		

For every Nicassar Rig in the fleet, four Dhows must be purchased. Their gravitic hooks count toward the number of Dhows in the fleet and cannot be used on any other escort type.

Nicassar Dhow	Escort/1	20cm	180°	2	5+	1	Port railguns	30cm	3	L
							Stbd railguns	30cm	3	R

Tau ships with gravitic hooks may bring Dhows instead of Orcas (but may not bring a mix of both). Dhows use the leadership of their parent capital ship +1 (representing their natural spacefaring ability) for all leadership tests. Dhows may only squadron with other Dhows carried by parent capital ships that are themselves in the same squadron.

Rogue Trader Cruiser	Cruiser/8	20cm	45°	2	F6+/5+	3	Port wpns battery	30cm	4	Left
							Stbd wpns battery	30cm	4	Right
							Port wpns battery	45cm	6	Left
							Stbd wpns battery	45cm	6	Right
							Prow torpedoes	(30cm)	4	Front

Dauntless	Cruiser/6	25cm	90°	1	5+	1	Port wpns battery	30cm	4	Left
							Stbd wpns battery	30cm	4	Right
							Prow lance battery	30cm	3	Front

Improved thrusters: +D6cm on All Ahead Full orders. May exchange prow lance battery for S6 prow torpedoes at no cost.

Endeavour	Cruiser/6	20cm	90°	1	5+	2	Port wpns battery	30cm	6	Left
							Stbd wpns battery	30cm	6	Right
							Prow wpns battery	30cm	2	L/F/R
							Prow torpedoes	(30cm)	2	Front

+1 bonus when defending against boarding. May increase front armour to 6+ and reduce Turn to 45°. If front armour is increased, may add a Power Ram for +5 pts

Xenos Vessel	Escort/1	25cm	90°	1	5+	2	Weapons battery	45cm	2	L/F/R
							Prow lance battery	30cm	1	Front

Xenotech Systems. May choose one Xenotech System at no additional cost.

Recomissioned Escort	Escort/1	30cm	90°	1	5+	1	Prow torpedoes	(30cm)	1	Front
							Prow wpns battery	30cm	2	L/F/R

Iconoclast	Escort/1	30cm	90°	1	4+	1	Weapons battery	45cm	3	L/F/R
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Cargo Vessel Escort/1 25cm 45° 1 5+ 1 Prow wpns battery 30cm 1 L/F/R

Moves +4D6 when under All Ahead Full special orders as warships do. Worth one assault point in planetary assault scenarios when within 30 cm of the planet edge and count as a half-transport (rounding DOWN) in scenarios that require transports. When included in a Rogue Trader escort squadron and not being used as a transport, offers +1 Ld to Reload Ordnance for the squadron (regardless of the number of Cargo Vessels present).

5.5.1

Xenotech Systems

Rogue Trader capital ships and escorts commonly bear refits of uncertain origin. To represent this each Rogue Trader cruiser and escort squadron may roll one random crew skill for +10% point value. In addition, each Rogue Trader vessel may roll randomly against the Xenotech System table below for +15 points per cruiser or +5 points per escort. For an additional +5 points per ship, the player can select the desired technology instead of rolling randomly for it. Auxiliary vessels in a Rogue Trader escort squadron can only use these refits if they are in a squadron that includes at least three Rogue Trader escorts.

D6 Xenotech System

- 1 **Long Range Sensors:** The vessel adds +1 to its base leadership (max. of Ld 10).
- 2 **Targeting Matrix:** The vessel counts all targets as closing when using the gunnery table within 30cm and ignores right-shift modifiers for shooting greater than 30 cm.
- 3 **Advanced Shielding:** The vessel increases the strength of its shields by +1.
- 4 **Ship Defense Grid:** The vessel increases the strength of its turrets by +1.
- 5 **Advanced Drive Technology:** The vessel adds +5 cm to its speed as well as +1D6 when undergoing All Ahead Full special orders.
- 6 **Gravitic Thrusters:** The vessel can double the maximum rate of its normal turn.

5.6 TAU KOR'OR'VESH FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC
Orca	Escort/1	20cm	90°	1	5+	1	Prow railguns	30cm	2	L/F/R
							Prow ion cannon	30cm	1	Front

NOTES

You may not have more Orcas than the gravitic hook capacity of the fleet. Orcas use the leadership of their parent capital ship for all leadership tests, and may only squadron with other Orcas carried by parent capital ships that are themselves squadroned together.

Warden	Escort/1	25cm	90°	1	5+	1	Prow railguns	30cm	2	Front
							Prow ion cannon	30cm	1	L/F/R

Any Tau fleet may bring Wardens on gravitic hooks instead of Orcas, but a single capital ship may only carry Wardens or Orcas. Wardens may only squadron Wardens or Castellans.

Defender	Escort/1	20cm	45°	1	5+	2	Prow railguns	30cm	3	L/F/R
							Prow grav. launcher	(20-40cm)	2	Front
Castellan	Escort/1	25cm	90°	1	5+	2	Prow railguns	45cm	2	L/F/R
							Prow grav. launcher	(20-40cm)	2	Front

Messenger	Escort/1	25cm	90°	1	5+	2	Prow railguns	30cm	1	L/F/R
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Tracking Systems. May operate alone or may join a squadron of Defenders.

Merchant (Kel'shan)	Cruiser/4	15cm	45°	1	5+	2	Prow railguns	45cm	2	L/F/R	<i>May upgrade from 4 to 6 hits for +15 pts</i>
							Port railguns	45cm	2	F/L	
							Stbd railguns	45cm	2	F/R	
							Port grav. hook	Capacity			
							Stbd grav. hook	Capacity			

Merchant (Dal'yth)	Cruiser/4	15cm	45°	1	5+	2	Prow railguns	45cm	2	L/F/R	<i>May upgrade from 4 to 6 hits for +15 pts.</i>
							Port railguns	45cm	2	F/L	
							Stbd railguns	45cm	2	F/R	
							Port ion cannons	30cm	1	F/L	
							Stbd ion cannons	30cm	1	F/R	

Protector (T'olku)	Cruiser/6	20cm	90°	2	(F6+)5+	3	Prow grav. launcher	(20-40cm)	5	Front
							Port railguns	45cm	2	F/L
							Stbd railguns	45cm	2	F/R
							Prow railguns	45cm	6	Front
							Port ion cannons	30cm	1	F/L
							Stbd ion cannons	30cm	1	F/R
							Prow launch bays	Barracudas	1	
								(25cm)		
			or	Mantas						
				(20cm)						

Deflector Shield. A fleet must contain more Protectors in T'olku configuration than in Vior'la configuration.

Protector (Vior'la)	Cruiser/6	20cm	90°	2	(F6+)5+	3	Prow grav. launcher	(20-40cm)	5	Front
							Port railguns	45cm	2	F/L
							Stbd railguns	45cm	2	F/R
							Prow railguns	45cm	4	Front
							Port ion cannons	45cm	1	Front
							Stbd ion cannons	45cm	1	Front
							Prow launch bays	Barracudas	1	
								(25cm)		
							or	Mantas		
								(20cm)		

Deflector Shield. A fleet must contain more Protectors in T'olku configuration than in Vior'la configuration.

Emissary (Dal'yth)	Cruiser/4	20cm	90°	1	5+	3	Port railguns	45cm	4	F/L
							Stbd railguns	45cm	4	F/R
							Port grav. hook	Capacity 1		
							Stbd grav. hook	Capacity 1		
							Prow launch bays	Barracudas	2	
								(25cm)		

May be equipped with a deflector field for +10 pts. Gravitic hooks may only transport Warden-class gunships.

Emissary (Bork'an)	Cruiser/4	20cm	90°	1	5+	3	Port railguns	45cm	4	F/L
							Stbd railguns	45cm	4	F/R
							Port grav. hook	Capacity 1		
							Stbd grav. hook	Capacity 1		
							Prow grav. launcher	(20-40cm)	3	Front

May be equipped with a deflector field for +10 pts. Gravitic hooks may only transport Warden-class gunships.

Emissary (Sa'cea)	Cruiser/4	20cm	90°	1	5+	3	Port railguns	45cm	4	F/L	<i>May be equipped with a deflector field for +10 pts.</i>
							Stbd railguns	45cm	4	F/R	
							Port ion cannons	30cm	1	F/L	
							Stbd ion cannons	30cm	1	F/R	
							Prow grav. launcher	(20-40cm)	3	Front	

Hero (Vash'ya)	Cruiser/8	20cm	45°	2	(F6+)5+	3	Prow railguns	45cm	4	L/F/R	<i>Deflector Shield.</i>
							Prow grav. launcher	(20-40cm)	6	Front	
							Port launch bays	Barracudas	1		
								(25cm)			
							or	Mantas			
								(20cm)			
							Stbd launch bays	Barracudas	1		
								(25cm)			
							or	Mantas			
								(20cm)			
							Port ion cannons	30cm	2	F/L	
							Stbd ion cannons	30cm	2	F/R	

Hero (Tolku)	Cruiser/8	20cm	45°	2	(F6+)5+	3	Prow railguns	45cm	4	L/F/R	<i>Deflector Shield.</i>
							Prow grav. launcher	(20-40cm)	6	Front	
							Port launch bays	Barracudas	1		
								(25cm)			
							or	Mantas			
								(20cm)			
							Stbd launch bays	Barracudas	1		
								(25cm)			
							or	Mantas			
								(20cm)			
							Port railguns	45cm	4	F/L	
							Stbd railguns	45cm	4	F/R	
Explorer (Vash'ya)	Battleship/12	15cm	45°	1	5+/R4+	5	Prow railguns	45cm	6	L/F/R	<i>May not Come To New Heading.</i>
							Port launch bays	Barracudas	4		
								(25cm)			
							or	Mantas			
								(20cm)			
							Stbd launch bays	Barracudas	4		
								(25cm)			
							or	Mantas			
								(20cm)			
							Port grav. hook	Capacity 1			
							Stbd grav. hook	Capacity 1			
							Dorsal grav. hook	Capacity 1			
Explorer (Bork'an)	Battleship/12	15cm	45°	1	5+/4+ R	5	Prow railguns	45cm	6	L/F/R	<i>May not Come To New Heading.</i>
							Prow grav. launcher	(20-40cm)	8	Front	
							Port launch bays	Barracudas	2		
								(25cm)			
							or	Mantas			
								(20cm)			
							Stbd launch bays	Barracudas	2		
								(25cm)			
							or	Mantas			
								(20cm)			
							Port grav. hook	Capacity 1			
							Stbd grav. hook	Capacity 1			
							Dorsal grav. hook	Capacity 1			

Custodian	Battleship/ 10	20cm	45°	3	(F6+)5+	4	Prow grav. launcher	(20–40cm)	8	Front
							Port railguns	45cm	6	F/L
							Stbd railguns	45cm	6	F/R
							Port ion cannons	45cm	1	F/L
							Stbd ion cannons	45cm	1	F/R
							Port launch bays	Barracudas	3	
								(25cm)		
							or	Mantas		
								(20cm)		
							Stbd launch bays	Barracudas	3	
								(25cm)		
							or	Mantas		
								(20cm)		
							Stern grav. hook	Capacity 3		

Deflector Shield. May not Come To New Heading. Gravitic hooks may only be used to carry Warden-class gunships. Integrated improved Tracking System with 20cm range.

5.6.1

Deflector Shield

Some Tau vessels are fitted with a prow deflector to raise their frontal armour to 6+. This is disabled if the ship suffers a Prow critical hit.

5.7 TAU KOR'VATTRA FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC	
Orca	Escort/1	20cm	90°	1	5+	1	Prow railguns	30cm	2	L/F/R	
							Prow ion cannon	30cm	1	Front	
NOTES											
You may not have more Orcas than the gravitic hook capacity of the fleet. Orcas use the leadership of their parent capital ship for all leadership tests, and may only squadron with other Orcas carried by parent capital ships that are themselves squadroned together.											
Warden	Escort/1	25cm	90°	1	5+	1	Prow railguns	30cm	2	Front	
							Prow ion cannon	30cm	1	L/F/R	
Any Tau fleet may bring Wardens on gravitic hooks instead of Orcas, but a single capital ship may only carry Wardens or Orcas. Wardens may only squadron Wardens or Castellans.											
Defender	Escort/1	20cm	45°	1	5+	2	Prow railguns	30cm	3	L/F/R	
							Prow grav. launcher	(20-40cm)	2	Front	
Messenger	Escort/1	25cm	90°	1	5+	2	Prow railguns	30cm	1	L/F/R	
Tracking Systems. May operate alone or may join a squadron of Defenders.											
Merchant (Kel'shan)	Cruiser/4	15cm	45°	1	5+	2	Prow railguns	45cm	2	L/F/R	May upgrade from 4 to 6 hits for +15 pts
							Port railguns	45cm	2	F/L	
							Stbd railguns	45cm	2	F/R	
							Port grav. hook	Capacity			
							Stbd grav. hook	Capacity			
Merchant (Dal'yth)	Cruiser/4	15cm	45°	1	5+	2	Prow railguns	45cm	2	L/F/R	May upgrade from 4 to 6 hits for +15 pts.
							Port railguns	45cm	2	F/L	
							Stbd railguns	45cm	2	F/R	
							Port ion cannons	30cm	1	F/L	
							Stbd ion cannons	30cm	1	F/R	
Hero (Vash'ya)	Cruiser/8	20cm	45°	2	(F6+)5+	3	Prow railguns	45cm	4	L/F/R	Deflector Shield.
							Prow grav. launcher	(20-40cm)	6	Front	
							Port launch bays	Barracudas	1		
								(25cm)			
							or	Mantas			
								(20cm)			
							Stbd launch bays	Barracudas	1		
								(25cm)			
							or	Mantas			
								(20cm)			
							Port ion cannons	30cm	2	F/L	
							Stbd ion cannons	30cm	2	F/R	

Hero (Tolku)	Cruiser/8	20cm	45°	2	(F6+)5+	3	Prow railguns	45cm	4	L/F/R	<i>Deflector Shield.</i>
							Prow grav. launcher	(20-40cm)	6	Front	
							Port launch bays	Barracudas	1		
								(25cm)			
							or	Mantas			
								(20cm)			
							Stbd launch bays	Barracudas	1		
								(25cm)			
							or	Mantas			
								(20cm)			
							Port railguns	45cm	4	F/L	
							Stbd railguns	45cm	4	F/R	
Explorer (Vash'ya)	Battleship/12	15cm	45°	1	5+/R4+	5	Prow railguns	45cm	6	L/F/R	<i>May not Come To New Heading.</i>
							Port launch bays	Barracudas	4		
								(25cm)			
							or	Mantas			
								(20cm)			
							Stbd launch bays	Barracudas	4		
								(25cm)			
							or	Mantas			
								(20cm)			
							Port grav. hook	Capacity 1			
							Stbd grav. hook	Capacity 1			
							Dorsal grav. hook	Capacity 1			
Explorer (Bork'an)	Battleship/12	15cm	45°	1	5+/4+ R	5	Prow railguns	45cm	6	L/F/R	<i>May not Come To New Heading.</i>
							Prow grav. launcher	(20-40cm)	8	Front	
							Port launch bays	Barracudas	2		
								(25cm)			
							or	Mantas			
								(20cm)			
							Stbd launch bays	Barracudas	2		
								(25cm)			
							or	Mantas			
								(20cm)			
							Port grav. hook	Capacity 1			
							Stbd grav. hook	Capacity 1			
							Dorsal grav. hook	Capacity 1			

5.8 TYRANID HIVE FLEET FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC
Hive Ship	Battleship/ 10	15cm	45°	-	5+	4 Spores	(1 Prow) Pyro-acid Battery	45cm	8	Front
							(1 Prow) Feeder Tentacles & Massive Claws	Contact	Special	Front
							(1 Prow) Bio-plasma Spines	15cm	4	L/F/R
							(1 Prow) Boarding torpedoes	15cm	8	Front
							(1 Thorax) Pyro-acid Battery	45cm	8	Front
							(1 Thorax) Bio-plasma Spines	15cm	4	L/F/R
							(1 Thorax) Launch bay	Fighters (20cm)	2	
								or Assault Boats (15cm)		
							(0-3 Port/Stbd) Pyro-acid Battery	30cm	4&4	L&R
							(0-3 Port/Stbd) Bio-plasma Discharge	15cm	2&2	L&R
							(0-3 Port/Stbd) Launch bay	Fighters (20cm)	1&1	
								or Assault Boats (15cm)		

NOTES

Synaptic Control. Must choose one Prow and one Thorax weapon at the costs in the fleet list. May choose up to three Port/Stbd weapons at the costs in the fleet list (each Port/Stbd choice includes both port and starboard sides).

Cruiser	Cruiser/6	20cm	45°	-	5+	2 Spores	(1 Prow) Pyro-acid Battery	30cm	8	Front
							(1 Prow) Feeder Tentacles	Contact	Special	Front
							(1 Prow) Massive Claws	Contact	Special	Front
							(1 Prow) Boarding torpedoes	15cm	4	Front
							(1 Thorax) Feeder Tentacles	Contact	Special	Front
							(1 Thorax) Massive Claws	Contact	Special	Front
							(1 Thorax) Boarding torpedoes	15cm	4	Front
							(0-2 Port/Stbd) Pyro-acid Battery	30cm	4&4	L&R
							(0-2 Port/Stbd) Bio-plasma Discharge	15cm	2&2	L&R

Must choose one Prow and one Thorax weapon at the costs in the fleet list. May choose up to two Port/Stbd weapons at the costs in the fleet list (each Port/Stbd choice includes both port and starboard sides). Prow and Thorax boarding torpedoes cannot be combined into a single salvo and must be launched separately.

Vanguard Drone	Escort/1	25cm	90°	-	5+	1 Spore	(1) Pyro-acid Battery	30 cm	2	Front
							(1) Feeder Tentacles	Contact	Special	Front

Must purchase one weapon at the costs in the fleet list. Enemies within 15 cm of a Vanguard drone ship can always be targeted by other Tyranid vessels.

Escort Drone	Escort/1	15cm	45°	-	5+	1 Spore	(1) Pyro-acid Battery	30 cm	4	Front
							(1) Feeder Tentacles	Contact	Special	Front
							(1) Bio-plasma Discharge	15cm	2	Front

Must purchase one weapon at the costs in the fleet list. Escort drones subject to Instinctive Behaviour case 7 ('must move towards a planet') may instead move towards the nearest hive ship. Any ship attempting to fire upon a hive ship suffers -1 Ld when attempting to ignore closer targets if a squadron containing only Escort Drones is in base contact with the hive ship as well as in between the hive ship and the firing vessel.

Kraken	Escort/1	25cm	90°	-	6+	-	(1) Pyro-acid Battery	30 cm	6	Front
							(1) Feeder Tentacles	Contact	Special	Front
							(1) Massive Claws	Contact	Special	Front
							(1) Bio-plasma Discharge	15cm	2	Front
							(1) Boarding torpedoes	15cm	2	Front

Must purchase one weapon at the costs in the fleet list. Kraken have no spore cysts but count as always being on Brace for Impact special orders when they take damage, receiving a 4+ save against each hit sustained, including those sustained when rolling a 6 for moving through blast markers. This ability in no way affects the Kraken and they may use other special orders as normal.

5.8.1 *Tyranid Xenobiology*

Navigation: All Tyranid ships are naturally adapted void-swimming organisms and make all Leadership checks to navigate celestial phenomena on a default leadership of 10.

Shooting: Tyranid ships always target the nearest enemy ship unless a special Vanguard drone ship 'highlights' another enemy within range. No leadership test is allowed for Tyranid ships to select a target other than the nearest. Ordnance markers are always ignored and may not be fired on at all.

Vanguard drone ships highlight all enemies (including ordnance) within 15 cm, and these can be targeted freely by any other vessels in the Tyranid fleet which are within range, without requiring a separate command check to ignore closer vessels.

Boarding: Tyranids are a horror in Boarding actions. A fearless, animalistic rush of clawed, fanged monsters has been the death knell of many a ship.

Tyranids always count double their boarding value, plus they roll 2D6 and use the highest result in boarding actions. Tyranids ignore all blast marker effects when boarding enemy vessels. They do however lose a measure of their spore protection for being in contact with blast markers due to placing one on the target vessel when boarding; place the blast marker at the point where the target and the Tyranid vessel make contact. While they ignore all blast marker effects when boarding, the target vessel does not. As such, Tyranids get a +1 for the enemy being in contact with blast markers.

All Is Lost: Capital ships can attempt to self destruct when boarded by Tyranids (not when boarding a Tyranid vessel) by passing a Leadership test in the End phase. If the test is failed the crew must face their terrible fate at the hands of the Tyranids. If the test is passed roll a D6; on a 1-3 the ship suffers the catastrophic damage result of plasma drive overload. On a 4-6 the ship suffers the warp drive implosion result instead.

Hit-&-Run Attacks: Hit-&-Run attacks against Tyranid ships roll 2D6 and take the lowest result. When conducting Hit-&-Run attacks of any type against Tyranid escorts, roll 2D6 and take the lowest D6 for the roll, destroying the escort on a roll of 4+.

Tyranid ships can make Hit-&-Run teleporting attacks just like other ships in the End phase. The Tyranid player adds +1 to the result when making Hit-&-Run raids.

Crippled: To summarise, Tyranid ships suffer the following penalties when crippled:

- Speed: -5 cm
- Spore cysts: Full strength
- Bio-plasma: Half strength
- Pyro-acid batteries: Half strength
- Feeder Tentacles: May not be used
- Massive claws: May not be used
- Torpedoes & Attack Craft: None may be launched

Critical Hits & Catastrophic Damage: Tyranids do not use the normal critical hit and catastrophic damage tables. Instead they use the tables presented here. If a critical hit is rolled which cannot be applied, for example a ship with no prow weapons gets a Prow Armament wounded critical, apply the next highest critical instead. In this case the ship would suffer thorax armament damage.

Tyranid Critical Hits

2D6 Roll	Extra Damage	Result
2	+0	Spore cysts injured: The ship's spore cysts may not be used until they have been repaired.
3	+0	Starboard armament wounded: The ship's starboard armament may not be used again until it has been repaired.
4	+0	Port armament wounded: The ship's port armament may not be used until it has been repaired.
5	+0	Prow armament wounded: The ship's prow armament may not be used until it has been repaired.
6	+1	Thorax armament wounded: The ship may not use its thorax weapons until the damage is repaired.
7	+0	Heavy wound! Roll to repair the heavy wound in the End phase, if the wound is not repaired it causes 1 point of extra damage and keeps bleeding.
8	+1	Discharge vents wounded: The bio-ship may not turn until the damage is repaired.
9	+0	Synapse severed: The bio-ship cannot have its instinctual orders overridden by the Hive Mind until the damage is repaired.
10	+0	Spore cysts ruptured: The bio-ship may no longer use its spore cysts. This damage cannot be repaired.
11	+D3	Severe wound: A huge gash is torn in the ship's hull, vital fluids freezing instantly as they spill into the void.
12	+D6	Massive haemorrhage: The armoured hide of the ship suffers immense damage, spraying alien ichor far into the void. Make a bio-plasma attack with Strength 1 against any other target within 2D6 cm. Holofields do not protect against this damage.

Tyranid Catastrophic Damage

2D6 Roll	Extra Blast Markers	Result
2-7	+1	Drifting Carcasse: The wreck moves 4D6 cm forward in each of its subsequent movement phases. Place a blast marker in contact with the corpse's base after each move.
8-9	+1	Death throes: The wreck moves 4D6 cm forward in each of its subsequent Movement phases. Place a Blast marker in contact with the corpse's base and roll on the Catastrophic Damage table again after its move.
10-11	Half Damage	Biological eruption: Remove the ship from play, leaving behind a number of blast markers equal to half its starting number of hits. Make a pyro- acid attack against every target within 3D6 cm, with a firepower equal to the ship's starting damage
12	Starting Damage	Bio-plasma detonation: Remove the ship from play, leaving behind a number of blast markers equal to its starting number of hits. Make a bio-plasma attack against every target within 3D6 cm, with a Strength equal to half the exploding vessel's starting damage. Shields and holofields are not effective against the detonation.

5.8.2 *Tyranid Weaponry*

Pyro-acidic Batteries: Pyro-acidic battery fire is worked out in the same way as an ordinary weapon battery fire. Ships which suffer a critical hit from a pyro-acid weapon automatically receive an additional fire critical result as well (it's not actually a fire, but the long-term effect is comparable). Pyro-acid batteries are affected by special orders and crippling just like ordinary weapon batteries.

Bio-plasma: Bio-plasma is treated like a lance shot – roll one dice per point of Strength, hitting on a 4+ regardless of armour. Because it is a relatively slow moving attack, bio-plasma ignores shields and is limited in range to 15 cm. Bio-plasma is affected by special orders and crippling just like ordinary lance batteries. Bio-plasma does not ignore holofields or reactive hull saves.

Feeder Tentacles: Many Tyranid ships have huge tentacles which can punch through the hull of a ship allowing the Tyranid organisms inside to assault the enemy. When the ship moves into contact with an enemy ship, it attacks with its feeder tentacles. Roll a D6. On a score of 1, 2 or 3 it makes this many Hit-&-Run attacks on the target. On a score of 4+, deal one point of damage on the ship (which may cause critical damage as normal) and additionally make one Hit-&-Run raid. The Tyranid ship can continue moving after making the feeder tentacle attack and shoot or launch ordnance later in the turn, but may only attack one ship with feeder tentacles per turn.

