EPIC ARMAGEDDON HANDBOOK 2008

Sequence of Play

NAME	SEQUENCE
Strategy Phase	Each player roll a D6 + their armies Strategy rating, the winner chooses to go first or second
Action Phase	Players alternate carrying out actions with their units
End Phase	Both players alternate rallying formations that are broken or have blast markers, and then check victory conditions

Action Test Modifiers

STATUS	MODIFIERS (cumulative)
Formation has at least 1 Blast Marker	-1
Trying to retain the Initiative	-1

Rally Test Modifiers

STATUS	MODIFIERS (cumulative)
Formation is Broken	-2
There are enemy units within 30cm	-1

Actions

NAME	ACTION
Advance	May make 1 Move then Shoot
Engage	May make 1 "charge" Move then fight an Assault
Double	May make 2 Moves then Shoot with a -1
March	May make 3 Moves
Marshal	May Shoot with a -1 then Regroup **OR** make 1 Move then Regroup (roll 2D6 and remove number of BM equal to highest roll)
Overwatch	Formation enters Overwatch
Sustained Fire	May make 1 Shoot with a +1
Hold	May make 1 Move **OR** Shoot **OR** Regroup (only available to Formations that fail an Action Test)
Special	See the Unit or Scenario's special rules

Terrain

TERRAIN	INFANTRY	VEHICLE	WAR ENGINE
Building	4+ Cover Save	Impassable	Impassable
Cliff	Impassable	Impassable	Impassable
Fortification	3+ Cover Save, (see rules)	(see rules)	Impassable
Jungle	4+ Cover Save	Impassable	Dangerous
Marsh	6+ Cover Save, Dangerous	Dangerous	Dangerous
Open Ground, Hill Slope	No Effect	No Effect	No Effect
River	6+ Cover Save, Dangerous	Impassable	No Effect
Road	(see rules)	(see rules)	(see rules)
Ruin, Rubble	4+ Cover Save	Dangerous	Dangerous
Scrub	6+ Cover Save	No Effect	No Effect
Wood	5+ Cover Save	Dangerous	Dangerous

Barrage Table

Barrage Points	*Extra Templates*	*Extra Blast Markers*	*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+

Assault Modifiers

RESULT	POINTS (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.

Victory Conditions

NAME	CONDITION
Blitzkrieg	Capture the objective on your opponents table edge, i.e. the first objective each player sets up
Break Their Spirit	Destroy, not break, your opponents most valuable formation. If a number are the same value, destroy any one of them
Defend The Flag	Control all 3 objectives in your half of the table
Take And Hold	Capture 2 objectives in your opponents half of the table
They Shall Not Pass	You achieve this if there are no unbroken enemy formations in your half of the table

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Epic Armageddon - Onwards and Upwards! Word from the compiler - 2007.12.15

Welcome to the Epic Armageddon Handbook 2008 (aka Version 1). The purpose of this document is to provide up to date revisions of rules and army lists, for the Epic Armageddon miniature ranges currently available from Specialist Games and Forge World. It contains full rules, and a dozen army lists in a single easy to use download.

For full details of exactly what revisions have been proposed, and why, see the change document compilation produced by Neal Hunt of the official Epic Rules Committee and available here: www.tacticalwargames.net/wiki/tiki-list_file_gallery.php?galleryId=4. This Handbook contains all proposed revisions from those change documents, highlighted in blue for ease of evaluation.

For clarity the core rules (sections 1-4) preserve the format of the original Epic Armageddon rulebook as closely as possible despite being inclusive of revisions. Note however, that the original PDF's for Epic Armageddon were designed for a book printed in full colour and text boxes were difficult to read when printed in black and white. Thus slight changes in formatting have been made to improve readability. Also this document does not include background information such as unit descriptions or pictures for units. Such details are beyond the scope of this project. Rather its focus is functionality and the specific rule details you need to play tournament style games. For background information, pictures and further inspiration see the PDF's or Epic Armageddon rulebook available from the Specialist Games website, or the range of companion material from Games Workshop and Forge World (40k Army Codex's, Index Astartes etc).

Lastly, a big thank you to Jervis Johnson for his original fantastic vision, and to all the Epic Players at Specialist Games and Tactical Command who have contributed to development of this Handbook so far. Far too many to name here individually, but united by a love of this great game. Long live Epic!

Contacts and Feedback

See Epic Forum threads by 'Markconz' to contribute feedback on specific issues relating to this document, or Epic Forum threads by 'Neal Hunt' to contribute feedback on specific issues related to rule changes in general. You will find relevant feedback threads in the forums at the Specialist Game site (www.specialist-games.com) and at the Epicomms site (www.tacticalwargames.net).

Disclaimer

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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 fromGames 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. Three main types of template are used in Epic, a Barrage template that has a diameter of 7.4cm, a larger Orbital Bombardment template that has a diameter of 12cm, and a teardrop-shaped Flame template (20.5cm long, with a 6cm diameter circle at the wide end tapering to a 1cm diameter circle at the narrow end).The type and

intensity of the attack will dictate which template is used and how many templates may be required. You can use the plastic Blast, Ordnance and Flame 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) inorder 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!

Examples of different forms of Blast marker

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.

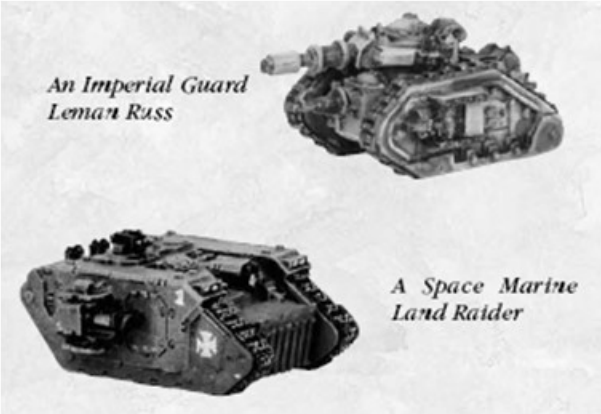
IMPORTANT: The core rules on the following pages only cover infantry and armoured vehicles. The rules for specialist units in section 2.0 introduce several new unit types and characteristics, rules for Titans and other war engines are introduced in Section 3.0, and rules for aircraft in Section 4.0.

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.

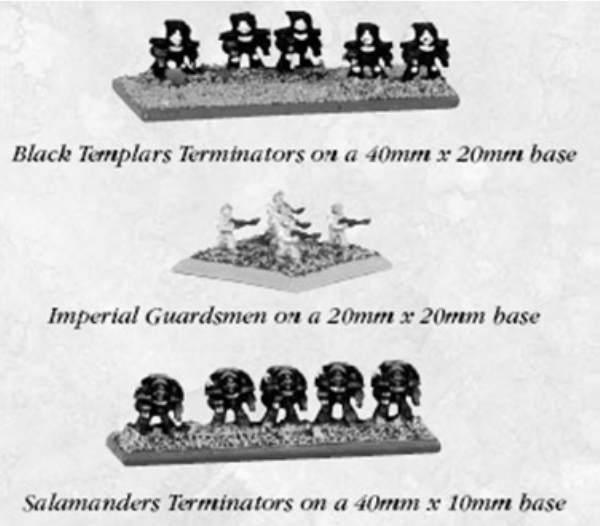
Armoured Vehicles (AV): As their name implies, these vehicles are covered with thick armour plate. The category includes tanks such as Leman Russ and Land Raiders, as well as armoured troop carriers like the Rhino. Armoured vehicles are represented by a single model.



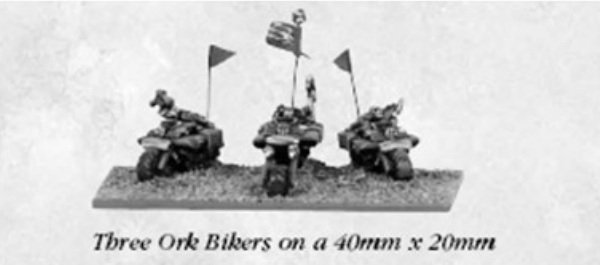
1.1.2 Stands

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 (ie, 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 Datasheets

Each unit in Epic has a datasheet that tells you how fast, shooty and tough the unit is. See section 5.0 for examples of unit datasheets. Each datasheet provides the following information:

Type: What target type the unit belongs to.

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

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

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

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

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

Range: The range of the weapon in centimetres.

Firepower: The numbers here represent how effective the weapon is when it shoots. Firepower comes in two 'flavours': Anti-personnel (abbreviated to AP) and Antitank (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.

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

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

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

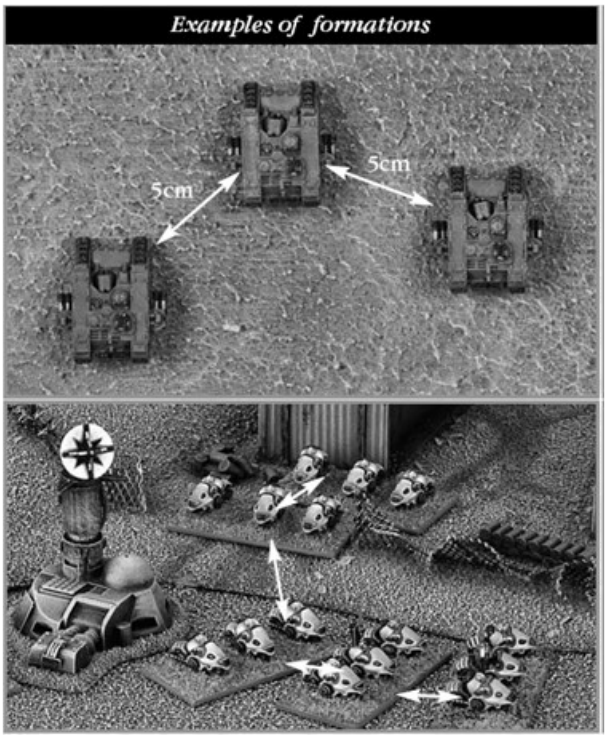
Notes: If any special rules apply to the unit then they will be noted here. An explanation of what effect these rules have can be found in sections 2.0 – 4.0

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 formationsthe 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 (eg, 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+

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

Blast Markers	*Result*	*Effect*
Each Blast Marker	Unit *Suppressed*	May not shoot
One BM per unit	Formation *Broken*	Withdraw

DESIGN CONCEPT

Blast Markers

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

1.4 SEQUENCE OF PLAY

An Epic battle is fought over a number of turns. How many turns a battle will last is determined by the players themselves or the scenario being fought. Epic uses the following *sequence of play.* As you can see, each turn in Epic Armageddon is split into three phases. However, the bulk of the action occurs, appropriately enough, in the action phase. During this phase, the players take it in turn to pick one of the formations in their armies and carry out an action with it. Each formation in an army can carry out one action. After both players have taken one action with each of their formations, they move onto the end phase. This is basically a 'tidy-up' phase, where things that are not carried out during the action phase are sorted out. Note that both players do things in each phase, so both carryout 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.

SPECIAL RULE
1.4.2 Abilities Used At Start Of Turn/Action

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

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.

1.5 THE STRATEGY PHASE

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

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

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 Test

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

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

1.6.3 Retaining The Initiative

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

You must hand over the initiative after you have completed the action for a formation that retained the initiative (ie, 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.

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.

1.7 MOVEMENT

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

1.7.1 Multiple 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 (ie, 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 Control

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

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

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

1.7.4 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).

SPECIAL RULE
1.7.5 Transport Vehicles

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

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

Units being transported may not shoot unless the transport vehicle's datasheet specifically says otherwise. Transported units are counted towards the number of units in the formation for all rules purposes (ie, when working out the number of units involved in an assault or if a 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 as if they had been hit by the weapon which destroyed the transport. See 2.2.6 if a transport unit is destroyed by a macro-weapon.

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

1.8 TERRAIN

The galaxy is a vast place with millions of different worlds. The terrain covering these worlds can vary from empty plains to sky-scraping hive cities, and from verdant jungles to arid ash-waste deserts. Only one factor is common to them all, and that is that they all have areas where it is difficult to wage war! In Epic, terrain affects units in one of three ways:• The terrain has no effect on the unit when it moves through it.

• The terrain is impassable to the unit so it cannot move through the terrain under any circumstances.

• The terrain is dangerous to the unit, so the unit can enter the terrain but it might take damage (see 1.8.1).

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

1.8.1 Dangerous Terrain Test

Roll a D6 when you enter dangerous terrain, or when you start to move if already in dangerous terrain. On a roll of 1, the unit is destroyed with no save allowed, but the formation it is part of does not receive a Blast marker. Units may choose to move through dangerous terrain cautiously. A unit that is moving cautiously counts as having a speed of 5cm, but is allowed to re-roll any Dangerous Terrain tests that it fails.

DESIGN CONCEPT

Terrain Conventions

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

1.8.2 Cover To Hit Modifiers

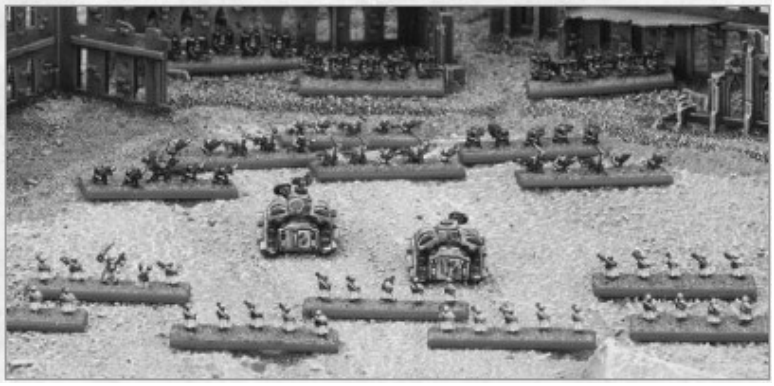
Units that are in terrain that is tall enough to at least partially obscure them from an attacker's view receive a -1 to hit modifier when being shot at (see 1.9.5). The to hit modifier also applies if intervening terrain obscures the target partially from view.

1.8.3 Infantry Cover Saves

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

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

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



SPECIAL RULE
1.8.4 Terrain Effects

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

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

Open Ground: *Infantry receive a 5+ cover save if they are on Overwatch unless the terrain they are in gives them a better save. They also receive the -1 to be hit as normal for a unit in cover. 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. A maximum of 2 infantry units can claim this bonus per armoured vehicle (or per point of damage capacity if a war engine).*

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

1.9 SHOOTING

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

1.9.1 Picking A Target

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

1.9.2 Who May Shoot

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

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

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

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

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.*

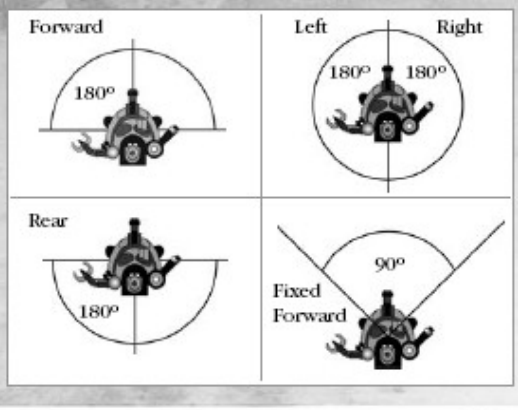
Pre-measuring: *You must decide with your opponent if you are allowed to pre-measure distances during a game of Epic, or if you must declare charges or shooting attacks before measuring. For example, you must decide if you can measure to make sure a unit is within range of the enemy before deciding who 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.*

SPECIAL RULE

Weapon Fire Arcs

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

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



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 Marker

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

1.9.5 Roll To Hit

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

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

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

SPECIAL RULE
Needing 7+ To Hit

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

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

1.9.6 Allocate Hits & Make Saving Throws

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

Once all hits have been allocated, make saving throws for each unit that has been hit, using the unit's armour value from its datasheet or the cover save from the terrain table. Roll a D6. If the score is lower than the armour value or cover save value then the unit fails its save, and is destroyed and removed from play. If the roll is equal to or greater than the armour or cover save value then the unit is saved and it remains in play. Make a separate save for each hit the unit suffers. Remember that the target formation receives a Blast marker for each unit that is destroyed.

If an attacking formation scores hits both with normal weapons and weapons with the macroweapon 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 aware are valid targets for allocation, regardless of whether the hits are from CC or FF.).

1.9.7 Check To See If Target Breaks

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

Example of Play: Shooting

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

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

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

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

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

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

SPECIAL RULE
1.9.8 Barrages

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

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

The Barrage table lists the hit roll required to hit each unit under the Barrage template. Macro-weapons (see 2.2.6) always use the AP to hit roll value when firing on any type of unit. Roll to hit all units (friend or foe) under the template with the appropriate to hit values. In order to speed dice rolling we recommend rolling to hit all units of exactly the same type together, and then removing any casualties from those closest to the enemy first.

Barrage Table

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

Extra Barrage Templates: *Large barrages may receive extra Barrage templates. The Barrage table will tell you if a barrage receives any extra Barrage templates. Place any extra templates so that they touch the first template that was placed, making sure 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 are placed to maximize the number of units under them, but no line of fire 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 for vehicles and war engines, or at least one model on a stand for infantry. In addition, templates must be placed in such a way as to get as many enemy units from the target formation under them as possible within the restrictions for lines of fire and range. This stops players 'sniping' at important units with artillery.*

SPECIAL RULE
Using the Flame Template

Some weapons use projection or spray effects to cover a large area with destructive elements. While these weapons use the "flame" template, the effects can include a wide variety of substances used in warfare in the 40th millennium, such as extremely corrosive gases or supernaturally acidic bile in addition to napalm-like substances.

To use a flame template weapon position the teardrop-shaped template so that its narrow end is touching the firing model and the entire template is within the firing arc of the weapon, placed to cover as many enemy units from the target formation as possible. Roll to hit all units (friend or foe) under the template with the appropriate to hit values for the weapon. 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 firing unit first. A unit is affected by the template(s) if any part of the model, or at least one enemy model on a stand, falls under the template(s).Each formation hit by a flame template receives Blast markers for coming under fire as normal.

Multiple Templates: *If a formation has multiple weapons using flame templates, the templates should be placed simultaneously so as to cover the maximum total number of enemy units from the target formation. Templates may be overlapped but units under multiple templates only count as a single target for purposes of rolling to hit.*

War Engines (WE): *If a WE lies directly under the centre-line of at least one Flame template it is subjected to a number of attacks equal to half its starting damage capacity, rounding up; due to the war engine's large size, a Flame template weapon that meets this criteria is blocked by the WE and any units behind the WE are not affected by the attack. Other Flame templates used in the same attack are not blocked by the WE, but cannot score additional hits on the WE. If a war engine is hit, but not under the centre-line of any template, it only suffers one attack and the template is not blocked.*

1.10 OVERWATCH

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

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

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

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

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

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

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 CROSSFIRE

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

Last words of Warlord Naz-bakk

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

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

The friendly unit that the crossfire line is drawn to must have a line of fire to a unit from the target formation, but does not have to be in range with any of its weapons. You may not use units that are in broken or marching formations to claim the crossfire bonus. All units from a formation caught in a crossfire suffer a -1 save modifier. This may result in some units automatically failing their saving throw. Some terrain features or special rules may counter this modifier (see 1.8.4 and 2.1.16).

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

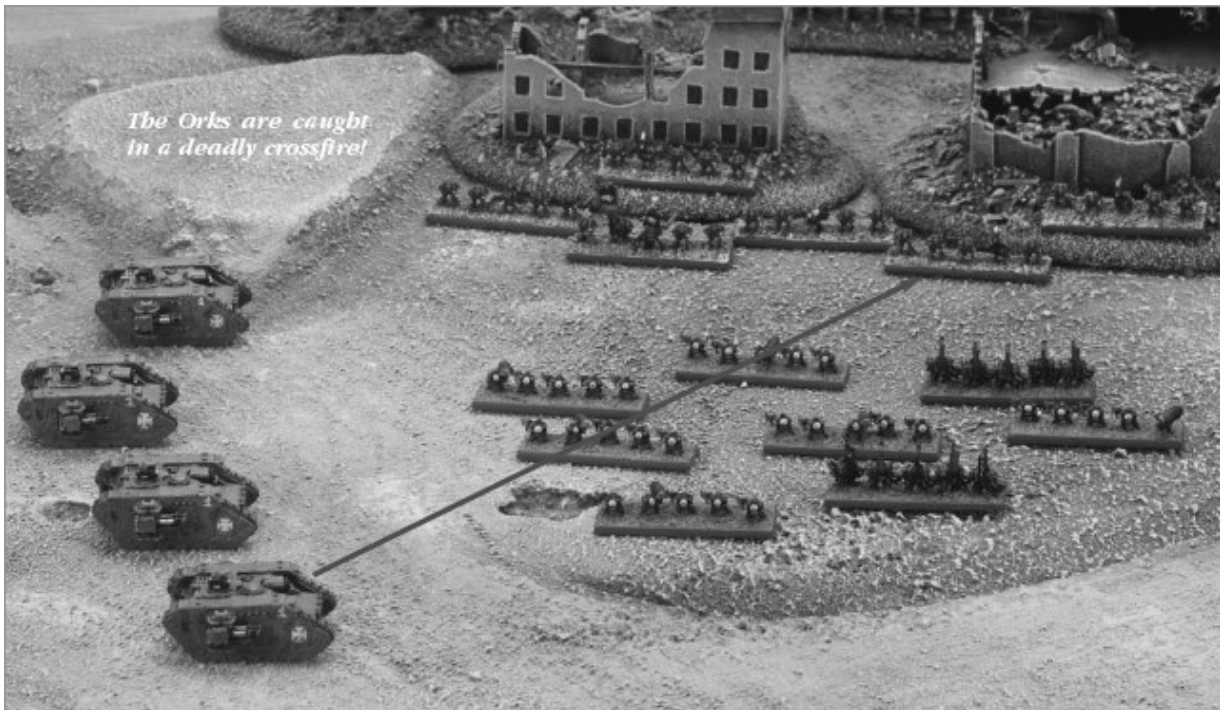
Note that a formation attacked by several enemy formations, each of which can claim a crossfire, will receive the extra Blast marker from *each* enemy formation that inflicts one or more casualties.