Feeder tentacles are unaffected by special orders of any kind. If a bio-ship becomes crippled, its feeder tentacles may no longer attack. Feeder tentacles may not attack a ship that made contact during the opponents turn. A Tyranid ship beginning its turn in contact with an enemy ship may make feeder tentacle attacks before continuing its move, as normal.

Massive Claws: When a Tyranid ship armed with Massive Claws moves into base contact with an enemy, roll 2D6 for each pair of massive claws. Each roll of a 4+ inflicts one hit on the target, ignoring shields but not holofields. A Tyranid ship may only attack a single target with its claws per turn.

If the target is hit by claws only 0 or 1 times, the Tyranid ship can continue moving after making the attack and shoot/launch ordnance later in the turn. If the target is hit by two or more attacks, then the Tyranid vessel has grabbed the target and will not let go until either it or its prey is destroyed. Neither vessel can move if they are of the same class or smaller, while a larger class vessel may still move but only at half rate.

The sizes for the purposes of continuing movement while grabbed by Massive Claws are exactly the same as ramming, so from biggest to smallest: Defence > Battleship > Cruiser > Escort

If a ship is grabbed by Massive Claws it cannot attempt to disengage until free of them. Both ships may shoot at half effectiveness (nova cannon and similar special weapons cannot fire). Either ship may conduct boarding actions as normal. In every End phase roll to attack again. Additionally, if any two attacks hit when a vessel is already grappled then it takes a third additional hit. Massive Claw attacks can cause critical hits as normal. Massive Claws are unaffected by special orders of any kind. If a bio-ship becomes crippled its Massive Claws may no longer attack. Massive Claws may not attack a ship that made contact during the opponents turn. However, the Tyranid player can elect in its own turn to immediately attack vessels in base contact with Massive claws instead of moving normally.

Ordnance: Tyranids may only launch boarding torpedoes, fighters, and assault boats (or rather their biological equivalents). It is also possible for the Tyranid fleet to contain ordnance independently of launch bay equipped vessels. For reference, the ordnance speeds are as

follows:

<i>Attack Craft</i>	<i>Speed</i>
Fighters	20cm
Assault Boats	15cm
Boarding Torpedoes	15cm

Ordnance Limits: Tyranid bio-ships may have up to twice the number of attack craft markers in play as they have available launch bays. However, if a bio-ship becomes crippled its generative capacities will be turned completely to self preservation and it may no longer launch ordnance.

5.9 TYRANID VANGUARD FLEET FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC
Vanguard Drone	Escort/1	25cm	90°	-	5+	1 Spore	(1) Pyro-acid Battery	30 cm	2	Front
							(1) Feeder Tentacles	Contact	Special	Front

NOTES

Must purchase one weapon at the costs in the fleet list. Enemies within 15 cm of a Vanguard drone ship can always be targeted by other Tyranid vessels.

Kraken	Escort/1	25cm	90°	-	6+	-	(1) Pyro-acid Battery	30 cm	6	Front
							(1) Feeder Tentacles	Contact	Special	Front
							(1) Massive Claws	Contact	Special	Front
							(1) Bio-plasma Discharge	15cm	2	Front
							(1) Boarding torpedoes	15cm	2	Front

Must purchase one weapon at the costs in the fleet list. Kraken have no spore cysts but count as always being on Brace for Impact special orders when they take damage, receiving a 4+ save against each hit sustained, including those sustained when rolling a 6 for moving through blast markers. This ability in no way affects the Kraken and they may use other special orders as normal.

5.10 ARMAGEDDON SECTOR FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC	NOTES
Falchion	Escort/1	25cm	90°	1	5+	1	Prow torpedoes	(30cm)	1	Front	
							Prow wpns battery	30cm	3	L/F/R	
Firestorm	Escort/1	25cm	90°	1	5+	2	Prow lance battery	30cm	1	Front	
							Prow wpns battery	30cm	2	Front	
Gladius	Escort/1	30cm	90°	1	5+	2	Prow wpns battery	30cm	4	L/F/R	Space Marine Leadership, Space Marine Crews.
Hunter	Escort/1	35cm	90°	1	5+	1	Prow torpedoes	(30cm)	2	Front	Space Marine Leadership, Space Marine Crews.
							Prow wpns battery	30cm	1	L/F/R	
Nova	Escort/1	35cm	90°	1	5+	1	Prow wpns battery	30cm	2	L/F/R	Space Marine Leadership, Space Marine Crews.
							Prow lance battery	30cm	1	Front	
RSV Cobra	Escort/1	30cm	90°	1	4+	1	Prow torpedoes	(30cm)	2	Front	
							Prow wpns battery	30cm	1	L/F/R	
Space Marine Leadership, Space Marine Crews. May exchange weapon battery for +2 Enemy Contacts bonus when taking orders.											
RSV Firestorm	Escort/1	25cm	90°	1	5+	2	Prow lance battery	30cm	1	Front	Space Marine Leadership, Space Marine Crews.
							Prow wpns battery	30cm	2	Front	
RSV Sword	Escort/1	25cm	90°	1	5+	2	Prow wpns battery	30cm	4	L/F/R	Space Marine Leadership, Space Marine Crews.
Defiant	Cruiser/6	20cm	90°	1	5+	2	Port launch bays	Furies	1		
								(30cm)			
								or Starhawks			
								(20cm)			
							Stbd launch bays	Furies	1		
								(30cm)			
								or Starhawks			
								(20cm)			
							Prow lance battery	30cm	2	L/F/R	
+1 bonus when defending against boarding. May increase front armour to 6+ and reduce Turn to 45°. If front armour is increased, may add a Power Ram for +5 pts											
Endeavour	Cruiser/6	20cm	90°	1	5+	2	Port wpns battery	30cm	6	Left	
							Stbd wpns battery	30cm	6	Right	
							Prow wpns battery	30cm	2	L/F/R	
							Prow torpedoes	(30cm)	2	Front	
+1 bonus when defending against boarding. May increase front armour to 6+ and reduce Turn to 45°. If front armour is increased, may add a Power Ram for +5 pts											
Endurance	Cruiser/6	20cm	90°	1	5+	2	Port lance battery	30cm	2	Left	
							Stbd lance battery	30cm	2	Right	
							Prow wpns battery	30cm	2	L/F/R	
							Prow torpedoes	(30cm)	2	Front	
+1 bonus when defending against boarding. May increase front armour to 6+ and reduce Turn to 45°. If front armour is increased, may add a Power Ram for +5 pts											

Dictator	Cruiser/8	20cm	45°	2	F6+/5+	3	Port wpns battery	30cm	6	Left	May add a power ram for +5 pts.
							Stbd wpns battery	30cm	6	Right	
							Port launch bays	Furies	2		
								(30cm)			
							or	Starhawks			
								(20cm)			
							Stbd launch bays	Furies	2		
								(30cm)			
							or	Starhawks			
								(20cm)			
							Prow torpedoes	(30cm)	6	Front	

Gothic	Cruiser/8	20cm	45°	2	F6+/5+	2	Port lance battery	30cm	4	Left	May add a power ram for +5 pts.
							Stbd lance battery	30cm	4	Right	
							Prow torpedoes	(30cm)	6	Front	

Lunar	Cruiser/8	20cm	45°	2	F6+/5+	2	Port lance battery	30cm	2	Left	
							Stbd lance battery	30cm	2	Right	
							Port wpns battery	30cm	6	Left	
							Stbd wpns battery	30cm	6	Right	
							Prow torpedoes	(30cm)	6	Front	

May replace prow torpedoes with a nova cannon for +20 pts OR may add a power ram for +5 pts.

Tyrant	Cruiser/8	20cm	45°	2	F6+/5+	2	Port wpns battery	45cm	4	Left	
							Stbd wpns battery	45cm	4	Right	
							Port wpns battery	30cm	6	Left	
							Stbd wpns battery	30cm	6	Right	
							Prow torpedoes	(30cm)	6	Front	

May upgrade 30cm batteries to 45cm batteries for +10 pts. May replace prow torpedoes with a nova cannon for +20 pts OR may add a power ram for +5 pts.

Strike Cruiser	Cruiser/6	25cm	90°	1	6+	2	Port wpns battery	30cm	4	Left	
							Stbd wpns battery	30cm	4	Right	
							Prow launch bays	T'hawks	2		
								(20cm)			
							Prow bombardment cannon	30cm	3	L/F/R	

Space Marine Leadership, Space Marine Crews, Thunderhawk Gunships. At least half of Strike Cruisers in the fleet must be unmodified from the basic profile. Up to half of the fleet's Strike Cruisers may replace prow launch bays with S6 prow torpedoes or 30cm S5 front-arc bombardment cannon, may replace prow bombardment cannon with a 30cm S1 L/F/R lance for +20 pts, and/or may upgrade to 2 shields for +15 pts.

Armageddon	Cruiser/8	20cm	45°	2	F6+/5+	2	Port wpns battery	45cm	6	Left	
							Stbd wpns battery	45cm	6	Right	
							Port lance battery	45cm	2	Left	
							Stbd lance battery	45cm	2	Right	
							Dorsal lance battery	60cm	2	L/F/R	
							Prow torpedoes	(30cm)	6	Front	

May replace prow torpedoes with a nova cannon for +20 pts OR may add a power ram for +5 pts.

Mars	Cruiser/8	20cm	45°	2	F6+/5+	2	Port launch bays	Furies	2	
								(30cm)		
							or	Starhawks		
								(20cm)		
							Stbd launch bays	Furies	2	
								(30cm)		
							or	Starhawks		
								(20cm)		
							Port wpns battery	45cm	6	Left
							Stbd wpns battery	45cm	6	Right
							Dorsal lance battery	60cm	2	L/F/R
							Prow nova cannon	30-150cm	1	Front

May upgrade from 2 to 3 turrets for +10 pts. May gain a permanent right-column gunnery shift for +15 pts.

Apocalypse	Battleship/	15cm	45°	4	F6+/5+	4	Port lance battery	30cm	6	Left
	12						Stbd lance battery	30cm	6	Right
							Dorsal wpns battery	60cm	6	L/F/R
							Prow nova cannon	30-150cm	1	Front

May not Come To New Heading. May double lance range when Locked On, but if fired beyond 45cm immediately take Thrusters Damaged critical hit.

Emperor	Battleship/	15cm	45°	4	5+	5	Port wpns battery	60cm	6	Left
	12						Stbd wpns battery	60cm	6	Right
							Port launch bays	Furies	4	
								(30cm)		
							or	Starhawks		
								(20cm)		
							or	(Sharks		
								(30cm))		
							Stbd launch bays	Furies	4	
								(30cm)		
							or	Starhawks		
								(20cm)		
							or	(Sharks		
								(30cm))		
							Dorsal wpns battery	60cm	5	L/F/R
							Prow wpns battery	60cm	5	L/F/R

May not Come To New Heading. Bonus +1 to rolled leadership. May carry Shark assault boats for +5 pts.

Oberon	Battleship/ 12	15cm	45°	4	5+	5	Port launch bays	Furies (30cm) or Starhawks (20cm) or (Sharks (20cm))	2		
							Stbd launch bays	Furies (30cm) or Starhawks (20cm) or (Sharks (20cm))	2		
							Port wpns battery	60cm	6	Left	
							Stbd wpns battery	60cm	6	Right	
							Port lance battery	60cm	2	Left	
							Stbd lance battery	60cm	2	Right	
							Prow wpns battery	45cm	5	L/F/R	
							Dorsal wpns battery	45cm	5	L/F/R	

May not Come to New Heading. +1 bonus to rolled leadership. May carry Shark assault boats for +5 pts.

Battle Barge	Battleship/ 12	20cm	45°	3	6+	3	Port wpns battery	45cm	12	Left	
							Stbd wpns battery	45cm	12	Right	
							Prow launch bays	T'hawks (20cm)	3		
							Prow torpedoes	(30cm)	6	Front	
							Dorsal bombardment cannon	30cm	8	L/F/R	

Space Marine Leadership, Space Marine Crews, Thunderhawk Gunships. May not Come to New Heading.

5.10.1 Space Marine Leadership

When randomly generating the Leadership value for a Space Marine ship, use the table here.

D6	Leadership
1-2	Ld 8
3-4	Ld 9
5-6	Ld 10

5.10.2 ***Space Marine Crews***

Space Marine ships add +2 to their D6 roll when they fight in a boarding action and +1 when they make any hit and run attack.

Enemy hit and run attacks against a Space Marine ship deduct 1 from their dice rolls (and so will fail on a roll of 1 or 2 before modification).

Drop Pods: All Space Marine capital ships are equipped with drop pods. These add nothing to their profile and are not treated as ordnance in any respect. Drop pods enable Space Marine capital ships to quickly deploy Space Marines to the surface and impart +2 assault points for each capital ship during a planetary assault instead of +1.

Honour Guard: Some Space Marine vessels are noted as carrying the Chapter's Honour Guard. Once per turn you may use the Honor Guard, if your fleet list includes them. All the normal rules for teleport attacks apply, except that they may be used in addition to a normal teleport attack that turn. The player may roll two dice and choose which one to use as the result, including the normal +1 bonus for being Space Marines.

Terminator Boarding Parties: Once per turn a vessel equipped with Terminator boarding parties may use them when conducting a hit and run teleport attack. They roll two dice for its hit and run attack and apply both results, including the normal +1 bonus for being Space Marines. Terminators may be used in addition to a normal teleport attack that turn.

5.11 CRAFTWORLD ELDAR FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC
Shadowhunter	Escort/1	15/20/ 30	-	Holo.	4+	0	0-1× Shadow lance 0-1× Prow battery	30cm 30cm	1 3	Front Front

NOTES

Choose a single prow weapon system. May reroll holofield saves against attack craft. Cannot initiate boarding; boarding actions and Hit and Run actions against Shadowhunters get a +1 bonus to their roll.

Wraithship	Cruiser/6	10/20/ 25	-	Holo.	5+	0	0-1× Prow pulsar 0-1× Prow battery 0-1× Keel torpedoes 0-1× Keel launch bay	30cm 30cm (30cm) Nightwing (30cm)	2 8 4 2	Front Front Front 2	<i>Choose a single prow and a single keel weapon system.</i>
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or Phoenix
(20cm)

Dragonship	Cruiser/6	10/20/ 25	-	Holo.	5+	0	0-1× Prow pulsar 0-1× Prow battery 0-1× Keel torpedoes 0-1× Keel launch bay	30cm 30cm (30cm) Nightwing (30cm)	3 14 8 4	Front Front Front 4
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or Phoenix
(20cm)

Choose a single prow and a single keel weapon system. Dragonships armed with launch bays may take Vampire raiders for +10 pts.

Flame of Asuryan	Cruiser/8	10/20/ 25	-	Holo.	5+	0	Keel launch bay	Nightwing (30cm)	4		<i>Aspect Warrior Fighting Crews.</i>
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or Phoenix
(20cm)

or Vampire
(25cm)

Prow battery	30cm	16	Front
Keel pulsar	30cm	1	F/L
Keel pulsar	30cm	1	F/R

5.11.1

Eldar Leadership

All Eldar ships add + 1 to the Leadership score generated on the Leadership table on page 10, giving them a Leadership value between 7 and 10.

5.11.2 ***Eldar Movement***

The movement rules below replace the normal movement rules for Eldar ships. Assume anything not modified below applies normally to the Eldar.

Eldar ships move in their movement phase and in the ordnance phase of their own turn. Note that they do not move in the ordnance phase of the enemy's turn. Before an Eldar ship moves, it may turn to face any direction. It always turns before it moves and then remains facing in that direction until the start of its next move. Work out the speed an Eldar ship can move at after it has turned. Its speed depends on its facing towards the sunward table edge.

All Eldar ships have three speeds (for example, 10/20/30). The first is used if the sunward table edge is in the Eldar ship's front fire arc; the second is used if the sunward table edge is in its rear fire arc; and the third is used if the sunward table edge is in its left or right fire arcs. If the sunward table edge lies on the line between two fire arcs, the Eldar player may choose which he uses. Eldar ships have no minimum move distances. They move from zero up to the maximum distance allowed by the direction of the sun. After their initial turn they travel in a straight line and may not make additional turns as they move. If under *Lock-On* special orders, Eldar ships cannot turn for EITHER movement phase.

As noted above, the Eldar move twice in each of their turns. The second move is made in the ordnance phase after any ordnance is moved, but apart from this all the rules described for Eldar movement will apply.

Special Orders: Eldar may not use the following special orders: *All Ahead Full*, *Burn Retros*, *Come to New Heading*. Note: Because Eldar ships cannot use *All Ahead Full* special orders, they also may not ram.

Blast Markers and Gravity Wells: Eldar are affected by Blast markers in the same way as other ships without shields - they will take a point of damage on a D6 roll of 6 and reduce their speed by 5 cm that turn. Eldar have to make a test after each of their two movements in which they encounter blast markers. Gravity wells allow Eldar to curve their normally straight line move around the planet and so the ship may make a free turn towards the planet at the end of its move (since it can turn in any direction at the start, there is no additional benefit at the start of its move).

Boarding: An Eldar vessel intending to board an opponent may do so in either movement phase, but it may not shoot or launch ordnance before doing so. If it boards in its movement phase, it may not make its second movement.

5.11.3 *Eldar Critical Hits*

Any hit on an Eldar ship causes critical damage on a D6 roll of 4+, rather than the usual 6+. Roll 2D6 on the following Eldar Critical Hits table, rather than the standard Critical Hits table.

2D6	Extra Damage	Result
2	+0	Infinity circuit damaged. -1 Leadership until repaired.
3	+0	Keel armament damaged. Keel armaments may not fire until repaired.
4	+0	Prow armament damaged. Prow armaments may not fire until repaired.
5	+0	Mast lines severed. The ship may only turn up to 90° before it moves until repaired.
6	+0	Mainsail scarred. Each of the ship's speeds reduced by 5cm until repaired.
7	+1	Superstructure damaged. Until repaired, roll a D6 every time the ship turns over 45° and on a 1 the ship suffers 1 extra point of damage.
8	+0	Mainsail shredded. The ship cannot move in the ordnance phase until repaired.
9	+1	Infinity circuit smashed. -3 Leadership. This may not be repaired.
10	+0	Holofield generators destroyed. The ship no longer benefits from its holofields. This may not be repaired.
11	+D3	Hull breach.
12	+D6	Bulkhead collapse.

5.11.4 *Eldar Holofields*

Against attacks that use the Gunnery table, the holofields cause one column shift to the right, in addition to any other column shifts for range or Blast markers. Against any other form of attack (lances, torpedoes, etc), roll to hit an Eldar ship as normal, but the Eldar player may then make a saving roll for his holofields.

D6	RESULT
1	Hit! Score a hit on the Eldar ship.
2+	Missed! Place a Blast marker in contact with the ship.

Note that holofields do not negate hits or effects from moving through blast markers, area effects, exploding ships and celestial phenomena. They do, however, work against ordnance hits, hit-and-run raids, boarding actions, ramming or Nova Cannon. When saving against Nova Cannon, it rolls once against the hit itself, not the subsequent D6 damage rolls if the save fails.

5.11.5

Eldar Weapons

Eldar ships carry three main weapon systems which are described below.

Pulsar Lance: Pulsar lances fire volleys of high energy laser bolts. These count as lance shots, and hit on a 4+ no matter what the target's armour. However, if a pulsar lance shot hits, then you may roll to hit again and you may keep on rolling to hit until you miss or the lance has scored a total of 3 hits.

Shadow Lance: Shadow lances are less powerful laser weapons, and count as typical lances in all respects.

Weapon Batteries: Eldar weapons batteries are short-ranged weapons that unleash a torrent of fire. They employ sophisticated targeting systems which make them very accurate even at extreme angles of attack. To represent their accuracy, Eldar weapons batteries count all targets as 'closing' on the Gunnery table, no matter what the target's actual aspect is. This aside, all the normal rules apply.

Torpedoes: Eldar torpedoes use sophisticated targeter scrambling systems to make themselves virtually undetectable until they strike. To represent this, defensive turrets only hit Eldar torpedoes on a roll of 6, rather than on a roll of 4+ as is normally the case. In addition, the highly accurate targeting sensors on Eldar torpedoes allow you to re-roll the dice to hit for any torpedo that misses a target on the first attempt.

Eldar Attack Craft: Defensive turrets only hit any Eldar attack craft on a roll of 6, rather than on a roll of 4 to 6 as is normally the case. Eldar fighters are *resilient*: when attacking and removing an enemy ordnance token, Eldar fighters remain in play on a roll of 4+. This may only be used once per turn. Eldar bombers on attack runs may re-roll the dice to determine the number of attacks they make (the second roll stands).

5.11.6

Aspect Warrior Fighting Crews

Certain ships in an Eldar fleet are permitted to carry Aspect Warrior Fighting Crews as chosen from the fleet list, adding +2 to their dice roll when fighting in a boarding action, or +1 to the dice roll when conducting a hit-and-run attack.

5.11.7 *Eldar Ghostships*

Any vessel in an Iyanden fleet may be converted into a Ghostship. Ghostships use the following rules:

Leadership: Ghostships have normal Eldar leadership.

Special Orders: If a Ghostship fails a Command check for a special order, it not only fails to go onto the special order but may also do nothing except move this turn. If the failed check is as a result of attempting to go onto Brace for Impact orders at another point during the turn, the Ghostship may still attempt to Brace for Impact but may do nothing except move during its next turn instead. When you fail a Command check for a Ghostship you may not make any further Command checks for other Ghostships during the same turn. You may, however, continue to give special orders to other “crewed” vessels in the fleet (until, of course, you fail a Command check with one of them as well).

Deathless: By the normal fragile standards of the Eldar, Ghostships present a fairly sturdy proposition. Ghostships, unlike other Eldar vessels, only suffer a critical hit on a roll of a 6 (not a 4, 5 or 6 as is usually the case with Eldar vessels).

Uncrewed: Since Ghostships are piloted by the spirits of long-dead Eldar warriors, their crews are either small or non-existent. For this reason:

- Ghostships may not contain Aspect Warrior fighting crews.
- Ghostships may not be armed with launch bays.
- Ghostships may not initiate boarding actions or hit-and-run attacks of any form.
- Enemies boarding a Ghostship gain a +1 modifier in the boarding action, in addition to other modifiers.
- Enemies making a hit-and-run attack against Ghostships add +1 to their dice roll.

Ghostships roll only half the normal number of dice when undertaking damage control in the End phase (before halving it again for Blast markers, if appropriate).

5.12 IMPERIAL NAVY FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC
Cobra	Escort/1	30cm	90°	1	4+	1	Prow torpedoes	(30cm)	2	Front
							Prow wpns battery	30cm	1	L/F/R

NOTES

May exchange weapon battery for +2 Enemy Contacts bonus when taking orders.

Falchion	Escort/1	25cm	90°	1	5+	1	Prow torpedoes	(30cm)	1	Front
							Prow wpns battery	30cm	3	L/F/R

Firestorm	Escort/1	25cm	90°	1	5+	2	Prow lance battery	30cm	1	Front
							Prow wpns battery	30cm	2	Front

Sword	Escort/1	25cm	90°	1	5+	2	Prow wpns battery	30cm	4	L/F/R
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Dauntless	Cruiser/6	25cm	90°	1	5+	1	Port wpns battery	30cm	4	Left
							Stbd wpns battery	30cm	4	Right
							Prow lance battery	30cm	3	Front

Improved thrusters: +D6cm on All Ahead Full orders. May exchange prow lance battery for S6 prow torpedoes at no cost.

Defiant	Cruiser/6	20cm	90°	1	5+	2	Port launch bays	Furies (30cm)	1	
							or	Starhawks (20cm)		
							Stbd launch bays	Furies (30cm)	1	
							or	Starhawks (20cm)		
							Prow lance battery	30cm	2	L/F/R

+1 bonus when defending against boarding. May increase front armour to 6+ and reduce Turn to 45°. If front armour is increased, may add a Power Ram for +5 pts

Endeavour	Cruiser/6	20cm	90°	1	5+	2	Port wpns battery	30cm	6	Left
							Stbd wpns battery	30cm	6	Right
							Prow wpns battery	30cm	2	L/F/R
							Prow torpedoes	(30cm)	2	Front
<i>+1 bonus when defending against boarding. May increase front armour to 6+ and reduce Turn to 45°. If front armour is increased, may add a Power Ram for +5 pts</i>										
Endurance	Cruiser/6	20cm	90°	1	5+	2	Port lance battery	30cm	2	Left
							Stbd lance battery	30cm	2	Right
							Prow wpns battery	30cm	2	L/F/R
							Prow torpedoes	(30cm)	2	Front
<i>+1 bonus when defending against boarding. May increase front armour to 6+ and reduce Turn to 45°. If front armour is increased, may add a Power Ram for +5 pts</i>										
Dictator	Cruiser/8	20cm	45°	2	F6+/5+	3	Port wpns battery	30cm	6	Left
							Stbd wpns battery	30cm	6	Right
							Port launch bays	Furies (30cm) or Starhawks (20cm)	2	
							Stbd launch bays	Furies (30cm) or Starhawks (20cm)	2	
							Prow torpedoes	(30cm)	6	Front
<i>May add a power ram for +5 pts.</i>										
Dominator	Cruiser/8	20cm	45°	2	F6+/5+	2	Port wpns battery	30cm	12	Left
							Stbd wpns battery	30cm	12	Right
							Prow nova cannon	30-150cm	1	Front
<i>May replace 30cm batteries with 45cm FP6 batteries for -5 pts.</i>										

Gothic	Cruiser/8	20cm	45°	2	F6+/5+	2	Port lance battery	30cm	4	Left
							Stbd lance battery	30cm	4	Right
							Prow torpedoes	(30cm)	6	Front

May add a power ram for +5 pts.