Example of Play: Crossfire

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

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

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



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 ASSAULTS

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

1.12.1 Assault Procedure

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

I — Choose target formation

II — Make charge move

III — Make counter-charges

IV — Resolve attacks

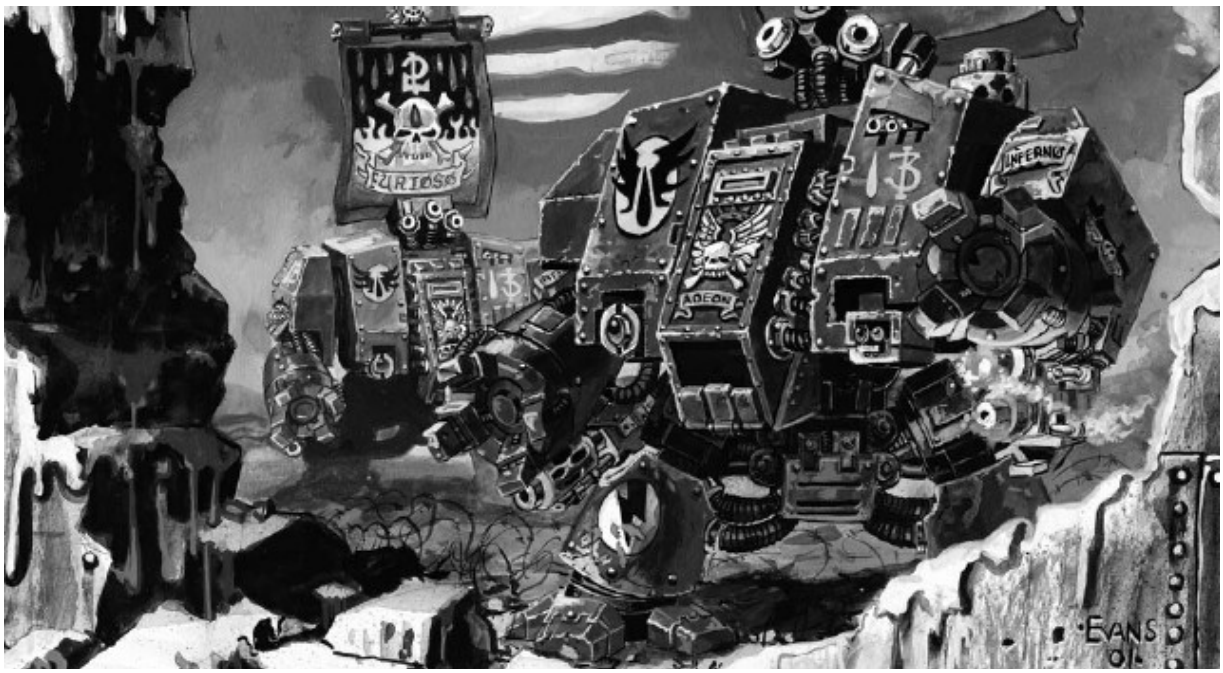
V — Work out result

VI — Loser withdraws

VII — Winner consolidates

1.12.2 Choose Target 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 Move

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

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

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

A maximum of two units may move into base contact with each defender. A charging unit that enters a zone of control must move into base contact with the nearest enemy whose zone of control has been entered to the limits of the charging unit's remaining movement. Once a unit has entered the target's Zone of Control the requirement to move to base contact takes precedence over other restrictions and it may move through another unit's Zone of Control, even if that unit is not in the target formation. 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 Charges

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

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

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

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

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

DESIGN CONCEPT

Assault Weapons and Small Arms

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

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

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

1.12.5 Resolve Attacks

All units have two assault values: a close combat value and a firefight value. Units that are in base-to-base contact with the enemy use the close combat value, while units that are not in base contact but are within 15cm and have a line of fire to the enemy can use their firefight value. Units that are armed only with close combat weapons and do not have any small arms or other ranged weapons may only attack if in base contact with the enemy.

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

Each player allocates the hits and make saving throws in the same manner as they would when allocating hits from shooting. Hits may only be allocated to units that were directly engaged in the combat (ie, 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 (see 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 (see 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 was within 15cms of the enemy survives, then the attack has not stalled.

In any other case, both sides can call on support (see 1.12.6).

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

1.12.6 Supporting Fire

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

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

SPECIAL RULE

1.12.10 Intermingled Formations

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

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

1.12.7 Work Out Result

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

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

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

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 (ie, 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 Consolidates

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

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

DESIGN CONCEPT
Speed Dice Rolling

In shooting and assaults, it is possible to speed up dice rolling without altering the overall result by allocating hits against units of the same type as a group, and then making all of the saves together, and finally removing casualties from the models closest to the enemy. For example, if a unit of six Space Marines and Three Rhinos took 3 AP hits and 2 AT hits, then the defender could simply say "I allocate the AP hits to the Marines and the AT hits to the Rhinos". He would then roll 3 dice for the Marines saves, removing any casualties by eliminating the Marine units closest to the enemy, followed by rolling 2 dice for the Rhino's saves and removing any casualties in a similar manner. Please note that you will need to agree with your opponent that it's okay to use this method to allocate hits in this way, and that even if an opponent agrees, he can still ask for you to use the 'official' method in situations where he feels it is warranted.

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.*

1.13 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 Broken

Check to see if a formation is broken after it receives any Blast markers (either from failing an Action test, shooting or winning an assault). Formations that lose an assault are automatically broken. You should completely resolve an assault or an attacking formation's shooting before checking to see if the target formation breaks (ie, 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 (ie, 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 Formations

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

Broken formations do not receive Blast markers after they have been broken and before they rally. Instead each Blast marker that the formation would normally receive causes an additional hit on the formation, with no saving throw allowed. Apply these extra hits as you would from normal shooting (ie, 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 PHASE

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

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

1.14.1 Rallying Formations

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

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

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

Rally Test Modifiers	
Formation is broken	-2
There are enemy units within 30cms	-1
Modifiers are cumulative.	

1.14.2 Check Victory Conditions

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

SPECIAL RULE
Rounding

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

2.0 SPECIALIST UNITS & WEAPONS

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

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

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

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

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

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

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 UNITS

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

2.1.1 Characters

Certain units are noted as being *characters*. These units represent important individuals rather than groups of soldiers or the crew of a vehicle or war engine. Because of this they are not represented by a separate model on the tabletop, and are instead *added* to another unit in the army. The unit the character is added to receives any weapons and abilities that the character has noted on their datasheet. For example, Space Marine Chaplains are characters that are armed with a Power Weapon (assault weapon, macro-weapon, extra attack (+1)), and have the *invulnerable save* and *inspiring* abilities. Any unit they are added to will count as having all of these things in addition to their normal weapons and abilities. Note that characters can be added to any type of unit, including vehicles and war engines.

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

Characters that are taken as an upgrade for a formation must be added to a unit from the formation they were taken as an upgrade for.

Space Marine Bike unit and Imperial Guard Baneblade with character upgrade

2.1.2 Commanders

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

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

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

Finally, when defending against an assault, a Commander may declare friendly formations to be intermingled during the assault. The formations must be eligible to be intermingled as described in 1.12.10. Once declared intermingled, the Commander's formations follow all the rules exactly as if the enemy had declared them intermingled. Note that if either the enemy or the Commander declares intermingling, the formations are intermingled.

2.1.3 Disposable

Some units are seen by their allies as expendable. This may be because the units are specifically created to sacrifice themselves, because the units are simply not valued, or for a number of other reasons. Disposable units do not generate Blast Markers when they are removed as casualties. This includes special effects which create Blast Markers when the Disposable unit is targeted, i.e. when hits are allocated to the unit. Unless otherwise noted, Disposable units DO count as casualties for the purposes of assault resolution (1.12.7).

2.1.4 Fearless

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

Units that are fearless are immune to damage from losing an assault (both the additional hits and being wiped out if already broken) and from the damage inflicted by Blast markers if broken. When broken or otherwise forced to take a withdrawal move, Fearless units may choose not to withdraw. Fearless units that remain stationary do not take additional damage. If the unit elects to withdraw it will take damage only if it ends its move within 5cm of the enemy rather than 15cm. Fearless War Engines take a point of damage for each enemy within 5cm at the end of the withdrawal move. 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).

2.1.5 Infiltrators

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

2.1.6 Inspiring

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

2.1.7 Invulnerable Saves

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

2.1.8 Jump Packs

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

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

2.1.9 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.

2.1.10 Light Vehicles

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

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.

2.1.11 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.

2.1.12 Reinforced Armour

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

failed save against any non-macro-weapon hit, including those inflicted during an assault.

2.1.13 Scouts

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

2.1.14 Skimmers

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

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

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 unit must use their firefight value also. This is true even when both units in base-to-base contact are skimmers. This represents the skimmer lifting off the ground out of reach of enemy ground units.

A skimmer may declare that it is *popping up* at the start of any action, which includes movement, including, as an exception, when the skimmer goes into overwatch. Popping up is movement, which means a skimmer may not pop up and take a sustained fire action or a marshall action, which does not include movement. Popping up counts as movement for the purposes of triggering firing by enemy on overwatch. A skimmer that has popped up, 'pops down' at the conclusion of the action. Skimmers on overwatch do not pop down until after they make their overwatch attack. Skimmers with a transport capacity may not embark or disembark units while they are popped up, and if they are destroyed while they are popped up then any units on board will be destroyed with no save.

A skimmer that has popped up is assumed to be flying high enough that nearby intervening terrain which is closer to the skimmer than the target unit does *not* block the line of fire. To check if the line of fire is blocked, simply measure the distanced between the skimmer and the terrain, and then measure the distance between the target unit and the terrain. If the skimmer is nearer to the intervening terrain than the target unit, then the line of fire is not blocked. If the skimmer is further from the intervening terrain then the line of fire is blocked normally (see diagram). If the distances to the terrain are equal, then the partially obstructed view means that both the skimmer and the target unit count as being in cover if they shoot at each other, and the cover to hit modifier will apply.

2.1.15 Sniper

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

Unless specifically noted on the datasheet, Sniper ability does not apply to attacks in assaults.

2.1.16 Support Craft

Support craft are much like a hybrid between a Skimmer and an Aircraft. They remain high up in the air, hovering over the battlefield.

Support craft function similarly to Skimmer units that are always "popped up," only at an even greater altitude. Support craft can always draw a line of fire to any target and vice versa, like aircraft. They never block LOF to other units, including other support craft. Support craft fire and are fired at normally (i.e. AA ability is not required). They ignore terrain when moving and never count as being in cover, nor can they provide cover for friendly troops, as they are too far away from the ground. 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.

2.1.17 Supreme Commanders

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

2.1.18 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.

2.1.19 Teleport

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

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

Teleporting is an inherently dangerous business, and doesn't always go as planned. To represent this roll a D6 for each unit that teleports into play. On a roll of a 1 the formation that the unit belongs to receives a Blast marker.

2.1.20 Walkers

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

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

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 AT 4+/AA 4+. The rules for carrying out AA shooting are described in full in the rules for Aerospace Operations (see 4.0).

2.2.2 Disrupt

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

2.2.3 Extra Attacks

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

2.2.4 First Strike

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 Indirect Fire

Some weapons 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 indirectly receive the +1 modifier for taking a sustained fire action. In addition, no line of fire is required for indirect fire, as it is assumed that the attack is fired high in the air so that the shots rain down on the target and ignore any intervening terrain. Co-ordinates for the attack 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.

2.2.7 Macro-Weapons

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

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

Allocating Hits: If an attacking formation scores hits both with normal weapons and weapons with the macroweapon 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. (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.).

2.2.8 Single Shot

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

2.2.9 Slow Firing

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

2.2.10 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.

3.0 WAR ENGINES

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

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

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

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

3.1 WAR ENGINE MOVEMENT

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

3.1.1 War Engine Formations

War engines are so large they usually operate as single units. Although only one unit, the war engine is still a separate formation, and all of the rules that apply to formations apply to it also. Some smaller war engines like Baneblades operate in formations of more than one unit. War engines count as being within formation coherency distance if they are

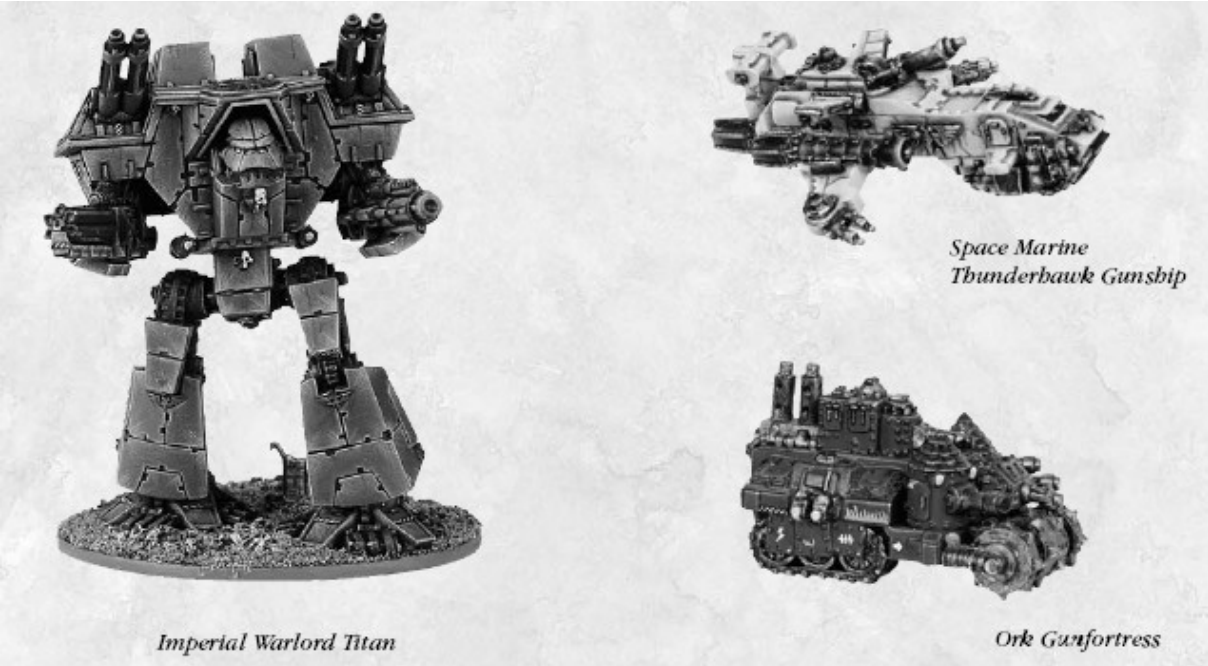
within a distance equal to their starting damage capacity x 5cm of another unit from the formation. For example, a Bandeblade has a starting damage capacity of 3, and so will be in formation as long as it is within (3x5) = 15cm of another unit.

3.1.2 War Engine Zones Of Control

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

3.1.3 Transport War Engines

Some war engines are capable of transporting other units. These war engines are an exception to the rule that transport vehicles may only carry units from their own formation. Instead a war engine transport vehicle can carry units from another formation, as long as the entire formation mounts up as part of the same move.



Note that a war engine may carry other units from its own formation using the normal rules (see 1.7.5).

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

Once the units being transported have mounted up, the war engine can move off with them inside as part of one of its own actions in a subsequent turn. It can dismount the transported units at the end of a move in the same way as a normal transport vehicle (ie, 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 (ie, 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 Engines

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

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 Hits

The weapons used in Epic are so destructive that they have the ability to destroy or damage even the largest target if they hit the right place. To represent this, any hit on a war engine (no matter how it was inflicted) has a chance of causing critical damage. Roll a D6 for each hit scored on a war engine. On a roll of 1-5 the target suffers normal damage and its damage capacity is reduced by 1 point. On a roll of a 6 the hit has caused critical damage; the war engine still loses one point of damage capacity, but in addition suffers a critical hit. The effect of a critical hit is listed on the war engine's datasheet and will vary from one type of war engine to another. For example, Imperial Titans are vulnerable to hits on their dangerously unstable plasma reactors, while Ork Gargants are renowned for catching fire, and so on. If a war engine suffers more than one critical hit then the effects of all of the hits are cumulative.

3.2.4 Blast Markers

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

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

3.3.1 Charge Moves

When a war engine charges it is allowed to 'barge' any non-war engine units belonging to the target formation out of the way and carry on with its charge move. Move the war engine as far as desired, and then place any units that were barged out of the way as close as you can to their starting point, while still touching the base of the war engine that so rudely pushed them aside. The maximum number of units a war engine can barge aside in this manner is two per point of its starting damage capacity. Note that war engines may not barge other war engines out of the way.

The rule that no more than two units may move into base contact with an enemy unit when they charge does

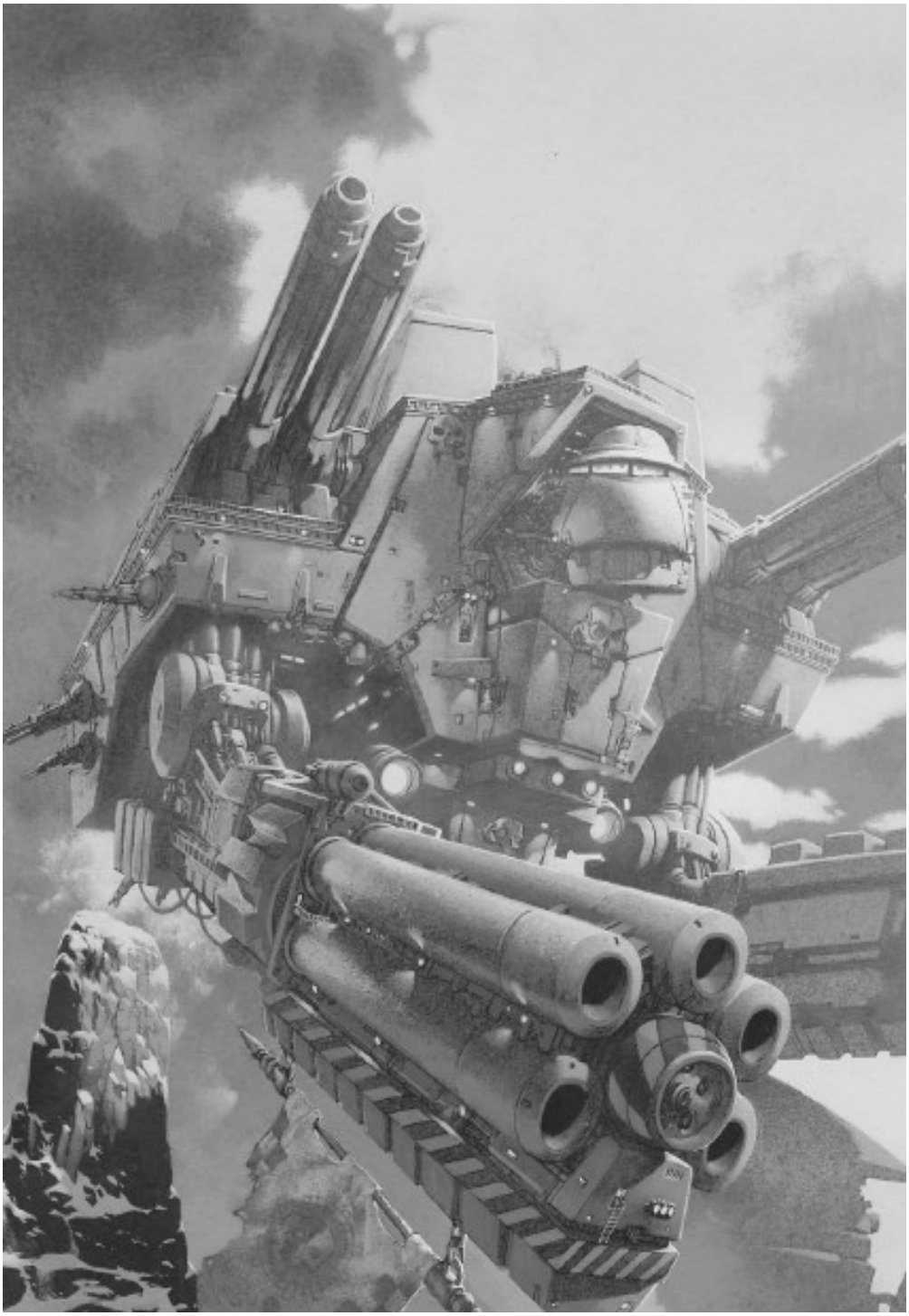
not apply to war engines. Instead a war engine may be charged by up to two enemy units per point of its' starting damage capacity (ie, a Baneblade with a DC of 3 could be contacted by up to six enemy units).

3.3.2 Close Combat and Firefight Attacks

Instead of rolling a single hit dice for each war engine in an assault, roll a number of hit dice equal to the war engine's starting damage capacity. You may choose to split these between close combat rolls and firefight rolls as you see fit, but close combat rolls will only hit enemy units in base contact, while firefight rolls will only hit units within 15cm that are not in base contact.

3.3.3 Result Rolls

When working out the result of an assault that includes a war engine, count each point of damage inflicted on a war engine as a 'casualty'. Each surviving war engine counts as a number of units equal to its starting damage capacity when working out if one side outnumbers 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.



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 AIRCRAFT

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

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

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

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

Combat Air Patrol (CAP): Only fighters and fighterbombers 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. 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 90º after moving at least 30cm. Once the fighter has made a turn it must move another 30cm before it can turn again.

Imperial Thunderbolt Fighter

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

Imperial Marauder Bomber

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.

Ork Fighta-Bomma

4.2.2 Aircraft Attacks

After aircraft have made their approach move they are allowed to attack. Aircraft carrying out a ground attack action may attack an enemy ground formation. Aircraft carrying out an interception mission may attack an enemy aircraft formation. Aircraft are assumed to be flying high enough in the air to ignore any terrain that might block the line of sight when they shoot at any targets, and the crossfire rule does not apply to aircraft attacks. This aside, resolve the attack using the normal shooting rules.

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

DESIGN CONCEPT
Aircraft 'Sniping'

Due to the extremely flexible nature of aircraft moves it is possible to do things which are against the spirit of the rules. Specifically, it is possible to move an aircraft into the middle of an enemy formation to ensure that a specific desired target is the closest to the aircraft and must therefore be allocated hits before any other models. This is sometimes referred to as "Aircraft Sniping" and should be avoided.

Instead of a detailed rule, we recommend that if an aircraft ends a move within a formation that fire from the aircraft be treated as coming from the direction of the approach rather than from the position of the aircraft. This concept should not be applied to units that are actually deployed at the edge of a formation. Units left vulnerable by unwise commanders can and should be valid targets for aircraft, so deploy carefully!

4.2.3 Anti-aircraft Attacks

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

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

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

4.2.4 Flak Attacks

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

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

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

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

Transport aircraft can pick up and drop off their cargo in two ways: by landing or making an air assault.

Landing: Aircraft with a transport capability can land after making their approach move and having being fired upon by any enemy flak. If the aircraft lands in

dangerous terrain it must take a dangerous terrain test. After the aircraft has landed, any units being transported may disembark and are placed within 5cms of the transport aircraft (skimmers and units with jump packs can be placed within 15cms, to represent them dropping from the aircraft as it comes in to land). Alternatively, the aircraft may pick up any friendly units within 5cms, assuming they will fit on board of course. After embarking or disembarking any units, the aircraft may carry out its ground attack. Note that the limitations that apply to units disembarking from a war engine transport vehicle also apply to units disembarking from an aircraft (ie, 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 (ie, 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. Fearless aircraft are immune to the automatic destruction and are instead treated as any Fearless ground unit.

4.2.6 Disengagement Moves

In the end phase, all aircraft that that have not landed must exit the table. Aircraft that have landed may choose to exit the table. Aircraft may exit along ANY table edge. Simply move the aircraft as you did when it made its approach move, until it reaches a table edge. This is called the *disengagement move*, and it takes place at the start of the end phase before any ground formations rally.

4.2.7 Blast Markers

Aircraft collect Blast markers in a similar manner to other units, but are affected by them rather differently. The following fairly simple rules reflect the time it takes to rearm and refuel aircraft after a mission. Aircraft in a formation that has come under heavy attack and therefore have a lot of Blast markers will take longer to get ready, and so there is an increased chance that they may not get to carry out a mission. Aircraft formations collect Blast markers under the following circumstances:

• Any aircraft formation that suffers any attacks (from ground flak or being intercepted) receives one Blast marker for 'coming under fire'. The formation can only receive one Blast marker during the approach move and another Blast marker during the disengagement move, no matter how many different units from however many different formations attack it.

• The aircraft receives one Blast marker for each aircraft unit that is shot down or point of damage that is suffered if it is a war engine.

• The aircraft receives an extra Blast marker if it exits from any table edge other than its own table edge, to represent the possibility of it being attacked while flying back over enemy territory.

Aircraft are not suppressed or broken by Blast markers, but are not allowed to rally in the end phase either. Instead, the next time that you want to take an action with the formation, take the action test as before, but apply a -1 modifier for each Blast marker on the formation (this modifier replaces the modifier for having one or more Blast markers).