Lunar	Cruiser/8	20cm	45°	2	F6+/5+	2	Port lance battery	30cm	2	Left
							Stbd lance battery	30cm	2	Right
							Port wpns battery	30cm	6	Left
							Stbd wpns battery	30cm	6	Right
							Prow torpedoes	(30cm)	6	Front

May replace prow torpedoes with a nova cannon for +20 pts

OR may add a power ram for +5 pts.

Tyrant	Cruiser/8	20cm	45°	2	F6+/5+	2	Port wpns battery	45cm	4	Left
							Stbd wpns battery	45cm	4	Right
							Port wpns battery	30cm	6	Left
							Stbd wpns battery	30cm	6	Right
							Prow torpedoes	(30cm)	6	Front

May upgrade 30cm batteries to 45cm batteries for +10 pts.

May replace prow torpedoes with a nova cannon for +20 pts

OR may add a power ram for +5 pts.

Armageddon	Cruiser/8	20cm	45°	2	F6+/5+	2	Port wpns battery	45cm	6	Left
							Stbd wpns battery	45cm	6	Right
							Port lance battery	45cm	2	Left
							Stbd lance battery	45cm	2	Right
							Dorsal lance battery	60cm	2	L/F/R
							Prow torpedoes	(30cm)	6	Front

May replace prow torpedoes with a nova cannon for +20 pts

OR may add a power ram for +5 pts.

Mars	Cruiser/8	20cm	45°	2	F6+/5+	2	Port launch bays	Furies (30cm)	2		
							or	Starhawks (20cm)			
							Stbd launch bays	Furies (30cm)	2		
							or	Starhawks (20cm)			
							Port wpns battery	45cm	6		Left
							Stbd wpns battery	45cm	6		Right
							Dorsal lance battery	60cm	2		L/F/R
							Prow nova cannon	30-150cm	1		Front
May upgrade from 2 to 3 turrets for +10 pts. May gain a permanent right-column gunnery shift for +15 pts.											
Overlord	Cruiser/8	20cm	45°	2	F6+/5+	2	Port wpns battery	60cm	8		Left
							Stbd wpns battery	60cm	8		Right
							Dorsal lance battery	60cm	2		L/F/R
							Prow torpedoes	(30cm)	6		Front
May add a power ram for +5 pts. May upgrade from 2 to 3 turrets for +10 pts. May gain a permanent right-column gunnery shift for +15 pts.											
Apocalypse	Battleship/12	15cm	45°	4	F6+/5+	4	Port lance battery	30cm	6		Left
							Stbd lance battery	30cm	6		Right
							Dorsal wpns battery	60cm	6		L/F/R
							Prow nova cannon	30-150cm	1		Front
May not Come To New Heading. May double lance range when Locked On, but if fired beyond 45cm immediately take Thrusters Damaged critical hit.											

Emperor	Battleship/ 12	15cm	45°	4	5+	5	Port wpns battery	60cm	6	Left
							Stbd wpns battery	60cm	6	Right
							Port launch bays	Furies (30cm)	4	
							or	Starhawks (20cm)		
							or	(Sharks (30cm))		
							Stbd launch bays	Furies (30cm)	4	
							or	Starhawks (20cm)		
							or	(Sharks (30cm))		
							Dorsal wpns battery	60cm	5	L/F/R
							Prow wpns battery	60cm	5	L/F/R

May not Come To New Heading. Bonus +1 to rolled leadership. May carry Shark assault boats for +5 pts.

Oberon	Battleship/ 12	15cm	45°	4	5+	5	Port launch bays	Furies (30cm)	2	
								or Starhawks (20cm)		
								or (Sharks (20cm))		
							Stbd launch bays	Furies (30cm)	2	
								or Starhawks (20cm)		
								or (Sharks (20cm))		
							Port wpns battery	60cm	6	Left
							Stbd wpns battery	60cm	6	Right
							Port lance battery	60cm	2	Left
							Stbd lance battery	60cm	2	Right
							Prow wpns battery	45cm	5	L/F/R
							Dorsal wpns battery	45cm	5	L/F/R

May not Come to New Heading. +1 bonus to rolled leadership. May carry Shark assault boats for +5 pts.

Retribution	Battleship/ 12	20cm	45°	4	F6+/5+	4	Port wpns battery	60cm	12	Left
							Stbd wpns battery	60cm	12	Right
							Dorsal lance battery	60cm	3	L/F/R
							Prow torpedoes	(30cm)	9	Front

May not Come To New Heading. May add a power ram for +5 pts.

5.13 SPACE MARINE FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	4	FP/STR	ARC	NOTES
Gladius	Escort/1	30cm	90°	1	5+	2	Prow wpns battery	30cm	4	L/F/R	Space Marine Leadership, Space Marine Crews.	
Hunter	Escort/1	35cm	90°	1	5+	1	Prow torpedoes (30cm)	2	Front	Space Marine Leadership, Space Marine Crews.		
							Prow wpns battery	30cm	1	L/F/R		
Nova	Escort/1	35cm	90°	1	5+	1	Prow wpns battery	30cm	2	L/F/R	Space Marine Leadership, Space Marine Crews.	
							Prow lance battery	30cm	1	Front		
RSV Cobra	Escort/1	30cm	90°	1	4+	1	Prow torpedoes (30cm)	2	Front			
							Prow wpns battery	30cm	1	L/F/R		
Space Marine Leadership, Space Marine Crews. May exchange weapon battery for +2 Enemy Contacts bonus when taking orders.												
RSV Falchion	Escort/1	25cm	90°	1	5+	1	Prow torpedoes (30cm)	1	Front			
							Prow wpns battery	30cm	3	L/F/R		
RSV Firestorm	Escort/1	25cm	90°	1	5+	2	Prow lance battery	30cm	1	Front	Space Marine Leadership, Space Marine Crews.	
							Prow wpns battery	30cm	2	Front		
RSV Sword	Escort/1	25cm	90°	1	5+	2	Prow wpns battery	30cm	4	L/F/R	Space Marine Leadership, Space Marine Crews.	
Strike Cruiser	Cruiser/6	25cm	90°	1	6+	2	Port wpns battery		30cm	4	Left	
							Stbd wpns battery		30cm	4	Right	
							Prow launch bays		T'hawks (20cm)	2		
							Prow bombardment cannon		30cm	3	L/F/R	
Space Marine Leadership, Space Marine Crews, Thunderhawk Gunships. At least half of Strike Cruisers in the fleet must be unmodified from the basic profile. Up to half of the fleet's Strike Cruisers may replace prow launch bays with S6 prow torpedoes or 30cm S5 front-arc bombardment cannon, may replace prow bombardment cannon with a 30cm S1 L/F/R lance for +20 pts, and/or may upgrade to 2 shields for +15 pts.												
Battle Barge	Battleship/12	20cm	45°	3	6+	3	Port wpns battery		45cm	12	Left	
							Stbd wpns battery		45cm	12	Right	
							Prow launch bays		T'hawks (20cm)	3		
							Prow torpedoes		(30cm)	6	Front	
							Dorsal bombardment cannon		30cm	8	L/F/R	
Space Marine Leadership, Space Marine Crews, Thunderhawk Gunships. May not Come to New Heading.												
Sedition Oprimere, Venerable Battle Barge	Battleship/12	20cm	45°	4	6+	4	Port bombardment cannons		30cm	8	Left	
							Stbd bombardment cannons		30cm	8	Right	
							Prow launch bays		T'hawks (20cm)	2		
							Prow torpedoes		(30cm)	6	Front	
							Dorsal bombardment cannon		30cm	8	L/F/R	
Space Marine Leadership, Space Marine Crews, Thunderhawk Gunships. May be taken as a Venerable Battle Barge for 450 pts. May not Come to New Heading.												

5.13.1

Bombardment Cannons

Space Marine battle barges carry a heavyweight battery of bombardment cannons as part of their main armament. Bombardment cannons fire in the same way as weapon batteries with two exceptions:

1. Bombardment cannons always hit on a 4 or more, regardless of the target's armour (even vs ordnance).
2. Bombardment cannons inflict critical hits on a roll of 4 or more, rather than just on a roll of 6.

5.13.2

Thunderhawk Gunships

Thunderhawks and Enemy Ordnance: Thunderhawk gunships combine the abilities of assault boats and fighters, and move like any other attack craft, with a speed of 20cm. A Thunderhawk counter that is intercepted by enemy fighters or move onto an enemy ordnance marker removes the enemy as fighters would. However as they are extremely resilient, roll a dice when this happens. On a score of 4+, do not remove the Thunderhawk marker. Thunderhawks can only remove one enemy marker in any given ordnance phase and stop moving as soon as they intercept an enemy, and if a Thunderhawk marker uses its save to remain in play and comes into contact with another ordnance marker in the same ordnance phase, it is removed normally.

Note that against Eldar fighters, which also have this ability, it is possible that you end up with neither marker being removed! If this happens, either marker is free to move away in their next turn, or they can stay in place and attempt to remove their enemy again.

Thunderhawks and Enemy Ships: When a Thunderhawk marker moves into contact with an enemy ship's base, they are treated exactly like assault boats (with the +1 bonus to their hit and run attack for being Space Marines). Using its 4+ save does not prevent it from attacking a ship if in base contact with one when stopped. Once a Thunderhawk marker has made its hit and run attack, it is removed from play.

Refitting to carry Thunderhawks: Any vessel that earns or pays for a refit to carry Thunderhawks may then ONLY carry them, and its launch bay capacity is reduced by half (rounding up when applicable). Escort carriers may never be upgraded to carry Thunderhawks!

Thunderhawk Annihilators: Some Space Marine vessels are noted as carrying Thunderhawk Annihilators. Thunderhawk Annihilators combine the abilities of bombers and fighters, and they move like any other attack craft with a speed of 20cm. A Thunderhawk Annihilator that is intercepted by enemy fighters or moves onto an enemy ordnance marker removes the enemy marker exactly the same way fighters would. However, they are extremely resilient and follow all special rules for Thunderhawks above. When a Thunderhawk Annihilator comes in contact with an enemy ship's base, they attack it like bombers, even if they have used their resilience to remain in play. Once they complete their attack, they are removed normally. Thunderhawk Annihilators cannot be used as assault boats.

5.14 CHAOS BLACK CRUSADE FLEET FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC	NOTES
Iconoclast	Escort/1	30cm	90°	1	4+	1	Weapons battery	45cm	3	L/F/R	
Infidel	Escort/1	30cm	90°	1	5+	1	Prow wpns battery	30cm	2	L/F/R	
							Prow torpedoes	(30cm)	2	Front	
Idolator	Escort/1	30cm	90°	1	5+	2	Prow wpns battery	45cm	2	L/F/R	<i>Does not suffer a column shift for firing over 30cm.</i>
							Prow lance battery	30cm	1	Front	
Slaughter	Cruiser/8	30cm	45°	2	5+	2	Port lance battery	30cm	2	Left	<i>Moves 5D6cm on All Ahead Full special orders.</i>
							Stbd lance battery	30cm	2	Right	
							Port wpns battery	30cm	8	Left	
							Stbd wpns battery	30cm	8	Right	
							Prow wpns battery	30cm	6	L/F/R	
Carnage	Cruiser/8	25cm	45°	2	5+	2	Port wpns battery	45cm	6	Left	
							Stbd wpns battery	45cm	6	Right	
							Port wpns battery	60cm	4	Left	
							Stbd wpns battery	60cm	4	Right	
							Prow wpns battery	60cm	6	L/F/R	
Murder	Cruiser/8	25cm	45°	2	5+	2	Port wpns battery	45cm	10	Left	
							Stbd wpns battery	45cm	10	Right	
							Prow lance battery	60cm	2	Front	
<i>May replace FP10 weapon batteries with FP4 batteries and S2 lance batteries at no cost (no more than two per 750 pts).</i>											
Devastation	Cruiser/8	25cm	45°	2	5+	3	Port launch bays	Swiftdeaths	2		
								(30cm)			
							or	Doomfires			
								(20cm)			
							or	Dreadclaws			
								(30cm)			
							Stbd launch bays	Swiftdeaths	2		
								(30cm)			
							or	Doomfires			
								(20cm)			
							or	Dreadclaws			
								(30cm)			
							Port lance battery	60cm	2	Left	
							Stbd lance battery	60cm	2	Right	
							Prow wpns battery	30cm	6	L/F/R	
Inferno	Cruiser/8	30cm	45°	2	5+	2	Port lance battery	30cm	2	Left	
							Stbd lance battery	30cm	2	Right	
							Port wpns battery	45cm	4	Left	
							Stbd wpns battery	45cm	4	Right	
							Prow wpns battery	60cm	6	L/F/R	

Hecate	Cruiser/8	25cm	45°	2	5+	3	Port launch bays	Swiftdeaths	2	
								(30cm)		
							or	Doomfires		
								(20cm)		
							or	Dreadclaws		
								(30cm)		
							Stbd launch bays	Swiftdeaths	2	
								(30cm)		
Acheron	Cruiser/8	25cm	45°	2	5+	3	or	Doomfires		
								(20cm)		
							or	Dreadclaws		
								(30cm)		
							Stbd launch bays	Swiftdeaths	2	
								(30cm)		
							or	Doomfires		
								(20cm)		
Hades	Cruiser/8	25cm	45°	2	5+	2	or	Dreadclaws		
								(30cm)		
							Port wpns battery	45cm	4	Left
							Stbd wpns battery	45cm	4	Right
							Dorsal lance battery	60cm	2	L/F/R
							Prow wpns battery	45cm	6	L/F/R
Styx	Cruiser/8	25cm	45°	2	5+	3	Port lance battery	60cm	2	Left
							Stbd lance battery	60cm	2	Right
							Dorsal lance battery	45cm	2	L/F/R
							Prow wpns battery	45cm	6	L/F/R
Repulsive	Cruiser/ 10	20cm	45°	2	5+	3	Port wpns battery	45cm	14	Left
							Stbd wpns battery	45cm	14	Right
							Dorsal lance battery	30cm	3	L/F/R
							Prow torpedoes	(30cm)	6	Front

May increase dorsal lance range to 45cm for +10pts. May add a third shield for +15pts when modelled on a large (60 mm) base.

Vengeance	Grand Cruiser/ 10	20cm	45°	3	5+	3	Port lance battery	45cm	2	Left	<i>Ignore Prow critical results.</i>
						Stbd lance battery	45cm	2	Right		
						Port wpns battery	60cm	10	Left		
						Stbd wpns battery	60cm	10	Right		

Retaliator	Grand Cruiser/ 10	20cm	45°	3	5+	3	Port wpns battery	30cm	6	Left
							Stbd wpns battery	30cm	6	Right
							Port lance battery	45cm	2	Left
							Stbd lance battery	45cm	2	Right
							Port launch bays	Swiftdeaths	2	
								(30cm)		
							or	Doomfires		
								(20cm)		
							or	Dreadclaws		
								(30cm)		
					Stbd launch bays	Swiftdeaths	2			
						(30cm)				
						or	Doomfires			
							(20cm)			
						or	Dreadclaws			
							(30cm)			

Ignore Prow critical results. May be equipped with improved thrusters for 5D6cm move on All Ahead Full at no cost.

Executor	Grand Cruiser/ 10	20cm	45°	3	5+	3	Port lance battery	30cm	4	Left	<i>Ignore Prow critical results.</i>
						Stbd lance battery	30cm	4	Right		
						Port lance battery	45cm	2	Left		
						Stbd lance battery	45cm	2	Right		

Despoiler	Battleship/ 12	25cm	45°	4	5+	4	Port launch bays	Swiftdeaths	4					
								(30cm)						
							or	Doomfires						
								(20cm)						
							or	Dreadclaws						
								(30cm)						
												Stbd launch bays	Swiftdeaths	4
													(30cm)	
												or	Doomfires	
													(20cm)	
						or	Dreadclaws							
							(30cm)							
						Port wpns battery	60cm	6	Left					
						Stbd wpns battery	60cm	6	Right					
						Dorsal lance battery	60cm	3	L/F/R					
						Prow lance battery	30cm	4	Front					

May not Come To New Heading. May replace prow lance battery with S8 torpedoes for +10 pts.

Desolator	Battleship/ 12	25cm	45°	4	5+	4	Port lance battery	60cm	4	Left	<i>May not Come To New Heading.</i>
						Stbd lance battery	60cm	4	Right		
						Dorsal wpns battery	60cm	6	L/F/R		
						Prow torpedoes	(30cm)	9	Front		

Chaos Battle Barge	Battleship/ 12	20cm	45°	4	5+	4	Port wpns battery	60cm	6	Left
							Stbd wpns battery	60cm	6	Right
							Dorsal lance battery	60cm	3	L/F/R
							Prow lance battery	30cm	4	Front
							Port launch bays	Swiftdeaths (30cm)	3	
								or Doomfires (20cm)		
								or Dreadclaws (30cm)		
							Stbd launch bays	Swiftdeaths (30cm)	3	
								or Doomfires (20cm)		
								or Dreadclaws (30cm)		
							Prow launch bays	Swiftdeaths (30cm)	3	
								or Doomfires (20cm)		
								or Dreadclaws (30cm)		

May not Come To New Heading. May exchange weapon batteries for 45cm FP8 or 30cm FP10 at no cost. May exchange prow lance for S8 prow torpedoes for +10 pts. May exchange dorsal lance for 45cm S4 variant for +10 pts. See Fleet List for additional options.

Planet Killer	Battleship/ 14	20cm	45°	4	5+	4	Port wpns battery	60cm	6	Left
							Stbd wpns battery	60cm	6	Right
							Dorsal lance battery	60cm	6	L/F/R
							Prow wpns battery	60cm	12	L/F/R
							Prow torpedoes	(30cm)	9	L/F/R
							Armageddon gun	90cm	See rules	Front

Armageddon Gun. May not Come To New Heading.

5.14.1 ***Chaos Boarding Actions***

Chaos ships have a +1 boarding modifier. A ship with Chaos Space Marine crew has a +2 boarding modifier (before all other modifiers are applied normally).

5.14.2 *Daemon Ships*

Command: A Daemon ship may never be commanded by a Warmaster or a Chaos Lord. A Daemon ship may never have a Chaos Space Marine crew. Daemon ships cannot carry Exterminatus weapons and do not score any points for landing troops in a planetary assault. Daemonships cannot be used in squadrons. Any Daemon ship may have a single Mark of Chaos with the same effects and cost in points as described in the Battlefleet Gothic rulebook.

Warp Translation: A Daemonship may be kept off table at the start of a game while the rest of the fleet is deployed. In the End phase of any Chaos turn after the first, the Daemon Ship may enter play from the Warp as follows:
Select a friendly or enemy Capital ship, and position the Daemonship within 20 cm of the chosen vessel facing in any direction. Next, roll 4D6 and a Scatter dice and reposition the Daemonship accordingly, keeping the ship on the same heading. A Daemonship cannot be forced to disengage by a scatter roll that places it off the table. If a Daemonship scatters off the table when deploying, place the Daemonship so that its base is completely on the table on the point of the table edge indicated by the scatter dice, facing any direction. If a 'Hit' is rolled on the Scatter dice, then the Daemonship arrives on target. The arriving Daemonship is unaffected by celestial phenomena and does not trigger attack by ordnance markers it may happen to land on. If it would appear in contact with an enemy vessel, reposition it by up to 1 cm so that it is out of contact.

Spectral Daemonships: When first placed on the table, a Daemonship is *spectral*. Any enemy vessel attempting a special order when within 15 cm of the Daemonship is at -1 Leadership (if the ship also has a Mark of Slaanesh the penalties are cumulative). The Daemonship cannot move, shoot, board or conduct any action in any way, though any Marks it may have still take effect immediately. It also may not be shot at, boarded, rammed or have any action done to it while spectral. At the end of any subsequent Chaos End phase the Daemonship may complete the translation to real space on a D6 roll of 2+. This final translation cannot be made if the Daemonship is in contact with an enemy vessel. No actions can be undertaken in the End phase during which final translation occurs. From this point on the Daemonship is solid and fights like a normal ship. If a Daemon ship fully materializes in contact with celestial phenomena, it suffers any effects of those celestial phenomena, such as gas clouds, asteroid fields, etc. before the start of its movement phase. However, if it materializes in an asteroid field, it may then attempt to avoid damage by making a leadership check normally.

Haunting: A Daemonship may disengage at the end of any Chaos Movement phase without having to make any dice roll. It simply drops back into the Warp leaving no trace. A disengaged Daemonship may re-enter play on any Chaos turn following the one in which it disengages. This is done following the translation rules detailed above. When a Daemonship is 'haunting' or is spectral it can still suffer damage from fire critical hits. If it was damaged when it disengaged it may be repaired when it returns, roll a D6:

D6	ROLL RESULT
1-3	No change
4-5	+1 hull point
6	+2 hull points

Add +1 to the roll if it is a battleship, and +1 for each full turn the Daemonship spent in the Warp. In addition to repairing damage, they may repair critical hits while in the warp rolling normally, repairing critical damage on a 4+ as opposed to a 6. However, Daemonships may not make repair rolls in the end phase they are first deployed when returning into play. If Daemonships repair enough hits while "haunting" to no longer be crippled, they will still count as disengaged for purposes of victory points but will no longer count as crippled. A returning

Daemonship cannot come back with more hits than it could normally have. At the end of the game a Daemonship which disengaged (even just once) will count as having disengaged for Victory points purposes, unless of course it is destroyed or crippled when the normal rules apply.

Daemonships in Campaigns: Daemonships do not automatically regain hits after each battle. They have to be regained either in a game by warp translation or by expending repair points, or they can be withdrawn normally.

5.14.3 *Armageddon Gun*

The Armageddon gun may not be fired if the ship has been crippled or is on *Burn Retros*, *All Ahead Full* or *Brace For Impact* special orders.

The Armageddon gun can only be fired directly ahead of the ship. To fire the Armageddon gun, place the nova cannon template so that it is touching the Planet Killer's stem and then move it directly ahead 90cm. If the hole in the centre of the template passes over a ship's base (friend or foe!), that ship suffers D6 automatic hits. If any other part of the nova cannon marker moves over a ship's base then the ship suffers one automatic hit. Hits take down shields exactly as normal. Ordnance touched by the template is destroyed. Once the Armageddon gun has fired you must use *Reload Ordnance* orders before it can fire again. If you roll a double 6 for a Reload Ordnance check, then the Armageddon gun has disastrously malfunctioned, inflicting a critical hit on the Planet Killer and rendering the Armageddon gun useless for the rest of the battle. On a roll of any other double, the Armageddon gun can be fired once more before it must be shut down to prevent overloading. Note that as the Planet Killer also has torpedoes, it is possible that you will need to use Reload Ordnance orders for these at the same time as for the Armageddon gun. In this case, only make one Command check.

The Armageddon gun is a line of sight weapon and cannot fire through obstacles or celestial phenomena that act as normal line of sight obstructions, such as planets, moons, asteroid fields, etc. However, place D6 blast markers at the point the Armageddon gun template contacted the asteroid field, moon, etc. for the vaporized rock left in its wake.

Exterminatus: The Planet Killer, as its unsubtle name suggests, is designed to attack worlds. This makes it particularly appropriate for the Exterminatus scenario. If the Chaos fleet is attacking, it can include the Planet Killer instead of using modified exterminators or a Blackstone Fortress. The Planet Killer does not lose any of its weapons for being an exterminator, but if the Armageddon gun cannot be used for any reason then it can no longer act as an exterminator and the Chaos player loses the battle automatically. Though the Planet Killer must enter low orbit to fire a planet-killing shot like other vessels, it has a range of 60 cm and does not need to roll a 4+ to destroy the planet.

The Planet Killer must declare it is charging over three consecutive turns. No leadership check is required, but the ship may not turn, shoot or go on any special orders, including *Brace For Impact*. Once started, the process cannot be stopped, during which time the ship gains +2 shields. After the movement phase of the third turn, the ship immediately fires by moving the Nova Cannon template directly in front of the vessel 60 cm (not 90 cm). If any part of the template touches any ship's base, that ship is completely destroyed, no saves allowed. The first planet or moon touched by the centre hole is removed on a 2+ in D3 turns and replaced by a 2D6×2D6 asteroid field. This shot can fire through asteroid fields but will not remove them by doing so. After firing this shot, the Planet Killer must pass a *Reload Ordnance* special order for two turns to bring the Armageddon Gun back online, during which time it may not fire any weapons at all but moves normally.

5.15 CHAOS INCURSION FLEET FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC	NOTES
Iconoclast	Escort/1	30cm	90°	1	4+	1	Weapons battery	45cm	3	L/F/R	
Infidel	Escort/1	30cm	90°	1	5+	1	Prow wpns battery	30cm	2	L/F/R	
							Prow torpedoes	(30cm)	2	Front	
Idolator	Escort/1	30cm	90°	1	5+	2	Prow wpns battery	45cm	2	L/F/R	<i>Does not suffer a column shift for firing over 30cm.</i>
							Prow lance battery	30cm	1	Front	
Slaughter	Cruiser/8	30cm	45°	2	5+	2	Port lance battery	30cm	2	Left	<i>Moves 5D6cm on All Ahead Full special orders.</i>
							Stbd lance battery	30cm	2	Right	
							Port wpns battery	30cm	8	Left	
							Stbd wpns battery	30cm	8	Right	
							Prow wpns battery	30cm	6	L/F/R	
Carnage	Cruiser/8	25cm	45°	2	5+	2	Port wpns battery	45cm	6	Left	
							Stbd wpns battery	45cm	6	Right	
							Port wpns battery	60cm	4	Left	
							Stbd wpns battery	60cm	4	Right	
							Prow wpns battery	60cm	6	L/F/R	
Murder	Cruiser/8	25cm	45°	2	5+	2	Port wpns battery	45cm	10	Left	
							Stbd wpns battery	45cm	10	Right	
							Prow lance battery	60cm	2	Front	
<i>May replace FP10 weapon batteries with FP4 batteries and S2 lance batteries at no cost (no more than two per 750 pts).</i>											
Devastation	Cruiser/8	25cm	45°	2	5+	3	Port launch bays	Swiftdeaths	2		
								(30cm)			
							or	Doomfires			
								(20cm)			
							or	Dreadclaws			
								(30cm)			
							Stbd launch bays	Swiftdeaths	2		
								(30cm)			
							or	Doomfires			
								(20cm)			
							or	Dreadclaws			
								(30cm)			
							Port lance battery	60cm	2	Left	
							Stbd lance battery	60cm	2	Right	
							Prow wpns battery	30cm	6	L/F/R	
Acheron	Cruiser/8	25cm	45°	2	5+	3	Port lance battery	60cm	2	Left	
							Stbd lance battery	60cm	2	Right	
							Dorsal lance battery	45cm	2	L/F/R	
							Prow wpns battery	45cm	6	L/F/R	

Desolator	Battleship/ 12	25cm	45°	4	5+	4	Port lance battery	60cm	4	Left	<i>May not Come To New Heading.</i>	
							Stbd lance battery	60cm	4	Right		
							Dorsal wpns battery	60cm	6	L/F/R		
							Prow torpedoes	(30cm)	9	Front		
Chaos Battle Barge	Battleship/ 12	20cm	45°	4	5+	4	Port wpns battery	60cm	6	Left		
							Stbd wpns battery	60cm	6	Right		
							Dorsal lance battery	60cm	3	L/F/R		
							Prow lance battery	30cm	4	Front		
							Port launch bays	Swiftdeaths (30cm)	3			
								or Doomfires (20cm)				
								or Dreadclaws (30cm)				
							Stbd launch bays	Swiftdeaths (30cm)	3			
								or Doomfires (20cm)				
								or Dreadclaws (30cm)				
							Prow launch bays	Swiftdeaths (30cm)	3			
								or Doomfires (20cm)				
								or Dreadclaws (30cm)				

May not Come To New Heading. May exchange weapon batteries for 45cm FP8 or 30cm FP10 at no cost. May exchange prow lance for S8 prow torpedoes for +10 pts. May exchange dorsal lance for 45cm S4 variant for +10 pts. See Fleet List for additional options.

5.16 KHORNE UNIQUE FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC
Conqueror	Battleship/ 12	25cm	45°	4	5+	4	Port lance battery	30cm	3	Left
							Stbd lance battery	30cm	3	Right
							Dorsal wpns battery	45cm	8	L/F/R
							Port wpns battery	30cm	12	Left
							Stbd wpns battery	30cm	12	Right
							Prow torpedoes	(30cm)	9	Front

NOTES

May not Come To New Heading. Mark of Khorne included in cost and may never have other Marks of Chaos. If not the flagship, must have a Chaos Lord. Berzerker Horde: embarks Chaos Space Marines with the Mark of Khorne, with a boarding modifier of +2 in addition to its improved boarding value. Chosen Terminators: may roll 2D6 and pick the highest D6 when conducting a Hit and Run attack each turn. Chariot of Slaughter: Does not have to be used as the fleet's flagship unless it is the most expensive vessel present. Cannot be used in any fleet that has Emperor's Children Chaos Space Marines or any vessels bearing the Mark of Slaanesh unless the fleet is being led by Abaddon the Despoiler.

5.17 NURGLE UNIQUE FORCES

NAME	TYPE	SPEED	URNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC
Terminus Est	Battleship/ 13	20cm	45°	4	5+	4	Port Hives of Nurgle	30cm	6	Left
							Stbd Hives of Nurgle	30cm	6	Right
							Dorsal lance battery	45cm	4	L/F/R
							Prow lance battery	30cm	4	L/F/R
							Port launch bays	Swiftdeaths (30cm)	3	
								or Doomfires (20cm)		
								or Dreadclaws (30cm)		
							Stbd launch bays	Swiftdeaths (30cm)	3	
								or Doomfires (20cm)		
								or Dreadclaws (30cm)		
							Prow launch bays	Swiftdeaths (30cm)	3	
								or Doomfires (20cm)		
								or Dreadclaws (30cm)		

NOTES

May not Come To New Heading. Mark of Nurgle included in cost (and extra hit included in statline) and may never have other Marks of Chaos. Must always be fleet flagship and carry Warmaster, unless a Planet Killer is present. Cannot be used in any fleet that has Thousand Sons Chaos Space Marines or any vessels bearing the Mark of Tzeentch unless the fleet is being led by Abbadon the Despoiler. Miasma of Pestilence: Replaces the ship's turrets and works in exactly the same way as turrets against attack craft but has no effect against torpedoes. Hives of Nurgle: The Hives of Nurgle function in exactly the same way as weapons batteries. The Nurgle player may also place a single Blast marker anywhere along the Terminus Est's course after each move to represent the constant seeping from these hives. It also obscures and distorts the shape of the Terminus Est, meaning that vessels within 15 cm do not benefit from a left column shift when firing at it.

5.18 ORK PIRATES FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC
Brute Ram Ship	Escort/1	25cm	90°	1	F6+/4+	1	Gunz battery	30 cm	2	L/F/R

NOTES

Rolls 4 dice to damage an opposing ship when it rams.

Grunt assault ship Escort/1 25cm 90° 1 F6+/5+ 2 Gunz battery 30 cm 2 L/F/R

May not Come to New Heading. Boarding strength 2: counts as a 2HP vessel in boarding actions. Rolls 2 dice to damage an opposing ship when it rams. Must use large (60mm) base.

Savage Gunship	Escort/1	25cm	45°	1	F6+/4+	1	Heavy gunz battery	15cm	4	Front
Onslaught Attack Ship	Escort/1	20cm	45°	1	F6+/4+	1	Gunz battery	30cm	D6	Front
Ravager Attack Ship	Escort/1	20cm	45°	1	F6+/4+	2	Torpedoes	(30cm)	D6	Front
							Gunz battery	30cm	2	Front
Kill Kroozer	Cruiser/10	20cm	45°	1	F6+/S5+/R4+	1	Port gunz	30cm	D6	Left
							Stbd gunz	30cm	D6	Right
							Port heavy gunz	15cm	4	Left
							Stbd heavy gunz	15cm	4	Right
							Prow gunz	45cm	D6+2	Front
							Prow heavy gunz	15cm	6	Front

May replace prow heavy gun battery with a torpedo launcha (Speed 30cm, Strength D6+2) at no extra points cost. If fitted with a torpedo launcha, a Kill Kroozer may carry boarding torpedoes (Speed 20cm, Strength D6+2) at an additional cost of +5 pts.

Terror Ship	Cruiser/10	20cm	45°	1	F6+/S5+/R4+	1	Port gunz	30cm	D6	Left
							Stbd gunz	30cm	D6	Right
							Port launch bays	Fighta-	2	
								Bommas		
								(25cm)		
							or	Assault		
								Boats		
								(30cm)		
							Stbd launch bays	Fighta-	2	
								Bommas		
								(25cm)		
							or	Assault		
								Boats		
								(30cm)		
							Prow gunz	45cm	D6+2	Front
							Prow heavy gunz	15cm	6	Front

May replace prow heavy gun battery with a torpedo launcha (Speed 30cm, Strength D6+2) at no extra points cost. If fitted with a torpedo launcha, a Terror ship may carry boarding torpedoes (Speed 20cm, Strength D6+2) at an additional cost of +5 pts.

5.18.1 *Ork Weapons*

Gunz: Standard Ork weapons batteries are referred to as 'gunz'. These have a random firepower which is rolled each time they are fired. The dice roll and modifier for different gunz is indicated on the Ork ship's characteristics.

Torpedo Launchas: As with their gunz, Ork torpedoes can vary wildly in their effectiveness. The strength of a salvo from an Ork torpedo launcha is randomly generated each time it is fired by rolling the dice indicated on its characteristics. Ork ships in squadrons may not combine torpedoes into larger salvos.

Heavy Gunz: Heavy gunz roll to hit like ordinary weapons batteries but do not count gunnery modifiers for range. Each hit scored by heavy gunz causes double damage, ie, two hits instead of one.

Fighta-Bommas: Ork attack craft are known as fighta-bommas and perform the roles of both interceptor and bomber. This hybrid approach means that they function as fighters normally but can attack ships as if they were bombers. However, when attacking a ship, each squadron only rolls a D3 (rather than a D6) for the number of attacks they inflict.

5.19 SLAANESH UNIQUE FORCES

NAME	TYPE	SPEED	URNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC
Wages of Sin	Battleship/ 12	25cm	45°	4	5+	4	Port lance battery	45cm	4	Left
							Stbd lance battery	45cm	4	Right
							Dorsal wpns battery	60cm	6	L/F/R
							Prow torpedoes	(30cm)	9	Front
							Port launch bays	Swiftdeaths (30cm)	3	
								or Doomfires (20cm)		
								or Dreadclaws (30cm)		
							Stbd launch bays	Swiftdeaths (30cm)	3	
								or Doomfires (20cm)		
								or Dreadclaws (30cm)		

NOTES

May not Come To New Heading. Mark of Slaanesh included in cost and may never have other Marks of Chaos. Must always be fleet flagship and carry Warmaster, unless a Planet Killer is present. Cannot be used in any fleet that has World Eaters Chaos Space Marines or any vessels bearing the Mark of Khorne unless the fleet is being led by Abbadon the Despoiler. Palace of Pleasure: This ship always counts as being crewed by Emperor’s Children Chaos Space Marines (included it its cost).

5.20 TZEENTCH UNIQUE FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC
Scion of Prospero	Battleship/ 12	20cm	45°	4	5+	4	Port wpns battery	45cm	9	Left
							Stbd wpns battery	45cm	9	Right
							Dorsal lance battery	45cm	4	L/F/R
							Prow torpedoes	(30cm)	6	Front
							Port launch bays	Swiftdeaths (30cm)	3	
								or Doomfires (20cm)		
								or Dreadclaws (30cm)		
							Stbd launch bays	Swiftdeaths (30cm)	3	
								or Doomfires (20cm)		
								or Dreadclaws (30cm)		
							Prow launch bays	Swiftdeaths (30cm)	3	
								or Doomfires (20cm)		
								or Dreadclaws (30cm)		

NOTES

May not Come To New Heading. Mark of Tzeentch included in cost and may never have other Marks of Chaos. Must always be fleet flagship and carry Warmaster, unless a Planet Killer is present. Cannot be used in any fleet that has Death Guard Chaos Space Marines or any vessels bearing the Mark of Nurgle unless the fleet is being led by Abbadon the Despoiler. Vortex of Chaos: At the end of each movement phase, any ship within 15cm of this vessel (friend or foe!) must place a blast marker in base contact with it. Vagaries of Fate: gains an extra +1 ship-only re-roll in addition to that from the Mark of Tzeentch, but takes 1HP damage if a re-roll fails for any reason.

5.21 DARK ELДАР FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC
Corsair	Escort/1	40cm	90°	Shadow.	4+	0	Prow wpns battery	30cm	2	Front
							(1) Prow battery	30cm	3	Front
							(1) Prow Phantom Lance	30	1	Front
							(1) Prow torpedoes	(30cm)	2	Front
							(1) Impaler Assault Module	Attack Craft	Special	
								(30cm)		

NOTES

Armed with a FP2 prow weapons battery. Must choose one additional weapon from those listed, at no cost.

Torture	Cruiser/6	35cm	90°	Shadow.	5+	0	Prow battery	30cm	12	Front
							(0-1) Launch bay	Fighter	4	
								(30cm)		
							or Bomber	(20cm)		
							or Assault Boat	(30cm)		
							(0-1) Prow Phantom Lance	30	2	Front
							(0-1) Prow torpedoes	(30cm)	4	Front
							(0-2) Impaler Assault Module	Attack Craft	Special	
								(30cm)		

Armed with a prow weapons battery. May choose one additional weapon (or up to two Impalers) from those listed, at the cost in the fleet list.

5.21.1 Dark Eldar Movement

Dark Eldar ships do not need to pass a Command check in order to use *Come to New Heading* special orders and count as automatically passing any Command check to do so. In addition, Dark Eldar cruisers have no minimum required movement, even before turning, but are unable to use the *Burn Retros* special order. Note: All Eldar ships still fall under the restriction that if a ship moves less than 5 cm it counts as a defence for shooting purposes.

5.21.2 *Dark Eldar Critical Hits*

Critical hits against Dark Eldar vessels roll 2D6 on the following Dark Eldar Critical Hits table, rather than the standard Critical Hits table. Note that critical hits against Dark Eldar are scored on a roll of 6, as is normal for other fleets, not on 4+ as for Eldar Corsairs.

2D6	<i>Extra Damage</i>	<i>Result</i>
2	+0	Weapons Systems Damaged: may not shoot until the damage is repaired.
3	+0	Prow Armament Damaged: The ship's main prow armament (not its batteries) may not fire until repaired.
4	+0	Manoeuvring Systems Damaged: The ship must pass a Command check in order to come to new heading until repaired.
5	+0	Weapons Batteries Damaged: The vessel's integral weapons batteries are damaged and may not be fired until repaired.
6	+0	Turning Fins Dented: The ship may only make turns of up to 45° until repaired.
7	0	Engines Damaged: The ship's speed is reduced by 10cm until repaired.
8	+1	Superstructure Damaged: Roll a dice every time the ship attempts to go on to special orders. On a score of a 1 the ship suffers 1 additional damage point.
9	+1	Commanders Slain: Reduce the ship's leadership by 1. This damage may not be repaired.
10	+0	Shadowfield Generator Destroyed: The ship's shadowfields cease to work. This damage may not be repaired.
11	+D3	Hull Breach
12	+D6	Bulkhead Collapse

5.21.3 *Shadowfields*

Dark Eldar ships are not protected by the vast energy shields which surround the vessels of other races, but rather employ the form-altering shadowfields. Against attacks that use the Gunnery table, the shadowfields cause one column shift to the right, in addition to any other column shifts for range or Blast markers. Against any other form of attack (ALL strength-based weapons, Nova Cannon shots, any ordnance attacks and any kind of hit and run attacks, ramming and boarding), roll to hit an Dark Eldar ship as normal, but the Dark Eldar player may then make a saving roll for his shadowfields:

D6	ROLL RESULT
1	Hit! Score a hit on the Dark Eldar ship.
2+	Missed! Place a Blast marker in contact with the ship.

Note: Shadowfields do not negate hits from moving through blast markers, exploding ships and celestial phenomena. They do, however, work against ordnance hits, hit- and-run raids, boarding actions, teleport attacks, ramming or nova cannon.

Against ramming and boarding, they save once against the ramming or boarding attempt, NOT against any damage suffered if this save fails. They do NOT protect against hits caused by celestial phenomena nor any area effects such as Warp Drive implosions, Necron Nightmare Fields, Chaos Marks of Slaanesh, etc.

Shadowfields save against the shell hit of the nova cannon, not the subsequent damage rolls. For example, if an Dark Eldar vessel is hit and fails to save, it must immediately take as many hits as the damage roll allocates unless it successfully braced beforehand.

Dark Eldar must determine if they wish to brace against damage they may face BEFORE rolling their shadowfield save. This includes damage from scatter weapons such as Nova Cannon fire.

When protecting against damage (except against weapons that use the gunnery table), shadowfields roll its save once against each successful attack, whether it be from lance fire, ordnance hits, etc. In other words, its rolls once against a ramming attack, once against each Nova Cannon shot, and once against each hit imparted by ordnance attacks, Hit and Run attacks, etc.

5.21.4 *Dark Eldar Weapons*

Dark Eldar Weapons Batteries: Dark Eldar rely on sophisticated targeting technology which allows them to count all targets as 'closing' on the Gunnery table, no matter what the target's actual aspect is. Other than this, the weapons batteries fire as normal.

Phantom Lance: This is the Dark Eldar equivalent of the pulsar, using dark matter powered lasers. Roll a dice for each point of the Phantom lance's strength when firing, with the following effects:

<i>D6 Roll</i>	<i>Effect</i>
1-3	Miss
4	1 hit
5-6	2 hits

Ordnance: All Dark Eldar Ordnance can only be hit by turrets on a 6. This includes attack craft, any torpedo types, assault boats and orbital mines.

When orbital mines are used, they completely replace all other attack craft used by the launching carrier, with one orbital mine per launch bay.

As Dark Eldar vessels do not actually have turrets, enemy bombers do not get any bonus against turrets from escorting fighters.

Attack Craft: Dark Eldar attack craft consist of Raptor fighters, Razorwing bombers and Slavebringer assault boats. Raptor fighters have a speed of 30 cm and need a 4+ to remain in play after removing ordnance as with Eldar fighters. Razorwing bombers have a speed of 20 cm. Slavebringer assault boats have a speed of 30 cm.

Torpedoes: Dark Eldar torpedoes use sophisticated targeter scrambling systems to make themselves virtually undetectable until they strike. Defensive turrets only hit Dark Eldar torpedoes on a roll of 6, rather than on a roll of 4+ as is normally the case. In addition, re-roll the dice to hit for any torpedo that misses a target on the first attempt.

Leech Torpedoes: Dark Eldar ships armed with torpedoes may use leech torpedoes at no extra cost. These must be loaded with a specific Reload Ordnance roll, although a ship may start the scenario with them in the tubes by writing a note on the ship sheet. Leech torpedoes cause no damage other than a single, automatic critical hit (do not roll against armour). *Brace for Impact* can be used against this normally. Escorts are not automatically destroyed by this critical hit.

Do not roll for the effect of this critical hit, instead the leech torpedo immediately causes a -10 cm speed reduction on its target. A leech torpedo hit also prevents the target from executing any *All Ahead Full* special orders. Only one -10cm speed penalty applies regardless of the number attached – the effect is not cumulative. However, all leech hits on a ship must be repaired before the movement penalty is removed (e.g. if a ship suffers 5 leech hits, it remains at a reduced speed until all 5 hits have been repaired). Escorts can also repair this effect with a roll of 6 in the same manner capital ships repair critical damage.

Impaler Assault Module: The Impaler is a specialised form of prow mounted attack craft. An Impaler is launched like an assault boat, and

moves in the same way during the ordnance phase. Fighters which attack the Impaler do not automatically remove it from play,. Instead the Impaler rolls a D6 and remains in play on a 4+. The Impaler can only use this save once per ordnance phase, but if it does so against a fighter in base contact with a ship and subsequently survives turret fire, it may then attack that ship normally. Turrets may fire at the Impaler, in the same way as against ordnance.

When the Impaler successfully moves into contact with an enemy ship, it makes a Hit & Run attack. Roll a D6 as normal. On a score of a 1 the Impaler's boarders are defeated and the module may not be used for the remainder of the game. On a 2-6 the Impaler causes a critical hit. However, unlike assault boats, roll 2D6 and look up the score on the critical hits table (as opposed to just looking up the score of the Hit & Run attack).

If the Impaler is removed (either by turrets, enemy ordnance, attack craft and so on), the Dark Eldar vessel must reload ordnance as normal before being able to fire it again (it is assumed that a damaged module limps back to its parent vessel and must await hurried repairs or else take time for its crew to transfer to a replacement). An Impaler can only be completely destroyed by a failed Hit & Run attack, which would leave it useless due to the loss of its crew.

When Impalers are lost the owning player decides which ship from the squadron loses its Impaler. This does mean you have to keep track of which Impalers come from each squadron.

At the beginning of each of the Dark Eldar player's turn he must remove any Impalers from the table (these are assumed to have been forced to return to their parent ship due to lack of fuel). He may of course attempt to reload ordnance during the turn in order to relaunch said Impalers (i.e. he reloads ordnance as quickly as possible to 'turn around' the Impalers and their crew just as soon as they arrive back at their parent ship).

You may not launch additional Impalers if you already have a number of Impalers in play equal to the number of Impaler armed vessels in the fleet. Impalers are not deployed from launch bays in any way, shape or form, so the overall number of launch bays in a fleet does not affect the number of Impalers which you are permitted to launch or have in play.

5.21.5

Dark Eldar Mimic Engines

A Dark Eldar vessel equipped with mimic engines is able to assume the apparent dimensions of enemy ships, thus allowing the Dark Eldar to sneak up on their prey unseen. The Dark Eldar are able to mimic Imperial, Eldar, Ork, Chaos and Tau ships, but not Tyranid or Necron vessels, so the mimic engine has no effect against either of these fleets.

A Dark Eldar ship equipped with mimic engines approaches closer to the enemy before the threat is realised and so may make one normal move immediately after deployment, but before either side has taken a turn.

In addition, if a mimic engine-equipped vessel is more than 30 cm from the enemy at the start of the game (after making its extra move) it may NOT be targeted by enemy ships at all during the first turn of the game, until it itself has attacked another vessel or launches any ordnance that attacks enemy ordnance or ships. If its ordnance does not attack during the first turn, enemy ordnance must assume it is friendly and cannot attack it, though enemy ships that move in base contact with it in the first turn will still be attacked normally.

In the second and subsequent turns it is assumed that the exchange of information between vessels in the opposing fleet will uncover the impostors, meaning the Dark Eldar can be targeted normally.

5.22 CORSAIR ELDAR FORCES

NAME	TYPE	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS	WEAPONS	RANGE	FP/STR	ARC
Hemlock	Escort/1	15/20/ 30	-	Holo.	4+	0	Prow pulsar	30cm	1	Front

NOTES

A Hemlock class destroyer cannot initiate boarding actions. A ship that boards a Hemlock class destroyer gains a +1 modifier in addition to any other modifiers.

Nightshade	Escort/1	15/20/ 30	-	Holo.	4+	0	Prow battery	30cm	1	Front
							Keel torpedoes	(30cm)	2	Front

Hellebore	Escort/1	10/20/ 30	-	Holo.	4+	0	Prow pulsar	30cm	1	Front
							Prow battery	30cm	1	Front
							Keel torpedoes	(30cm)	2	Front

Aconite	Escort/1	10/20/ 30	-	Holo.	4+	0	Prow battery	30cm	5	Front
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Aurora	Cruiser/4	15/20/ 30	-	Holo.	4+	0	Prow pulsar	30cm	2	Front
							Keel torpedoes	(30cm)	4	Front

Solaris	Cruiser/4	15/20/ 30	-	Holo.	4+	0	Prow battery	30cm	8	Front
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Eclipse	Cruiser/6	10/20/ 25	-	Holo.	4+	0	Prow pulsar	30cm	2	Front
							Keel launch bay	Darkstar	4	
								(30cm)		
							or	Eagle		
								(20cm)		

Shadow	Cruiser/6	10/20/ 25	-	Holo.	4+	0	Keel torpedoes	(30cm)	4	Front
							Prow battery	30cm	12	Front

Void Stalker	Battleship/10	10/20/ 25	-	Holo.	4+	0	Keel launch bay	Darkstar	4	
								(30cm)		
							or	Eagle		
								(20cm)		
							Keel battery	45cm	8	L/F/R
							Prow pulsar	45cm	2	F/L
							Prow pulsar	45cm	2	F/R

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 Tactica

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 RULES

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.

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

6.1.3 The Five Minute Warm Up⁷³

Tabletop miniature wargaming is not an exact

- Q: 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 if the transported unit is within 5cm of the transport unit?

- What "Counts As" rule (see 6.2.4)?
- Lines of Sight and Lines of Fire
- Fire Arcs on units feature?
- Do the measuring information need to get within 15cm of the template and if units are within 15cm of any terrain features – what do they count as on the terrain chart, which are units "in" terrain?
- How you will show if a formation is broken, in cover water or has marched this turn
- Anything else you can think of!
- Is it possible to air assault into a formation which is completely covered by the zone of control of another formation?
- Where should measurements for capturing/contesting an objective be made from?
- What house rules do you normally play with?
- Are you using the "counts as" rule?
- What is your army capable of (units, weapons and special rules)?

one table edge and either exit from another or end at a terrain feature.

6.1.4 Place Objective Markers⁷⁴

Take Place Objects Starting with the player with the

- Q: higher strategy rating then 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?
- A: As big as you like, just remember that they're a marker and 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.
- Q: How big should the objective markers be?
- A: 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.
- Q: How many objectives should be placed?
- A: 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 ⁷⁵

If either player is using spacecraft then they are

Q: Set up before any other units (see 4.3). Units entering play via planetfall should be placed to

A: One side at this time too (see 4.4).

Q: Can War Engines garrison?

A: Only table garrison units that set up after spacecraft have been set up. The following types of formations may be set up on the table as

Q: "Garrisons" at the start of the game:

A: No, they must be kept in reserve.

- 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 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 Formations ⁷⁶

All of the remaining formations in the players'

Q: Armies must be set up within 15cms of the in own side's table edge or be kept back in reserve.

The players take it in turn to set up these

A: Formations one at a time, starting with the player with the higher strategy rating.