All of the Blast markers are removed from the formation immediately after it takes the action test, whether it passes the test or not. If it passes the test, it may carry out an action, and if it fails it may not.

Aircraft that land are affected by any Blast makers 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.

DESIGN CONCEPT
Aircraft Escorts

In these rules only ground attack missions can be intercepted by an air formation on CAP orders. If both players agree then you could try allowing formations on CAP orders to intercept other intercept missions (including other CAP missions). In theory this has the potential to lead to long interception chains where each intercepting formation is intercepted in turn, and working out the result could become tricky. Hence for the sake of simplicity this idea is not included in the main rules. However, it is worth noting that in actual practice problems using this option are rare.

Allowing formations on CAP orders to intercept other intercept missions in addition to ground attack missions, will allow you to have 'fighter escorts' for bombers and large snowballing dogfights if you so choose. Just remember that if you do use this option for CAP, and find yourself experiencing problems - you were warned!

You must decide with your opponent if you are allowed to use aircraft escorts during a game of Epic, If you cannot agree on which method to use then escorts should not be used.

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 Operations

In order to carry out spacecraft operations you will need a Battlefleet Gothic model representing the orbiting spacecraft.

Spacecraft operations must be planned well in advance, and because of this any spacecraft models must be set up right at the start of the battle before any ground units are deployed. If both players have spacecraft, they should take turns in setting them up, starting with the player with the higher strategy rating.

Spacecraft are set up touching their own side's table edge (choose an edge randomly if your side doesn't have a table edge in the scenario being played), facing in any direction. As each spacecraft is set up, the player must declare out loud on which turn the ship will arrive. Note that the turn the spacecraft will arrive is not a secret – they are far too large to sneak up on the enemy! You may choose any turn, from the first turn onwards. However, you may not choose a turn that has already been taken by another spacecraft, and no more than one spacecraft can travel over the battlefield on the same turn.

In addition to saying when the spacecraft will arrive, you must secretly record the drop zone for units entering play using the planetfall ability, (see 4.4) and also where any orbital bombardments will fall. Each player needs to do this in turn while the other player is not looking.

Simply write down on a piece of paper the coordinates of the drop zone and/or bombardment in relation to the position of the space craft model. The coordinates you plot will determine the centre point of the drop zone and any orbital bombardment your spacecraft fires. For example you might write "my drop zone will be 60cm up, 30cm right, and my orbital bombardment will come down 45cm up and 30cm left". This would mean that the drop zone would be located 60cm up and 30cm to the right of the spacecraft model, while the orbital bombardment would hit a point 45cm and 30cm to the left of the model.

4.3.2 Carrying Out The Operation

Spacecraft operations take place in the action phase of the turn. Simply take an action test for the spacecraft as you would for any other formation. If the test is passed, the spacecraft may make orbital bombardments, pin-point attacks, and carry out a planetfall as described in the sections that follow (see 4.3.3, 4.3.4 & 4.4).

After any attacks or landings have taken place, the spacecraft model is removed. If the test is failed then the spacecraft has been delayed and fails to arrive this turn; you may roll for it again next turn as long as no other spacecraft are scheduled to arrive that turn. If the next turn has been taken, then the delayed spacecraft will arrive in the first available free turn.

4.3.3 Orbital Bombardments

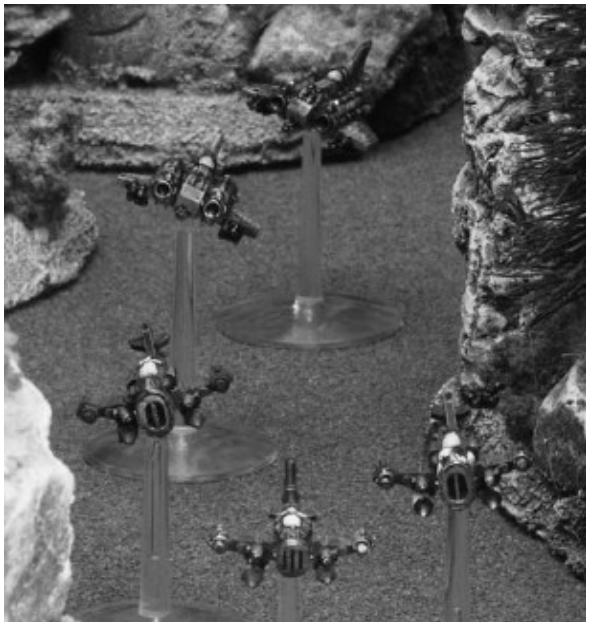
If a spacecraft can carry out an orbital bombardment this will be noted on its datasheet. Orbital bombardments cover an area considerably larger than an artillery bombardment, and so require a barrage template that is 12cm across. By a remarkable stroke of good fortune this happens to be the same size as the Ordnance template used in Warhammer 40,000, and if you happen to have any of these we recommend you use them (I know, it's almost like we planned it, isn't it) If not then make your own templates from card or acetate.

Take one of the templates and place it with its centre at the coordinates you recorded at the start of the battle. Note that you don't need to pass a second initiative test in order to carry out the bombardment – the one you passed earlier on allows the bombardment to take place.

Once the position of the orbital bombardment is known, attack any units under the templates just as you would for an artillery barrage (see 1.9.8). Orbital bombardments never benefit from the crossfire rule.

4.3.4 Pin-Point Attacks

Pin-point attacks may be made on enemy war engines (war engines are the only things big enough for a spacecraft to pick out on the battlefield). Pick a target anywhere on the table and then attack it with any pinpoint 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

Some armies are allowed to land ground units from orbiting spacecraft in specially modified vehicles. These vehicles are mainly used to carry troops from orbiting spacecraft to the planet below. Most are more like manned missiles than aircraft, and are designed to be fired at extremely high speeds into the planet's atmosphere. At the last moment, powerful jets slow the descent of the vehicle allowing it and its cargo to land safely on the planet's surface. The high speeds that the vehicles travel at makes it almost impossible for weapons to engage them before they have landed. This is known as making a *planetfall*.

Any unit capable of making a planetfall will have this noted on its datasheet. The datasheets for a spacecraft will note the type and number of units it may carry that can make planetfall. It is assumed that a spacecraft can also carry any cargo that will be transported in the unit with the planetfall ability. Units entering play by planetfall and their cargo (if any) should be kept off the table until they have landed.

You can make a planetfall on the turn the spacecraft transporting the units enters play. Carry out the planetfall after carrying out any bombardments and/or pin-point attacks. Take one of the units with the planetfall ability and place it anywhere on the table 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.

4.4.1 Free Planetfall

Free Planetfall is plotted exactly as Planetfall in section 4.4 of the rules. Both the turn in which the formation arrives and the landing location is plotted. The only exception is that because these units are much smaller than orbiting spacecraft they may be plotted to arrive in the same turn that an enemy spacecraft is present.

On the designated turn the Free 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.

5.0 FORCES

"We stand at a junction, with roads leading to both abject defeat and glorious victory. In order to choose the right path to follow we need first to look back along the road that has led us to this point…"

Commissar Yarrick

This section contains all the datasheets (see section 1.1.3) and rules you will need to use the main Epic Armageddon armies. Details of many more Epic Armageddon armies can be found at the specialist games website. Army lists and game setup instructions for tournament style gaming can be found in section 6.0.

Here are some abbreviations that may be used in this section:

TYPE: **CH** = Character, **INF** = Infantry, **LV** = Light Vehicle, **AV**= Armoured Vehicle, **WE**= Warengine, **AC** = Aircraft, **SC** = Spacecraft.

SPD = Speed, **F** = fighter, **B** = Bomber, **FB** = Fighter Bomber.

AR = Armour.

CC = Close Combat.

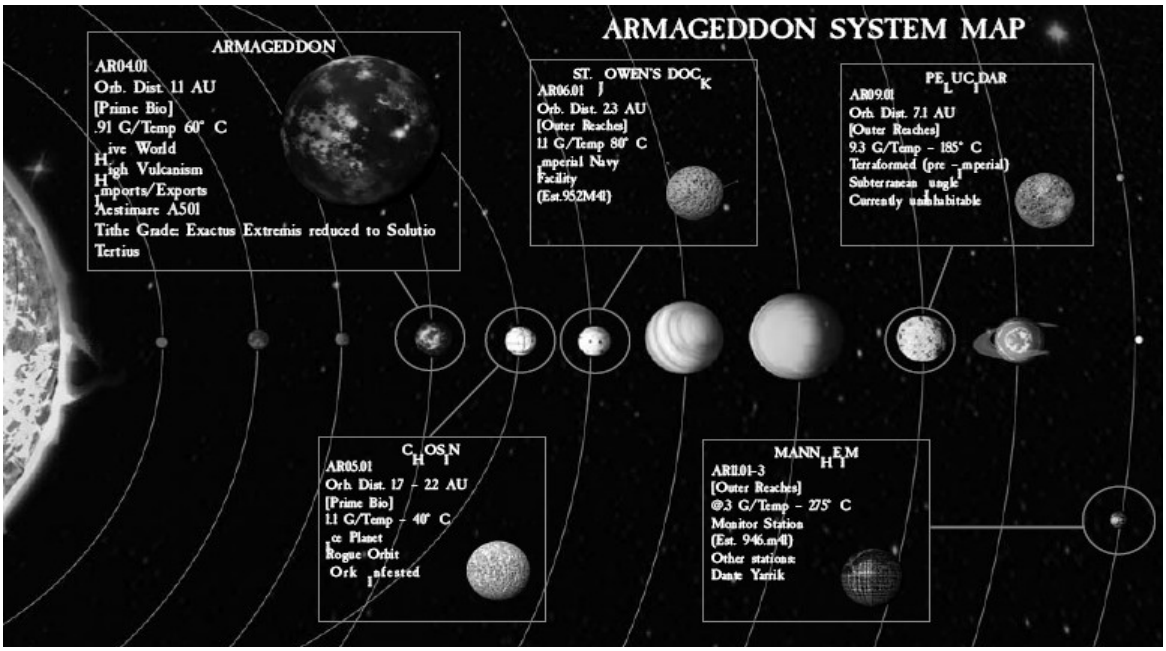
FF = Firefight.

RNG = Range, **b/c** = base contact.

FIREPOWER: **AP** = Antipersonal, **AT**= Antitank, **AA**= Antiaircraft, **Assault** = Assault Weapons, **Small Arms** = Small Arms, **+1A** = +1 Extra Attack, **MW** = Macro-Weapon, **TK** = Titan Killer, **FxF** = Fixed Forward Arc, **Fwd Arc** = Forward Arc, **Unlim** = Unlimited

NOTES: **DC** = Damage Capacity

n/a = not applicable



5.1 SPACE MARINES

"Life is not measured in years, but in the deeds of men."

SPECIAL RULE

5.1.1 They Shall Know No Fear

Space Marines are renowned for their tenacity and bravery. This is represented by the following rules:

- *It takes two Blast markers to suppress a Space Marine unit or kill a unit in a broken formation (ignore any left over Blast markers).*
- *Space Marine formations are only broken if they have two Blast markers per unit in the formation.*
- *Space Marine formations only count half their number of blast markers in assault resolution (rounding down - but note that you cannot get +1 for having no blast marker if the formation has 1 blast marker before rounding down). Halve the number of extra hits suffered by a Space Marine formation that loses an assault, rounding down in favour of the Space Marines.*
- *When a broken Space Marine formation rallies then it receives a number of Blast markers equal to the number of units, rather than half this number. Space Marine Leaders remove 2 Blast markers instead of 1.*

5.1.2 Space Marine Units

The following section describes all of the different units used by the Space Marines, and provides all of the information you will need to use them in your games of Epic. Space Marine armies have a strategy rating of 5, and all Space Marine formations have an initiative rating of 1+ and use the 'They Shall Know No Fear' special rule.

Characters	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Supreme Commander	CH	n/a	n/a	n/a	n/a	Power Weapon	b/c	Assault, MW, +1A	Invulnerable Save, Leader, Supreme Commander
Captain	CH	n/a	n/a	n/a	n/a	Power Weapon	b/c	Assault, MW, +1A	Invulnerable Save, Leader, Commander
Chaplain	CH	n/a	n/a	n/a	n/a	Power Weapon	b/c	Assault, MW, +1A	Invulnerable Save, Leader, Inspiring
Librarian	CH	n/a	n/a	n/a	n/a	Power Weapon Smite	b/c (15cm)	Assault, MW, +1A Small Arms, MW, +1A	Invulnerable Save, Leader.
Infantry	**TYPE**	**SPD**	**AR**	**CC**	**FF**	**WEAPONS**	**RNG**	**FIREPOWER**	**NOTES**
Assault	INF	30cm	4+	3+	5+	Bolt Pistol Chainsword	(15cm) b/c	Small Arms Assault	Jump Packs
Bike	INF	35cm	4+	3+	4+	Bolt Pistol Chainsword	(15cm) b/c	Small Arms Assault	Mounted
Devastator	INF	15cm	4+	5+	3+	2 x Missile Launcher	45cm	AP5+/AT6+	
Scout	INF	15cm	5+	4+	5+	Shotgun Heavy Bolter	(15cm) 30cm	Small Arms AP5+	Scouts, Infiltrators
Tactical	INF	15cm	4+	4+	4+	Bolter Missile Launcher	(15cm) 45cm	Small Arms AP5+/AT6+	
Terminator	INF	15cm	4+	3+	3+	Storm Bolter 2 x Assault Cannon Power Weapon	(15cm) 30cm b/c	Small Arms AP5+/AT5+ Assault, MW, +1A	Reinforced Armour, Teleport, Thick Rear Armour
Light Vehicles	**TYPE**	**SPD**	**AR**	**CC**	**FF**	**WEAPONS**	**RNG**	**FIREPOWER**	**NOTES**
Attack Bike	LV	35cm	4+	5+	4+	Heavy Bolter	30cm	AP5+	
Land Speeder	LV	35cm	4+	6+	5+	Multi-melta	15cm	MW5+ *and* Small Arms, MW	Skimmer, Scout
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon Heavy Bolter	30cm 30cm	AP5+/AT5+ AP5+	Skimmer, Scout
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Twin Typhoon Missile Heavy Bolter	45cm 30cm	AP3+/AT5+ AP5+	Skimmer, Scout

5.1.2 Space Marine Units (cont)

Armoured Vehicles	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Dreadnought	AV	15cm	3+	4+	4+	Missile Launcher Twin Lascannon OR Power Fist Assault Cannon	45cm 45cm b/c 30cm	AP5+/AT6+ AT4+ Assault wpn, MW, +1A AP5+/AT5+	Walker
NOTE: A Dreadnought is armed with either a Missile Launcher and Twin Lascannon OR a Power Fist and Assault Cannon, not both – select one option before the game!									
Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	
Land Raider	AV	25cm	4+	6+	4+	2 x Twin Lascannon Twin Heavy Bolter	45cm 30cm	AT4+ AP4+	Reinforced Armour, Thick Rear Armour, Transport (2*)
Transport:: May carry 1 Terminator unit OR 2 of the following units: Space Marine Tactical, Devastator & Scout units									
Predator Annihilator	AV	30cm	4+	6+	5+	Twin Lascannon 2 x Lascannon	45cm 45cm	AT4+ AT5+	
Predator Destructor	AV	30cm	4+	6+	4+	Autocannon 2 x Heavy Bolter	45cm 30cm	AP5+/AT6+ AP5+	
Razorback	AV	30cm	5+	6+	5+	Twin Heavy Bolter OR Twin Lascannon	30cm 45cm	AP4+ AT4+	Transport (1*)
Transport: May carry 1 of the following units: Space Marine Tactical, Devastator & Scout units. *NOTE: A Razorback is armed with either a Twin Heavy Bolter OR Twin Lascannon, not both – select one option before the game!*									
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	Small Arms	Transport (2*)
Transport: may carry two of the following units: Space Marine Tactical, Devastator & Scout units									
Vindicator	AV	25cm	4+	6+	4+	Demolisher	30cm	MW4+, Ignore Cover	
Whirlwind	AV	30cm	5+	6+	5+	Whirlwind	45cm	1BP, Indirect Fire	
Space Marine Fleet	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Landing Craft	WE/ AC	B	4+	5+	3+	2 x Twin Lascannon 3 x Twin Heavy Bolter Storm Bolter	45cm 15cm (15cm)	AT4+ AP4+/AA5+ Small Arms	DC 4, Planetfall, Reinforced Armour, Fearless, Transport (12* + 4/6)
Critical Hit Effect The Drop Ship's magazine explodes, destroying the drop ship and anybody on board. Any units within 5cms of the Drop Ship suffer one hit.. *Transport: May carry 12 of the following units: Space Marine Tactical, Assault, Devastator, Scout, Bike, Terminator or Dreadnought units. Terminators and Dreadnoughts take up two spaces each. In addition the Landing Craft can carry four Land Raiders or six of the following units: Rhino, Razorback, Hunter, Whirlwind, Predator, Vindicator).*									
Thunderhawk	WE/ AC	B	4+	6+	4+	Battle Cannon 2 x Twin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter	75cm 30cm 15cm 15cm	AP4+/AT4+, FxF AP4+/AA5+, FxF AP4+/AA5+, Right Arc AP4+/AA5+, Left Arc	DC 2, Planetfall, Reinforced Armour, Transport (8*)
Critical Hit Effect: The Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all on board. *Transport: May carry 8 of the following units: Space Marine Tactical, Assault, Devastator , Scout, Bike, Terminator or Dreadnought units. Terminators and Dreadnoughts take up two spaces each.*									
Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14 BP MW	Transport*
Transport: May carry 60 of the following units: Space Marine Tactical, Assault, Devastator, Scout, Bike, Terminator or Dreadnought units; plus 60 of the following units: Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators; plus 9 Thunderhawks and enough Drop Pods or Landing Craft to carry any other units on board. *Slow and steady – may not be used on the first two turns of a battle unless the scenario specifically says otherwise.*									
Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP MW	Transport*
Transport: May carry 20 of the following units: Space Marine Tactical, Assault, Devastator, Scout, Bike, Terminator or Dreadnought units; plus 20 of the following units: Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators; plus 6 Thunderhawks and enough Drop Pods or Landing Craft to carry any other units on board).									
Drop Pod	n/a	n/a	n/a	n/a	n/a	Deathwind (see below)	15cm	AP5+/AT5+, One Shot	Drop Pod (see below)
Transport: May carry one formation that includes only Tactical, Devastator, and Dreadnought units. *Deathwind: After the drop pod lands, its Deathwind attacks all enemy units within 15cms. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cms of the drop pod or within 5cms of another unit from the same formation that has already landed, so long as all units are placed within 15cms of the drop pod. Drop pods may not be used to claim a crossfire.* ***Design Concept:** In reality, each Space Marine unit in the formation will be carried in a separate drop pod. The drop pods are all fired off together in a tight pattern so that they land near to each other. Each such pattern of drop pods will be accompanied by one or two Deathwind pods, which are fired slightly ahead of the transport pods and which use automated weapon-systems to shoot at enemy units in the landing area. The special rule above captures this well, without requiring players to use lots of drop pod models.*									

5.2 IMPERIAL GUARD - STEEL LEGION

"For every battle honour, a thousand heroes die alone, unsung, and unremembered."

5.2.1 Imperial Guard Units

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

Characters	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Commissar	CH	n/a	n/a	n/a	n/a	Power Weapon	b/c	Assault, MW, +1A	Leader, Fearless, Inspiring.
Infantry	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Supreme Commander	INF	15cm	5+	4+	5+	Lasgun Power Weapon Autocannon	(15cm) b/c 45cm	Small Arms Assault, MW, +1A AP5+/AT6+	Supreme Commander
Commander	INF	15cm	6+	5+	5+	Lasgun Chainsword Autocannon	(15cm) b/c 45cm	Small Arms Assault AP5+/AT6+	Commander
Infantry	INF	15cm	-	6+	5+	Lasgun Autocannon	(15cm) 45cm	Small Arms AP5+/AT6+	*One autocannon per two units (rounded up)
Autocannons: Only one unit in every two has an autocannon. Count up the number of infantry units in the formation that can fire at the target formation and divide by two (rounding up) to find the number of autocannon shots you may take.									
Ogryns	INF	15cm	3+	4+	5+	Ripper guns Ogryn Combat Weapons	(15cm) b/c	Small Arms Assault, MW, +1A	
Rough Riders	INF	20cm	6+	4+	6+	Lasgun Power Lance	(15cm) b/c	Small Arms Assault, First Strike	Mounted, Scouts, Infiltrators
Snipers	INF	15cm	-	6+	5+	Sniper Rifles	30cm	AP5+	Sniper, Scouts
Stormtroopers	INF	15cm	5+	5+	4+	Hellguns Plasma guns	(15cm) 15cm	Small Arms AP5+/AT5+	Scouts
Support Squad	INF	15cm	-	6+	4+	2x Autocannon	45cm	AP5+/AT6+	
Light Vehicles	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Sentinel	LV	20cm	6+	6+	5+	Multilaser	30cm	AP5+/AT6+	Walker, Scouts
Armoured Vehicles	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Basilisk	AV	20cm	5+	6+	5+	Earthshaker Heavy Bolter	120cm 30cm	AP4+/AT4+ or 1BP, Indirect AP5+	Normal Shot or Barrage*
**May either shoot normally or fire a barrage. May only use indirect fire ability when firing barrages.*									
Bombard	AV	20cm	6+	6+	5+	Siege Mortar Heavy Bolter	45cm 30cm	2BP, Ignore Cover, Slow, Indirect AP5+	
Chimera	AV	30cm	5+	6+	5+	Multilaser Heavy Bolter	30cm 30cm	AP5+/AT6+ AP5+	Transport (2*)
Transport: May carry one Ogryn unit OR any two of the following units: Imperial Guard units: Supreme Commander, Commander, Infantry, Stormtroopers, Fire Support, Snipers.									
Deathstrike	AV	20cm	6+	6+	5+	Deathstrike Missile Heavy Bolter	Unlim 30cm	MW2+, One Shot, TK (D6), Indirect AP5+	
Griffon	AV	30cm	6+	6+	5+	Heavy Mortar Heavy Bolter	30cm 30cm	1 BP, Indirect AP5+	
Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon Heavy Bolter	30cm 30cm	AP3+, Ignore Cover AP5+	

5.2.1 Imperial Guard Units (cont)

Hydra	AV	30cm	6+	6+	5+	2 x Hydra Heavy Bolter	45cm 30cm	AP4+/AT5+/AA5+ AP5+	
Leman Russ	AV	20cm	4+	6+	4+	Battle Cannon Lascannon 2 x Heavy Bolter	75cm 45cm 30cm	AP4+/AT4+ AT5+ AP5+	Reinforced Armour
Leman Russ Demolisher	AV	20cm	4+	6+	4+	Demolisher Lascannon 2 x Plasma Cannon	30cm 45cm 30cm	MW4+, Ignore Cover AT5+ AP4+/AT4+, Slow	Reinforced Armour
Leman Russ Vanquisher	AV	20cm	4+	6+	4+	Vanquisher Lascannon 2 x Heavy Bolter	75cm 45cm 30cm	AP4+/AT2+ AT5+ AP5+	Reinforced Armour
Manticore	AV	20cm	6+	6+	5+	Rocket Launcher Heavy Bolter	150cm 30cm	2BP, Slow, Disrupt, Indirect AP5+	
Valkyrie	AV	35cm	5+	6+	5+	Multilaser 2 xHeavy Bolter 2 x Rocket Pod	30cm 30cm 30cm	AP5+/AT6+ AP5+ 1BP, Disrupt, One Shot	Skimmer, Scout, Transport (2*)
Transport:: May may carry two Stormtrooper units.									
Vulture	AV	35cm	5+	6+	5+	Heavy Bolter Twin Autocannon 2 x Hellstrike	30cm 45cm 90cm	AP5+ AP4+/AT5+ AT2+, One shot	Skimmer, Scout
Super Heavy Tanks	**TYPE**	**SPD**	**AR**	**CC**	**FF**	**WEAPONS**	**RNG**	**FIREPOWER**	**NOTES**
Baneblade	WE	15cm	4+	6+	4+	Baneblade Battle Cannon Autocannon Demolisher Cannon 3 x Heavy Bolter 2 x Lascannon	75cm 45cm 30cm 30cm 45cm	AP3+/AT3+ AP5+/AT6+ MW4+, Ignore Cover, FxF AP5+ (1 FxF, 1 Left Arc, 1 Right Arc) AT5+ (1 Left Arc, 1 Right Arc)	DC 3, Reinforced Armour
Critical Hit Effect: The Baneblade's magazine explodes. The Baneblade is destroyed, and any units within 5cm of the model suffer a hit on a D6 roll of 6									
Shadowsword	WE	15cm	4+	6+	5+	Volcano Cannon 2 x Heavy Bolter	90cm 30cm	MW2+, TK (D3), FxF AP5+ (1 Left Arc, 1 Right Arc)	DC 3, Reinforced Armour
Critical Hit Effect: The Volcano cannon's energy coils explode. The Shadowsword is destroyed, and any units within 5cm of the model suffer a hit on a roll of 6.									