Units kept in reserve must either be aircraft, or

Q: Being able to enter play in transport aircraft or by teleportation. Reserve formations entering

A: Play in aircraft or by teleportation should be

Q: Placed aside with units that will enter play via

A: Planetfall. These formations will be not "secret" and your opponent may inspect them at any time.

Q: Can formations that aren't aircraft or entering play via

Units being transported must start the game

A: already loaded into the transport vehicle that will bring them into play (if, an aircraft or unit with

Q: Can planetfall ability activate?

A: Yes, and it must enter play.

Q: Formations entering play in aircraft or from spacecraft can do so on any turn, following the

A: rules for transport aircraft and planetfall (see 4.2.5 and 4.4). Formations that are in reserve

may not carry out any game functions or use special abilities they may have.

Q: Must a formation in reserve activate?

A: No, but you may only choose to "pass" on activating a formation if all the unactivated formations for the turn are in reserve.

Q: Can a formation in reserve with no means to enter play choose to "pass" (e.g. Necrons in reserve with no portal left to use)?

A: No.

Q: What happens when a formation in reserve fails its action test?

A: If must move as part of a hold action to enter play.

Q: What happens when a formation in reserve fails its action test but can't enter play (e.g. Eldar in reserve and Webway Portal in an enemy unit's zone of control)?

A: It takes a Blast marker, and may not take a hold action. It effectively loses its activation.

6.1.7 Victory Conditions ⁷⁷

You must check to see if either player has won at

Q: Do you check at the third and fourth game turns? If neither player has won by the end of the fourth

A: No, then the “tiebreaker” rule is used to determine the winner.

Q: Does a whole formation have to be on the opponent’s half of the table? Each player must try to achieve five things.

A: Know as goals. You win if you have achieved two of these goals in the end phase of turn three or

Q: four and you have achieved more goals than your opponent. The five goals are: *Blitzkrieg*,

A: *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.

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 Tactica

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).

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.

6.3 ARMAGEDDON SECTOR FLEET LIST

“Wars are not won by heroes: they are won by firepower and force, and the application of strategy and tactics.”

Commissar Yarrick

Forces

The Armageddon Sector Fleet List uses the datasheets from 5.12 and the Space Marine Forces section.

Using The Fleet List

The fleet list includes the following information:

Class: The type of the ship.

Notes: Notes on usage or optional upgrades.

Cost: The points value of the formation.

Special Rules

Space Marine vessels use the 5.10.1 and 5.10.2 rules, are armed with 5.13.1, and use 5.13.2 as attack craft.

ARMAGEDDON SECTOR FLEET LIST

The Imperial Navy have an attack rating of 2.

FLEET COMMANDER

You may include a single commander in your fleet, who must be assigned to a ship and improves its Leadership to the value shown. If the fleet is worth over 750 points a commander must be included to lead it.

Type	Cost	Notes
Fleet-Admiral (Ld 8)	50	Must be assigned to an Imperial Navy vessel.
Admiral (Ld 9)	100	Must be assigned to an Imperial Navy vessel.
Solar Admiral (Ld 10)	150	Must be assigned to an Imperial Navy vessel.
Master of the Fleet (Ld 10)	50	Must be assigned to a Battle Barge.
Commanders get one Fleet Commander re-roll included in their points cost. If you want more you'll have to pay for them. The cost depends on whether the fleet is commanded by an Admiral or a Master of the Fleet.		
Type	Cost (Admiral)	Cost (Master of the Fleet)
One extra reroll	25	25
Two extra rerolls	75	50
Three extra rerolls	150	75

CAPITAL SHIPS

You may include up to one battleship in your fleet for every three cruisers or battlecruisers. Grand cruisers do not count for this purpose.

Type	Cost	Options
Apocalypse-class battleship	365 pts	
Emperor-class battleship	365 pts	May carry Shark assault boats for +5 pts
Oberon-class battleship	335 pts	May add a Power Ram for +5 pts
Space Marine battle barge	425 pts	

You may include up to one battlecruiser in your fleet for every cruiser.

Type	Cost	Options
Armageddon-class battlecruiser	235 pts	May replace prow torpedoes with a Nova Cannon for +20 pts OR may add a Power Ram for +5 pts
Mars-class battlecruiser	270 pts	May gain a permanent right-column gunnery shift for +15 pts May upgrade to 3 turrets for +10 pts

You may include 0-12 cruisers.

Type	Cost	Options
Dictator-class cruiser	220 pts	May add a Power Ram for +5 pts
Tyrant-class cruiser	185 pts	May replace 30cm batteries with 45cm batteries for +10 pts May replace prow torpedoes with a Nova Cannon for +20 pts OR may add a Power Ram for +5 pts
Lunar-class cruiser	180 pts	May replace prow torpedoes with a Nova Cannon for +20 pts OR may add a Power Ram for +5 pts
Gothic-class cruiser	180 pts	May add a Power Ram for +5 pts
Space Marine strike cruiser	145 pts	At least half of strike cruisers in the fleet must be unmodified. Up to half may take the following refits: May replace launch bays with S6, 30 cm (front arc) torpedo tubes at no cost. May replace launch bays with FP 5, 30cm (front arc) bombardment cannon at no cost. May replace prow FP 3 L/F/R bombardment cannons with S1 30cm L/F/R lance at +20 pts May add +1 shield for +15 pts
Endeavour-class light cruiser	110 pts	May increase front armour to 6+ and reduce Turn to 45° If front armour is increased, may add a Power Ram for +5 pts
Endurance-class light cruiser	110 pts	May increase front armour to 6+ and reduce Turn to 45°

		If front armour is increased, may add a Power Ram for +5 pts
<i>Defiant</i> -class light cruiser	120 pts	May increase front armour to 6+ and reduce Turn to 45°
		If front armour is increased, may add a Power Ram for +5 pts
The Endurance and Defiant class light cruisers are rare variants of the Endeavour, and the combined number of Endurance and Defiant class vessels in the fleet may not exceed the number of Endeavour class light cruisers in the fleet.		

ESCORTS

You may include any number of escorts.

Class	Cost	Options
<i>Firestorm</i> -class frigate	40 pts	
<i>Falchion</i> -class frigate	35 pts	
<i>Nova</i> -class frigate	50 pts	
<i>Gladius</i> -class frigate	45 pts	
<i>Hunter</i> -class destroyer	40 pts	
Rapid Strike Vessel (<i>Firestorm</i>)	45 pts	
Rapid Strike Vessel (<i>Sword</i>)	40 pts	
Rapid Strike Vessel (<i>Cobra</i>)	35 pts	May exchange weapon battery for +2 Enemy Contacts bonus when taking orders.

ORDNANCE

Any Imperial ship with launch bays may choose to have them launch any mix of Fury interceptors and Starhawk bombers. Emperor and Oberon class battleships may carry Shark assault boats at an additional cost of +5 points. Imperial Navy ships with torpedo tubes are armed with ordinary torpedoes. Space Marine ships are armed with ordinary torpedoes and boarding torpedoes.

6.4 BAKKA SECTOR FLEET LIST

“Those far distant, warp-beaten ships, upon which Imperial citizens never gaze, stand between heresy and the dominion of the galaxy.”

Lord Admiral Zaccarius Rath

Forces

The Bakka Sector Fleet List uses the datasheets from 5.12 and 5.1.

Using The Fleet List

The fleet list includes the following information:

Class: The type of the ship.

Notes: Notes on usage or optional upgrades.

Cost: The points value of the formation.

Special Rules

Battlefleet Bakka uses the 5.1.1 special rules.

Bakka fleets may incorporate Adeptus

Mechanicus vessels according to the 6.4.1 rules.

6.4.1

Adeptus Mechanicus Allies

Cruisers from the Adeptus Mechanicus fleet list may be taken instead of and in the same manner as Imperial Navy battlecruisers, counting as battlecruisers against any fleet limits in all respects. They utilize all rules for Adeptus Mechanicus vessels except as follows: they do not count as reserves, they will not disengage when crippled and they may use fleet commander re-rolls.

The fleet may not be led by nor take an Archmagos when used this way.

BAKKA SECTOR FLEET LIST

The Imperial Navy have an attack rating of 2.

FLEET COMMANDER

You may include a single Admiral in your fleet, who must be assigned to a ship and improves its Leadership to the value shown. If the fleet is worth over 750 points an Admiral must be included to lead it.

Type	Cost	Notes
Fleet-Admiral (Ld 8)	50	
Admiral (Ld 9)	100	
Solar Admiral (Ld 10)	150	
Lord Admiral Rath (Ld 10)	200	Allows a single Emperor battleship to be fielded, which must be Lord Admiral Rath's flagship.

Admirals get one Fleet Commander re-roll included in their points cost, and Lord Admiral Rath has two.

Additional rerolls may be purchased for any Fleet Commander at the costs below.

Type	Cost	Notes
One extra reroll	25	
Two extra rerolls	75	
Three extra rerolls	150	

CAPITAL SHIPS

You may include up to one battleship in your fleet for every three cruisers or battlecruisers. Grand cruisers do not count for this purpose.

Type	Cost	Options
0-1 Emperor class battleship	365 pts	May only be taken if Lord Admiral Rath is Fleet Commander May carry Shark assault boats for +5 pts
Retribution-class battleship	345 pts	May add power ram for +5 pts.
Victory-class battleship	345 pts	May replace prow nova cannon for S9 prow torpedoes for -10 pts, and if doing so may add power ram for +5 pts.
Vanquisher-class battleship	300 pts	May add a Power Ram for +5 pts

You may include up to one battlecruiser or one Adeptus Mechanicus cruiser in your fleet for every two cruisers.

Type	Cost	Options
Dominion-class battlecruiser	260 pts	May add power ram for +5 pts.
Mercury-class battlecruiser	255 pts	May increase 45cm batteries to 60cm for +10 pts May replace nova cannon with S6 torpedoes for -20 pts If nova cannon has been replaced, may add power ram for +5 pts
Armageddon-class battlecruiser	235 pts	May replace prow torpedoes with a Nova Cannon for +20 pts OR may add a Power Ram for +5 pts

You may include 0-12 cruisers.

Type	Cost	Options
Dominator-class cruiser	190 pts	May replace 30cm batteries with 45cm FP6 batteries for -5 pts.
Tyrant-class cruiser	185 pts	May replace 30cm batteries with 45cm batteries for +10 pts May replace prow torpedoes with a Nova Cannon for +20 pts OR may add a Power Ram for +5 pts
Lunar-class cruiser	180 pts	May replace prow torpedoes with a Nova Cannon for +20 pts OR may add a Power Ram for +5 pts
Gothic-class cruiser	180 pts	May add a Power Ram for +5 pts
Bakka Endeavour-class light cruiser	110 pts	May increase front armour to 6+ and reduce Turn to 45° If front armour is increased, may add a Power Ram for +5 pts
Bakka Endurance-class light cruiser	110 pts	May increase front armour to 6+ and reduce Turn to 45° If front armour is increased, may add a Power Ram for

	+5 pts
<i>Siluria</i> -class light cruiser	100 pts

ESCORTS

You may include any number of escorts.

Class	Cost	Options
<i>Havoc</i> -class frigate	35 pts	
<i>Sword</i> -class frigate	35 pts	
<i>Viper</i> -class frigate	35 pts	

RESERVES

Ships from any Imperial fleet list may be used as reserves, with one reserve cruiser, battlecruiser or grand cruiser for every three Bakka cruisers in the fleet, one reserve battleship for every three Bakka battleships in the fleet, etc. One Rogue Trader cruiser and its attendant escorts may be taken for every 750 points in the fleet. Ships from the Bakka fleet list can be used as reserves by any other Imperial fleet list, along with their Bakka-specific refits. Reserve cruisers (not battlecruisers or grand cruisers) always count toward the twelve-cruiser fleet limit. One cannot take as reserves the reserves of another fleet list. As such, ships such as the Jovian that are part of the reserve fleet of Battlefleet Bakka cannot be used as reserves of another fleet list.

Class	Cost	Options
<i>Jovian</i> -class battlecruiser	260 pts	

ORDNANCE

Any Imperial ship with launch bays may choose to have them launch any mix of Fury interceptors and Starhawk bomber, and may also take torpedo bombers for +10 pts per launch bay. An Emperor class battleship may carry Shark assault boats for +5 pts. Ships with torpedo tubes are armed with ordinary torpedoes.

6.5 GOTHIC SECTOR FLEET LIST

"A fleet of Imperial ships at war are the best negotiators"

idk, Ravensburg?

Forces

The Gothic Sector Fleet List uses the datasheets from 5.12.

Using The Fleet List

The fleet list includes the following information:

Class: The type of the ship.

Notes: Notes on usage or optional upgrades.

Cost: The points value of the formation.

GOTHIC SECTOR FLEET LIST

The Imperial Navy have an attack rating of 2.

FLEET COMMANDER

You may include 0-1 Admiral in your fleet, who must be assigned to a ship and improves its Leadership to the value shown. If the fleet is worth over 750 points an Admiral must be included to lead it.

Type	Cost	Notes
Fleet-Admiral (Ld 8)	50	
Admiral (Ld 9)	100	
Solar Admiral (Ld 10)	150	

Admirals get one Fleet Commander re-roll included in their points cost. If you want more you'll have to pay for them.

Type	Cost	Notes
One extra reroll	25	
Two extra rerolls	75	
Three extra rerolls	150	

CAPITAL SHIPS

You may include up to one battleship in your fleet for every three cruisers or battlecruisers.

Type	Cost	Options
Emperor-class battleship	365 pts	May carry Shark assault boats for +5 pts
Retribution-class battleship	345 pts	May add a Power Ram for +5 pts

You may include up to one battlecruiser in your fleet for every two cruisers.

Type	Cost	Options
Mars-class battlecruiser	270 pts	May upgrade to 3 turrets for +10 pts May gain a permanent right-column gunnery shift for +15 pts
Overlord-class battlecruiser	220 pts	May upgrade to 3 turrets for +10 pts May gain a permanent right-column gunnery shift for +15 pts May add a Power Ram for +5 pts

You may include 0-12 cruisers in your fleet.

Type	Cost	Options
Dictator-class cruiser	220 pts	May add a Power Ram for +5 pts
Dominator-class cruiser	190 pts	May replace batteries with 45cm FP6 for -5 pts
Tyrant-class cruiser	185 pts	May replace 30cm batteries with 45cm batteries for +10 pts May replace prow torpedoes with a Nova Cannon for +20 pts OR may add a Power Ram for +5 pts
Lunar-class cruiser	180 pts	May replace prow torpedoes with a Nova Cannon for +20 pts OR may add a Power Ram for +5 pts
Gothic-class cruiser	180 pts	May add a Power Ram for +5 pts
Dauntless-class light cruiser	110 pts	May replace prow lances with S6 prow torpedoes at no cost

ESCORTS

You may include any number of escorts in your fleet.

Class	Cost	Options
Firestorm-class frigate	40 pts	
Sword-class frigate	35 pts	
Cobra-class destroyer	30 pts	May exchange weapon battery for +2 Enemy Contacts bonus when taking orders.

ORDNANCE

Any ship with launch bays may choose to have them launch any mix of Fury interceptors and Starhawk bombers. An Emperor class battleship may carry Shark assault boats at an additional cost of +5 points. Ships with torpedo tubes are armed with ordinary torpedoes.

6.6 ORK PIRATES FLEET LIST

“Ere we go, 'ere we go, 'ere we go!”

Orkish space chant

Forces

The Ork Pirates Fleet List uses the datasheets from 5.18.

Using The Fleet List

The fleet list includes the following information:

Class: The type of the ship.

Notes: Notes on usage or optional upgrades.

Cost: The points value of the formation.

Special Rules

Ork Pirates uses the 6.6.1 and are armed with 5.18.1.

6.6.1

Ork Special Rules

Leadership: All Ork ships reduce their Leadership by -1 from whatever they rolled, giving them a Leadership range of 5 to 8.

All Ahead Full Special Orders: Orks do not need to pass a Command check to use *All Ahead Full* special orders. However, Ork drives are less efficient than those of other races and are often short on fuel, so they only travel an extra 2D6cm on *All Ahead Full* orders instead of 4D6cm.

Boarding: Orks they get a +1 bonus in boarding actions to represent their savagery.

Dakka Dakka: Ork capital ships can add +2 turrets to their ships for +20 points (this is not the same thing as saying “up to two turrets at +10 points each”). Ork escorts may add +1 turret for +5 points per escort unless a particular fleet list adjusts this. If this option is taken, every escort in a given squadron must take the refit, not just individual escorts in a squadron.

ORK PIRATES FLEET LIST

Ork Pirates have an attack rating of 3.

WARLORD

You may include 1 or more Warlord in your fleet, each of whom must be assigned to a ship or squadron. If the fleet is worth 500 points or more it must include at least 1 Warlord to lead it. An Ork fleet can include a max. of one Warlord per 500 points.

Type	Cost	Notes
Ork Warlord	40	
Warlords get one re-roll. They can have up to two more re-rolls for the additional cost noted below.		
Type	Cost	Notes
One extra reroll	20	
Two extra rerolls	40	
A vessel carrying a Warlord doubles its boarding value and may include up to one of the upgrades shown below at the additional cost indicated.		
Maniac Gunners	35	The ship may re-roll the dice for the firepower of its gunz when it fires.
Mad Meks	25	The ship may re-roll the dice for damage control.
Extra Power Fields	25	The ship's shield value is increased by + 1.
Mega-armoured Boarding Parties	15	+1 modifier when boarding.
Looted torpedoes	20	The ship may re-roll the dice for the strength of torpedo salvos when it fires.

KROOZERS

You may include up to 6 kroozers in your fleet.

Type	Cost	Options
Kill Kroozer	155 pts	May replace prow heavy gun battery with a torpedo launcha (Speed 30cm, Strength D6+2) at no extra points cost. If fitted with a torpedo launcha, a Terror ship may carry boarding torpedoes (Speed 20cm, Strength D6+2) at an additional cost of +5 pts.
Terror Kroozer	185 pts	May replace prow heavy gun battery with a torpedo launcha (Speed 30cm, Strength D6+2) at no extra points cost. If fitted with a torpedo launcha, a Terror ship may carry boarding torpedoes (Speed 20cm, Strength D6+2) at an additional cost of +5 pts.

ESCORTS

You may include any number of escorts in your fleet.

Class	Cost	Options
<i>Onslaught</i> attack ship	35 pts	
<i>Ravager</i> attack ship	40 pts	
<i>Savage</i> gunship	30 pts	
<i>Grunt</i> assault ship	30 pts	
<i>Brute</i> ram ship	25 pts	

ORDNANCE

Any ship with launch bays carries Fighta-Bommas and Assault Boats. Ships with torpedo tubes carry regular torpedos, but any capital ship may carry boarding torpedos for +5 pts.

6.7 KOR'OR'VESH FLEET LIST

"bubble bubble"

Tau

Forces

The Kor'or'vesh Fleet List uses the datasheets from the Tau Kor'or'vesh Forces section and the Tau Kor'or'vesh Allied Forces section.

Using The Fleet List

The fleet list includes the following information:

Class: The type of the ship.

Notes: Notes on usage or optional upgrades.

Cost: The points value of the formation.

Special Rules

Tau fleets use 6.7.1 and are equipped with 6.7.2 and 6.7.3

6.7.1

Tau Special Rules

Boarding Actions: All Tau Kor'vattra ships (*Explorers*, *Heroes*, and *Merchants*) halve their boarding value when fighting in assaults.

Teleport Attacks: Tau may not conduct teleport attacks.

Escort Squadrons: Defenders are fielded in squadrons of 2-6, and may be combined with Messengers. Messengers operate as individual ships or as part of a squadron of Defenders.

The Orcas from each parent ship use the same Leadership as the parent and must act as a squadron, but act independently: they are deployed separately from their parent and activate different orders. If the parent ships are squadroned together, their Orcas may be squadroned together also: declare this after rolling for capital ship leadership and forming capital ship squadrons. The normal squadron limit of six still applies, so you may find it necessary to have more than one Orca squadron associated with a capital ship squadron. When Orcas from multiple squadroned parent ships form a combined squadron (or squadrons), all use the highest leadership from among the parents. Orcas may not be squadroned with any other form of escort. Wardens may only squadron with other Wardens or Castellans. A single capital ship may carry only Orcas **or** Wardens on its gravitic hooks.

6.7.2 ***Tau Systems***

Railguns: Railguns of the size mounted on warships require massive amounts of energy to fire despite Tau superconductors. Tau railguns count as standard weapon batteries in all respects.

Ion Cannons: Ion cannon shots vaporise the object struck magnifying the energy discharge. Armour is of no value against them. They function as lances in all respects.

Gravitic Launcher: Gravitic launchers are massive railguns where mass drivers trigger the initial acceleration before the ships gravitic field is pulsed to squeeze the missiles toward the enemy at enormous speed. The missiles are drone-controlled and exceptionally dangerous. Ships with gravitic launchers are armed with Tau missiles.

Gravitic hooks: Gravitic Hooks are large, suspensory arms which create a gravitic sheath in which a small vessel can be transported by a larger one. You may not have more Orcas, Wardens, or Nicassar Dhows than the gravitic hook capacity of the fleet - much of the cost of these vessels is included in that of the parent ship. A single ship may only carry a single type of escort (e.g. Orcas or Wardens, but not a mix of Orcas and Wardens).

Tracking Systems: Some Tau starships and orbital platforms boast highly advanced data storage and processing facilities to cope with the vast amounts of information they carry. When linked to ship sensors though this processing power can be used to provide a direct feed to the ships turrets. Any Tau vessel within 10 cm of a ship with tracking systems may re-roll misses when using turrets and ignores the column shift when firing batteries at ranges above 30 cm. Tracking systems are fully functional under any special order on any ship or defence equipped with them, including *Brace For Impact*.

6.7.3 ***Tau Ordnance***

Attack Craft: As with their starships, Tau attack craft is operated by the Air Caste, who provide pilots for the Barracuda fighters and Manta bombers. Both of these forms of attack craft also form an important part of Tau forces planetside, with the Mantas transporting whole Hunter cadres consisting of dozens of Fire Warriors while Barracudas provide air support.

<i>Attack Craft</i>	<i>Speed</i>	<i>Notes</i>
Barracuda	25 cm	Fighter
Manta	20 cm	Bomber, <i>Resilient</i> : may roll a 4+ to save against removal by a single fighter attack per ordnance phase.

Tau Missiles: Tau missiles are able to alter both their speed and course throughout flight, so may move at any speed between 20 cm and 40 cm (i.e. must move at least 20 cm, cannot move more than 40 cm) each ordnance phase. They are also guided. Each ordnance phase the missiles may change course by 45 degrees at the start of their movement.

The sophistication of Tau missiles comes at the cost of decreased endurance. Each turn *after* the turn it was launched, roll 1D6 for each point of strength in each missile salvo and reduce the strength of the salvo by 1 for every 6 rolled.

KOR'OR'VESH FLEET LIST

The Tau Commerce Protection Fleet has an attack rating of 2.

FLEET COMMANDER		
<i>You may include 0-1 Commander in your fleet, who must be assigned to a ship and improves its Leadership to the value shown. If the fleet is worth over 750 points a Commander must be included to lead it.</i>		
Type	Cost	Notes
Tau Kor'el (Ld 8)	50	
Tau Kor'o (Ld 9)	80	
<i>The commander has one re-roll included in their points cost. Additional re-rolls may be purchased as below.</i>		
Type	Cost	Notes
One extra reroll	25	
Two extra rerolls	75	

CAPITAL SHIPS		
<i>You may include any number of Explorer battleships in your fleet. Up to one Custodian may be present per full 750 pts of Tau vessels in the fleet (allied vessels don't count towards this total).</i>		
Type	Cost	Options
Custodian-class battleship	330 pts	May be either Mk XXIII Vash'ya or Mk XXIV Bor'kan configuration
Explorer-class battleship	230 pts	May be either Mk XXIII Vash'ya or Mk XXIV Bor'kan configuration
<i>You may include any number of Merchant, Emissary, or Protector-class starships. You may include up to one Hero-class starship for each other capital ship in the fleet.</i>		
Type	Cost	Options
Protector-class starship	185 pts	May be taken in T'olku or in Vior'la configuration, but the number of T'olku vessels must be greater than the number of Vior'la vessels.
Hero-class starship	180 pts	May be either Vash'ya or Tolku configuration
Emissary-class starship	110 pts	May add a Deflector Shield for +10 pts. May be taken in Dal'yth, Bork'an or Sa'cea configuration.
Merchant-class starship	95 pts	May be taken in either Kel'shan or Dal'yth configuration May upgrade from 4 to 6 hitpoints for +15 pts

ESCORTS		
<i>You may include up to one Messenger-class starship per 500 pts. You may include any number of Defender and/or Castellan-class starships. You may not include more Orca and/or Defender-class gunships than the total gravitic hook capacity of the fleet.</i>		
Class	Cost	Options
Castellan-class starship	50 pts	
Messenger-class starship	50 pts	0-1 per 500 pts
Defender-class starship	45 pts	
Warden-class gunship	30 pts	Requires one gravitic hook.
Orca-class gunship	25 pts	Requires one gravitic hook.

ALLIES, SUBJECTS, AND MERCENARIES		
KROOT VESSELS		
Kroot Vessels: <i>a Tau fleet may include up to one Warsphere if the fleet is worth up to 1500 points, or up to two in games larger than that. Warspheres do not count against cruiser limits in Kor'vattra fleets.</i>		
Class	Cost	Options
Kroot Warsphere	145 pts	+20pts: Gain 2HP and 2 firepower (up to three times) -20pts: Subtract 2HP and 2 firepower (up to three times) +10pts: Gain 1 shield (must have at least 10HP) +10pts: Gain 1 turret (must have at least 10HP) +25pts: Improve range by 15cm (must have at least 10HP)
Demiurg Vessels: <i>a Tau fleet can include up to one Demiurg vessel for every three Tau capital ships in the fleet. There cannot be more Stronghold than Bastion vessels in the fleet.</i>		
Class	Cost	Options
Stronghold commerce vessel	350 pts	
Bastion commerce vessel	255 pts	

Citadel commerce vessel	185 pts	
Nicassar Vessels: a Tau fleet may include Nicassar Dhows in place of some or all of its Orcas. You may not have more Dhows (or Orcas) than the gravitic hook capacity of the fleet. A capital ship may have either Orcas or Dhows but not both. Gravitic hooks on a Custodian battleship or Emissary starship cannot count toward this total.		
Class	Cost	Options
Nicassar Caravan	200	
Nicassar Rig	50	
Nicassar Dhow	45	
Rogue Trader Vessels: a Tau fleet may include up to one Rogue Trader cruiser and its attendant escorts may accompany the fleet for every 750 points of Tau ships in the fleet. Additionally, a single squadron of up to six Xenos escorts can be taken as per the Rogue Trader rules and fleet list.		
Rogue Trader Cruiser	185	
Dauntless Light Cruiser	125	
Endeavour Light Cruiser	110	
Xenos Vessel	50	
Recommissioned Escort	30	
Iconoclast Destroyer	30	
Cargo Vessel	20	
ORDNANCE		
Any ship with launch bays may choose to have them launch any mix of Barracuda interceptors and Manta bombers. Ships with gravitic launchers carry Tau missiles.		

6.8 KOR'VATTRA FLEET LIST

“bubble bubble”

fishman

Forces

The Kor'vattrra Fleet List uses the datasheets from the Tau Kor'vattrra Forces section and the Tau Kor'Vattrra Allied Forces section.

Using The Fleet List

The fleet list includes the following information:

Class: The type of the ship.

Notes: Notes on usage or optional upgrades.

Cost: The points value of the formation.

Special Rules

Tau fleets use 6.7.1 and are equipped with 6.7.2 and 6.7.3

KOR'VATTRA FLEET LIST

The Tau Kor'vattra fleet has an attack rating of 2.

FLEET COMMANDER

You may include 0–1 Commander in your fleet, who must be assigned to a ship and improves its Leadership to the value shown. If the fleet is worth over 750 points a Commander must be included to lead it.

Type	Cost	Notes
Tau Kor'el (Ld 8)	50	
Tau Kor'o (Ld 9)	80	
The commander has re-roll included in their points cost. If you want more you'll have to pay for them.		
Type	Cost	Notes
One extra reroll	25	
Two extra rerolls	75	

CAPITAL SHIPS

You may include any number of battleships in your fleet. If your fleet is worth more than 750 pts it must include at least one Explorer.

Type	Cost	Options
Explorer-class battleship	230 pts	May be either Mk XXIII Vash'ya or Mk XXIV Bor'kan configuration

You may include any number of Merchant-class starship. You may include one Hero-class starship for each Merchant or Explorer in the fleet.

Type	Cost	Options
Hero-class starship	180 pts	May be either Vash'ya or Tolku configuration
Merchant-class starship	95 pts	May be either Kel'shan or Dal'yth configuration May upgrade from 4 to 6 hitpoints for +15 pts

ESCORTS

You may include up to one Messenger-class starship per 500 pts. You may include any number of Defender-class starships. You may not include more Orca and/or Defender-class gunships than the total gravitic hook capacity of the fleet.

Class	Cost	Options
Messenger-class starship	50 pts	0–1 per 500 pts
Defender-class starship	45 pts	
Warden-class gunship	30 pts	Requires one gravitic hook.
Orca-class gunship	25 pts	Requires one gravitic hook.

ALLIES, SUBJECTS, AND MERCENARIES

Kroot Vessels: a Tau fleet may include up to one Warsphere if the fleet is worth up to 1500 points, or up to two in games larger than that. Warspheres do not count against cruiser limits in Kor'vattra fleets.

Class	Cost	Options
Kroot Warsphere	145 pts	+20pts: Gain 2HP and 2 firepower (up to three times) -20pts: Subtract 2HP and 2 firepower (up to three times) +10pts: Gain 1 shield (must have at least 10HP) +10pts: Gain 1 turret (must have at least 10HP) +25pts: Improve range by 15cm (must have at least 10HP)

Demiurg Vessels: a Tau fleet can include up to one Demiurg vessel for every three Tau capital ships in the fleet. There cannot be more Stronghold than Bastion vessels in the fleet.

Class	Cost	Options
Stronghold commerce vessel	350 pts	
Bastion commerce vessel	255 pts	
Citadel commerce vessel	185 pts	

Nicassar Vessels: a Tau fleet may include Nicassar Dhows in place of some or all of its Orcas. You may not have more Dhows (or Orcas) than the gravitic hook capacity of the fleet. A capital ship may have either Orcas or Dhows but not both.

Class	Cost	Options
Nicassar Dhow	45	

ORDNANCE

Any ship with launch bays may choose to have them launch any mix of Barracuda interceptors and Manta bombers. Ships with gravitic launchers carry Tau missiles.

6.9 BASTION FLEETS FLEET LIST

“Put a quote here.”

idk, Ravensburg?

Forces

The Bastion Fleets Fleet List uses the datasheets from the Bastion Fleets Forces section.

Using The Fleet List

The fleet list includes the following information:

Class: The type of the ship.

Notes: Notes on usage or optional upgrades.

Cost: The points value of the formation.

BASTION FLEETS FLEET LIST

The Imperial Navy have an attack rating of 2.

FLEET COMMANDER

You may include 0-1 Admiral in your fleet, who must be assigned to a ship and improves its Leadership to the value shown. If the fleet is worth over 750 points an Admiral must be included to lead it.

Type	Cost	Notes
Fleet-Admiral (Ld 8)	50	
Admiral (Ld 9)	100	
Solar Admiral (Ld 10)	150	
Admirals get one Fleet Commander re-roll included in their points cost. If you want more you'll have to pay for them.		
Type	Cost	Notes
One extra reroll	25	
Two extra rerolls	75	
Three extra rerolls	150	

CAPITAL SHIPS

You may include up to one battleship in your fleet for every three cruisers or battlecruisers. Grand cruisers do not count for this purpose.

Type	Cost	Options
Apocalypse-class battleship	365 pts	
Emperor-class battleship	365 pts	May carry Shark assault boats for +5 pts
Retribution-class battleship	345 pts	May add a Power Ram for +5 pts

You may include up to one battlecruiser or grand cruiser in your fleet for every two cruisers.

Type	Cost	Options
Armageddon-class battlecruiser	235 pts	May replace prow torpedoes with a Nova Cannon for +20 pts OR may add a Power Ram for +5 pts
Mars-class battlecruiser	270 pts	May gain a permanent right-column gunnery shift for +15 pts May upgrade to 3 turrets for +10 pts
Overlord-class battlecruiser	220 pts	May gain a permanent right-column gunnery shift for +15 pts May upgrade to 3 turrets for +10 pts May add a Power Ram for +5 pts
Vengeance-class grand cruiser	230 pts	
Avenger-class grand cruiser	200 pts	
Exorcist-class grand cruiser	230 pts	May reduce battery range to 30 cm while increasing firepower to 10 at no cost. May carry Shark assault boats for +10 pts.

You may include 0-12 cruisers in your fleet.

Type	Cost	Options
Dictator-class cruiser	220 pts	May add a Power Ram for +5 pts
Tyrant-class cruiser	185 pts	May replace 30cm batteries with 45cm batteries for +10 pts May replace prow torpedoes with a Nova Cannon for +20 pts OR may add a Power Ram for +5 pts
Lunar-class cruiser	180 pts	May replace prow torpedoes with a Nova Cannon for +20 pts OR may add a Power Ram for +5 pts
Gothic-class cruiser	180 pts	May add a Power Ram for +5 pts
Dauntless-class light cruiser	110 pts	May replace prow lances with S6 prow torpedoes at no cost
Endeavour-class light cruiser	110 pts	May increase front armour to 6+ and reduce Turn to 45° If front armour is increased, may add a Power Ram for +5 pts
Endurance-class light cruiser	110 pts	May increase front armour to 6+ and reduce Turn to 45°

Defiant-class light cruiser	120 pts	If front armour is increased, may add a Power Ram for +5 pts
		May increase front armour to 6+ and reduce Turn to 45°
		If front armour is increased, may add a Power Ram for +5 pts
The <i>Endurance</i> and <i>Defiant</i> class light cruisers are rare variants of the <i>Endeavour</i> , and the combined number of <i>Endurance</i> and <i>Defiant</i> -class vessels in the fleet may not exceed the number of <i>Endeavour</i> -class light cruisers in the fleet.		

ESCORTS

You may include any number of escorts.

Class	Cost	Options
<i>Firestorm</i> -class frigate	40 pts	
<i>Sword</i> -class frigate	35 pts	
<i>Cobra</i> -class destroyer	30 pts	May exchange weapon battery for +2 Enemy Contacts bonus when taking orders.

ORDNANCE

Any ship with launch bays may choose to have them launch any mix of Fury interceptors and Starhawk bombers. An Emperor class battleship may carry Shark assault boats at an additional cost of +5 points. Ships with torpedo tubes are armed with ordinary torpedoes.

6.10 CODEX ASTARTES FLEET LIST

"Put a quote here."

idk, Ravensburg?

Forces

The Codex Astartes Fleet List uses the datasheets from the Space Marine Forces section.

Using The Fleet List

The fleet list includes the following information:

Class: The type of the ship.

Notes: Notes on usage or optional upgrades.

Cost: The points value of the formation.

Special Rules

Space Marine vessels use the 5.10.1 and 5.10.2 rules, are armed with 5.13.1, and use 5.13.2 as attack craft.

CODEX ASTARTES FLEET LIST

Codex Astartes Space Marines have an attack rating of 3.

FLEET COMMANDER

You may include 0-1 Master of the Fleet. If your fleet includes any battle barges, he must be assigned to a battle barge. If the fleet is worth over 750 points, the Master of the Fleet must be included to lead it.

Type	Cost	Notes
0-1 Master of the Fleet (Ld 10)	50	

You may buy Fleet Commander re-rolls for your Master of the Fleet.

Type	Cost	Notes
One extra reroll	25	
Two extra rerolls	50	
Three extra rerolls	75	

In addition, the Master of the Fleet's ship may carry a Terminator boarding party:

Type	Cost	Notes
Terminator boarding party	50	

CAPITAL SHIPS

0-3 Battle Barges. You may include one Space Marine battle barge for every 1,000 points or part thereof in your fleet.

Type	Cost	Options
Battle Barge	425 pts	

0-10 Cruisers

Type	Cost	Options
Space Marine strike cruiser	145 pts	At least half of strike cruisers in the fleet must be unmodified. Up to half may take the following refits: May replace launch bays with S6, 30 cm (front arc) torpedo tubes at no cost. May replace launch bays with FP 5, 30cm (front arc) bombardment cannon at no cost. May replace prow FP 3 L/F/R bombardment cannons with S1 30cm L/F/R lance at +20 pts May add +1 shield for +15 pts

ESCORTS

You may include any number of escorts.

Class	Cost	Options
RSV <i>Firestorm</i> -class frigate	45 pts	
RSV <i>Sword</i> -class frigate	40 pts	
RSV <i>Cobra</i> -class destroyer	35 pts	May exchange weapon battery for +2 Enemy Contacts bonus when taking orders.
<i>Nova</i> -class frigate	50 pts	
<i>Gladius</i> -class frigate	45 pts	
<i>Hunter</i> -class destroyer	40 pts	

ORDNANCE

Any ship with launch bays carries Thunderhawks. Ships with torpedo tubes are armed with ordinary and boarding torpedoes.

6.11 CRUSADE FLEET LIST

"Put a quote here."

idk, Ravensburg?

Forces

The Crusade Fleet List uses the datasheets from the Space Marine Forces section.

Using The Fleet List

The fleet list includes the following information:

Class: The type of the ship.

Notes: Notes on usage or optional upgrades.

Cost: The points value of the formation.

Special Rules

Space Marine vessels use the 5.10.1 and 5.10.2 rules, are armed with 5.13.1, and use 5.13.2 as attack craft.

CRUSADE FLEET LIST

A Space Marine Crusade Fleet has an attack rating of 3. If the fleet includes a fortress-monastery, it has an attack rating of 1.

FLEET COMMANDER		
You may include 0-1 Master of the Fleet. If your fleet includes any battle barges, he must be assigned to a battle barge. If the fleet is worth over 750 points, the Master of the Fleet must be included to lead it.		
Type	Cost	Notes
0-1 Master of the Fleet (Ld 10)	50	
You may buy Fleet Commander re-rolls for your Master of the Fleet. If the Master of the Fleet is assigned to a fortress-monastery, his own re-rolls are added to those of the fortress-monastery and may be used by the entire fleet.		
Type	Cost	Notes
One extra reroll	25	
Two extra rerolls	50	
Three extra rerolls	75	
In addition, the Master of the Fleet's ship may carry a Terminator boarding party:		
Type	Cost	Notes
Terminator boarding party	50	

FORTRESS MONASTERY		
If your fleet is worth at least 2,000 points, it may include one Fortress-Monastery.		
Type	Cost	Notes
0-1 Fortress Monastery	1000	Only if fleet is worth at least 2000 points.
As the base of operations for the entire Chapter, the fortress-monastery may purchase re-rolls, which it may use for its own command checks only. If the Master of the Fleet is assigned to a fortress-monastery, its re-rolls are added to those of the Master of the Fleet.		
Type	Cost	Notes
One extra reroll	25	
Two extra rerolls	50	
Three extra rerolls	75	

CAPITAL SHIPS		
0-3 Battle Barges. You may include one Space Marine battle barge for every 1,000 points or part thereof in your fleet. The fleet must be worth at least 1,000 points to include a single Venerable battle barge (counting as one of the three allowed), chosen from any available Imperial or Chaos battleship, grand cruiser, battlecruiser or heavy cruiser at the listed cost, plus an additional +35 points for its Space Marine crew.		
Type	Cost	Options
0-1 Venerable Battle Barge	varies	Only available to fleets of at least 1000 points Any Imperial or Chaos battleship, grand cruiser, battlecruiser or heavy cruiser at its listed cost, plus +35 points for its Space Marine crew. Grants 100% victory points if crippled or 150% victory points if destroyed. All launch bay capacities are halved, but launch bays equipped with Thunderhawks. May not take standard vessel-specific refits, but may replace any prow weapon with S6 torpedoes.
Battle Barge	425 pts	
0-10 Cruisers		
Type	Cost	Options
Space Marine strike cruiser	145 pts	At least half of strike cruisers in the fleet must be unmodified. Up to half may take the following refits: May replace launch bays with S6, 30 cm (front arc) torpedo tubes at no cost. May replace launch bays with FP 5, 30cm (front arc) bombardment cannon at no cost. May replace prow FP 3 L/F/R bombardment cannons

with S1 30cm L/F/R lance at +20 pts
May add +1 shield for +15 pts

ESCORTS

You may include any number of escorts.

<i>Class</i>	<i>Cost</i>	<i>Options</i>
<i>Nova-class frigate</i>	50 pts	
<i>Gladius-class frigate</i>	45 pts	
<i>Hunter-class destroyer</i>	40 pts	

ORDNANCE

Any ship with launch bays carries Thunderhawks and Thunderhawk Annihilators. Ships with torpedo tubes are armed with ordinary and boarding torpedoes. All Space Marine capital ships are equipped with drop pods. Any battle barge or strike cruiser in the fleet may be equipped with an Honor Guard for +10 points per ship. A fortress-monastery is equipped with Terminator boarding parties and an Honor Guard as part of its point cost.

6.12 DOMINION FLEET LIST

"Put a quote here."

idk, Ravensburg?

Forces

The Dominion Fleet List uses the datasheets from the Space Marine Forces section.

Using The Fleet List

The fleet list includes the following information:

Class: The type of the ship.

Notes: Notes on usage or optional upgrades.

Cost: The points value of the formation.

Special Rules

Space Marine vessels use the 5.10.1 and 5.10.2 rules, are armed with 5.13.1, and use 5.13.2 as attack craft.

DOMINION FLEET LIST

A Space Marine Dominion Fleet has an attack rating of 3. This is reduced to 2 if the fleet has any Imperial Navy, Mechanicus or Rogue Trader vessels at all.

FLEET COMMANDER		
You may include 0-1 Master of the Fleet. If your fleet includes any battle barges, he must be assigned to a battle barge. If the fleet is worth over 750 points, the Master of the Fleet must be included to lead it.		
Type	Cost	Notes
0-1 Master of the Fleet (Ld 10)	50	
You may buy Fleet Commander re-rolls for your Master of the Fleet.		
Type	Cost	Notes
One extra reroll	25	
Two extra rerolls	50	
Three extra rerolls	75	
In addition, the Master of the Fleet's ship may carry a Terminator boarding party:		
Type	Cost	Notes
Terminator boarding party	50	
Space Marine Captains.		
Type	Cost	Notes
Space Marine Captain	25	Any Imperial Navy battleship, grand cruiser or battlecruiser may have a Space Marine Captain assigned to it. Space Marine Captains roll against the Space Marines leadership table instead of the normal leadership table. Except for this bonus, Imperial Navy ships led by a Space Marine Captain do not benefit from any of the Space Marines special rules concerning boarding, hit and run attacks, ordnance, etc.
Honour Guard	10	A ship led by a Space Marine Captain may carry Honour Guard.

FORTRESS MONASTERY		
If your fleet is worth at least 2,000 points, it may include one Fortress-Monastery.		
Type	Cost	Notes
0-1 Fortress Monastery	1000	Only if fleet is worth at least 2000 points.
As the base of operations for the entire Chapter, the fortress-monastery may purchase re-rolls, which it may use for its own command checks only. If the Master of the Fleet is assigned to a fortress-monastery, its re-rolls are added to those of the Master of the Fleet		
Type	Cost	Notes
One extra reroll	25	
Two extra rerolls	50	
Three extra rerolls	75	

CAPITAL SHIPS		
0-3 Battle Barges. You may include one Space Marine battle barge for every 1,000 points or part thereof in your fleet. The fleet must be worth at least 1,000 points to include a single Venerable battle barge (counting as one of the three allowed), chosen from any available Imperial or Chaos battleship, grand cruiser, battlecruiser or heavy cruiser at the listed cost, plus an additional +35 points for its Space Marine crew.		
Type	Cost	Options
0-1 Venerable Battle Barge	varies	Only available to fleets of at least 1000 points Any Imperial or Chaos battleship, grand cruiser, battlecruiser or heavy cruiser at its listed cost, plus +35 points for its Space Marine crew. Grants 100% victory points if crippled or 150% victory points if destroyed. All launch bay capacities are halved, but launch bays equipped with Thunderhawks. May not take standard vessel-specific refits, but may replace any prow weapon with S6 torpedoes.
Battle Barge	425 pts	
0-10 Cruisers		

Type	Cost	Options
Space Marine strike cruiser	145 pts	<p>At least half of strike cruisers in the fleet must be unmodified. Up to half may take the following refits:</p> <p>May replace launch bays with S6, 30 cm (front arc) torpedo tubes at no cost.</p> <p>May replace launch bays with FP 5, 30cm (front arc) bombardment cannon at no cost.</p> <p>May replace prow FP 3 L/F/R bombardment cannons with S1 30cm L/F/R lance at +20 pts</p> <p>May add +1 shield for +15 pts</p>

ESCORTS

You may include any number of escorts.

Class	Cost	Options
RSV <i>Falchion</i> -class frigate	40 pts	
RSV <i>Firestorm</i> -class frigate	45 pts	
RSV <i>Sword</i> -class frigate	40 pts	
RSV <i>Cobra</i> -class destroyer	35 pts	May exchange weapon battery for +2 Enemy Contacts bonus when taking orders.
<i>Nova</i> -class frigate	50 pts	
<i>Gladius</i> -class frigate	45 pts	
<i>Hunter</i> -class destroyer	40 pts	

ORDNANCE

Any ship with launch bays may choose to have them launch any mix of Fury interceptors and Starhawk bombers. An Emperor class battleship may carry Shark assault boats at an additional cost of +5 points. Ships with torpedo tubes are armed with ordinary torpedoes.

6.13 DARK ELДАР FLEET LIST

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Vect

Forces

The Dark Eldar Fleet List uses the datasheets from 5.21.

Using The Fleet List

The fleet list includes the following information:

Class: The type of the ship.

Notes: Notes on usage or optional upgrades.

Cost: The points value of the formation.

Special Rules

The 5.11.1, 5.21.1, and 5.21.2 rules apply to all Dark Eldar vessels. Dark Eldar ships are armed with 5.21.4 and use 5.21.3 for protection rather than shields. Dark Eldar ships fight boarding and hit-and-run actions using 6.13.1. Some Dark Eldar vessels are fitted out with Mimic Engines, and use the 5.21.5 special rules.

6.13.1

Dark Eldar Crew

Boarding Actions: The Dark Eldar are furious and brutal pirates, fanatical in the pursuit of violence and the hunt for captives. Their all-consuming blood lust can often overcome them, leaving them in an uncontrolled frenzy. Dark Eldar receive a bonus +1 modifier in the first round of any boarding action and a -1 modifier in any subsequent rounds.

Hit-and-Run: The Dark Eldar receive a +1 to any Hit and Run attacks including those from Slavebringer assault boats but excluding Impaler Assault Modules (meaning they will normally succeed automatically).

Slavetaking: Slavetaking may be performed instead of any Hit & Run, including teleporter and Impaler attacks. They may forgo rolling on the Hit & Run Critical Hit table in return for +10 Victory points.

When using Impalers for slavetaking, they collect +30 victory points instead of +10 points. Brace saves may be taken against Slavetaking. Any escort-sized ship is in addition considered destroyed if 30 or more victory points are collected from it by slavetaking.

Slavetaking cannot be conducted against Necron or Tyranid fleets.

DARK ELDAR FLEET LIST

Dark Eldar have an attack rating of ???.

FLEET COMMANDER

You may include a Dread Archon in your fleet. If the fleet is worth over 750 points a Dread Archon must be included to lead it.

Type	Cost	Notes
0-1 Dread Archon (Ld +2)	100	
You may purchase re-rolls for your Dread Archon by paying the cost listed below.		
One reroll	25	
Two rerolls	50	
Three rerolls	100	

CAPITAL SHIPS

ONE CRUISER MAY BE TAKEN PER THREE DARK ELDAR ESCORTS IN THE FLEET, UP TO A MAXIMUM OF 12.

TYPE	COST	OPTIONS
<i>Torture</i> -class cruiser	210 pts	May take Mimic Engines for +20 pts
Each <i>Torture</i> -class cruiser may choose one of the following weapons systems at the cost shown:		
Prow Torpedoes	20 pts	
Phantom Lance	20 pts	
Impaler Assault Module	20 pts each	May add a second Impaler Assault Module for +20 pts.
Launch Bays	40 pts	

ESCORTS

YOU MAY TAKE ANY NUMBER OF ESCORTS.

TYPE	COST	OPTIONS
<i>Corsair</i> -class escort	50 pts	May take Mimic Engines for +5 pts
Each <i>Corsair</i> -class escort must choose one of the following weapons systems at no cost:		
Prow weapons battery		
Prow Phantom Lance		
Prow torpedoes		
Impaler Assault Module		

ORDNANCE

Ships with launch bays may launch any mix of Raptor fighters, Razorwing bombers and Slavebringer assault boats. Ships with torpedo tubes are armed with both Eldar torpedoes and Leech torpedoes, though the Leech torpedoes must be loaded with a separate reload ordnance roll as described in the special rules.

6.14 CORSAIR ELDAR FLEET LIST

“You may as well try to catch starlight as bring the Eldar to battle.”

Naval saying

Forces

The Corsair Eldar Fleet List uses the datasheets from the Corsair Eldar Forces section.

Using The Fleet List

The fleet list includes the following information:

Class: The type of the ship.

Notes: Notes on usage or optional upgrades.

Cost: The points value of the formation.

Special Rules

The 5.11.1, 5.11.2, 5.11.3 rules apply to all Eldar vessels. Eldar ships are armed with *Eldar Weapons* (see 5.11.5) and use *Eldar Holofields* (see 5.11.4) for protection rather than shields.

CORSAIR ELDAR FLEET LIST

Eldar Corsairs have an attack rating of 3.

FLEET COMMANDER

You may include 1 Pirate Prince in your fleet, who must be assigned to a ship and adds +2 to its Leadership, to a maximum of 10. If the fleet is worth over 750 points a Pirate Prince must be included to lead it.

TYPE	COST	NOTES
0–1 Pirate Prince (Ld +2)	100	
You may purchase Fleet Commander re-rolls for your Pirate Prince by paying the cost listed below.		
One reroll	25	
Two rerolls	50	
Three rerolls	100	

CAPITAL SHIPS

Your fleet may include up to one battleship for every full 1,000 points it contains. Therefore, if you have between 0 to 999 points, you cannot field any battleships, while from 1000 to 1,999 points you can include one, and so on.

TYPE	COST	OPTIONS
Void Stalker-class battleship	380 pts	
Eclipse-class cruiser	250 pts	
Shadow-class cruiser	210 pts	
Aurora-class light cruiser	140 pts	
Solaris-class light cruiser	130 pts	

ESCORTS

Your fleet may have any number of escorts.