5.3 IMPERIAL NAVY

The following section provides information that will allow you to use Imperial Navy spacecraft and aircraft in your games of Epic. Imperial Navy units can be used in support of Space Marine and Imperial Guard armies, and will have the same strategy rating as the army they are supporting. All Imperial Navy formations have an initiative rating of 2+.

Imperial Navy	**TYPE**	**SPD**	**AR**	**CC**	**FF**	**WEAPONS**	**RNG**	**FIREPOWER**	**NOTES**
Thunderbolt Fighter	AC	FB	6+	n/a	n/a	Storm Bolters Multilaser Underwing Rockets	15cm 30cm 30cm	AP4+/AA5+, FxF AP5+/AT6+/AA5+, FxF AT4+, FxF	
Marauder Bomber	AC	B	4+	n/a	n/a	2 x Twin Heavy Bolters Twin Lascannon Bomb Racks	15cm 45cm 15cm	AA5+ AT4+/AA4+, FxF 3BP, FxF	
Emperor Class Battleship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	8BP, MW	Slow and Steady*
Slow and steady: May not be used on turns one and two of a battle unless the scenario specifically states otherwise.									
Lunar Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment Pin-point Attack	n/a n/a	3BP, MW MW2+, TK (D3)	

5.4 THE TITAN LEGIONS

The following section provides information that will allow you to use Imperial Titans in your games of Epic. Titans can be used in support of Space Marine and Imperial Guard armies, and will have the same strategy rating as the army they are supporting. All Titan formations have an initiative rating of 1+.

SPECIAL RULE
5.4.1 Imperial Void Shields

Imperial Titans are protected by void shield generators. The number of void shields each Titan has is noted on the Titan's datasheet. Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, nor allocate Blast markers. Once all of the shields have been knocked down, the Titan may be damaged normally and you may make saving throws against any hits that are scored. Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the Titan. Void shields that have been knocked down can be repaired. Each Titan can repair one downed void shield in the end phase of each turn. In addition, if a Titan regroups it can use the dice roll to either repair the void shield or remove Blast markers (eg, if you rolled a 2 you could repair 2 shields, remove 2 Blast markers or repair 1 shield and remove 1 Blast marker).

Titan Legions	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Warhound Titan	WE	30cm	5+	4+	4+	Vulcan Mega-Bolter Plasma Blastgun	45cm 45cm	4 x AP3+/AT5+, Fwd Arc 2 x MW2+, Slow, Fwd Arc	DC 3, 2 Void Shields, Fearless, Reinforced Armour, Walker*.
Critical Hit Effect: The Warhound is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally). *Walker: May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.* *Plasma Blastgun: The plasma blastgun may either fire one shot and still have one shot 'in reserve' for next turn, or fire two shots and not shoot next turn at all.*									
Reaver Titan	WE	20cm	4+	3+	3+	2 x Turbo Las Destructors Rocket Launcher	60cm 60cm	4 x AP5+/AT3+, Fwd Arc 3BP, FxF	DC 6, 4 Void Shields, Fearless, Reinforced Armour, Walker*.
Critical Hit Effect: The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Reaver will be hit on a roll of 5+. *Walker: May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.*									
Warlord Titan	WE	15cm	4+	2+	3+	2 x Turbo Las Destructors Gatling Blaster Volcano Cannon	60cm 60cm 90cm	4 x AP5+/AT3+, Fwd Arc 4 x AP4+/AT4+, Fwd Arc MW2+, TK (D3), Fwd Arc	DC 8, 6 Void Shields, Fearless, Reinforced Armour, Thick Rear Armour, Walker*.
Critical Hit Effect: The Warlord's plasma reactor has been damaged. Roll a D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Warlord will be hit on a roll of 4+. *Walker: May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.*									

5.6 IMPERIAL GUARD - SIEGE REGIMENTS

"For seven terrible years the Siege regiments of the Imperial Guard carried out their onerous duty, manning the hundreds of miles of trenches and fortified positions that served to contain the arch-heretic's forces. Success was measured in yards of ground gained, and every inch of that deadly ground was bought with the blood and lives of men."

From the official history of the Kaiserschlect campaign, M41.745

5.5.1 Imperial Guard Siege Units

A Siege regiment is allowed to use the following new Imperial Guard units. All other units that may be used in a Siege regiment army are covered in section 5.2.1. Imperial Guard Siege Armies have a strategy rating of 1, and all Imperial Guard Siege formations have an initiative rating of 2+.

Infantry	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Siege Infantry	INF	15cm	-	6+	5+	Lasgun Heavy Stubber	(15cm) 30cm	Small Arms AP6+	
Sappers	INF	15cm	6+	5+	5+	Heavy Flamer Melta Bombs	15cm b/c	AP4+, Ignore Cover, AND Small Arms, Ignore Cover Assault, MW, +1A	Walker
Rapier	INF	10cm	-	-	5+	Rapier Laser Destroyer	45cm	AP6+/AT4+	
Thudd Gun	INF	10cm	-	-	5+	Thudd Gun	45cm	AP4+/AT6+	Indirect Fire
Light Vehicles	**TYPE**	**SPD**	**AR**	**CC**	**FF**	**WEAPONS**	**RNG**	**FIREPOWER**	**NOTES**
Blitzen AA Gun	LV	0cm	-	-	6+	Blitzen Cannon	60cm	AP6+/AT5+/AA5+	
Gotterdammerung	LV	0cm	-	-	6+	Howitzer	90cm	1BP, Indirect	
Bruennhilde	LV	15cm	6+	-	6+	Heavy Stubber	30cm	AP6+	Transport (1)
Transport: May transport one of the following units: Blitzen AA Gun, Gotterdammerung Howitzer, Thudd Gun or Rapier.									
Armoured Vehicles	**TYPE**	**SPD**	**AR**	**CC**	**FF**	**WEAPONS**	**RNG**	**FIREPOWER**	**NOTES**
Ragnarok	AV	15cm	4+	6+	4+	Ragnarok Battlecannon 2 x Heavy Stubber	60cm 30cm	AP4+/AT4+ AP6+	Reinforced Armour Walker
Siegfried	AV	30cm	5+	6+	5+	Multi-laser	30cm	AP5+/AT6+	Scout

FORTIFIED POSITIONS			
Terrain	***Infantry***	***Vehicle***	***War Engine***
Trench	4+ cover save	Dangerous	No effect
Gun Emplacement	4+ cover save	5+ cover save	No effect
Bunker	3+ cover save	Dangerous	Impassable
Razorwire	Dangerous	No effect	No effect

5.6 ORKS - GHAZGKHULL'S WARHORDE

"Ere we go, ere we go, ere we go…"

SPECIAL RULE

5.6.1 Mob Rule

Orks believe that as long as there's a bunch of them still fighting together (slightly more than they can count up to is ideal!) then there's always a chance that they'll prevail, no matter the odds. To represent this, Ork formations with more than five units (ie, too many to count on the fingers of one hand), not including Grotz, Big Gunz or Squig Catapults receive a +1 modifier to any rally rolls they make, and formations with more than 10 such units receive a +2 modifier. For the purposes of this rule war engine's count each point of starting damage capacity as a unit.*

*(*Squig Catapults are part of the Feral Ork Army List - section 5.8)*

SPECIAL RULE

5.6.2 Power of the Waaagh!

Orks are not noted for their organisational abilities, and thus usually have a pretty low initiative rating. However, if there is one thing that will galvanise an Ork warband, it's the thought of a good punch-up! Because of this, Ork formations that are attempting to take engage or double actions receive a +2 modifier to their action test roll. Ork flyboyz similarly relish the chance to shoot things up, and receive a +2 modifier to their action test roll when attempting to carry out interception or ground attack actions (see 4.0).

5.6.3 Ork Units

The following section describes all of the different units used by the Orks, and provides all of the information you will need to use them in your games of Epic. Ork armies have a strategy rating of 3, and all Ork formations have an initiative rating of 3+ and use the "Power Of The Waaagh!"and "Mob Rule" special rules.

Characters	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Warlord	CH	n/a	n/a	n/a	n/a	Big Choppas	b/c	Assault, MW, +1A	Supreme Commander
Oddboyz	CH	n/a	n/a	n/a	n/a	Supa-Zzap-Gun OR Soopagun	60cm 60cm	MW3+ TK (D3) 2BP, MW	
NOTE: Ork Oddboyz can be one of two types: Big Meks or Slavers. Both are Characters. A Big Mek can be added to a gunwagon or gunfortress and upgrades one of the big gunz on the vehicle into a Soopagun or Supa-Zzap-Gun with the characteristics shown above. A Slaver may added to a big gun and upgrades the weapons on the unit into a Soopagun or Supa-Zzap-Gun with the characteristics above.									
Infantry	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Big Gunz	INF	10cm	-	6+	5+	Big Gun	45cm	AP5+/AT5+	
Boyz	INF	15cm	6+	4+	6+	Shootas Choppas Big Shootas	(15cm) b/c 30cm	Small Arms Assault AP6+/AT6+	
Grotz	INF	15cm	-	6+	6+	Shootas	(15cm)	Small Arms	
NOTE: Formations that include at least 1 Ork unit don't receive Blast markers for Grot units that are killed, and don't count Grot units that are lost in an assault when working out who has won the combat.									
Kommandos	INF	15cm	6+	4+	6+	Shootas Choppas Big Shootas	(15cm) b/c 30cm	Small Arms Assault AP6+/AT6+	Scouts, Infiltrators
Nobz	INF	15cm	4+	3+	5+	Shootas Big Choppas 2 x Big Shootas	(15cm) b/c 30cm	Small Arms Assault, +1 A AP6+/AT6+	Leader
Stormboyz	INF	30cm	6+	4+	6+	Shootas Choppas	(15cm) b/c	Small Arms Assault	Jump Packs, Scouts
Warbikes	INF	35cm	5+	4+	6+	Twin Sawn-off Big Shootas	15cm	AP5+/AT5+	Mounted

5.6.3 Ork Units (cont)

Light Vehicles	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Deth Kopta	LV	35cm	4+	6+	5+	Twin Big Shootas	30cm	AP5+/AT6+	Skimmer
Skorcha	LV	35cm	5+	6+	4+	Skorcha	15cm	AP4+, Ignore Cover	
Warbuggies/ Wartraks	LV	35cm	5+	5+	5+	Twin Big Shootas	30cm	AP5+/AT6+	
Armoured Vehicles	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Battlewagonz	AV	30cm	5+	6+	5+	2 x Twin Big Shootas	30cm	AP5+/AT6+	Transport (2+1 Grot)
Transport: May carry any 2 of the following units: Boyz, Kommandos, Nobz, Warlord. Alternatively, one of the two units transported may be a Big Gun. May carry 1 Grot in addition to any other units.									
Flakwagonz	AV	30cm	5+	5+	5+	Flak Gun	30cm	2 x AP6+/AT6+/AA6+	Transport (1)
Transport: May carry any 1 of the following units: Boyz, Kommandos, Grots, Nobz, Big Gun.									
Gunwagonz	AV	30cm	5+	5+	5+	Big Gun	45cm	AP5+/AT5+	Transport (1)
Transport: May carry any 1 of the following units: Boyz, Kommandos, Grots, Nobz, Big Gun.									
Dreadnought	AV	15cm	4+	4+	5+	2 x Big Shootas Kombat Klaws	30cm b/c	AP6+/AT6+ Assault, MW, +1 A	Walker
Killa Kan	AV	15cm	5+	5+	6+	Big Shoota Kombat Klaw	30cm b/c	AP6+/AT6+ Assault, MW, +1 A	Walker
Stompa	AV	15cm	4+	4+	4+	2-3 x Big Guns 0-1 x Kombat 'Ammer	45cm 30cm	AP5+/AT5+ AP5+/AT6+ OR Assault wpn, MW, +1A	Reinforced Armour, Walker
NOTES: May be armed with 3 big guns or 2 big guns and 1 Kombat 'Ammer. The Kombat 'Ammer may shoot and be used as an assault weapon. It only has the Macro-weapon and Extra Attack abilities when used in an assault.									
Aircraft	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Fighta Bommerz	AC	FB	6+	n/a	n/a	Heavy Shootas Tankbusta Rokkits	15cm 30cm	AP5+/AA5+ AT4+	
Landa	WE/ AC	B	5+	4+	6+	Gun Turrets Tankbusta Rokkits	15cm 30cm	D6+3 x AP5+/AA6+ AT4+, FxF	DC 3, Planetfall, Reinforced Armour, Transport (10+4)
Critical Hit Effect: The Landa's pilot is killed and the Landa crashes to the ground, killing all on board.									
Transport: May carry 10 of the following units: Boyz, Kommandos, Stormboyz, Nobz, Attack Bikes, Buggies, Skorchas, Deth Koptas, Killa Kans, Dreadnoughts. All light vehicles and Dreadnoughts (but not Killa Kans) take up 2 spaces each. In addition it may also carry 4 Grots.									
Spacecraft	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Battlekroozer	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	D6+3BP MW	Slow and Steady, Transport (12*)
Transport: May carry up to 12 Ork Landas plus the troops carried in them). *Slow and steady -- may not be used on the first or second turn of a game unless the scenario specifically states otherwise.*									
Kill Kroozer	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	D6+1BP MW	

SPECIAL RULE
5.6.4 Ork Powerfields

Some Ork war engines are protected by banks of power fields. The number each war engine has is noted on its datasheet. Power fields work in exactly the same manner as Imperial Void Shields (see 5.4.1), with the sole exception that they may not be repaired once they have been knocked down by a hit, and will instead remain down for the remainder of the battle.

5.6.3 Ork Units (cont)

War Engines	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Battlefortress	WE	30cm	4+	4+	4+	4 x Twin Big Shootas Big Gun	30cm 45cm	AP5+/AT6+ AP5+/AT5+	DC 3, *Transport (8+4 Grots)*
Critical Hit Effect: The attack hits the Battlefortress's running gear and it flips over. The Battlefortress comes to rest D6cm away in a random direction, hitting anything it lands on. The Battlefortress is destroyed and any units on board will only survive on a roll of 6. *Transport: May carry any 8 of the following units: Boyz, Kommandos, Nobz. 1 of the units transported may be a Big Gun. May carry 4 Grots in addition to any other units.*									
Gunfortress	WE	30cm	4+	4+	4+	5 x Twin Big Shootas 3 x Big Guns	30cm 45cm	AP5+/AT6+ AP5+/AT5+	DC 3, *Transport (4+4 Grots)*
Critical Hit Effect: The attack hits the Gunfortress's running gear and it flips over. The Gunfortress comes to rest D6cm away in a random direction, hitting anything it lands on. The Gunfortress is destroyed and any units on board will only survive on a roll of 6. *Transport: May carry any 4 of the following units: Boyz, Kommandos, Nobz. 1 of the units transported may be a Big Gun. May carry 4 Grots in addition to any other units.*									
Ork Gargant	WE	15cm	4+	3+	3+	Gaze of Mork 2-3 x Soopaguns 0-1 x Supa-Zzap-Gun 0-1 x Mega-choppa	30cm 60cm 60cm 45cm b/c	MW4+, TK 2BP, MW, FxF MW3+, TK (D3) FxF AP5+/AT5+, FXF Assault, TK (D3), +1A	*DC 8, Reinforced Armour, Fearless Walker* D3+3 Power Fields
Critical Hit Effect: The Gargant catches fires. Roll a D6 for each fire burning on the Gargant in the end phase of each turn. On a roll of 1 a second fire starts, and on a roll of 5-6 the fire is put out. Any fires not put out cause one point of damage. *NOTES: May be armed with 3 soopaguns or 2 soopaguns and either 1 mega-choppa or 1 supa-zzap-gun. The mega-choppa may shoot and be used as an assault weapon. The mega-choppa's Titan Killer and Extra Attack abilities may only be used in an assault.*									
Ork Great Gargant	WE	15cm	4+	3+	3+	Gaze of Mork 2 x Big Guns 1 x Soopagun 1-2 x Twin Soopaguns 0-1 x Lifta-Droppa	30cm 45cm 60cm 60cm 60cm b/c	MW4+, TK AP5+/AT5+ 2BP, MW, FxF 3BP, MW, FxF MW3+, TK (D3) FXF,, OR Assault, TK (D3), +1A	*DC 12, Reinforced Armour, Fearless Walker* D6+6 Power Fields
Critical Hit Effect: The Gargant catches fires. Roll a D6 for each fire burning on the Gargant in the end phase of each turn. On a roll of 1 a second fire starts, and on a roll of 5-6 the fire is put out. Any fires not put out cause one point of damage. *NOTES: May be armed with 2 twin soopaguns or 1 twin soopagun and 1 Lifta-Droppa. The Lifta-Droppa may shoot and be used as an assault weapon. The Lifta-Droppa's Extra Attack abilities may only be used in an assault.*									
Supa Stompa	WE	15cm	4+	4+	4+	Gaze of Mork 2-3 x Soopaguns 0-1 x Mega-choppa	30cm 60cm 45cm b/c	MW4+, TK 2BP, MW, FxF AP5+/AT5+, FXF, OR Assault, TK (D3), +1A	*DC 4, Reinforced Armour, Fearless, Walker* D3 Power Fields
Critical Hit Effect: The Supa-Stompa's head is blown clean off, killing the Kaptain. It suffers a -1 to hit modifier from now on. Any subsequent critical hits will cause an extra point of damage instead. *NOTES: May be armed with 3 soopaguns or 2 soopaguns and 1 mega-choppa. The mega-choppa may shoot and be used as an assault weapon. The mega-choppa's Titan Killer and Extra Attack abilities may only be used in an assault.*									

5.7 ORKS - BURNING DEATH SPEED FREEKS

5.7.1 Speed Freek Units

A Speed Freeks army is allowed to use the following new units in addition to units already described in the section 5.6.1 (Ork Units). Speed Freek armies have a strategy rating of 3, and all Speed Freek formations have an initiative rating of 3+ and use the "Power Of The Waaagh!" (see section 5.6.1) and "Mob Rule" (see section 5.6.2) special rules.

Speed Freeks	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Mekboy Bad Ork Bikeboy	INF	40cm	5+	4+	5+	Sawn-off Kustom Blasta Choppa Blades	15cm b/c	MW5+, AND Small Arms, +1A, MW Assault, +1A, MW	Mounted, Invulnerable Save, Supreme Commander
Mekboy Speedsta	AV	35cm	5+	6+	5+	Kustom Kannon	45cm	MW4+	Power Field (D3)
Ork Trukk	LV	35cm	5+	6+	-	None			Transport
Transport: May carry any 1 of the following units: Boyz, Nobz, Grots, Big Gunz. Units other than Big Gunz may shoot while being transported.									

5.8 FERAL ORKS

"What are these dirty little things doing here? Where are our cities? Who has murdered the Children of Asuryan?!"

Mauryon returns to Baran

5.8.1 Feral Ork Units

A Feral Ork army is allowed to use the following units. Feral Ork armies have a strategy rating of 3, and all Ork formations have an initiative rating of 3+ and use the "Mob Rule" (see section 5.6.1) and "Power Of The Waaagh!" (see section 5.6.2) special rules.

Characters	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Warlord	CH	n/a	n/a	n/a	n/a	Big Choppas	b/c	Assault, MW, +1A	Supreme Commander
Wyrdboy	CH	n/a	n/a	n/a	n/a	Fist of Gork	45cm	MW5+/AA5+, MW	
Infantry	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Boarboyz	INF	20cm	5+	4+	6+	Shootas Choppas	(15cm) b/c	Small Arms Assault	Mounted, Infiltrators
Boyz	INF	15cm	6+	4+	6+	Shootas Choppas Big Shootas	(15cm) b/c 30cm	Small Arms Assault AP6+/AT6+	
Grotz	INF	15cm	-	6+	6+	Shootas	(15cm)	Small Arms	
NOTE: Formations that include at least one Ork unit don't receive Blast markers for Grot units that are killed, and don't count Grot units that are lost in an assault when working out who has won the combat.									
Nobz	INF	15cm	4+	3+	5+	Shootas Big Choppas 2 x Big Shootas	(15cm) b/c 30cm	Small Arms Assault, +1 A AP6+/AT6+	Leader
Madboyz	INF	15cm	6+	4+	6+	Shootas Choppas	(15cm) b/c	Small Arms Assault	Fearless
Squig Katapult	INF	10cm	-	6+	5+	Squig Katapult	45cm	1BP	Disrupt
Wildboyz	INF	15cm	6+	4+	-	Choppas	b/c	Assault	
Light Vehicles	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Junkatrukk	LV	25cm	5+	5+	6+	Big Shoota	30cm	AP6+/AT6+	Transport (1+1 Grot)
Transport: may carry one Grot plus any one of the following units: Boyz, Nobz, Wildboyz. Units may shoot while being transported.									
Squiggoths	LV	20cm	4+	4+	5+	2 x Twin Big Shootas Teeth & Horns Big Gun	30cm b/c 45cm	AP5+/AT6+ Assault, MW +D3A AP5+/AT6+	Reinforced Armour Thick Rear Armour Transport (4+2 Grotz)
Transport: May carry any 4 of the following units: Boyz, Nobz, Wildboyz. May carry 2 Grotz in addition to any other units.									
War Engines	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Orkeosaurus	WE	15cm	4+	4+	5+	4 x Big Shoota Goring Tusks 2 x Big Gun	30cm b/c 45cm	AP5+/AT6+ Assault, MW +D3A OR Assault, TK(D3), +1A AP5+/AT5+	DC 6, Reinforced Armour, Thick Rear Armour Transport (12+6 Grotz)
Critical hit effect: The shot enrages the Orkeosaurus. It immediately rampages 3D6cm in a random direction, stopping immediately if it encounters impassable terrain or another unit or once the move has finished. If it stops because it moved into another unit, then the unit suffers a hit that counts as having been inflicted by a macro-weapon. If it crashes into impassable terrain then the Orkeosaurus is killed. *Transport: May carry any 12 of the following units: Boyz, Nobz, Wildboyz. May carry 6 Grotz in addition to any other units.*									
Steam Gargant	WE	15cm	4+	4+	4+	Fist of Gork 0-2 x Soopaguns 0-2 x Mega-choppa	45cm 60cm b/c	MW5+/AA5+ 2BP, MW, FxF Assault, MW, +1A, TK(D3)	DC 4, Reinforced Armour, Fearless Walker
Critical Hit Effect: The Steam Gargant's boiler blows up. The Steam Gargant is destroyed and all units within 2D6cm suffer a hit. *NOTE: May not have more than two Soopaguns or Mega-choppas in total (one on each arm).*									

5.9 ELDAR - SWORDWIND

"Ask not the Eldar a question, for they will give you three answers, all of which are true and horrifying to know."