CLASS	COST	OPTIONS
Hellebore-class frigate	65 pts	
Aconite-class frigate	55 pts	
Hemlock-class destroyer	40 pts	
Nightshade-class destroyer	40 pts	

ORDNANCE

Any ship with launch bays may choose to have them launch any mix of Darkstar fighters and Eagle bombers. Ships with torpedo tubes are armed with Eldar torpedoes.

6.15 IYANDEN CRAFTWORLD ELDAR FLEET LIST

"The light of Iyanden fades. But it is not yet extinguished."

Prince Yriel

Forces

The Iyanden Craftworld Eldar Fleet List uses the datasheets from 5.11.

Using The Fleet List

The fleet list includes the following information:

Class: The type of the ship.

Notes: Notes on usage or optional upgrades.

Cost: The points value of the formation.

Special Rules

The 5.11.1, 5.11.2, 5.11.3 rules apply to all Eldar vessels. Eldar ships are armed with *Eldar Weapons* (see 5.11.5) and use *Eldar Holofields* (see 5.11.4) for protection rather than shields. Certain ships carry 5.11.6. Iyanden Craftworld ghostships use the 5.11.7 special rules.

IYANDEN CRAFTWORLD ELDAR FLEET LIST

Craftworld Eldar have an attack rating of 3.

FLEET COMMANDER

0-1 Autarch. You may include one Autarch in your fleet. If the fleet is worth over 750 points an Autarch must be included to lead it.

Type	Cost	Notes
Autarch (Ld 9)	75	
Bearer of the Flame (Ld 10)	100	
You may purchase a re-roll for your Autarch by paying the cost listed below.		
One reroll	25	
Your fleet may be led by an Eldar Hero, in place of its normal Fleet Commander. Only a fleet led by an Eldar Hero can take reserves from the Corsair Eldar list.		

Type	Cost	Notes
Eldar Hero (Ld 10)	100	
Prince Yriel (Ld 10)	150	Grants Attack Rating 4. Must be embarked on a <i>Dragonship</i> with launch bays, unless the <i>Flame of Asuryan</i> is present in which case Yriel's cost is reduced to 125 pts and he must embark upon the <i>Flame</i> . One re-roll included in cost, and may purchase up to two additional re-rolls for +25 pts each. Yriel automatically grants Aspect Warrior Crew and Vampire raiders to the ship he is embarked on.

An Eldar Hero (not Prince Yriel) may purchase Fleet Commander re-rolls at the costs below.

One reroll	50
Two rerolls	75
Three rerolls	100

You may include up to three Farseers in your fleet. Each must be assigned to a capital ship (including the flagship if desired) and gives the vessel a re-roll which may be used on itself, another capital in the same squadron, or an escort squadron within 15 cm.

Type	Cost	Notes
0-3 Farseers	30	

CAPITAL SHIPS

Your fleet may include up to one Dragonship for every two Wraithships taken. If your fleet is led by an Autarch, a single Dragonship may be taken as his flagship without counting towards this limitation. In order to take the Flame of Asuryan, an Eldar Hero must lead the fleet and be embarked upon it.

TYPE	COST	OPTIONS
0-1 <i>Flame of Asuryan</i>	320 pts	May embark torpedo bombers for +15 pts
<i>Dragonship</i>	260 pts	Must choose one prow weapon and one keel weapon If a launch bay is taken, may carry Vampire raiders for +25 pts or torpedo bombers for +15 pts. May become a ghostship at no cost, OR May be crewed with Aspect Warrior Host +20 pts
<i>Wraithship</i>	160 pts	Must choose one prow weapon and one keel weapon If a launch bay is taken, may carry torpedo bombers for +15 pts. May become a ghostship at no cost, OR May be crewed with Aspect Warrior Host +20 pts

ESCORTS

Your fleet may have any number of escorts.

CLASS	COST	OPTIONS
<i>Shadowhunter</i>	40 pts	Must choose one prow weapon.

ORDNANCE

Any ship with launch bays may choose to have them launch any mix of Nightwing fighters and Phoenix bombers, and may additionally be equipped with torpedo bombers (20 cm) at +15 pts or Vampire raiders (20 cm) at +10 pts. Ships with torpedo tubes are armed with Eldar torpedoes.

6.16 TYRANID HIVE FLEET LIST

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Quotequote

Forces

The Tyranid Hive Fleet List uses the datasheets from 5.8.

Using The Fleet List

The fleet list includes the following information:

Class: The type of the ship.

Notes: Notes on usage or optional upgrades.

Cost: The points value of the formation.

Special Rules

The 6.16.1 and 5.8.1 rules apply to all Tyranid vessels. Tyranid ships are armed with 5.8.2 and use 6.16.2 for protection rather than shields and turrsts.

Tyranids do not follow the normal squadron rules when forming up the fleet. Tyranid Escorts come as squadrons of 1 to 12 vessels, while all other types are individuals and may not deploy in squadrons.

6.16.1

Synaptic Control

Leadership: Only hive ships have a leadership value, which is purchased at a fixed value from the Hive Fleet list. During the Movement phase, each hive ship can make a Command check to change or ignore Instinctive Behaviour for themselves or another ship/squadron within 45 cm. If the test is successful the Tyranid player has control of the ship/squadron and may place it on special orders if desired, without requiring a second command check.

Attempts to use synaptic control count as a Command check. However, if one hive ship fails a command check this does not prevent another hive ship attempting to use synaptic control. In effect each hive ship can make at least one attempt to override Instinctive Behaviour. You may test for synaptic control over a ship which failed the test the same turn, including other Hive ships, as long as there is another Hive ship within range.

Tyranid ordnance (fighters, assault boats, torpedoes) is not subject to synaptic control or Instinctive Behaviour – just move them like normal ordnance.

Movement and Special Orders: All Tyranid vessels follow Instinctive Orders unless the Hive Mind (i.e. you, the player!) tells a ship or squadron to do something different via the psychic conduit of the hive ships. For ships or squadrons using Instinctive Behaviour, read down the table below and give the ship/squadron the first appropriate action or special order you come to. No Command check is needed for special orders, but there may be specific activities that must be undertaken in the vessel's movement.

Does the ship meet this condition?

1. Normal movement will take the ship(s) into a gas/dust cloud, asteroid field, planetary rings, minefield, warp rift or other dangerous

Take this action, applying the relevant Special Order if present.

Burn Retros. A turn must be made away from the celestial phenomena.

Does the ship meet this condition?

celestial phenomena?

2. Nearest enemy is in front fire arc and less than 15 cm away? You can opt to skip this condition if the ship is armed with bio-plasma.

3. Nearest enemy is in front fire arc and more than 90 cm away?

4. Nearest enemy is within rear fire arc? This condition only applies to escort ships.

5. Enemy is in front fire arc and within range/fire arc of operational bio-weapon?

6. Ordnance needs reloading?

7. None of the above conditions apply?

Take this action, applying the relevant Special Order if present.

No special order. Must move into contact and initiate a boarding action if possible.

All Ahead Full. Add +2D6 cm to movement instead of +4D6 cm.

Come to New Heading

Lock On

Reload Ordnance

No special order. If there is a planet on the table, the ship/squadron must end its movement closer to it if possible. Otherwise move at half speed straight ahead.

For example: A Tyranid cruiser wishes to move towards the enemy fleet in support of its hive ship but fails the Ld test. We check the Instinctive Orders table – there are no celestial phenomena or enemy ships close or in range but there is a planet on the table. The cruiser has to move towards the planet even though this actually takes it further away from the enemy fleet it wished to close with.

Brace for Impact: Tyranid ships/squadrons can go onto Brace for Impact orders at any time by testing against the leadership of the nearest hive ship within 45 cm. If no hive ships are within range then bio-ships use a

default leadership of 7 for the test instead. As normal this order is only removed at the end of the Tyranids' next turn. Ships on Brace For Impact orders which are acting instinctively obey the movement restrictions listed above but do not change their special orders

All Ahead Full: If a ship goes All Ahead Full under synaptic control (by leadership test) instead of Instinctive Behaviour, it may move an additional +4D6 cm instead of +2D6 cm. Having the Adrenaline Sacs refit adds +1D6 in either case.

6.16.2 *Spores*

Tyranid ships do not have turrets or shields in the normal sense, and instead rely on emitting a constantly replenished physical barrier of spore clouds. Tyranid vessels have a number of spore clouds which are specified in the bio-ship's characteristics. If a Tyranid ship is crippled, its spore cyst strength is not affected as the vessel's self-defence organisms go into over-time to try to protect their host creature.

Spores as Shields: A spore cloud will absorb any hit generated by weapons fire except from those that specifically ignore shields, such as Warp Cannon or Particle Whip rolls of 6. Special weapons designed to affect shields will affect spore clouds in an identical manner. Spore clouds are affected by Blast markers just like shields on an ordinary ship, place a marker in base contact for each cloud that absorbs a hit. Spores will also protect a bio- ship against shooting and potential damage from celestial phenomena in the same manner as shields.

If an enemy ship gets in base contact with a Tyranid vessel it will suffer spore impacts. Enemy vessels treat this similar to blast markers. They lose -5 cm speed and ships with a Shield strength of 0 (i.e. Eldar or ships suffering the Shields Collapse critical) also suffers a point of damage on a D6 roll of 6. However, this test only needs to be done once per Movement phase, regardless of how many Tyranid ships make base contact with the same enemy vessel. If a Tyranid vessel and an enemy vessel end their movement in base contact with each other, a blast marker is placed between the two ships.

Spores as Turrets: If attacked by ordnance a bio-ship treats its spore cysts as the number of turrets it can bring to bear. Each Blast marker in contact with the ship will reduce one spore cloud to hitting on a 6+ instead of 4+. If a spore is already rolling against ordnance that requires 6+ to hit with turrets (such as against Eldar attack craft), being in contact with blast markers has no additional effect.

Unlike normal turret fire, both torpedoes and attack craft can be targeted by the spores in the same turn. Bio-ships can mass

their spore cysts in close formation against ordnance as described for other ships, but they do not gain any shielding benefits by doing so. Tyranid spore clouds will NOT intercept Tyranid ordnance. The number of spores a ship has is subtracted from a bomber's die roll to determine number of attacks made like a true turret value. Blast markers in contact have no effect on this.

TYRANID HIVE FLEET LIST

Tyranids have an attack rating of 3.

FLEET COMMANDER

The Tyranid player may opt to include the direct influence of the Hive Mind in lieu of having a fleet commander. These take the form of Hive Mind Influence re-rolls and Hive Mind Imperatives. Hive Mind Influence re-rolls work in the same way as normal fleet commander re-rolls. Hive Mind Imperatives cause a Command check or Leadership test to be passed automatically. The decision to use a Hive Mind Imperative must be taken before the dice are rolled.

Type	Cost	Notes
Hive Mind Influence	30	Up to one Hive Mind Influence may be purchased per Hive Ship in the fleet.
Hive Mind Imperative	40	Up to one per two Hive Ships in the fleet (may purchase a single Hive Mind Imperative as long as at least one Hive Ship is present)

HIVE SHIPS

EACH HIVE SHIP ALLOWS THE TYRANID PLAYER TO PURCHASE 6-12 ESCORT SHIPS AND 0-2 CAPITAL SHIPS

TYPE	COST	OPTIONS
Hive Ship (Ld 8)	200 pts	May increase Ld to Ld 9 for + 40 pts. Must have one prow weapon: +30 pts Pyro-acid Battery +15 pts Feeder tentacles and Massive Claws +20 pts Bio-plasma Spines +25 pts Boarding Torpedoes Must have one thorax weapon: +30 pts Pyro-acid Battery +20 pts Bio-plasma Discharge +20 pts Launch Bays May have up to three port/starboard weapons: +15 pts Pyro-acid Battery +20 pts Bio-plasma Discharge +20 pts Launch Bays
You may include up to two Cruisers for each Hive Ship in the fleet		
Cruiser	80 pts	Must have one prow weapon: +20 pts Pyro-acid Battery +10 pts Feeder tentacles +5 pts Massive Claws +10 pts Boarding Torpedoes Must have one thorax weapon: +10 pts Feeder Tentacles +5 pts Massive Claws +10 Boarding Torpedoes May have up to two port/starboard weapons: +15 pts Pyro-acid Battery +20 pts Bio-plasma Discharge

ESCORTS

YOU MAY INCLUDE BETWEEN 6 AND 12 ESCORT CLASS SHIPS FOR EACH HIVE SHIP. IF NO HIVE SHIPS ARE CHOSEN, ONLY KRAKEN AND VANGUARD DRONE SHIPS MAY BE INCLUDED IN THE FLEET.

TYPE	COST	OPTIONS
Vanguard drone ship	20 pts	Must be armed with one of the following: +5 pts Pyro-acid Battery +5 pts Feeder tentacles
Kraken	25 pts	Must be armed with one of the following: +15 pts Pyro-acid Battery +5 pts Feeder tentacles +10 pts Massive Claws +10 pts Bio-plasma Discharge +15 pts Boarding torpedoes

YOU MAY INCLUDE BETWEEN 6 AND 12 ESCORT CLASS SHIPS FOR EACH HIVE SHIP. IF NO HIVE SHIPS ARE CHOSEN, ONLY KRAKEN AND VANGUARD DRONE SHIPS MAY BE INCLUDED IN THE FLEET.

TYPE	COST	OPTIONS
<i>The fleet must have at least six escort drones for every hive ship in the fleet. If desired, this may be in addition to the 6-12 escorts (of any type) that may be taken for every hive ship in the fleet.</i>		
Escort drone ship	10 pts	Must be armed with one of the following: +10 pts Pyro-acid Battery +5 pts Feeder tentacles +5 pts Bio-plasma discharge

ORDNANCE

Up to 10 % of the fleet's points allowance may be spent on Ordnance markers as long as at least one hive ship is chosen.

Strength 4 Boarding Torpedo marker	12
Assault boat marker	8
Fighter marker	7

6.17 TYRANID VANGUARD FLEET LIST

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Quotequote

Forces

The Tyranid Vanguard Fleet List uses the datasheets from 5.9.

Using The Fleet List

The fleet list includes the following information:

Class: The type of the ship.

Notes: Notes on usage or optional upgrades.

Cost: The points value of the formation.

Special Rules

The 6.16.1 and 5.8.1 rules apply to all Tyranid vessels. Tyranid ships are armed with 5.8.2 and use 6.16.2 for protection rather than shields and turrsts.

Tyranids do not follow the normal squadron rules when forming up the fleet. Vanguard drone ships and Kraken may be deployed in squadrons of 6 to 12 models. You may combine the two types in a single squadron if you wish.

TYRANID VANGUARD FLEET LIST

Tyranids have an attack rating of 3.

Escort squadrons in a Tyranid Vanguard fleet may take a Leadership test at the start of each turn in order to override their Instinctive Behaviour, just as if they were in range of a hive ship. Each squadron uses their own Leadership for the test (you can't use that of a nearby ship or squadron) and if failed, uses Instinctive Behaviour as normal. You may test to override Instinctive Behaviour for all your squadrons even if a squadron fails.

VANGUARD SHIPS		
YOU MAY INCLUDE ANY NUMBER OF VANGUARD DRONE SHIPS AND KRAKEN.		
TYPE	COST	OPTIONS
Vanguard drone ship	20 pts	Must be armed with one of the following: +5 pts Pyro-acid Battery +5 pts Feeder tentacles
Kraken	25 pts	Must be armed with one of the following: +15 pts Pyro-acid Battery +5 pts Feeder tentacles +10 pts Massive Claws +10 pts Bio-plasma Discharge +15 pts Boarding torpedoes

6.18 THE BEZERKER FLEET FLEET LIST

"Put a quote here."

idk, Abaddon?

Forces

The The Bezerker Fleet Fleet List uses the datasheets from the Chaos Black Crusade Fleet Forces section and the Khorne Unique Forces section.

Using The Fleet List

The fleet list includes the following information:

Class: The type of the ship.

Notes: Notes on usage or optional upgrades.

Cost: The points value of the formation.

Special Rules

Chaos Fleets uses the 6.18.1 and 5.14.1 special rules. Chaos Incursion fleets may incorporate renegade Imperial Navy vessels according to the 6.18.2 rules. Chaos vessels that purchase *Chaos Space Marine Crew* use the 6.18.3 special rules, and carriers with *Chaos Space Marine Crew* may refit to carry 5.13.2 at the cost of halving the capacity of all launch bays (round down). Daemon Ships use the 5.14.2 special rules. If Abaddon the Despoiler is taken as a fleet commander, he uses the *Abaddon* special rules. The Planet Killer uses the 5.14.3 special rules.

6.18.1

Chaos Commanders

A Chaos Warmaster (as opposed to a Lord) must always be used as a fleet commander in any Chaos fleet list that requires the use of a fleet commander. Under no circumstance can a Chaos Lord be placed on the same ship as a Warmaster.

6.18.2

Renegade Imperial Vessels

For every 1,500 points in a Chaos fleet, one cruiser from any Imperial Navy fleet list up to 185 points and/or up to six Imperial Navy escorts may be taken. Special weapon rules, Nova Cannon, Chaos Lords, Chaos Space Marines, Chaos ordnance or Daemonship upgrades may not be taken for Imperial Navy vessels used in this manner, and cruisers suffer -1Ld for going renegade. Imperial Navy escorts need not be in a single squadron and may be interspersed within other Chaos escort squadrons if desired. These vessels do not count as reserves; they count as Chaos vessels in all respects.

6.18.3***Chaos Space Marine Crew***

Leadership: A vessel with a Chaos Space Marine crew will have +1 Leadership (in addition to any other bonuses due to there being a Chaos Warmaster or Chaos Lord on board). Furthermore the maximum Leadership of the vessel is increased to 10.

Boarding and Hit-&-run: The superior fighting skills of the Chaos Space Marines are most apparent in boarding actions. A ship with a Chaos Space Marine crew adds +2 to its roll (this replaces the standard +1 bonus for Chaos vessels) when performing boarding actions, and enemy conducting hit & run attacks against them subtract one from their hit & run result. Hit and run attacks launched by boarding torpedoes, Dreadclaws, Thunderhawks or teleportation originating from such a ship add 1 to their result.

Planetary Assault: Ships with Chaos Space Marine crews in a Planetary Assault mission score two Assault Points for every turn they spend landing troops.

Terminator Teleport Assault: Battleships and grand cruisers with Chaos Space Marine Crews may embark Chosen Terminators for +10 pts, allowing them to roll two dice when conducting hit and run teleport attacks and select which one they wish to count.

Marks of Chaos: A ship with a Chaos Space Marine crew may have a Mark of Chaos, even if a Warmaster or Lord does not captain it.

Capital Ship Squadrons: If capital ships are grouped as squadrons then each squadron may only contain a single Warmaster or Lord and that ship must lead the squadron. Similarly a squadron may not include ships with different Marks of Chaos.

THE BEZERKER FLEET FLEET LIST

The Berzerker Fleet has an attack rating of ?.

FLEET COMMANDER		
0-1 Chaos Warmaster of Khorne		
Type	Cost	Notes
Chaos Warmaster (Ld +2)	100	One re-roll May purchase a second re-roll for +25 pts Must take Mark of Khorne
Any capital ship, apart from that of the Warmaster, may be captained by a Chaos Lord. If so then add +1 to the Leadership rolled for the ship at the start of the game subject to a maximum of 9.		
Chaos Lord (Ld +1)	25	May be given a reroll (for his own ship only) for +25 pts May take a Mark of Khorne
Mark of Khorne	20	Double boarding value in boarding actions.

CAPITAL SHIPS		
You may include up to one battleship in your fleet for every three cruisers or heavy cruisers.		
Type	Cost	Options
0-1 Planet Killer	505 pts	May only be taken in fleets of over 1000 pts
0-1 Conqueror	380 pts	May only be taken in fleets of over 1000 pts
Chaos battle barge	410 pts	May exchange weapon batteries for 45cm FP8 or 30cm FP10 batteries at no cost. May exchange prow lance for S8 prow torpedoes for +10 pts. May exchange dorsal lance for 45cm S4 variant for +10 pts.
Despoiler-class battleship	400 pts	May replace prow lance battery with S8 torpedoes for +10 pts.
Desolator-class battleship	300 pts	
You may include up to one grand cruiser in your fleet for every three cruisers or heavy cruisers.		
Type	Cost	Options
Repulsive-class grand cruiser	230 pts	May increase dorsal lance range to 45cm for +10pts. May add a third shield for +15pts when modelled on a large (60 mm) base.
Vengeance-class grand cruiser	230 pts	
Retaliator-class grand cruiser	260 pts	
Executor-class grand cruiser	210 pts	
You may include up to one heavy cruiser in your fleet for every two cruisers.		
Type	Cost	Options
Styx-class heavy cruiser	260 pts	
Hades-class heavy cruiser	200 pts	
Acheron-class heavy cruiser	190 pts	
Hecate-class heavy cruiser	230 pts	
You may include 0-12 cruisers in your fleet.		
Type	Cost	Options
Devastation-class cruiser	190 pts	
Murder-class cruiser	170 pts	May replace FP10 weapon batteries with FP4 batteries and S2 lance batteries at no cost (no more than two per 750 pts).
Carnage-class cruiser	180 pts	
Slaughter-class cruiser	165 pts	
Inferno-class cruiser	180 pts	

CHAOS SPACE MARINE CREW		
Any capital ship can be designated as having a World Eaters Chaos Space Marine crew at +35 points. The ship will be subject to the <i>Chaos Space Marine Crew</i> special rules. A ship with a Chaos Space Marine crew may have a Mark of Khorne, even if a Warmaster or Lord does not captain it.		
For an extra 10 points, battleships and grand cruisers with Chaos Space Marine Warmasters, Lords or crews may include		

Chosen Terminators, as explained in the *Chaos Space Marine Crew* special rules.

DAEMONSHIPS

Up to a quarter of capital ships (not battleships or the flagship) in your fleet may be upgraded to a Daemonship at the additional points cost shown, based upon the type of vessel chosen. Daemonships use the *Daemonships* special rules. Daemonships may not be commanded by Warmasters or Lords, and may not have Chaos Space Marine crews. Berzerker Fleet Daemonships gain the Mark of Khorne, which is included in their upgrade cost.

Class	Cost	Options
Grand Cruiser	50	
Heavy Cruiser	45	
Cruiser	40	

FORCES OF CHAOS

Berzerker Fleet of Khorne vessels may take Forces of Chaos as upgrades.

Berzerker Tide	Free	Any ships with the Mark of Khorne conducting a boarding action may roll D3 extra critical damage rolls if desired, but then it may not take any special orders (including <i>Brace for Impact</i>) in the next turn. Carriers with this Mark may launch up to D3 more attack craft markers of any type if less than 20 cm of their target. If they do so, they must <i>Reload Ordnance</i> and not launch in the next turn.
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ESCORTS

You may include any number of escorts.

Class	Cost	Options
<i>Idolator</i> -class raider	45 pts	
<i>Infiel</i> -class raider	40 pts	
<i>Iconoclast</i> -class destroyer	30 pts	

ORDNANCE

Ships with launch bays can have a mixture of Swiftdeath fighters, Doomfire bombers and Dreadclaw assault craft. Ships with torpedo tubes are armed with normal and boarding torpedoes.

A ship with a Chaos Space Marine crew may be equipped with Thunderhawk Gunships but if so it may only carry Thunderhawks and may not launch Swiftdeaths, Doomfires and Dreadclaws. Furthermore the launch capacity of the ship's bays' is halved (round down). This is because the launch bays have to be substantially rebuilt to deal with the larger Thunderhawks.

6.19 CHAOS BLACK CRUSADE FLEET LIST

"Put a quote here."

idk, Abaddon?

Forces

The Chaos Black Crusade Fleet List uses the datasheets from the Chaos Black Crusade Fleet Forces section.

Using The Fleet List

The fleet list includes the following information:

Class: The type of the ship.

Notes: Notes on usage or optional upgrades.

Cost: The points value of the formation.

Special Rules

Chaos Fleets uses the 6.18.1 and 5.14.1 special rules. Chaos Incursion fleets may incorporate renegade Imperial Navy vessels according to the 6.18.2 rules. Chaos vessels that purchase *Chaos Space Marine Crew* use the 6.18.3 special rules, and carriers with *Chaos Space Marine Crew* may refit to carry 5.13.2 at the cost of halving the capacity of all launch bays (round down). Daemon Ships use the 5.14.2 special rules. If Abaddon the Despoiler is taken as a fleet commander, he uses the *Abaddon* special rules. The Planet Killer uses the 5.14.3 special rules.

CHAOS BLACK CRUSADE FLEET LIST

The Chaos Black Crusade Fleet has an attack rating of ?.

FLEET COMMANDER		
You must include 1 Chaos Warmaster in your fleet, who must be assigned to the most expensive ship in the fleet.		
Type	Cost	Notes
Abaddon (Ld 10)	195	May only be taken in a fleet worth 1000 points or more. Receives one re-roll per turn See <i>Abaddon</i> special rules.
Chaos Warmaster (Ld +2)	100	+2 to rolled Leadership, to a maximum of 9 Has one reroll. May purchase an additional re-roll for +25 pts May take a single Mark of Chaos (as below)
Any capital ship, apart from that of the Warmaster, may be captained by a Chaos Lord. If so then add +1 to the Leadership rolled for the ship at the start of the game subject to a maximum of 9.		
Chaos Lord (Ld +1)	25	May be given a re-roll (which can only be used for his own ship or squadron) for +25 pts May take a single Mark of Chaos (as below)
Chaos Warmasters and Chaos Lords may be given up to one Mark of Chaos.		
Type	Cost	Notes
Mark of Slaanesh	25	Enemy ships within 15cm suffer -2 to their Ld.
Mark of Khorne	20	The ship doubles its value in boarding actions and adds +1 to any rolls for inflicting critical damage in a boarding action.
Mark of Tzeentch	25	Gain an extra re-roll.
Mark of Nurgle	35	The ship gains 1 damage point and may not be boarded.