— Inquisitor Czevak

SPECIAL RULE
5.9.1 Farsight

Eldar Farseers are able to partially unravel the threads of time, allowing them to foresee events that may affect his army, and act to counter them. To represent this, any Eldar formation that includes a unit with Farsight may ignore the -1 Action test penalty when they try to retain the initiative.

In addition, once per turn the Eldar player may attempt to retain the initiative twice in a row (i.e. the Eldar player can retain the initiative and take another action after having successfully retained the initiative once already). Any Eldar formation may be chosen, including those that do not include a unit with Farsight but at least one unit with Farsight must still be in play and on the battlefield. The formation must still pass an initiative test in order to carry out the action, and will suffer the –1 modifier for retaining the initiative unless it includes a unit with Farsight Once the action has been taken the initiative returns to the opposing player.

SPECIAL RULE
5.9.2 Hit and Run Tactics

The Eldar are a dying race, and any loss is deeply mourned. Because of this they have developed tactics that, when combined with their highly advanced technology, allows them to attack the enemy and then quickly retire in order to avoid any return fire. This special ability is reflected by the following special rules, which apply to all formations in an Eldar army.

Eldar formations that take advance or double actions may choose to shoot either before or after each move. However, they may still only shoot once during the action. For example, an Eldar formation taking an advance action could shoot and then move or move and then shoot, while a formation taking a double action could shoot and move twice, move twice and then shoot, or move then shoot and then move again.

In addition Eldar formations that wins an assault are allowed to move any distance up to their speed value when they consolidate, rather than being limited to a move of 5cms as would normally be the case.

SPECIAL RULE
5.9.3 Eldar Technology

The Eldar are a technologically sophisticated race that make use of a number of devices that have capabilities far in advance of anything used by the other races in the galaxy. These technological advantages are represented in Epic by the following special rules:

***Holofields**: Eldar Titans are protected by a holofield that is projected from special wing-like structures on the Titan's carapace. These fracture the image of the Titan making it appear as a swirling cloud of coloured motes to the naked eye, while at the same time disrupting any targeting devices attempting to lock onto the Titan. The overall result is to make the Titan a very hard target to hit! Holofields provide Titans with a special 3+ saving throw that can be taken instead of the Titan's normal saving throw. This save may always be taken, even against hits in an assault or against Titan Killer or Macro-weapons attacks. Make a single saving against weapons with the Titan Killer ability, rather than a separate save for each point of damage. If a vehicle with a holofield also has reinforced armour, then it is allowed to re-roll its saving throw unless hit by Lance, Macro-weapon or Titan Killer attacks, but the re-roll must be made using the units armour save rather than the holofield save. No Blast markers are placed for hits that are saved by a holofield.*

***Lance weapons**: A lance uses a highly concentrated beam of laser energy to destroy heavily armoured targets. A unit with reinforced armour (see Epic: Armageddon 2.1.11) that is hit by a lance weapon is not allowed to re-roll its saving throw.*

***Webway Portals:** Webway portals are used by the Eldar to safely travel through the Warp. Each webway portal included in the army allows the Eldar player to pick up to three other formations, and keep them back on the Craftworld. Any formation's that are kept on the Craftworld may enter play via the Webway Portal, by taking an action that allows them to make a move, and then measuring their first move from the position that a webway portal occupies on the tabletop. Note that the formation may appear through any portal, not just the one that was 'used' to allow the formation to be kept off-board. No more than one formation may travel through each webway portal each turn. In the GT scenario reserve formations with multiple deployment options must be designated as to deployment method during setup – webway, air transport or teleport.*

5.9.4 Eldar Units

The following section describes all of the different units used by the Eldar, and provides all of the information you will need to use them in your games of Epic. Eldar armies have a strategy rating of 4. Avatars, Aspect Warriors, Revenant Titans, Phantom Titans and Warlock Titans have an initiative rating of 1+. All other formations have an initiative rating of 2+.

Characters	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Autarch	CH	n/a	n/a	n/a	n/a	Autarch CC Weapon Autarch FF Weapon	b/c (15cm)	Assault, +1A, MW Small Arms, +1A	Inspiring, Invulnerable Save, Supreme Commander
Exarch	CH	n/a	n/a	n/a	n/a	Exarch CC Weapon OR Exarch FF Weapon	b/c (15cm)	Assault, +1A Small Arms, +1A	Inspiring
NOTE: Exarchs added to Dire Avenger, Howling Banshee, Striking Scorpion, or Shining Spear units have an Exarch close combat weapon. Exarchs added to Fire Dragon, Swooping Hawk, Warp Spider or Dark Reaper units have an Exarch ranged weapon.									
Avatar	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Avatar	WE	15cm	3+	2+	4+	Wailing Doom And Court Of The Young King*	30cm b/c b/c	MW5+ Assault, MW, +1A Assault, MW, +1A	DC 3, Commander, Inspiring, Fearless, Invulnerable Save, Walker
Critical Hit Effect: With a ghastly wail the Avatar falls to the ground, twitches and lies still. All Eldar formations with a unit with a line of fire to the Avatar are so shaken by this that they receive a Blast marker. *NOTE: Only Avatars from the Biel Tan Craftwolrd are accompanied by the Court of the Young King, unless specifically stated otherwise in an army list.*									
Infantry	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Farseer	INF	15cm	4+	4+	5+	Shuriken Pistols Witch Blades	(15cm) b/c	Small Arms Assault, +1A, MW	Invulnerable Save, Farsight, Commander
Guardians	INF	15cm	-	6+	4+	Shuriken Catapults	(15cm)	Small Arms	
Guardian Heavy Weapon Platforms	INF	15cm	-	6+	5+	Scatter Laser	30cm	AP5+/AT5+	
Guardian Support Weapon Platforms	INF	15cm	-	6+	6+	D-Cannon	30cm	MW5+	
Jetbikes	INF	35cm	5+	6+	4+	Shuriken Catapults	(15cm)	Small Arms	Skimmer, Mounted
Rangers	INF	15cm	5+	6+	5+	Shuriken Pistols Long Rifles	(15cm) 30cm	Small Arms AP5+	Sniper, Scouts
Wraithguard	INF	15cm	3+	4+	4+	Wraithcannon AND	15cm (15cm)	2 x MW5+ Small Arms, +1A, MW	Fearless
Aspect Warriors	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Dark Reapers	INF	15cm	5+	6+	3+	Reaper Missile Launcher	45cm	2 x AP5+	
Dire Avengers	INF	15cm	5+	5+	4+	Shuriken Catapults	(15cm)	Small Arms, +1 A	
Fire Dragons	INF	15cm	5+	5+	4+	Fusion Guns AND	15cm (15cm)	MW5+ Small Arms, MW	
Howling Banshees	INF	15cm	5+	3+	5+	Shuriken Pistols Banshee Mask	(15cm) b/c	Small Arms Assault, First Strike	
Shining Spears	INF	35cm	4+	4+	5+	Power Lances	b/c	Assault, Lance	Skimmer, Mounted
Swooping Hawks	INF	35cm	5+	5+	4+	Lasblasters	(15cm)	Small Arms	Scouts, Jump Packs, Teleport
Striking Scorpions	INF	15cm	4+	4+	5+	Shuriken Pistols Mandiblasters	(15cm) b/c	Small Arms Assault, +1A	
Warp Spiders	INF	15cm	4+	5+	4+	Death Spinner	15cm	Small Arms	Jump Packs, First Strike, Infiltrators
Light Vehicles	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Vyper Jetbikes	LV	35cm	4+	6+	5+	Scatter Laser	30cm	AP5+/AT5+	Skimmer
War Walker	LV	20cm	6+	5+	5+	Scatter Laser Bright Lance	30cm 30cm	AP5+/AT5+ AT5+, Lance	Walker, Scout, Reinforced Armour

5.9.4 Eldar Units (cont)

Armoured Vehicles	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Falcon	AV	35cm	5+	6+	4+	Falcon Pulse Laser Scatter Laser	45cm 30cm	2 x AT4+ AP5+/AT5+	Skimmer, Transport (1*)
Transport: May transport 1 of the following: Autarch, Farseer, Guardian, Striking Scorpions, Howling Banshees, Fire Dragons, Dire Avengers, Dark Reapers.									
Fire Prism	AV	35cm	5+	6+	5+	Prism Cannon	60cm	AP4+/AT2+, Lance	Skimmer
Firestorm	AV	35cm	5+	6+	4+	Firestorm Battery	45cm	2x AP5+/AT5+/AA4+	Skimmer
Night Spinner	AV	35cm	5+	6+	5+	Night Spinner	45cm	1 BP, Disrupt, Indirect	Skimmer
Wave Serpent	AV	35cm	5+	6+	4+	Twin Shuriken Cannon	30cm	AP4+	Skimmer, Reinforced Armour, Transport (2*)
Transport: May transport 1 Wraithguard or any 2 of the following: Autarch, Farseer, Guardian, Striking Scorpions, Howling Banshees, Fire Dragons, Dire Avengers, Dark Reapers.									
Wraithlord	AV	15cm	4+	3+	4+	Power Fists Bright Lance	b/c 30cm	Assault, +1A, MW AT5+, Lance	Walker, Fearless, Reinforced Armour
Super Heavy Tanks	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Cobra	WE	25cm	5+	6+	5+	Cobra D-Cannon* Shuriken Cannon Eldar Missile Launcher	30cm 30cm 45cm	2BP, TK (D3+1), FxF AP5+ AP5+/AT6+/AA6+	DC 3, Skimmer, Reinforced Armour,
Critical Hit Effect: The Cobra's gravitic drives implode, sucking nearby troops into an energy maelstrom. The Cobra is destroyed and any models within 5cm of the model suffer one hit on a roll of 6. *Cobra D-Cannon: This weapon counts as having the 'Ignore Cover' special ability against war engine class targets.*									
Scorpion	WE	25cm	5+	6+	5+	Scorpion Twin Pulsars Shuriken Cannon	60cm 30cm	2 x MW2+ AP5+	DC 3, Skimmer, Reinforced Armour,
Critical Hit Effect: The Scorpion' gravitic drives implode, sucking nearby troops into an energy maelstrom. The Scorpion is destroyed and any models within 5cm of the model suffer one hit on a roll of 6.									
Storm Serpent	WE	25cm	5+	6+	4+	Storm Serpent Pulse Lasers Scatter Laser	45cm 30cm	2 x AT3+ AP5+/AT5+	DC 3, Skimmer, Reinforced Armour, Wraithgate Webway Portal*
Critical Hit Effect: The Strom Serpent's gravitic drives implode, sucking nearby troops into an energy maelstrom. The Storm Serpent is destroyed and any models within 5cm of the model suffer one hit on a roll of 6. *Wraithgate Webway Portal: IMPORTANT NOTE: Wraithgates are one of the smallest type of Webway portal, and may only be used by formations made up exclusively of infantry, light vehicles, and armoured vehicle units with the Walker ability; formations that include any other type of unit may not use a Wraithgate to enter play.*									
Void Spinner	WE	25cm	5+	6+	5+	Voidspinner Array	60cm	3BP, disrupt, indirect fire	DC 3, Skimmer, Reinforced Armour
Critical Hit Effect: The Void Spinner's gravitic drives implode, sucking nearby troops into an energy maelstrom. The Void Spinner is destroyed and any models within 5cm of the model suffer one hit on a roll of 6.									
Aircraft	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Nightwing Interceptor	AC	F	4+	n/a	n/a	Twin Shuriken Cannons Bright Lances	30cm 30cm	AP4+/AA5+, FXF AT4+/AA5+, Lance, FXF	
Phoenix Bomber	AC	FB	5+	n/a	n/a	Twin Shuriken Cannons Phoenix Pulse Laser Night Spinners	30cm 45cm 15cm	AP4+/AA5+, FXF 2 x AT4+, FXF 1BP, disrupt, FXF	Reinforced Armour
Vampire Raider	WE/ AC	B	5+	6+	4+	2 x Vampire Pulse Laser Scatter Laser	45cm 30cm	2 x AT4+, FXF AP5+/AT5+/AA5+, FXF	DC 2, Planetfall, Reinforced Armour, Transport (8*)
Critical Hit Effect The Vampire's control surfaces have been damaged and it is destroyed. *Transport: May transport eight of the following units: Autarch, Farseer, Guardians, Striking Scorpions, Howling Banshees, Fire Dragons, Dire Avengers, Swooping Hawks, Warp Spiders, Dark Reapers, Heavy Weapon Platform, Support Weapon Platform, Wraithguard, Rangers.*									

5.9.4 Eldar Units (cont)

Spacecraft	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Dragonship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment OR 2 x Pin-Point Attack	n/a	8 BP MW MW2+, TK (D3)	Transport (12*), Decide on weapon at start of battle
Transport: May carry up to 12 Vampires and the units being transported on them. *NOTE: You must decide which weapon system the Dragonship will have at the start of the battle, when you record the turn it will arrive on. Write down the weapon system to be used alongside the turn of arrival.*									
Wraithship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment OR Pin-Point Attack	n/a	4 BP MW MW2+, TK (D3)	Decide on weapon at start of battle
NOTE: You must decide which weapon system the Wraithship will have at the start of the battle, when you record the turn it will arrive on. Write down the weapon system to be used alongside the turn of arrival.									
Eldar Titans	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Revenant Scout Titan	WE	35cm	5+	4+	4+	2 x Revenant Pulse Lasers 2 x Eldar Missile launcher	45cm 45cm	2 x MW4+ AP5+/AT6+/AA6+	DC 3, Holofield, Walker*, Fearless, Jump Pack, Leader
Critical Hit Effect: The Revenant Titan's holofield generator is destroyed. It may no longer take holofield saves. Any further critical hits will destroy the Titan. *Walker: May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.* *NOTE: The Revenant's weapons may fire all around due to the Titan's exceptional manoeuvrability..*									
Phantom Titan	WE	25cm	5+	3+	3+	2 x Eldar Missile launcher 1-2 x Titan Pulsar 0-1 x Power Fist OR OR	45cm 75cm 30cm (15cm) b/c	AP4+/AT5+/AA5+ 2 x MW3+, TK 6 x AP4+/AT4+ Small Arms, +3A Assault, TK (D3), +2A	DC 6, Holofield, Walker*, Fearless, Reinforced Armour, Leader
Critical Hit Effect: The holofield projector mounted in the Phantom Titan's wings is badly damaged and will no longer work. The Phantom Titan loses its holofield save for the rest of the battle. Any further critical hits will cause an additional point of damage. *Walker: May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.* *NOTE: May be armed with 2 Pulsars or 1 Pulsar and 1 Power Fist. The Phantom's weapons may fire all around due to the Titan's exceptional manoeuvrability.*									
Warlock Titan	WE	25cm	5+	3+	3+	2 x Eldar Missile launcher 1 x Psychic Lance OR 1-2 x Titan Pulsar 0-1 x Power Fist OR OR	45cm 30cm (15cm) 75cm 30cm (15cm) b/c	AP4+/AT5+/AA5+ 3BP, disrupt, Ignore cover, TK (D3) Small Arms, ignore cover, TK (D3), +2A 2 x MW3+, TK 6 x AP4+/AT4+ Small Arms, +3A Assault, TK (D3), +2A	DC 6, Holofield, Walker*, Fearless, Inspiring, Farsight, Reinforced Armour, Commander, Leader
Critical Hit Effect: The holofield projector mounted in the Warlock Titan's wings is badly damaged and will no longer work. The Warlock Titan loses its holofield save for the rest of the battle. Any further critical hits will cause an additional point of damage. *Walker: May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.* *NOTE: May be armed with 1 Psychic Lance plus 1 Pulsar or 1 Power Fist. The Warlock's weapons may fire all around due to the Titan's exceptional manoeuvrability.*									

5.10 ELDAR – ULTHWÉ CRAFTWORLD

5.10.1 Eldar – Ulthwé Units

An Ultwé Craftworld army is allowed to use the following new Eldar unit. All other units that may be used in an Ultwé Craftworld army are covered in section 5.8.1. Ulthwé armies have a strategy rating of 5. Ulthwé Avatars, Aspect Warriors, Ulthwé Black Guardians, Revenants, PhantomTitans and Warlock Titans have an initiative rating of 1+. All other formations have an initiative rating of 2+ .

Ulthwé Seer Council	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Seer Council	INF	15cm	4+	4+	4+	Eldar Psychic Powers Witch Blades	(15cm) b/c	Small Arms, MW, +1A Assault, MW, +1A	Reinforced Armour, Invulnerable Save, Farsight, Supreme Commander.
NOTE: Counts as a Farseer unit.									

5.11 CHAOS BLACK LEGION

"What right have you to call me a heretic and a blasphemer, who have not heard the whisper of dark gods in your ear?"

SPECIAL RULE
5.11.1 Initiative & Strategy Rating

All Chaos Marine, Daemon, Chaos Titan Legion and Chaos Navy formations have an initiative rating of 2+. Chaos Black Legion armies have a strategy rating of 4.

The Chaos Powers are quick to punish or reward their champions. In the strategy phase if the Chaos player rolls a 6 they are rewarded for their tactical acumen with an additional 1D3 daemons to add to the Daemon Pool (see 5.11.3). If the Chaos player rolls 1 their patron Powers withdraw their support and the Chaos player must remove 1D3 daemons from the Daemon Pool. If the Chaos player has no remaining daemons in their Daemon Pool then there is no further effect.

SPECIAL RULE
5.11.2 Factions

Each formation in an army of the Black Legion belongs to a faction that owes allegiance to one of the gods of Chaos (Khorne, Nurgle, Slaanesh or Tzeentch), or to Chaos Undivided. You must decide which faction each formation in your army belongs to before the battle and note it down on your army list. With the exception of those formations that worship Chaos Undivided, the different factions do not get along well, and some factions hold a millennia-old hatred of each other. Although the factions will often unite under a powerful Warlord to fight a common enemy, their enmity can cause problems during a battle. This is represented by the following rules:

Formations belonging to Khorne hate those belonging to Slaanesh, and vice-versa. Formations belonging to Tzeentch hate those belonging to Nurgle, and vice-versa.

A formation that has no units from a hated formation within 30cm of any of its units receives a +1 modifier to its Initiative test. If even one hated unit is within 30cm then this bonus is lost. This modifier only ever applies to units that are on the battlefield; aircraft, spacecraft and any other formations that are not in play never receive the modifier.

SPECIAL RULE
5.11.3 Summoned Units

Formations that purchase the Daemonic Pact upgrade (see the army list in section 6.11) are able to summon daemons to the battlefield. In order to summon daemons a players must first purchase a single Daemon Pool from which all formations with the Daemonic Pact upgrade will summon.

Daemons in the Daemon Pool are purchased and noted only as being lesser or greater daemons, not by their faction. The summoning formation's faction dictates what types of daemons may besummoned (see below). Players should either write down the contents of their Daemon Pool or use tokens to indicate the number of each lesser and greater daemon they have available to summon during a game. The Chaos player's opponent is always able to view the number and type of daemons remaining in the Daemon Pool. The Daemon Pool is kept off the board and daemons are removed from it as formations summon daemons onto the board.

At the start of that formation's action, before the action test dice roll is made, the formation may summon daemonic units from the Daemon Pool. Summoning allows you to call 2D3 summoning points worth of daemonic units to the battlefield (the number of summoning points it costs to summon a unit will be listed on its data sheet, but as a general rule greater daemons cost 8 summoning points and all other units cost 1 summoning point each). Summoning points must be used to summon daemonic units from the Daemon Pool and summoned units are brought into play immediately.

If for any reason any summoning points generated are not used, they are lost and may not be carried over into subsequent turns. You may only summon as many daemons as you have left in your Daemon Pool. Left over daemonic units may be summoned during a later turn. Daemonic units that are destroyed are removed from play and are not put back into the Daemon Pool. Formations that have not bought a Daemonic Pact may not summon daemons.

Players may only have one greater daemon of a faction in the army on the board at one time. For example, if you already have a summoned Bloodthirster on the board you are not allowed to summon another Bloodthirster until that first greater daemon has been removed from play.

Summoned units must be set up with their base within 5cm of any unit from their formation, apart from other summoned units that have already been placed (i.e. you cannot place a 'chain' of summoned units). They may not be set up in the Zone of Control of an enemy unit or in impassable terrain. The type of unit that can be summoned depends on the summoning formation's faction, as follows:

Faction	Daemons
Khorne	Bloodthirster: Greater Daemon of Khorne, Bloodletters: Lesser Daemon of Khorne
Slaanesh	Keeper of Secrets: Greater Daemon of Slaanesh, Daemonettes: Lesser Daemon of Slaanesh
Nurgle	Great Unclean One: Greater Daemon of Nurgle, Plaguebearers: Lesser Daemon of Nurgle
Tzeentch	Lord of Change: Greater Daemon of Tzeentch, Flamers: Lesser Daemon of Tzeentch
Any Faction	Daemonic Beasts: Lesser Daemon

Summoned units count as part of the formation for all rules purposes as long as they remain on the battlefield. The only exception to the normal rules is when a summoned unit is destroyed it does not cause a blast marker to be placed on the formation. They are otherwise counted as normal units, and are included when working out if a formation outnumbers an opponent in an assault or is broken by blast markers, etc. Note that Daemons that are killed in an assault do count towards the number of units killed by the enemy when working out modifiers to the result dice roll.

Summoned units remain on the battlefield until the end phase of the turn in which they are summoned. In the rally phase, after a formation has attempted to rally, all summoned units in the formation vanish back to the warp and are removed from play unless the formation has a unit with Daemonic Focus (see 5.11.6 below). Greater Daemons that are returned to the Daemon Pool keep the same DC they had when they left the battlefield. They do not heal back to full DC, so when summoned again they will have that same DC. Summoned units that are destroyed are not put back into the Daemon Pool. Note that this may lead to the formation breaking if the number of Blast Markers on the formation is greater than the number of units left in play after the summoned units have been removed. When a formation breaks any summoned units in the formation are lost in the warp and considered destroyed. They do not go back into the Daemon Pool.

SPECIAL RULE
5.11.4 Augment Summoning

Some Chaos units are noted as having Augment Summoning (+x). Units with this ability add a number of summoning points equal to "x" when the formation they are in summons daemons (see 5.11.3 Summoning Units). For example, a unit noted as having Augment Summoning (+2D3) would allow a formation with a Daemon Pact to roll 4D3 for Summoning Points as opposed to the usual 2D3.

SPECIAL RULE
5.11.5 Daemonic Focus

Certain Chaos units are noted as having Daemonic Focus. Units with this ability may keep any or all summoned units that belong to the formation in play. Summoned units do not vanish back into the warp after the formation has attempted to rally. Chaos units with Daemonic Focus may not be used to keep summoned units in play if the formation is broken.

5.11.6 Chaos Black Legion Units

A Black Legion army is allowed to use the following units. Black Legion armies have a strategy rating of 4, and all Chaos Marine, Daemon, Chaos Titan Legion and Chaos Navy formations have an initiative rating of 2+.

Characters	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Chaos Space Marine Lord	CH	n/a	n/a	n/a	n/a	Daemon Weapon OR Warp Bolt	b/c (15cm)	Assault, +1A, MW Small Arms, +1A, MW	Leader, Invulnerable Save, Commander
NOTE:: Chaos Space Marine Lords can be one of three types: Chaos Warlord, Sorcerer Lord or Chaos Lord. Chaos Warlords have the Supreme Commander ability. Sorcerer Lords have the Warp Bolt weapon (listed in the weapon section above) instead of the Daemon Weapon.									
Icon Bearer	CH	n/a	n/a	n/a	n/a	-	-	-	Leader, Invulnerable Save, Daemonic Focus
Champion of Chaos	CH	n/a	n/a	n/a	n/a	Daemon Artifact Daemonic Bolt	b/c (15cm)	Assault, +1A, First Strike Small Arms, +1A, First Strike	Invulnerable Save, Augment Summoning (+2D3)
NOTE: A Champion of Chaos is outfitted depending on the faction of the formation they are attached to: Khornate, Nurgle and Undivided Champions wield the Daemon Artifact. Slaanesh and Tzeentch Champions are equipped with the Daemonic Bolt.									
Infantry	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Daemon Prince	INF	15cm (30cm)	3+ (4+)	3+	3+	Possessed Weapon Warp Blast	b/c (15cm)	Assault, +2A, TK Small Arms, +1A, TK	Fearless, Leader, Reinforced Armour, Teleport, Commander
NOTE: The Daemon Prince may have wings. If this option is taken he counts as having a jump pack and his speed is increased to 30cms. However his armour save is reduced to 4+. The different values for taking wings are shown in (brackets) above. If taken as a replacement for a Warlord then the Daemon Prince also counts as a Supreme Commander.									
Chaos Space Marine	INF	15cm	4+	4+	4+	Bolter Autocannon	(15cm) 45cm	Small Arms AP5+/AT6+	
Chaos Space Marine Bikes	INF	35cm	4+	3+	4+	Bolters Chainsword	(15cm) b/c	Small Arms Assault	Mounted
Chosen (Chaos Terminators)	INF	15cm	4+	3+	3+	Combi Bolter 2 x Reaper Autocannon Power Weapon	(15cm) 30cm b/c	Small Arms AP4+/AT6+ Assault, MW, +1A	Reinforced Armour, Teleport, Thick Rear Armour
Bezerkers of Khorne	INF	15cm	4+	2+	5+	Bolters Chainaxe	(15cm) b/c	Small Arms Assault	Fearless
Noise Marines of Slaanesh	INF	15cm	4+	4+	3+	Sonic Blasters Blast Master	(15cm) 30cm	Small Arms AP5+/AT6+, Disrupt	Fearless
Plague Marines of Nurgle	INF	15cm	3+	3+	4+	Bolters Plague Knives	(15cm) b/c	Small Arms Assault	Fearless
Thousand Sons of Tzeentch	INF	15cm	4+	5+	4+	Bolters	(15cm)	Small Arms	Reinforced Armour, Fearless
Obliterators	INF	15cm	4+	3+	2+	3 x Body Weapons	45cm	AP5+/AT5+/AA5+	Reinforced Armour, Teleport, Thick Rear Armour, Invulnerable Save, Fearless
Raptors	INF	30cm	4+	3+	4+	Melta Weapons Chainsword	(15cm) b/c	Small Arms Assault	Jump Packs
Havocs	INF	15cm	4+	5+	3+	2 x Autocannon	45cm	AP5+/AT6+	
Armoured Vehicles	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Chaos Rhino	AV	30cm	5+	6+	6+	Combi-Bolter	(15cm)	Small Arms	Transport (2*)
Transport: may carry 2 of the following units: Chaos Space Marines, Berzerkers, Noise Marines, Plague Marines, Thousand Sons, Havocs									
Chaos Predator	AV	30cm	4+	6+	5+	Twin Lascannon 2 x Heavy Bolter	45cm 30cm	AT4+ AP5+	
Chaos Landraider	AV	25cm	4+	6+	4+	2 x Twin Lascannon Twin Heavy Bolter	45cm 30cm	AT4+ AP4+	Reinforced Armour, Thick Rear Armour, Transport (2*)
Transport: may carry 1 chosen or 2 of the following units: Chaos Space Marines, Berzerkers, Noise Marines, Plague Marines, Thousand Sons, Havocs									
Chaos Dreadnought	AV	15cm	3+	4+	4+	Twin Autocannon Power Fist	45cm b/c	AP4+/AT5+ Assault wpn, MW, +1A	Walker, Fearless
Defiler	AV	15cm	4+	4+	3+	Defiler Cannon Twin Lascannon Defiler Heavy Flamer Battle Claws	75cm 45cm 15cm (15cm) b/c	AP4+/AT4+ OR 1 BP, Indirect Fire AT4+ AP4+ Ignore cover AND Small Arms, +1A, Ignore Cover Assault, MW, +1A	Walker, Invulnerable Save, Fearless

5.11.6 Chaos Black Legion Units (cont)

War Engines	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Death Wheel	WE	30cm	4+	5+	3+	2 x Reaper Autocannon 2 x Reaper Autocannon Battle Cannon Battle Cannon	30cm 30cm 75cm 75cm	AP4+/AT6+, Left Arc AP4+/AT6+, Right Arc AP4+/AT4+, Left Arc AP4+/AT4+, Right Arc	DC 4, 2 Void Shields, Reinforced Armour, Fearless
Critical Hit Effect: The Death Wheel's gyroscopic stabiliser is damaged. The Death Wheel rolls 3D6cms in a random direction (stopping if it contacts impassable terrain or another war engine) inflicting a hit on any unit run over or into, and then tips over and is destroyed.									
Decimator **(Chaos Shadowsword)**	WE	15cm	4+	4+	4+	2 x Twin Reaper Autocannon 2 x Twin Reaper Autocannon Decimator Cannon	30cm 30cm 45cm	AP3+/AT5+, Left Arc AP3+/AT5+, Right Arc 3BP, MW, FxF, Ignore Cover	DC 3, Reinforced Armour, Fearless
Critical Hit Effect: The Decimator's boiler explodes. The Decimator is destroyed, and any units within 5cm of the model suffer a hit on a D6 roll of 6 .									
Feral Titan **(Chaos Warhound)**	WE	30cm	5+	4+	5+	Death Storm Battlehead Hellmouth	45cm (15cm) 30cm	4 x AP4+/AT4+, Foward Arc Small Arms, +2A, FxF 3 BP, MW, Ignore Cover, Fwd Arc	DC 3, 2 Void Shields, Fearless, Reinforced Armour, Walker*.
Critical Hit Effect: The Feral is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally). *Walker: May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.*									
Ravager Titan **(Chaos Reaver)**	WE	20cm	4+	3+	4+	Doomburner 2 x Death Storm Battlehead Tail	45cm 45cm (15cm) 75cm b/c	MW2+, TK, Ignore Cover 4 x AP4+/AT4+ Small Arms, +2A, FxF AP4+/AT4+ OR Assault, +1A	DC 6, 4 Void Shields, Fearless, Reinforced Armour, Walker*.
Critical Hit Effect: The Ravager's plasma reactor has been damaged. Roll a D6 for the Ravager in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Reaver will be hit on a roll of 5+. *Walker: May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.*									
Banelord Titan **(Chaos Warlord)**	WE	15cm	4+	2+	4+	Havoc Missile Rack Hellstrike Cannon Doomfist Battlehead Tail	60cm 60cm 30cm (15cm) 75cm b/c	6 x 2BP, Indirect Fire, Single Shot 3BP, MW, Ignore Cover, FxF 4 x AP4+/AT4+, FxF OR Assault, +2A, TK(D3) Small Arms, +2A, FxF AP4+/AT4+ OR Assault, +1A	DC 8, 6 Void Shields, Fearless, Reinforced Armour, Thick Rear Armour, Walker*.
Critical Hit Effect: The Banelord is driven into a daemonic rage and immediately moves 3D6cm in a random direction. If this move takes the Banelord into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If the Titan rampages into or over any units then they will take a hit on a D6 roll of 4+ (make saving throws for the units normally). *Walker: May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.*									
Chaos Navy	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Swiftdeath Fighter	AC	F	6+	n/a	n/a	Combi-Bolters Heavy Bolter	15cm 30cm	AP5+/AA5+, FxF AP5+/AA6+, FxF	
Helltalon Fighter-Bomber	AC	FB	5+	n/a	n/a	Twin Lascannon Havoc Launcher Incendiary Bomb Racks	45cm 45cm 15cm	AT4+/AA4+, FxF AP5+/AT6+, FxF 2BP, FxF	
Despoiler Class Battleship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment 3 x Pinpoint Attack	n/a n/a	3BP, MW MW2+, TK(D3)	Slow and Steady*
Transport: May carry up to 40 units that can be deployed with Dreadclaws. *Slow and steady: May not be used on turns one and two of a battle unless the scenario specifically states otherwise.*									
Devastation Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment Pin-point Attack	n/a n/a	3BP, MW MW2+, TK (D3)	
Transport: May carry up to 20 units that can be deployed with Dreadclaws.									

5.11.6 Chaos Black Legion Units (cont)

Daemons	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Bloodletter: Lesser Daemon of Khorne	INF	15cm	4+	4+	-	Hellblades	b/c	Assault, +1A	Invulnerable Save, 1 point to summon
Bloodthirster: Greater Daemon of Khorne	WE	30cm	4+	3+	-	Axe of Khorne Bloodthirster's Whip	b/c b/c	Assault, +2A, TK Assault, +1A, TK	DC3, Inspiring, Walker, Wings (count as Jump Packs), Reinforced Armour. Fearless. 8 points to summon
Critical Hit Effect: The greater daemon is hurled back into the warp and destroyed. Any daemonic units within 5cms will be dragged back into the warp with the greater daemon and destroyed on a roll of 6.									
Daemonette: Lesser Daemon of Slaanesh	INF	15cm	4+	3+	-	Daemonic Talons	b/c	Assault	Invulnerable Save, First Strike 1 point to summon
Keeper of Secrets: Greater Daemon of Slaanesh	WE	15cm	4+	3+	4+	Gaze of Slaanesh Lash of Torment	30cm (15cm) b/c	3 x MW4+ AND Small Arms, +1A, MW, First Strike Assault, +1A, MW, First Strike	DC3, Inspiring, Walker, Reinforced Armour. Fearless. 8 points to summon
Critical Hit Effect: The greater daemon is hurled back into the warp and destroyed. Any daemonic units within 5cms will be dragged back into the warp with the greater daemon and destroyed on a roll of 6.									
Plague Bearer, Lesser Daemon of Nurgle	INF	15cm	3+	3+	5+	Plague Swords Plague of Flies	b/c (15cm)	Assault Small arms	Invulnerable Save, 1 point to summon
Great Unclean One: Greater Daemon of Nurgle	WE	15cm	4+	4+	4+	Nurgling Swarm Stream of Corruption	b/c 15cm	Assault, +1A Small Arms, +1 A, Ignore Cover, Disrupt AND Template AP4+/AT5+, Ignore Cover, Disrupt	DC4, Inspiring, Walker, Reinforced Armour. Fearless. 8 points to summon
Critical Hit Effect: The greater daemon is hurled back into the warp and destroyed. Any daemonic units within 5cms will be dragged back into the warp with the greater daemon and destroyed on a roll of 6.									
Flamers: Lesser Daemon of Tzeentch	INF	15cm	5+	5+	4+	Flames of Tzeentch	b/c (15cm)	Assault Small Arms, +1A	Invulnerable Save, 1 point to summon
Lord of Change: Greater Daemon of Tzeentch	WE	30cm	4+	5+	3+	Withering Gaze Bedlam Staff	45cm (15cm) b/c	2 x MW3+ AND Small Arms, +1A, MW Assault, +1A, MW	DC3, Inspiring, Walker, Wings (count as Jump Packs), Reinforced Armour. Fearless. 8 points to summon
Critical Hit Effect: The greater daemon is hurled back into the warp and destroyed. Any daemonic units within 5cms will be dragged back into the warp with the greater daemon and destroyed on a roll of 6.									
Daemonic Beasts: Lesser Daemon	INF	20cm	4+	3+	-	Claws and Fangs	b/c	Assault	Invulnerable Save, Infiltrator, 1 point to summon

5.12 CHAOS - LOST AND THE DAMNED (The Stigmatus Covenant Cult)

SPECIAL RULE
5.12.1 Initiative & Strategy Rating

All Cultist Covens, Traitor Support, Plague Zombies and Daemon Engines have an initiative rating of 3+. Armies of the Lost and the Damned have a strategy rating of 2.

The Chaos Powers are quick to punish or reward their champions. In the strategy phase if the Chaos player rolls a 6 they are rewarded for their tactical acumen with an additional 1D3 daemons to add to the Daemon Pool (see rules in section 5.11.3). If the Chaos player rolls 1 their patron Powers withdraw their support and the Chaos player must remove 1D3 daemons from the Daemon Pool. If the Chaos player has no remaining daemons in their Daemon Pool then there is no further effect.

SPECIAL RULES
5.12.2-5 Lost and the Damned Special Rules

Lost and the Damned armies use the special rules for Factions, Summoned Units, Augment Summoning, and Daemonic Focus. These rules are identical to those in sections 5.11.2, 5.11.3, 5.11.4, and 5.11.5. See those sections for details.

5.12.6 Chaos Lost and the Damned Units

A Lost and the Damned army is allowed to use the following units. Traitor units have the same characteristics as Steel Legion units of the same name - see 5.2.1 for details, and see 5.11.6 for details of Daemon units. Lost and the Damned armies have a <u>strategy rating of 2</u>, and Lost and the Damned units have an <u>initiative rating of 3+</u>.

Characters	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Arch Heretic	CH	n/a	n/a	n/a	n/a	None			Supreme Commander
Icon Bearer	CH	n/a	n/a	n/a	n/a	None			Leader, Invulnerable Save, Daemonic Focus
Infantry	**TYPE**	**SPD**	**AR**	**CC**	**FF**	**WEAPONS**	**RNG**	**FIREPOWER**	**NOTES**
Demagogue	INF	15cm	6+	5+	5+	Fire Arms Heavy Weapons Daemon Weapon Arcane Powers	(15cm) 30cm b/c 30cm	Small Arms AP6+/AT6+ Assault, +1A, MW MW6+	Invulnerable Save, Augment Summoning (+2D3)
Chaos Marine Aspiring Champion	INF	15cm	4+	4+	4+	Bolters Heavy Weapons Daemon Weapon	(15cm) 30cm b/c	Small Arms AP6+/AT6+ Assault, +1A, MW	Invulnerable Save, Commander, Leader
Daemon Prince	INF	15cm	3+	3+	3+	Possessed Weapon Warp Blast	b/c (15cm)	Assault, +2A, TK(1) Small Arms, +1A, TK(1)	Commander, Leader. Fearless, Reinforced Armour, Teleport.
NOTE: The Daemon Prince may have wings. If this option is taken he counts as having a jump pack and his speed is increased to 30cms. However his armour save is reduced to 4+. The different values for taking wings are shown in (brackets) above.									
Cultists	INF	15cm		5+	6+	Fire Arms Heavy Weapons	(15cm) 30cm	Small Arms AP6+/AT6+	
Mutants	INF	15cm	6+	4+	6+	Fire Arms Assorted Weapons	(15cm) b/c	Small Arms Assault	
Big Mutants	INF	15cm	3+	4+	4+	Big Weapons 2 x Heavy Stubber	b/c 30cm	Assault, +1A, MW AP6, <u>AND</u> Small Arms	
NOTE: Big Mutants are strong enough to wield a heavy stubber in much the same manner that other troops use pistols and this is why they have such a high firefight value.									
Chaos Spawn	INF	15cm	3+	3+	-	Horrific Mutations	b/c	Assault, +D3A	Invulnerable Save, Fearless
Chaos Hounds	INF	30cm	6+	4+	-	Teeth	b/c	Assault	
Plague Zombies	INF	10cm	5+	6+	-	Claws and Teeth	b/c		Fearless, Infiltrators, Infestation*
**<u>Infestation</u>*: Ttreat placement just like Teleport, but after placing one unit roll 3D6 to see how many total stands of Plague Zombies there are, then roll for Blast Markers as usual for Teleporting. (Design Note: This represents an infestation of PlagueZombies that has been released upon the enemy). Plague Zombies may contest objectives in games but may not hold objectives.*									
Light Vehicles	**TYPE**	**SPD**	**AR**	**CC**	**FF**	**WEAPONS**	**RNG**	**FIREPOWER**	**NOTES**
Land Transporter	LV	30cm	5+	6+	6+	Heavy Weapons	30cm	AP6+/AT6+	Transport (2*)
<u>Transport</u>: May transport 2 of the following units: Demagogue, Aspiring Chaos Marine Champion, Daemon Prince, Chaos Spawn, Cultists, Mutants, Traitor Fire Support, Big Mutants, Chaos Hounds. Daemon Princes, Chaos Spawn and Big Mutants take up 2 transport spaces each.									

5.12.6 Chaos Lost and the Damned Units (cont)

War Engines	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Chaos Altar	WE	15cm	4+	4+	4+	Arcane Technology	45cm	D3 x AP4+/AT4+/AA4+	DC 3, Reinforced Armour, Invulnerable Save, Fearless, Inspiring, Augment Summoning (+2), Daemonic Focus.
Critical Damage: The Altar is dragged into the warp and destroyed. Remove it from play. All units within 5cm suffer a MW6+ attack from the backlash of the raw power of the warp.									
Undivided Hellfire Cannon	AV	15cm	4+	6+	4+	Hellfire Cannon	75cm	MW4+	Invulnerable Save, Fearless
Undivided Defiler	AV	15cm	4+	4+	3+	Defiler Cannon Twin Lascannon Defiler Heavy Flamer Battle Claws	75cm 45cm 15cm (15cm) b/c	AP4+/AT4+ OR 1 BP, Indirect Fire AT4+ AP4+ Ignore cover AND Small Arms, +1A, Ignore Cover Assault, MW, +1A	Walker, Invulnerable Save, Fearless
Khorne Lord of Battles	WE	25cm	4+	2+	4+	Death Storm Chain Fist 2 x Battlecannon	45cm b/c 75cm	4 x AP4+/AT4+ Assault, +3A, MW AP4+/AT4+	DC 6, Reinforced Armour, Thick Rear Armour, Fearless.
Critical Damage: The Lord of Battles is driven into a daemonic rage and immediately moves 3D6cm in a random direction. If this move takes the Lord of Battles into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If the Lord of Battles rampages into or over any units then they will take a hit on a D6 roll of 4+ (make saving throws for the units normally).									
Khorne Daemon Assault Engine	AV	25cm	4+	3+	5+	Blood Cannons Daemon Blades/Spikes	30cm b/c	2 x AP4+/AT5+ Assault, +D3 A	Reinforced Armour, Fearless.
Slaanesh Subjugator	WE	35cm	5+	3+	5+	Hellblades 2 x Battlecannon	b/c 75cm	Assault, +2A, TK (D3) AP4+/AT4+	DC 3, 2 Void Shields, Reinforced Armour, Fearless, Walker*
Critical Hit Effect: The Subjugator is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Subjugator into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally). *Walker: May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.*									
Slaanesh Questor	WE	35cm	5+	5+	3+	2 x Castigator Cannon 2 x Battlecannon	45cm 75cm	3 x AP3+/AT5+ AP4+/AT4+	DC 3, 2 Void Shields, Reinforced Armour, Fearless, Walker*
Critical Hit Effect: The Questor is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Questor into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally). *Walker: May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.*									
Slaanesh Daemon Knight	AV	30cm	4+	5+	4+	Castigator Cannon	45cm	3 x AP3+/AT5+	Invulnerable Save, Fearless, Walker, Scout
Nurgle Plague Tower	WE	15cm	4+	4+	4+	Plague Mortar Rot Cannon 2 x Battlecannon	60cm 90cm 75cm	3+D3BP, Disrupt AP3+/AT5+, Ignore Cover AP4+/AT4+	DC 6, Reinforced Armour, Fearless. Transport (16*)
Critical Damage: Internal explosions cause an extra point of damage and kill D3 selected passengers (no saves allowed). The player may choose which units are killed. *Transport: May transport 16 of the following units: Demagogue, Aspiring Chaos Marine Champion, Daemon Prince, Chaos Spawn, Cultists, Mutants, Traitor Fire Support, Big Mutants, Chaos Hounds. Daemon Princes, Chaos Spawn and Big Mutants take up 2 transport spaces each.*									
Nurgle Contagion Tower	AV	30cm	5+	5+	5+	Plague Catapult Vomit Cannon	45cm 30cm	1BP, Disrupt, Indirect Fire AP4+/AT6+, Ignore Cover	Invulnerable Save, Fearless.
Tzeentch Doomwing	WE	F	6+	n/a	n/a	Flame Cannon	15cm	AP4+/AT5+/AA5+, FxF, Ignore Cover	Invulnerable Save
Tzeentch Firelord	WE	B	4+	n/a	n/a	Flame Cannon Twin Lascannon Firestorm Bombs	15cm 45cm 15cm	AP4+/AT5+/AA5+, FxF, Ignore Cover AT4+/AA4+, FxF D3 BP, FxF, Ignore Cover	Invulnerable Save
Tzeentch Silver Tower	AV	20cm	4+	6+	4+	Arcane Cannons Beam of Power	45cm 60cm	3 x AP4+/AT4+ MW5+	Skimmer, Invulnerable Save, Fearless

5.13 TAU - THIRD PHASE EXPANSION FORCE (v4.4.2)

"We are not here to bring death and destruction to you, Gue'la. Even though your armed forces have laid waste to our systems, bombarded our cities and slaughtered my fellow Tau, we are not here for revenge. We are here to offer you to share our culture and profit from our technology and protection. We are not here to take your homes, your families and your beliefs away from you. You can even continue to worship your Emperor-god if you want, you must only swear fealty to the advancement of the Greater Good, which will benefit all members of the empire alike.

We are not here to turn you all into soldiers and demand of you to fight against your former kin. Some of you will be asked to join our armed forces, in return for the protection that we grant to your planet. But if you are unwilling to fight against humans from the Imperium, you will not be deployed against them.

We are not here to enslave you, but to welcome you into our empire, the empire of the Tau"

- Por'vre Dal'yth Jishu'iro,
addressing the human population of Goron Minor

5.13.1 Tau Special Rules

COORDINATED FIRE: *Some units are noted as being able to call in coordinated fire. Those units can order up to two other formations that have not taken an action this turn, and which are not broken, to follow their own formation when they take an advance, double or sustained fire action, as long as all of the formations have at least one unit within 15cm of the formation containing unit calling for coordinated fire.*

Make a single initiative roll for all formations, counting a single –1 modifier if any have blast markers. If the test is failed then the original formation (containing the unit calling for coordinated fire) receives a Blast marker and must take a hold action, but the other formations are unaffected (and may take an action later in the turn). If the test is passed then all formations concerned are allowed to take either an advance, double or sustained fire action. There is no obligation for all formations to take the same action, and these actions may be resolved in any order, but they must all fire at the same target formation. The formations don't have to stay within a given distance of each other and will complete their actions one after the other. Each formations action is declared and resolved (including testing to see if the target formation is broken) before moving on to the next Tau formation.