CAPITAL SHIPS		
You may include up to one battleship in your fleet for every three cruisers or heavy cruisers.		
Type	Cost	Options
0-1 Planet Killer	505 pts	May only be taken in fleets of over 1000 pts
Chaos battle barge	410 pts	May exchange weapon batteries for 45cm FP8 or 30cm FP10 batteries at no cost. May exchange prow lance for S8 prow torpedoes for +10 pts. May exchange dorsal lance for 45cm S4 variant for +10 pts.
Despoiler-class battleship	400 pts	May replace prow lance battery with S8 torpedoes for +10 pts.
Desolator-class battleship	300 pts	
You may include up to one grand cruiser in your fleet for every three cruisers or heavy cruisers.		
Type	Cost	Options
Repulsive-class grand cruiser	230 pts	May increase dorsal lance range to 45cm for +10pts. May add a third shield for +15pts when modelled on a large (60 mm) base.
Vengeance-class grand cruiser	230 pts	
Retaliator-class grand cruiser	260 pts	
Executor-class grand cruiser	210 pts	
You may include up to one heavy cruiser in your fleet for every two cruisers.		
Type	Cost	Options
Styx-class heavy cruiser	260 pts	
Hades-class heavy cruiser	200 pts	
Acheron-class heavy cruiser	190 pts	
Hecate-class heavy cruiser	230 pts	
You may include 0-12 cruisers in your fleet.		
Type	Cost	Options
Devastation-class cruiser	190 pts	
Murder-class cruiser	170 pts	May replace FP10 weapon batteries with FP4 batteries and S2 lance batteries at no cost (no more than two per 750 pts).

<i>Carnage</i> -class cruiser	180 pts
<i>Slaughter</i> -class cruiser	165 pts
<i>Inferno</i> -class cruiser	180 pts

CHAOS SPACE MARINE CREW

Any capital ship can be designated as having a Chaos Space Marine crew at +35 points. The ship will be subject to the Chaos Space Marine Crew special rules. A ship with a Chaos Space Marine crew may have a Mark of Chaos, even if a Warmaster or Lord does not captain it.

For an extra 10 points, battleships and grand cruisers with Chaos Space Marine Warmasters, Lords or crews may include Chosen Terminators.

DAEMONSHIPS

Any number of capital ships in your fleet may be upgraded to a Daemon ship at the additional points cost shown, based upon the type of vessel chosen. Daemonships use the *Daemonships* special rules.

Class	Cost	Options
Battleship	50	
Grand Cruiser	30	
Heavy Cruiser	25	
Cruiser	20	

ESCORTS

You may include any number of escorts.

Class	Cost	Options
<i>Idolator</i> -class raider	45 pts	
<i>Infidel</i> -class raider	40 pts	
<i>Iconoclast</i> -class destroyer	30 pts	

ORDNANCE

Ships with launch bays can have a mixture of Swiftdeath fighters, Doomfire bombers or Dreadclaw assault craft. Ships with torpedo tubes are armed with normal and boarding torpedoes.

A ship with a Chaos Space Marine crew may be equipped with Thunderhawk Gunships but if so it may only carry Thunderhawks and may not launch Swiftdeaths, Doomfires and Dreadclaws. Furthermore the launch capacity of the ship's bays' is halved (round down). This is because the launch bays have to be substantially rebuilt to deal with the larger Thunderhawks.

6.20 CHAOS INCURSION FLEET LIST

“Put a quote here.”

idk, Abaddon?

Forces

The Chaos Incursion Fleet List uses the datasheets from the Chaos Incursion Fleet Forces section.

Using The Fleet List

The fleet list includes the following information:

Class: The type of the ship.

Notes: Notes on usage or optional upgrades.

Cost: The points value of the formation.

Special Rules

Chaos Incursion Fleets uses the 6.18.1 and 5.14.1 special rules. Chaos Incursion fleets may incorporate renegade Imperial Navy vessels according to the 6.18.2 rules.

CHAOS INCURSION FLEET LIST

The Chaos Incursion Fleet has an attack rating of ?.

FLEET COMMANDER		
You must include 1 Chaos Warmaster in your fleet, who must be assigned to the most expensive ship in the fleet.		
Type	Cost	Notes
Chaos Warmaster (Ld 8)	50	May take 1-4 Marks of Chaos, as below.
Chaos Warmaster (Ld 9)	100	May take 1-4 Marks of Chaos, as below.
You may include up to three Chaos Lords in your fleet. Each Chaos Lord must be assigned a ship and improves its Leadership rating to the value shown.		
0-3 Chaos Lords (Ld 8)	50	May take 1 Mark of Chaos, as below.
Chaos Warmasters get one re-roll, and may be given up to four Marks of Chaos as shown below (no Mark may be taken more than once). Chaos Lords may be given up to one Marks of Chaos.		
Type	Cost	Notes
Mark of Slaanesh	25	Enemy ships within 15cm suffer -2 to their Ld.
Mark of Khorne	20	The ship doubles its value in boarding actions and adds +1 to any rolls for inflicting critical damage in a boarding action.
Mark of Tzeentch	30	Gain an extra re-roll.
Mark of Nurgle	35	The ship gains 1 damage point and may not be boarded.

CAPITAL SHIPS		
You may include up to one battleship in your fleet for every three cruisers or heavy cruisers.		
Type	Cost	Options
Chaos battle barge	410 pts	May exchange weapon batteries for 45cm FP8 or 30cm FP10 batteries at no cost. May exchange prow lance for S8 prow torpedoes for +10 pts. May exchange dorsal lance for 45cm S4 variant for +10 pts.
Despoiler-class battleship	400 pts	May replace prow lance battery with S8 torpedoes for +10 pts.
Desolator-class battleship	300 pts	
You may include up to one grand cruiser in your fleet for every three cruisers or heavy cruisers.		
Type	Cost	Options
Repulsive-class grand cruiser	230 pts	May increase dorsal lance range to 45cm for +10pts. May add a third shield for +15pts when modelled on a large (60 mm) base.
You may include up to one heavy cruiser in your fleet for every two cruisers.		
Type	Cost	Options
Styx-class heavy cruiser	260 pts	
Hades-class heavy cruiser	200 pts	
Acheron-class heavy cruiser	190 pts	
Hecate-class heavy cruiser	230 pts	
You may include 0-12 cruisers in your fleet.		
Type	Cost	Options
Devastation-class cruiser	190 pts	
Murder-class cruiser	170 pts	May replace FP10 weapon batteries with FP4 batteries and S2 lance batteries at no cost (no more than two per 750 pts).
Carnage-class cruiser	180 pts	
Slaughter-class cruiser	165 pts	
Inferno-class cruiser	180 pts	

ESCORTS		
You may include any number of escorts.		
Class	Cost	Options
Idolator-class raider	45 pts	
Infidel-class raider	40 pts	

<i>Iconoclast</i> -class destroyer	30 pts
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ORDNANCE

Ships with launch bays can have a mixture of Swiftdeath fighters, Doomfire bombers or Dreadclaw assault craft. Ships with torpedo tubes are armed with normal and boarding torpedoes.

6.21 THE PLAGUEFLEET FLEET LIST

“Put a quote here.”

idk, Abaddon?

Forces

The The Plaguefleet Fleet List uses the datasheets from the Chaos Black Crusade Fleet Forces section and the Nurgle Unique Forces section.

Using The Fleet List

The fleet list includes the following information:

Class: The type of the ship.

Notes: Notes on usage or optional upgrades.

Cost: The points value of the formation.

Special Rules

Chaos Fleets uses the 6.18.1 and 5.14.1 special rules. Chaos Incursion fleets may incorporate renegade Imperial Navy vessels according to the 6.18.2 rules. Chaos vessels that purchase *Chaos Space Marine Crew* use the 6.18.3 special rules, and carriers with *Chaos Space Marine Crew* may refit to carry 5.13.2 at the cost of halving the capacity of all launch bays (round down). Daemon Ships use the 5.14.2 special rules. If Abaddon the Despoiler is taken as a fleet commander, he uses the *Abaddon* special rules. The Planet Killer uses the 5.14.3 special rules.

THE PLAGUEFLEET FLEET LIST

The Plaguefleet has an attack rating of ?.

FLEET COMMANDER		
0-1 Chaos Warmaster of Nurgle		
Type	Cost	Notes
Chaos Warmaster (Ld +2)	100	One re-roll May purchase a second re-roll for +25 pts Must take Mark of Nurgle
Any capital ship, apart from that of the Warmaster, may be captained by a Chaos Lord. If so then add +1 to the Leadership rolled for the ship at the start of the game subject to a maximum of 9.		
Chaos Lord (Ld +1)	25	May be given a reroll (for his own ship only) for +25 pts May take a Mark of Nurgle
Mark of Nurgle	35	The vessel gains an extra Damage Point and may not be boarded.

CAPITAL SHIPS		
You may include up to one battleship in your fleet for every three cruisers or heavy cruisers.		
Type	Cost	Options
0-1 Planet Killer	505 pts	May only be taken in fleets of over 1000 pts
0-1 <i>Terminus Est</i>	430 pts	May only be taken in fleets of over 1000 pts
Chaos battle barge	410 pts	May exchange weapon batteries for 45cm FP8 or 30cm FP10 batteries at no cost. May exchange prow lance for S8 prow torpedoes for +10 pts. May exchange dorsal lance for 45cm S4 variant for +10 pts.
<i>Despoiler</i> -class battleship	400 pts	May replace prow lance battery with S8 torpedoes for +10 pts.
<i>Desolator</i> -class battleship	300 pts	
You may include up to one grand cruiser in your fleet for every three cruisers or heavy cruisers.		
Type	Cost	Options
<i>Repulsive</i> -class grand cruiser	230 pts	May increase dorsal lance range to 45cm for +10pts. May add a third shield for +15pts when modelled on a large (60 mm) base.
<i>Vengeance</i> -class grand cruiser	230 pts	
<i>Retaliator</i> -class grand cruiser	260 pts	
<i>Executor</i> -class grand cruiser	210 pts	
You may include up to one heavy cruiser in your fleet for every two cruisers.		
Type	Cost	Options
<i>Styx</i> -class heavy cruiser	260 pts	
<i>Hades</i> -class heavy cruiser	200 pts	
<i>Acheron</i> -class heavy cruiser	190 pts	
<i>Hecate</i> -class heavy cruiser	230 pts	
You may include 0-12 cruisers in your fleet.		
Type	Cost	Options
<i>Devastation</i> -class cruiser	190 pts	
<i>Murder</i> -class cruiser	170 pts	May replace FP10 weapon batteries with FP4 batteries and S2 lance batteries at no cost (no more than two per 750 pts).
<i>Carnage</i> -class cruiser	180 pts	
<i>Slaughter</i> -class cruiser	165 pts	
<i>Inferno</i> -class cruiser	180 pts	

CHAOS SPACE MARINE CREW

Any capital ship can be designated as having a Death Guard Chaos Space Marine crew at +35 points. The ship will be subject to the *Chaos Space Marine Crew* special rules. A ship with a Chaos Space Marine crew may have a Mark of Nurgle, even if a Warmaster or Lord does not captain it.

For an extra 10 points, battleships and grand cruisers with Chaos Space Marine Warmasters, Lords or crews may include

Chosen Terminators, as explained in the *Chaos Space Marine Crew* special rules.

DAEMONSHIPS

Up to a third of capital ships in your fleet (not the *Terminus Est* or the flagship) may be upgraded to a Daemonship at the additional points cost shown, based upon the type of vessel chosen. Daemonships use the *Daemonships* special rules. Daemonships may not be commanded by Warmasters or Lords, and may not have Chaos Space Marine crews. Plaguefleet Daemonships gain the Mark of Nurgle, which is included in their upgrade cost.

Class	Cost	Options
Battleship	85	
Grand Cruiser	65	
Heavy Cruiser	60	
Cruiser	55	

FORCES OF CHAOS

Plaguefleet of Nurgle vessels may take Forces of Chaos as upgrades.

Hives of Nurgle	10 pts	Capital ships with Mark of Nurgle only. Enemies within 15cm do not benefit from a left column shift when firing at it.
0-3 Ark of Pestilence	5 pts	Capital ships with Mark of Nurgle only. Ships boarded by them are also infected by plague in addition to all damage inflicted normally, affecting it the same way as if it suffered a single Fire critical (repaired normally). Ships hulked in this manner do not remain "on fire" and roll normally on the catastrophic damage table.

ESCORTS

You may include any number of escorts.

Class	Cost	Options
<i>Idolator</i> -class raider	45 pts	
<i>Infidel</i> -class raider	40 pts	
<i>Iconoclast</i> -class destroyer	30 pts	

ORDNANCE

Ships with launch bays can have a mixture of Swiftdeath fighters, Doomfire bombers and Dreadclaw assault craft. Ships with torpedo tubes are armed with normal and boarding torpedoes.

A ship with a Chaos Space Marine crew may be equipped with Thunderhawk Gunships but if so it may only carry Thunderhawks and may not launch Swiftdeaths, Doomfires and Dreadclaws. Furthermore the launch capacity of the ship's bays' is halved (round down). This is because the launch bays have to be substantially rebuilt to deal with the larger Thunderhawks.

6.22 THE PLEASUREFLEET FLEET LIST

“Put a quote here.”

idk, Abaddon?

Forces

The The Pleasurefleet Fleet List uses the datasheets from the Chaos Black Crusade Fleet Forces section and the Slaanesh Unique Forces section.

Using The Fleet List

The fleet list includes the following information:

Class: The type of the ship.

Notes: Notes on usage or optional upgrades.

Cost: The points value of the formation.

Special Rules

Chaos Fleets uses the 6.18.1 and 5.14.1 special rules. Chaos Incursion fleets may incorporate renegade Imperial Navy vessels according to the 6.18.2 rules. Chaos vessels that purchase *Chaos Space Marine Crew* use the 6.18.3 special rules, and carriers with *Chaos Space Marine Crew* may refit to carry 5.13.2 at the cost of halving the capacity of all launch bays (round down). Daemon Ships use the 5.14.2 special rules. If Abaddon the Despoiler is taken as a fleet commander, he uses the *Abaddon* special rules. The Planet Killer uses the 5.14.3 special rules.

THE PLEASUREFLEET FLEET LIST

The Pleasurefleet has an attack rating of ?.

FLEET COMMANDER		
0-1 Chaos Warmaster of Slaanesh		
Type	Cost	Notes
Chaos Warmaster (Ld +2)	100	One re-roll May purchase a second re-roll for +25 pts Must take Mark of Slaanesh
Any capital ship, apart from that of the Warmaster, may be captained by a Chaos Lord. If so then add +1 to the Leadership rolled for the ship at the start of the game subject to a maximum of 9.		
Chaos Lord (Ld +1)	25	May be given a reroll (for his own ship only) for +25 pts May take a Mark of Slaanesh
Mark of Slaanesh	25	Enemy ships within 15 cm of any ship with a Mark of Slaanesh suffer -2 to their leadership value.

CAPITAL SHIPS		
You may include up to one battleship in your fleet for every three cruisers or heavy cruisers.		
Type	Cost	Options
0-1 Planet Killer	505 pts	May only be taken in fleets of over 1000 pts
0-1 <i>Terminus Est</i>	430 pts	May only be taken in fleets of over 1000 pts
Chaos battle barge	410 pts	May exchange weapon batteries for 45cm FP8 or 30cm FP10 batteries at no cost. May exchange prow lance for S8 prow torpedoes for +10 pts. May exchange dorsal lance for 45cm S4 variant for +10 pts.
<i>Despoiler</i> -class battleship	400 pts	May replace prow lance battery with S8 torpedoes for +10 pts.
<i>Desolator</i> -class battleship	300 pts	
You may include up to one grand cruiser in your fleet for every three cruisers or heavy cruisers.		
Type	Cost	Options
<i>Repulsive</i> -class grand cruiser	230 pts	May increase dorsal lance range to 45cm for +10pts. May add a third shield for +15pts when modelled on a large (60 mm) base.
<i>Vengeance</i> -class grand cruiser	230 pts	
<i>Retaliator</i> -class grand cruiser	260 pts	
<i>Executor</i> -class grand cruiser	210 pts	
You may include up to one heavy cruiser in your fleet for every two cruisers.		
Type	Cost	Options
<i>Styx</i> -class heavy cruiser	260 pts	
<i>Hades</i> -class heavy cruiser	200 pts	
<i>Acheron</i> -class heavy cruiser	190 pts	
<i>Hecate</i> -class heavy cruiser	230 pts	
You may include 0-12 cruisers in your fleet.		
Type	Cost	Options
<i>Devastation</i> -class cruiser	190 pts	
<i>Murder</i> -class cruiser	170 pts	May replace FP10 weapon batteries with FP4 batteries and S2 lance batteries at no cost (no more than two per 750 pts).
<i>Carnage</i> -class cruiser	180 pts	
<i>Slaughter</i> -class cruiser	165 pts	
<i>Inferno</i> -class cruiser	180 pts	

CHAOS SPACE MARINE CREW

Any capital ship can be designated as having a Death Guard Chaos Space Marine crew at +35 points. The ship will be subject to the *Chaos Space Marine Crew* special rules. A ship with a Chaos Space Marine crew may have a Mark of Slaanesh, even if a Warmaster or Lord does not captain it.

For an extra 10 points, battleships and grand cruisers with Chaos Space Marine Warmasters, Lords or crews may include

Chosen Terminators, as explained in the *Chaos Space Marine Crew* special rules.

DAEMONSHIPS

Up to half of capital ships in your fleet (not the *Wages of Sin* or the flagship) may be upgraded to a Daemonship at the additional points cost shown, based upon the type of vessel chosen. Daemonships use the *Daemonships* special rules. Daemonships may not be commanded by Warmasters or Lords, and may not have Chaos Space Marine crews. Pleasurefleet Daemonships gain the Mark of Slaanesh, which is included in their upgrade cost.

Class	Cost	Options
Battleship	75	
Grand Cruiser	55	
Heavy Cruiser	50	
Cruiser	45	

FORCES OF CHAOS

Pleasurefleet of Slaanesh vessels may take Forces of Chaos as upgrades.

Veil of Lust	20 pts	Ship firing on this vessel using the gunnery table suffers a right column shift before any other modifiers are applied.
0-2 Siren's Summon	25 pts	Capital ships with Mark of Slaanesh only. While within 15 cm of a vessel with Siren's Summon, enemy ships cannot take special orders or make leadership checks of any type, including <i>Brace For Impact</i> .

ESCORTS

You may include any number of escorts.

Class	Cost	Options
<i>Idolator</i> -class raider	45 pts	
<i>Infidel</i> -class raider	40 pts	
<i>Iconoclast</i> -class destroyer	30 pts	

ORDNANCE

Ships with launch bays can have a mixture of Swiftdeath fighters, Doomfire bombers and Dreadclaw assault craft. Ships with torpedo tubes are armed with normal and boarding torpedoes.

A ship with a Chaos Space Marine crew may be equipped with Thunderhawk Gunships but if so it may only carry Thunderhawks and may not launch Swiftdeaths, Doomfires and Dreadclaws. Furthermore the launch capacity of the ship's bays' is halved (round down). This is because the launch bays have to be substantially rebuilt to deal with the larger Thunderhawks.

6.23 THE SORCEROUS FLEET FLEET LIST

"Put a quote here."

idk, Abaddon?

Forces

The The Sorcerous Fleet Fleet List uses the datasheets from the Chaos Black Crusade Fleet Forces section and the Tzeentch Unique Forces section.

Using The Fleet List

The fleet list includes the following information:

Class: The type of the ship.

Notes: Notes on usage or optional upgrades.

Cost: The points value of the formation.

Special Rules

Chaos Fleets uses the 6.18.1 and 5.14.1 special rules. Chaos Incursion fleets may incorporate renegade Imperial Navy vessels according to the 6.18.2 rules. Chaos vessels that purchase *Chaos Space Marine Crew* use the 6.18.3 special rules, and carriers with *Chaos Space Marine Crew* may refit to carry 5.13.2 at the cost of halving the capacity of all launch bays (round down). Daemon Ships use the 5.14.2 special rules. If Abaddon the Despoiler is taken as a fleet commander, he uses the *Abaddon* special rules. The Planet Killer uses the 5.14.3 special rules.

THE SORCEROUS FLEET FLEET LIST

The Chaos Black Crusade Fleet has an attack rating of ?.

FLEET COMMANDER		
0-1 Chaos Warmaster of Tzeentch		
Type	Cost	Notes
Chaos Warmaster (Ld +2)	100	One re-roll May purchase a second re-roll for +25 pts Must take Mark of Tzeentch
Any capital ship, apart from that of the Warmaster, may be captained by a Chaos Lord. If so then add +1 to the Leadership rolled for the ship at the start of the game subject to a maximum of 9.		
Chaos Lord (Ld +1)	25	May take a Mark of Tzeentch for +25 pts
Mark of Tzeentch	25	The vessel gains an extra re-roll.

CAPITAL SHIPS		
You may include up to one battleship in your fleet for every three cruisers or heavy cruisers.		
Type	Cost	Options
0-1 Planet Killer	505 pts	May only be taken in fleets of over 1000 pts
0-1 <i>Scion of Prospero</i>	450 pts	May only be taken in fleets of over 1000 pts
Chaos battle barge	410 pts	May exchange weapon batteries for 45cm FP8 or 30cm FP10 batteries at no cost. May exchange prow lance for S8 prow torpedoes for +10 pts. May exchange dorsal lance for 45cm S4 variant for +10 pts.
Despoiler-class battleship	400 pts	May replace prow lance battery with S8 torpedoes for +10 pts.
Desolator-class battleship	300 pts	
You may include up to one grand cruiser in your fleet for every three cruisers or heavy cruisers.		
Type	Cost	Options
Repulsive-class grand cruiser	230 pts	May increase dorsal lance range to 45cm for +10pts. May add a third shield for +15pts when modelled on a large (60 mm) base.
Vengeance-class grand cruiser	230 pts	
Retaliator-class grand cruiser	260 pts	
Executor-class grand cruiser	210 pts	
You may include up to one heavy cruiser in your fleet for every two cruisers.		
Type	Cost	Options
Styx-class heavy cruiser	260 pts	
Hades-class heavy cruiser	200 pts	
Acheron-class heavy cruiser	190 pts	
Hecate-class heavy cruiser	230 pts	
You may include 0-12 cruisers in your fleet.		
Type	Cost	Options
Devastation-class cruiser	190 pts	
Murder-class cruiser	170 pts	May replace FP10 weapon batteries with FP4 batteries and S2 lance batteries at no cost (no more than two per 750 pts).
Carnage-class cruiser	180 pts	
Slaughter-class cruiser	165 pts	
Inferno-class cruiser	180 pts	

CHAOS SPACE MARINE CREW

Any capital ship can be designated as having a Thousand Sons Chaos Space Marine crew at +35 points. The ship will be subject to the *Chaos Space Marine Crew* special rules. A ship with a Chaos Space Marine crew may have a Mark of Tzeentch, even if a Warmaster or Lord does not captain it.

For an extra 10 points, battleships and grand cruisers with Chaos Space Marine Warmasters, Lords or crews may include Chosen Terminators, as explained in the *Chaos Space Marine Crew* special rules.

DAEMONSHIPS

Except for the flagship or the *Scion of Prospero*, any number of capital ships in your fleet may be upgraded to a Daemonship

at the additional points cost shown, based upon the type of vessel chosen. Daemonships use the *Daemonships* special rules. Daemonships may not be commanded by Warmasters or Lords, and may not have Chaos Space Marine crews. Sorcerous Fleet Daemonships may only take the Mark of Tzeentch, paid for separately.

Class	Cost	Options
Battleship	50	
Grand Cruiser	30	
Heavy Cruiser	25	
Cruiser	20	

FORCES OF CHAOS

Sorcerous Fleet vessels may take Forces of Chaos as upgrades.

0-2 Warp Beasts	25 pts	Capital ships only. Once per battle, a single enemy ship within 15 cm takes D6 hits in the end phase (shields have no effect).
Strand of Fortune	25 pts	Any ship led by a Lord of Tzeentch (and not the Warmaster!) may be granted a Strand of Fortune. Once per battle it automatically passes a command check or leadership test – no roll required.

ESCORTS

You may include any number of escorts.

Class	Cost	Options
<i>Idolator</i> -class raider	45 pts	
<i>Infidel</i> -class raider	40 pts	
<i>Iconoclast</i> -class destroyer	30 pts	

ORDNANCE

Ships with launch bays can have a mixture of Swiftdeath fighters, Doomfire bombers and Dreadclaw assault craft. Ships with torpedo tubes are armed with normal and boarding torpedoes.

A ship with a Chaos Space Marine crew may be equipped with Thunderhawk Gunships but if so it may only carry Thunderhawks and may not launch Swiftdeaths, Doomfires and Dreadclaws. Furthermore the launch capacity of the ship's bays' is halved (round down). This is because the launch bays have to be substantially rebuilt to deal with the larger Thunderhawks.