Note that units with this ability confer the Coordinated Fire ability to any formation that they join. For example, a Pathfinder upgrade purchased to be added to a Fire Warrior Cadre, adds the Coordinated Fire ability to all units in the Cadre, including the Fire Warriors.

TAU SUPREME COMMANDER: *The Tau Supreme Commander functions in exactly the same way as the standard Supreme Commander ability, but substitutes 'Coordinated Fire' for 'Commander'. Therefore, the Tau Supreme Commander ability gives the benefit of both the 'Coordinated Fire' and 'Leader' ability, as well as allowing the Tau player to re-roll one failed initiative test (of any type) once per turn.*

MARKERLIGHTS AND GUIDED MISSILES: *Markerlights are devices carried by many types of Tau infantry and vehicles. They allow their user to mark out enemy targets electronically, so that they can easily be targeted and engaged by other friendly units. All enemy units within 30cm range and LOF of at least one unit with markerlights are considered to be marked. However,Tau units that are broken or have marched that turn cannot use their markerlights. The action the markerlight unit is carrying out does not have any impact on guided missiles (except 'March', as noted above).*

Guided missiles must either be guided by a markerlight or be fired unguided. If they are fired unguided, they follow all the normal shooting rules. If a missile is guided by a markerlight, the firing unit does not need a line of fire to the target unit and receives a +1 to hit modifier. However, hits may only be allocated to units from the target formation that are marked by a markerlight. Apart from that, all the normal shooting rules apply. Tracer missiles which are fired unguided from orbiting spacecraft may only be targeted at War Engines – Tracer missiles which are fired guided from orbiting batteries function as normal.

TAU JET PACKS: *Tau Jet Packs follow all the rules for Jump Packs. Additionally, units with Tau Jet Packs are allowed to fall back from a charging enemy instead of making a counter-charge move. The units may move 10cm in any direction immediately after the enemy formation has declared an engage or air assault action against their formation (note that falling back happens before a charge or air assault is made, not after charge moves as with counter-charges). The Jet Pack unit may not end this movement inside any enemy zone of control (since this is not an engage move). If this move is not possible without entering an enemy zone of control, then the Jet Pack unit may not make this move and is 'fixed in place'.*

Note that this jet pack move comes immediately after the assault declaration, and so in some cases will not be able to prevent close combat attacks, and this move is made before the first round of combat, and is not used in the second or any subsequent combat rounds. Also, the rules for intermingled assaults means that all formations being assaulted are treated as a single formation and must therefore remain in unit coherency. This applies equally to Jet Pack units, which still must stay in unit coherency after their fall back move.

TAU DRONES: *Formations do not receive blast markers for drone units that are destroyed, but drones lost in an assault do count towards the assault resolution as normal. Drone units do not disallow garrisoning at setup if the formation would otherwise be able to do so.*

TAU DEFLECTOR SHIELDS: *Tau deflector shields work like an invulnerable save in all respects, with the single exception that they will not always save on the normal 6+, instead the score is dependent on the impact energy of the hit: The deflector will save on a 4+ against weapons with the Titan Killer ability (roll for variable damage first and then save against each hit separately, as attacks might be only partially deflected), a 5+ against Macro Weapon hits (and similar weapons which ignore basic armour saves), and a 6+ against AT attacks (essentially, any attack which is not MW or TK will be saved on a 6+). This save is made before standard armour or reinforced saves are rolled, instead of after. They give no protection against attacks from enemy units in base contact, where the angle of incoming attacks does not allow for deflecting shots completely away from the craft.*

ROBOTIC SENTRY: *Each robotic sentry unit is classified as a formation of its own, and these units are placed at the start of the game, after objectives are declared and before forces are set up (see page 124 of the main rule book, robotic sentries are deployed after section 6.1.4 and before section 6.1.5). They may be placed anywhere on the table, outside of any enemy setup zones (usually 15cm from their home board edge). Robotic sentry units do not get activations and they cannot be used to claim or contest objectives.*

Robotic sentry units never receive blast markers for any reasons, have no zone of control, and assaults are handled differently – enemy units engage robotic sentries as normal, with units using their close combat or firefight values. However, units in base contact with a robotic sentry automatically hit the sentry tower, which makes its normal save. Units using their firefight must roll to hit as normal. Robotic sentry units don't make return attacks, and in addition neither unit is considered engaged in close combat. Further rounds are not fought and the enemy may move off at any time. No assault resolution is made.

5.13.2 Tau Units

A Tau army is allowed to use the following units. Tau armies have a strategy rating of 3. Battlesuit Cadres and the Manta have an initiative value of 1+, all other Tau formations have an initiative value of 2+.

Characters	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Ethereal Caste Member	CH	n/a	n/a	n/a	n/a	Honour Blade	b/c	Assault, +1 A.	Invulnerable Save, Leader
NOTE: A formation joined by an Ethereal becomes Fearless. If the Ethereal is killed, his formation breaks automatically									
Shas'el Commander	CH	n/a	n/a	n/a	n/a	Commander Plasma Rifle	30cm	AP4	Invulnerable Save, Coordinated Fire, Leader
Shas'o Commander	CH	n/a	n/a	n/a	n/a	Commander Plasma Rifle	30cm	AP4	Invulnerable Save, Tau Supreme Commander
Infantry	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Fire Warrior Team	INF	15cm	5+	6+	5+	Pulse Rifles	30cm	2 x AP5	
Pathfinder Team	INF	15cm	5+	6+	5+	Pulse Carbines Rail Rifles	15cm 30cm	AP5, Disrupt AP5, Disrupt	Scouts, Coordinated Fire, Markerlights
XV8 Crisis Battlesuit Team	INF	25cm	3+	6+	5+	Twin-linked Missile Pods Plasma Rifles/Fusion Blasters	45cm 15cm	AP4+/AT4+ MW4+	Tau Jet Packs
XV15 Stealth Battlesuit Team	INF	25cm	5+	6+	5+	Multiple Silenced Burst Cannons	15cm (15cm)	AP3, Disrupt, AND Small Arms, First Strike	Tau Jet Packs, Scouts, Reinforced Armour, Markerlights, Teleport
Gun Drone Squad	INF	30cm	5+	6+	6+	Pulse Carbines	15cm	AP5, Disrupt	Tau Jet Packs, Drones
Heavy Drone Squad	INF	25cm	5+	6+	5+	Multiple Burst Cannons	15cm	AP3, Disrupt	Tau Jet Packs, Drones, Markerlights
Sniper Drone Team	INF	30cm	4+	6+	6+	Rail Rifles	30cm	AP5, Disrupt	Tau Jet Packs, Sniper, Drones, Scouts,
Alien Auxiliaries	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Kroot Master Shaper	INF	15cm	6+	4+	5+	Gifted Mercenary Weapons Kroot Rifles	b/c (15cm)	Assault, MW, +1A Small Arms	Leader, Infiltrators, Scouts
Kroot Carnivore Squad	INF	15cm	-	4+	5+	Kroot Rifles	b/c (15cm)	Assault, AND Small Arms	Infiltrators, Scouts
Kroot Hound Pack	INF	15cm	-	4+	-	Fangs	b/c	Assault	Infiltrators, Scouts
Krootox Herd	INF	15cm	4+	4+	4+	Claws Kroot Guns	b/c 45cm	Assault, +1A AP5+/AT6+	
Kroot Great Knarloc	INF	10cm	4+	4+	-	Massive Beak & Claws	b/c	Assault, MW, +1A	Infiltrator
Gue'vesa'ui Human Auxiliary Commander	INF	15cm	6+	6+	4+	Pulse Rifles	30cm	2 x AP5+	Leader
Gue'vesa'ui Human Auxiliaries Team	INF	15cm	-	6+	5+	Lasguns Pulse Blasters	(15cm) 30cm	Small Arms AP6+	
Vespid Strain Leader	INF	30cm	6+	6+	4+	Neutron Blasters	(15cm)	Small Arms	Tau Jet Packs, Leader
Vespid Stingwings	INF	15cm	6+	6+	5+	Neutron Blasters	(15cm)	Small Arms	Tau Jet Packs
Light Vehicles	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
XV88 Broadside Battlesuit Team	LV	15cm	4+	6+	5+	Twin-linked Railguns Smart Missile System	75cm 30cm	AT2+ AP5+, Ignore Cover	Reinforced Armour, Walker
Pathfinder Tetra Light Skimmer	LV	35cm	5+	6+	6+	Pulse Rifles	30cm	AP5+	Skimmer, Scouts, Coordinated Fire, Markerlights
Piranha Light Skimmer	LV	35cm	5+	6+	6+	Burst Cannon/Gun Drones Seeker Missiles	15cm 75cm	AP4+ AT6+, Guided Missiles	Skimmer
Markerlight Sentry Drone Turret	LV	0cm	5+	-	-	-	-	-	Markerlights, Robotic Sentry

5.13.2 Tau Units (cont)

Armoured Vehicles	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Devilfish Troop Carrier	AV	30cm	5+	6+	6+	Burst Cannon/Gun Drones Seeker Missiles	15cm 75cm	AP4+ AT6+, Guided Missiles	Skimmer, Transport (2*)
Transport: may carry 2 of the following units: Fire Warriors, Pathfinders.									
Hammerhead Gunship	AV	30cm	4+	6+	5+	Railgun OR Ion Cannon Smart Missile System Seeker Missiles	75cm 60cm 30cm 75cm	AP5+/AT3+ AP4+/AT4+ AP5+, Ignore Cover AT6+, Guided Missiles	Skimmer
NOTE: May have either Railgun OR Ion Cannon, not both.									
SwordFish Gunship	AV	30cm	4+	6+	5+	Twin-linked Railgun Twin-linked Missile Pods Burst Cannon Seeker Missiles	75cm 45cm 15cm 75cm	AP4+/AT2+ AP4+/AT4+ AP5+ AT6+, Guided Missiles	Skimmer
Skyray Air Defence Gunship	AV	30cm	4+	6+	6+	Smart Missile System 2 x Hunter Missiles 2 x Seeker Missiles	30cm 60cm 75cm	AP5+, Ignore Cover AA5+ AT6+, Guided Missiles	Skimmer, Markerlights
Stingray Missile Gunship	AV	30cm	5+	6+	6+	Submunitions Missiles Seeker Missiles Smart Missile System	75cm 75cm 30cm	AP5+, Guided Missiles, Ignore Cover AT6+, Guided Missiles AP5+, Ignore Cover	Skimmer, Markerlights
War Engines	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Scorpion Super Heavy Missile Gunship	WE	25cm	5+	6+	6+	2 x Twin-linked Missile Pod 2 x Hunter Missiles VML: 4x Tracer Missiles OR 6x Seeker Missiles OR 6x Submunitions Missiles	45cm 60cm 75cm 75cm 75cm	AP4+/AT4+ AA5+ MW6+, Guided Missiles AT6+, Guided Missiles AP5+, Ignore Cover, Guided Missiles	DC 3, Skimmer, Reinforced Armour
NOTE: VML (Variable Munitions Launcher) – select the missile salvo type before firing each turn *Critical Hit Effect: The primary munitions stockpile is hit, igniting the payload internally and ripping the vehicle apart from the inside. The Scorpionfish is destroyed, and any units within 5cm of the model suffer a single AP6+/AT6+ hit.*									
Aircraft	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Barracuda Superiority Fighter	AC	F	6+	n/a	n/a	Ion Cannon Twin-linked Burst Cannons Interceptor Missiles Aircraft Seeker Missiles	30cm 15cm 30cm 45cm	AP4+/AT4+/AA6+, FxF AP4+/AA6+ AA5+, FxF AT6+, Guided Missiles	
Tiger Shark Strike Craft	WE/AC	FB	5+	n/a	n/a	Twin-linked Ion Cannons Twin-linked Burst Cannons Heavy Interceptor Missiles Aircraft Tracer Missiles	30cm 15cm 30cm 45cm	AP3+/AT3+/AA5+, FxF AP4+/AA6+ AT5+/AA5+, FxF MW6+, Guided Missiles	DC 2, Transport (4*)
Transport: may carry 4 of the following units: Gun Drones, Heavy Drones. The Tiger Shark cannot land (and hence not air assault or embark troops) but can disembark Drones in the normal way after its approach move is completed. *Critical Hit Effect: The Tiger Shark's control surfaces are damaged. The pilot loses control and the Tiger Shark crashes to the ground. The Tiger Shark and all models on board are destroyed.*									
Tiger Shark Strike Craft (AX – 1 – 0 VARIANT)	WE/AC	B	5+	n/a	n/a	Twin Light Rail Cannon Twin-linked Burst Cannons Heavy Interceptor Missiles Aircraft Tracer Missiles	45cm 15cm 30cm 45cm	MW3+, TK (D3), FxF AP4+/AA6+ AT5+/AA5+, FxF AT6+, Guided Missiles	DC 2, Transport (4*)
Critical Hit Effect: The Tiger Shark's control surfaces are damaged. The pilot loses control and the Ax-1-0 crashes to the ground, destroying it.									
Orca Dropship	WE/AC	B	4+	6+	6+	Twin-linked Burst Cannons Twin-linked Missile Pods Aircraft Seeker Missiles	15cm 45cm 45cm	AP4+/AA6+ AP4+/AT4+, Fwd Arc AT6+, Guided Missiles	DC 2, Planetfall, Transport (12*)
NOTE: The Orca is a dedicated transport, and not designed to hold ground. An Orca may not capture an objective, but may be used to contest an objective. Units transported inside the Orca must disembark to capture an objective. *Transport: may carry 12 of the following units: Fire Warriors, Pathfinders, Stealth, Gun Drones, Heavy Drones, Kroot Carnivore Squads, Kroot Master Shapers, Crisis and Broadsides; Crisis take up 2 spaces each.* *Critical Hit Effect: The Orca's control surfaces are damaged. The pilot loses control and the Orca crashes to the ground. The Orca and all models on board are destroyed.*									

5.13.2 Tau Units (cont)

Support Craft	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Moray Assault Ship	WE	20cm	5+	-	5+	2 x Railcannon OR 2 x Heavy Ion Phalanx Twin-linked Burst Cannons Interceptor Missiles Tracer Missiles	75cm 60cm 15cm 30cm 75cm	MW3+, TK (D3), FxF 3 x AP3+/AT3+, FxF AP4+/AA6+, FxF AA5+ MW6+, Guided Missiles	DC 3, Support Craft, Planetfall, Reinforced Armour, Fearless, Tau Deflector Shield
NOTE: May have either Railcannon OR 2 x Heavy Ion Phalanx as main weapon, not both *Critical Hit Effect: The Moray's fire control systems are damaged. No weapons may be fired at ranges greater than 45cm, and the Moray suffers an additional blast marker. Further Critical hits will cause an additional point of damage.*									
Manta Missile Destroyer	WE	20cm	4+	-	4+	2 x Heavy Railcannon 2 x Heavy Ion Phalanx 4 x Twin-linked Burst Cannons Interceptor Missiles Tracer Missiles	90cm 60cm 15cm 30cm 75cm	MW2+, TK (D3), FxF 3 x AP3+/AT3+, FxF AP4+/AA6+ AA5+, FxF MW6+, Guided Missiles	DC 8, Support Craft, Free Planetfall, Reinforced Armour, Fearless, Tau Deflector Shield, Transport (16*)
NOTE: May have either Railcannon OR 2 x Heavy Ion Phalanx as main weapon, not both *Transport: may carry 16 of the following units: Fire Warriors, Pathfinders, Stealth, Gun Drones, Heavy Drones, Crisis, Broadsides, Piranha, Tetra. Note that Crisis units, Piranha and Tetra take up two spaces each. Additionally, up to four of the following vehicles may be carried as well: Devilfish, Hammerhead, Swordfish, Skyray, Stingray).* *Critical Hit Effect: The Manta's shield control systems are damaged and the deflector shield fails. It is unavailable for the remainder of the game. Further Critical hits will cause an additional point of damage.*									
Spacecraft	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
Hero Class Cruiser (Lar'shi, Vash'ya configuration)	SC	n/a	n/a	n/a	n/a	2x Pin-point attack Optional Upgrade: 2x Gravitic Tracer Salvo	n/a n/a	MW2+, TK(D3) 3x MW6+, Guided Missiles	Transport (6*)
NOTE: Hero Gravitic Tracer Salvo must be purchased as an upgrade to be used. Each of the two Gravitic Tracer Salvoes may be targeted at different formations. *Transport: May carry up to 6 Morays and/or Orcas plus any troops carried in them. Mantas (plus any troops in them) can also be carried but count as 3 spaces for transport capacity purposes.*									
Custodian Class Battleship (Or'es El'Leath)	SC	n/a	n/a	n/a	n/a	1x Pin-point attack 2x Gravitic Tracer Salvo	n/a n/a	MW2+, TK(D3) 3x MW6+, Guided Missiles	Slow and Steady, Transport (18*)
NOTE: Each of the two Gravitic Tracer Salvoes may be targeted at different formations. *Transport: May carry up to 18 Morays and/or Orcas plus any troops carried in them. Mantas (plus any troops in them) can also be carried but count as 3 spaces for transport capacity purposes.*									

5.14 SPACE MARINES -WHITE SCARS

5.14.1 White Scars Units

A White Scars army is allowed to use the following new unit in addition to units already described in the section 5.1.2 (Space Marine Units), and provides all of the information you will need to use them in your games of Epic. Space Marine armies have a strategy rating of 5, and all Space Marine formations have an initiative rating of 1+ and use the 'They Shall Know No Fear' special rule (see 5.5.1).

White Scars	TYPE	SPD	AR	CC	FF	WEAPONS	RNG	FIREPOWER	NOTES
White Scars Bike	INF	35cm	4+	3+	4+	Bolters Sabres	(15cm) b/c	Small Arms Assault	Mounted, Walker*
NOTE: Walker - they aren't really walkers, the White Scars don't get walking bikes, but they do benefit from the rules for walkers to represent their incredible riding skills and ability to negotiate difficult terrain with ease.									

6.0 TOURNAMENT 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

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.

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*
- *Terrain features can be of pretty much any type, but should be roughly 15-30cm across. Hills can be up to twice this size. See below for a note of how to deal with rivers and roads.*
- *Divide the table into 60cm (2 foot) square areas. The total number of terrain features placed should be equal to twice the number of 60cm square areas. For example, if you were playing on a 120cm by 180 cm, you would have six areas and should place 12 terrain features.*
- *Within the limits above, place between 0-4 features in each 60cm square.*
- *The terrain may include one river. Rivers count as a terrain feature for each area that they run through. They need to enter on one table edge and leave from another, and should not be greater in length than the shortest table edge. For example, on a 120cm by 180cm table, the river should not be more than 120cm long. There should be a bridge or ford every 30cm along the river.*
- *Roads may be added after all terrain features have been placed. Any number of roads may be used. They need to enter on one table edge and either exit from another or end at a terrain feature.*

6.1.3 The Five Minute Warm Up

Tabletop miniatures wargaming is not an exact science. One person's line of sight is another's blocked line of fire, some people love pre-measuring, others hate it, and so on. Because of this after you have set up the terrain for a game you should spend five minutes going through things like how the line of fire rules will work, how the terrain features used will work, and so on. Here are some of the things you may want to discuss:

- The 'Counts As' Rule (see 6.2.1)
- Lines of Sight and Lines Of Fire
- Fire Arcs on units
- Pre-measuring
- Templates and if units are 'in or out'
- Terrain features – what do they count as on the terrain chart, when are units 'in' terrain
- How you will show if a formation is broken, in overwatch or has marched this turn.
- Anything else you can think of!

6.1.4 Place Objective Markers

Take it in turns, starting with the player with the higher strategy rating, to place one objective marker on the table. If both players have the same strategy rating then dice to see who places the first objective marker.

The first objective a player sets up must be placed on their own table edge. The remaining two objectives must be set up in their opponent's half of the table, at least 30cm away from the opponent's table edge and 30cm away from any other objectives that have already been placed.

Keep placing objectives until six objective markers have been placed on the table in total. You can use anything as an objective marker but we would suggest using terrain pieces to represent them if you can. In our games we've found that battling over an actual bunker or fuel dump is far more appealing than having your forces sell their lives for a cardboard counter!

You capture an objective if you have a unit within 15cms of it in the end phase and your opponent does not. An objective is contested if both sides have a unit within 15cms of it in the end phase. Units from broken formations or from formations that have rallied that end phase cannot capture or contest objectives. Aircraft which have landed may not capture an objective on the same turn that it lands. However, a landed aircraft may immediately contest an objective.

Check at the end of each turn to see how many objectives you control. Objectives do not have a 'memory' and you will lose control of any you have captured if there are no friendly units within 15cms of them at the end of any subsequent turn.

6.1.5 Setup Spacecraft & Garrisons

If either player is using spacecraft then they are set up now before any other units (see 4.3). Units entering play via planetfall should be placed to one side at this time too (see 4.4).

On-table garrison units are set up after spacecraft have been set up. The following types of formations may be set up on the table as 'garrisons' at the start of the game:

- Formations where half or more of the units (rounding up) are scouts OR
- Formations where no more than one of the units has a move greater than 15cms, and where none of the units are war engines OR
- Any formations that include units with a speed of 0 (zero).

Players take it in turns to set up one garrison at a time, starting with the player with the higher strategy rating. Garrisons must be set up so that they have at least one unit within 15cm of an objective in the player's own half of the table. No units may be set up in the opponent's half of the table or in impassable 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 (declared as they are set up). 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

All of the remaining formations in the players' armies must be set up within 15cms of their own side's table edge or be kept back 'in reserve'. Formations designated as reserves should be set aside. The players take it in turn to set up non-reserve formations one at a time, starting with the player with the higher strategy rating.

Units kept in reserve must either aircraft, or be going to enter play in a transport aircraft or by teleportation. Reserve formations entering play in aircraft or by teleportation should be placed aside with units that will enter play via planetfall. These formations are not 'secret' and your opponent may inspect them at any time.

Units being transported must start the game already loaded into the transport vehicle that will bring them into play (ie, an aircraft or unit with the planetfall ability).

Formations entering play in aircraft or from spacecraft can do so on any turn, following the rules for transport aircraft and planetfall (see 4.2.5 & 4.4) Formations that are in reserve may not carry out *any* game functions or use special abilities they may have.

6.1.7 Victory Conditions

You must check to see if either player has won at the end of the third and fourth game turns. If neither player has won at the end of the fourth turn then the 'tiebreaker' rule is used to determine the winner.

Each player is trying to achieve five things known as goals. You win if you have achieved two of these goals in the end phase of turns three or four, and you have achieved more goals than your opponent. The five goals are: *Blitzkrieg, Break Their Spirit, Defend The Flag, Take And Hold*, and *They Shall Not Pass*.

Blitzkrieg: You achieve this goal by capturing the objective that was set up on the opponent's table edge at the start of the game (ie, 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

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 two parts:

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.

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 in the Epic Armageddon Handbook can be found in the Forces section (see 5.0).

SPECIAL RULE
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 SPACE MARINES - Codex Astartes

SPECIAL RULE - 6.3.1 Space Marine Transports

The Space Marines are a highly mobile army. Because of this, the points cost of a detachment usually includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. Determine the number of Rhinos needed after all upgrades have been purchased. The number of Rhinos will always be the minimum needed to carry the formation, you can't take extras along to cover any losses! Note that many formations don't receive Rhinos, usually because they can't fit into them. Detachments that come with Rhinos will be noted as having 'plus transport' in the units section of the army list below.

Also note that you don't have to take Rhinos if you don't want to. If you'd rather field the formation on foot instead, so it can act as a garrison for example, or be transported in a Thunderhawk Gunship, then you may do so.

In addition, you may choose to replace a detachment's Rhinos with Drop Pods. If you do this then the detachment will enter play in a Drop Pod using the rules for planetfall (see section 4.4). Note that if you choose to do this you will also require at least one Space Marine Strike Cruiser or Battle Barge to deploy the drop pods from.

Choosing transport options is part of the army selection process. Portions of a formation may be left behind during deployment (to garrison, for example) the decision to exchange options, even "free" ones, must be determined when the army list is determined.

SPACE MARINE DETACHMENTS

DETACHMENT\	UNITS	UPGRADES	POINTS
Assault	4 Assault units	Commander, Vindicator	175
Bike	5 Bike units	Commander, Attack Bike	200
Devastator	4 Devastator units plus transport	Commander, Razorbacks, Dreadnought, Hunter, Land Raider	250
Land Raider	4 Land Raiders	Commander, Vindicator, Hunter	350
Land Speeder	5 Land Speeders	Commander, Tornado/Typhoon	200
Landing Craft	1 Landing Craft	None	375
Predators	4 Predators (may choose either Annihilators or Destructors or a combination of the two)	Commander, Vindicator, Hunter	275
Scout	Four Scout units plus transport	Commander, Razorbacks, Sniper	150
Strike Cruiser	1 Strike Cruiser	Battle Barge	200
Tactical	6 Tactical units plus transport	Commander, Dreadnought, Razorbacks, Hunter, Vindicator	300
Terminator	4 Terminator units	Commander, Land Raiders, Dreadnought, Vindicator	350
Thunderhawk	1 Thunderhawk Gunship.	None	200
Vindicator	4 Vindicators	Commander, Hunter	275
Whirlwind	4 Whirlwinds	Commander, Hunter	300

SPACE MARINE UPGRADES

UPGRADE	UNITS	COST
Attack Bike	Replace any number of Bike units with 1 Attack Bike each	Free
Battle Barge	Replace Strike Cruiser with Battle Barge	150
Commander	Add one Space Marine Commander character to a unit in the formation. The Commander may be a Captain, Librarian or Chaplain. One Space Marine Commander in the army may be a Supreme Commander	50 (+50 if Supreme Commander)
Dreadnought	Add 1 or 2 Dreadnoughts	50
Hunter	Add 1 Hunter	75
Land Raiders	Add up to 4 Land Raiders	85 each
Razorbacks	Add any number of Razorbacks, up to the number required to transport the formation.	25 each
Sniper	All Scout units gain the Sniper ability	50
Tornado/Typhoon	Replace any number of Land Speeders with 1 Land Speeder Tornado or Typhoon each	Tornado – free Typhoon – 25 each
Vindicator	Add 1 or 2 Vindicators	75 each

IMPERIAL NAVY AIRCRAFT

FORMATION	COST
2 Thunderbolt Fighters	150
2 Marauder Bombers	250

TITAN LEGION BATTLEGROUPS

FORMATION	COST
1 Warlord Class Titan	850
1 Reaver Class Titan	650
1 to 2 Warhound Titans	275 for single OR 500 for pair

NOTES FOR SPACE MARINES: *Space Marines are organised into small formations called detachments. Each detachment is made up of three or more units, and may also include a number of extra units called upgrades. The detachments that may be taken in a Codex Astartes army are shown on the chart that follows. The chart also shows what units comprise the detachment, what upgrades are allowed, and its points cost.*

Each upgrade that is taken adds to the cost of the detachment, as shown on the upgrade chart. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taken for, and sometimes takes the form of additional units for the detachment. Each upgrade may be taken once per formation.

Codex Astartes Space Marine armies may be supported by Imperial Navy aircraft and Titan Legion battle groups. A maximum of up to a third of the points available to the army may be spent on these formations.

6.4 IMPERIAL GUARD - Steel Legion

SPECIAL RULE – 6.4.1Commissars

A Steel Legion Imperial Guard army may include 1 Commissar per 500 points of army total points (rounding up). The Commissars do not cost any points and are allocated to formations when designing an army list.

If the army includes a Supreme Commander than the first Commissar must be attached to the Supreme Commander's formation. Any further Commissars may be attached to any other Formations during composition of an army list during army list construction. You may not include more than one Commissar per formation. If you have more Commissars than formations any excess is lost.

STEEL LEGION COMPANIES

COMPANY	UNITS	COST
0-1 Regimental HQ	1 Supreme Command unit, 12 Imperial Guard Infantry units, 7 Chimera transport vehicles (1 for Commander).	500
Infantry Company	1 Imperial Guard Command unit, 12 Imperial Guard Infantry units.	250
Mechanised Infantry Company	1 Imperial Guard Command unit, 12 Imperial Guard Infantry units, 7 Chimera transport vehicles (1 for Commander).	400
Tank Company	10 Leman Russ tanks. 1 Leman Russ may be upgraded to a Vanquisher command tank at no additional cost.	650
Super- Heavy Tank Company	3 Baneblades or Shadowswords, or any combination of the two.	500
Artillery Company	9 Artillery units chosen from the following list: Basilisk, Manticore	650

STEEL LEGION COMPANY UPGRADES – Three may be taken per Steel Legion Company

UPGRADE	UNITS	COST
Fire Support Platoon	4 Fire Support*	100
Infantry Platoon	6 Infantry units*	100
Tank Squadron	3 Leman Russ or 3 Leman Russ Demolishers	200
Hellhound Squadron	3 Hellhounds	150
Griffon Battery	3 Griffons	100
Snipers	1 or 2 Snipers*	25 each
Ogryns	2 Ogryns*	50
Flak	1 Hydra	50

* These unit's formations may have Chimera transport vehicles. Each Chimera costs 25 points. You must take enough Chimera to transport the whole formation if any are taken, but you may not take more than one Chimera per unit in the formation.

STEEL LEGION SUPPORT FORMATION - Two may be taken per Steel Legion Company

FORMATION	UNITS	COST
Rough Rider Platoon	6 Rough Rider units	150
Storm Trooper Platoon	8 Storm Trooper units (may have 4 Valkyrie transport vehicles for +150 points)	200
Artillery Battery	3 units of the same type chosen from the following list: Basilisk, Bombard, Manticore	250
Sentinel Squadron	4 Sentinels	100
0-1 Deathstrike Battery	2 Deathstrike Missile Launchers	200
Super-Heavy Tank Platoon	1 Baneblade or Shadowsword	200
Orbital Support	1 Imperial Navy Lunar class cruiser. May upgrade to Emperor class Battleship (+150 points)	150
Flak Battery	3 Hydra	150
Vulture Squadron	4 Vultures	300

IMPERIAL NAVY AIRCRAFT

FORMATION	COST
2 Thunderbolt Fighters	150
2 Marauder Bombers	250

TITAN LEGION BATTLEGROUPS

FORMATION	COST
1 Warlord Class Titan	850
1 Reaver Class Titan	650
1 to 2 Warhound Titans	275 for single OR 500 for pair

NOTES FOR STEEL LEGION: *Steel Legion formations come in two types: companies and support formations. Each company you include in the army allows you to field any two support formations. Although you can only take a support formation if you first take a company, they are treated as separate independent formations during a battle and do not have to move around together.*

In addition, companies may be given up to three company upgrades. Each type of upgrade can only be taken once by a company (ie, an infantry company could have an Ogryn and a Sniper upgrade, but not two Sniper upgrades). Upgrades are added to the company and are not a separate formation. Support formations may not be given company upgrades. Each upgrade that is taken adds to the cost of the company, as shown on the upgrade chart. Note that you may take any type of upgrade for any type of company.

Imperial Navy aircraft and Titan Legion battle groups may support Steel Legion Imperial Guard armies. A maximum of up to a third of the points available to the army may be spent on these formations.

6.5 IMPERIAL GUARD - Baran Siege Masters

SPECIAL RULE - Fortified Positions

A Siege Regiment army regiment is allowed to purchase one set of fortified positions for its troops to occupy for each Regimental HQ or Infantry company included in the army. Fortified positions must be set up after Objectives, but before Spacecraft and Garrisons are deployed. They may be set up anywhere a vehicle may deploy in the Siegemasters half of the table. You may split up a set of fortified positions as desired, as long as the rules for formation coherence are adhered to.

For example, you could split up trenches into several lines, as long as there are 5cm 'links' between the different parts of the position. Fortified positions count as having a move of zero, and may 'garrison' (eg, they can be set up in positions that garrison units can be set up in). It goes without saying that they may not be transported, and any players that were considering transporting them onto the table should be deeply ashamed of themselves!

Once set up fortified positions may be used by any unit, not just the units they were purchased for. They may be captured and used by enemy units too.

SPECIAL RULE - Regimental HQ's and Commissars

When playing Grand Tournament games, a Siegemaster army must include a Regimental HQ. The enemy count as having achieved the 'Break Their Spirit' victory condition by destroying this formation or by destroying the most expensive formation in the army (see 6.1.7 in the Epic: Armageddon rulebook). Siegemaster armies use the Commissars Special rule (see 6.4.1).

SIEGE REGIMENT COMPANIES		
COMPANY	**UNITS**	**COST**
1 Regimental HQ	1 Supreme Command unit, 9 Siege Infantry units.	225
Infantry Company	1 Imperial Guard Command unit, 9 Seige Infantry units.	175
SIEGE REGIMENT COMPANY UPGRADES - Three may be taken per Siegemaster Regimental HQ or Infantry Company		
UPGRADES	**UNITS**	**COST**
Siege Infantry Platoon	6 Siege Infantry units.	75
Rapier Platoon	3 Rapiers	75
Thudd Gun Platoon	3 Thudd guns	75
Hellhound Squadron	3 Hellhounds	125
Griffon Battery	3 Griffons	100
Snipers	1 or 2 Snipers	25 each
SIEGE REGIMENT SUPPORT FORMATION - Two may be taken per Siegemaster Regimental HQ or Infantry Company)		
FORMATION	**UNITS**	**COST**
Artillery Company	9 Götterdämmerung Howitzers, plus 9 gun emplacements (lose transport)	425
Rough Rider Platoon	6 Rough Rider units	150
Light Tank Platoon	6 Siegfried light tanks	150
Heavy Tank Platoon	6 Ragnarok heavy tanks	300
Artillery Battery	3 Götterdämmerung Howitzers, plus 3 Bruennhilde transporters (lose emplacements)	150
AA Battery	3 Blitzen AA guns, plus 3 Bruennhilde transporters OR 3 gun emplacements	100
Artillery Battery	3 units of the same type chosen from the following list: Basilisk, Bombard, Manticore	250
Super-Heavy Tank Platoon	1 Baneblade or Shadowsword	200
Bombard Battery	3 Bombards	250
0-1 Deathstrike Battery	2 Deathstrike Missile Launchers	200
0-1 Sapper Platoon	8 Sapper units. The units may be split up and added 250 points to one or more Infantry Companies in the army, or fielded as a single formation in their own right.	250
SIEGE REGIMENT FORTIFIED POSITIONS - One may be taken per Siegemaster Regimental HQ or Infantry company		
NAME	**DESCRIPTION**	**COST**
Fortified Positions	Up to 500mm of trenches and 500mm of razor wire, plus up to 6 gun emplacements or bunkers.	100
IMPERIAL NAVY AIRCRAFT - Up to a quarter of the army's points may be spent on Aircraft		
FORMATION		**COST**
2 Thunderbolt Fighters		150
2 Marauder Bombers		250

NOTES FOR BARAN SIEGE MASTERS: *Siege regiment formations come in two types: companies and support formations. Each company you include in the army allows you to field any two support formations, plus one set of Fortified Positions. Although you can only take support formations if you first take a company, they are treated as separate independent formations during a battle and do not have to move around together.*
In addition companies may be given up to three company upgrades. A company can only take each type of upgrade once. Each upgrade that is taken adds to the cost of the company, as shown on the upgrade chart. Support formations may not be given company upgrades.
Up to a quarter of the points available to the army may be spent on Imperial Navy aircraft formations. Titan Legion formations may not be used as part of a Siege Regiment army (Titans are not used in a static defence role except under extraordinary circumstances).

6.6 ORKS - Ghazgkhull's Warhorde

SPECIAL RULES - Orks

Ork Warlord: *Every Ork army must include a Supreme Command character called a Warlord. The Warlord character is free, you don't have to pay any points for it. If the army includes any Great Gargants, then the Warlord must be placed in one of them. If there are no Great Gargants in the army then the Warlord will join a Nobz or a Gargant unit.*

Ork Formations: *Ork formations vary widely in both size and composition. The rules for creating Ork formations reflect this. The most common type of Ork formation is the warband. The different types of warband you may choose are shown on the army list below. The army list includes the following information:*

Type: *The name of the formation.*

Core Units: *The units that make up the formation. An Ork player can choose to double or triple the number of units in the formation if he wishes. A formation with double the normal number of units is called a big formation, and a formation with three times the normal number of units is called a 'uge formation.*

Cost: *Most Ork formations have three values. The first value is the cost for the basic formation, the second is its cost if it is a big formation, and the third value is its cost if it is a 'uge formation. If the formation only has one cost then it may not be increased in size.*

Extra Units: *An Ork formation may include any of the extra units listed in the 'Extras' column. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there is a limitation then the limit is doubled for a big formation and tripled for a 'uge formation.*

Battlefortresses & Gunfortresses: *In tournament games, these units may only transport units from their own formation (ie, the rules for War Engine transports do not apply to them when using the tournament army lists).*

		COST PER FORMATION			
TYPE	**CORE UNITS**	**NORMAL**	**BIG**	**'UGE**	**EXTRAS**
Warband	2 Nobz and 6 Ork Boyz and 2 Grotz	200	350	500	Any number of the following for +25 points each: Boyz (+ an optional free Grot per Boy unit), Stormboyz, Kommandos, Buggies, Warbikes, Skorchas, Big Gunz, Killa Kans Any number of the following for +35 points each: Battlewagonz, Deth Koptas, Dreadnoughts, Flakwagons, Gunwagons Up to 2 Nobz for +35 points each Up to 1 Oddboy character for +75 points Any number of Stompas for +75 points each Any number of Battlefortress for +125 points each Any number of Gunfortress for +135 points each
Stormboyz	6 Stormboyz	150	n/a	n/a	Any number of the following for +25 points each: Stormboyz, Kommandos, Buggies, Warbikes, Skorchas Any number of Deth Koptas for +35 points each
Kult Of Speed	Any 8 of the following units: Buggies, Warbikes, Skorchas.	200	350	500	Any number of the following for +25 points each: Buggies, Warbikes, Skorchas Any number of the following for +35 points each: Gunwagons, Deth Koptas, Flakwagonz Up to 1 Oddboy character for +75 points
Blitz Brigade	Any 4 of the following units: Gunwagons, Deth Koptas, 0-1 Flakwagon.	150	250	350	Any number of the following for +25 points each: Buggies, Warbikes, Skorchas Any number of the following for +35 points each: Gunwagons, Deth Koptas, Flakwagonz Up to 1 Oddboy character for +75 points Up to 1 Gunfortress for +135 points each
Mekboy Stompamob	3 Stompas	225	400	575	Any number of Killa Kanz for +25 points each Any number of the following for +35 points each: Dreadnoughts, Flakwagons Any number of Stompas for +75 points each Up to 1 Supa-Stompa for 300 points
Mekboy Gunzmob	5 Big Gunz	125	225	325	Any number of Big Gunz for +25 points each Any number of the following for +35 points each: Battlewagonz, Flakwagons Up to 1 Nobz for +35 points Up to 1 Oddboy character for +75 points
Fighta Squadron	3 Fighta-Bommers	150	n/a	n/a	Up to 6 Fighta-bommers for +50 points each
Ork Landa	1 Ork Landa	200	n/a	n/a	None
Kill Kroozer	1 Kill Kroozer	200	n/a	n/a	May be upgraded to Ork Battlekroozer for +50 points
Gargant	1 Gargant	650	n/a	n/a	None
Great Gargant	1 Great Gargant	850	n/a	n/a	None

6.7 ORKS - Burning Death Speed Freeks

SPECIAL RULES – Speed Freeks

Mekboy Bad Ork Bikeboy: *Every Speed Freek Ork army must include a Mekboy Bad Ork Bikeboy unit. The Bikeboy character is free, you don't have to pay any points for him, and it can be added to any formation in the army.*

Speed: *Every unit in a Speed Freek army must either have a speed of 30cms plus, or be transported in a unit with a speed of 30cm plus. In other words, formations may not include units with a speed of less than 30cm unless they also have a transport vehicle capable of carrying the unit around.*

Ork Formations: *Ork formations vary widely in both size and composition. The rules for creating Ork formations reflect this. The most common type of Ork formation is the warband. The different types of warband you may choose are shown on the army list below. The army list includes the following information:*

Type: *The name of the formation.*

Core Units: *The units that make up the formation. An Ork player can choose to double or triple the number of units in the formation if he wishes. A formation with double the normal number of units is called a big formation, and a formation with three times the normal number of units is called a 'uge formation.*

Cost: *Most Ork formations have three values. The first value is the cost for the basic formation, the second is its cost if it is a big formation, and the third value is its cost if it is a 'uge formation. If the formation only has one cost then it may not be increased in size.*

Extra Units: *An Ork formation may include any of the extra units listed in the 'Extras' column. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there is a limitation then the limit is doubled for a big formation and tripled for a 'uge formation.*

Nob Warbikes: *Any Nob unit may be mounted on warbikes if desired, at no additional cost in points. The Nobz speed becomes 35cm, and they count as having the Mounted ability. Note that any units upgraded in this fashion must be represented by a suitably converted Nob Warbike unit.*

What? No Grotz*?!?: Sharp eyed readers will have noticed that the Speed Freek army does not include Grot units. This is because the Grots in a Speed Freek army are used as riggers, where they help to keep the vehicles in the army running properly instead of fighting. Because of this they are not represented as units as they have no direct effect on game-play.*

Battlefortresses & Gunfortresses: *In tournament games, these units may only transport units from their own formation (ie, the rules for War Engine transports do not apply to them when using the tournament army lists).*

		COST PER FORMATION			
TYPE	**CORE UNITS**	**NORMAL**	**BIG**	**'UGE**	**EXTRAS**
Speed Freek Warband	1 Nobz and 3 Ork Boyz and 4 Trukks, plus any 4 of the following units: Buggies, Warbikes, Skorchas.	200	375	550	Any number of the following for +25 points each: Boyz (+ free Trukk unit), Buggies, Stormboyz, Skorchas, Big Gunz Any number of the following for +35 points each: Battlewagonz, Gunwagons, Deth Koptas, Flakwagons Up to 1 each of the following: Nobz (+35 points each), Mekboy Speedsta (+50 points each).
Kult Of Speed	Any 8 of the following units: Buggies, Warbikes, Skorchas.	200	350	500	Any number of the following for +25 points each: Buggies, Warbikes, Skorchas Any number of the following for +35 points each: Gunwagons, Deth Koptas, Flakwagonz Up to 1 Mekboy Speedsta for +50 points
Warbike Outriders	5 Warbikes	150	250	350	No extra units allowed. All units receive the Scout ability for no extra cost.
Blitz Brigade	Any 4 of the following units: Gunwagons, Deth Koptas, 0-1 Flakwagonz.	150	250	350	Any number of the following for +25 points each: Boyz, Buggies, Warbikes, Skorchas Any number of the following for +35 points each: Gunwagons, Deth Koptas, Flakwagonz Up to 1 each of the following: Nobz (+35 points), Mekboy Speedsta (+50 points), Gunfortress for (+135 points)
Fighta Squadron	3 Fighta-Bommers	150	n/a	n/a	Up to 6 Fighta-bommers for +50 points each
Ork Landa	1 Ork Landa	200	n/a	n/a	None
Kill Kroozer	1 Kill Kroozer	200	n/a	n/a	May be upgraded to Ork Battlekroozer for +50 points
Fortress Mob	Any 2 of the following units: Battlefortress, Gunfortress.	275	475	675	Any number of the following for +25 points each: Boyz Any number of the following for +35 points each: Flakwagonz Up to 1 each of the following: Nobz (+35 points), Mekboy Speedsta (+50 points), Gunfortress for (+135 points)

6.8 FERAL ORKS - Snagga-Snagga's Horde

SPECIAL RULES – Feral Orks

Ork Warlord: *Every Feral Ork army must include a Supreme Command character called a Warlord. The Warlord character is free, you don't have to pay any points for it. The Warlord will join the formation with the most units in the army. War Engines count their starting Damage Capacity towards the formation size. If there is a tie you may choose which warband the Warlord will join.*

Feral Ork Formations: *Ork formations vary widely in both size and composition. The rules for creating Ork formations reflect this. The most common type of Ork formation is the warband. The different types of warband you may choose are shown on the army list below. The army list includes the following information:*

Type: *The name of the formation.*

Core Units: *The units that make up the formation. An Ork player can choose to double or triple the number of units in the formation if he wishes. A formation with double the normal number of units is called a big formation, and a formation with three times the normal number of units is called a 'uge formation.*

Cost: *Most Ork formations have three values. The first value is the cost for the basic formation, the second is its cost if it is a big formation, and the third value is its cost if it is a 'uge formation. If the formation only has one cost then it may not be increased in size.*

Extra Units: *An Ork formation may include any of the extra units listed in the 'Extras' column. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there is a limitation then the limit is doubled for a big formation and tripled for a 'uge formation.*

Orkeossaurus: *Orkeosaurus that are part of a warband may only transport units from their own formation.*

Trappas: *Feral Ork armies are allowed to field a Trappa formation. This formation represents Ork Wildboyz using their skills to scout ahead of the main army. Because of this all units in the formation count as being Scouts.*

		COST PER FORMATION			
TYPE	**CORE UNITS**	**NORMAL**	**BIG**	**'UGE**	**EXTRAS**
Warband	2 Nobz and 6 Ork Boyz and 2 Grotz	200	350	500	Any number of the following for +25 points each: Boyz (+ an optional free Grot per Boy unit taken), 2 Wildboyz (note: you get two Wildboyz units for 25 points), Boarboyz Up to 1 Nob for +35 points Any number of Squiggoths for +50 points each Up to 3 Squig Katapults for +25 points each Up to 1 Wyrdboy character for +50 points Up to 1 Orkeosaurus for +175 points
Wildboyz	2 Nobz, 6 Wildboyz	150	250	350	Any number of the following for +25 points each: 2 Wildboyz (note: you get two Wildboyz units for 25 points), Boarboyz Up to 1 Nob for +35 points Any number of Squiggoths for +50 points each Up to 3 Squig Katapults for +25 points each Up to 1 Wyrdboy character for +50 points Up to 1 Orkeosaurus for +175 points
Boarboyz Horde	5 Boarboyz	100	175	250	Any number of the following for +25 points each: Boarboyz Up to one Wyrdboy character for +50 points
Trappas	6 Wildboyz	150	n/a	n/a	Up to one Nob for +35 points **Note:** All units in a Trappa formation count as having the Scout ability
0-1 Madboyz Horde	6 Madboyz	100	n/a	n/a	Up to six extra Madboyz for +15 points each. Up to three Wyrdboy character for +50 points
Junka Brigade	6 Junkatrukks and 6 Ork Boyz	175	300	n/a	Any number of the following for +25 points each: Junkatrukk and one Ork Boyz unit Up to one Junkatrukk and one Ork Nob for +50 points Up to one Wyrdboy character for +50 points
0-1 Steam Gargant	1 Steam Gargant	200	350	500	None

6.9 ELDAR - Biel Tan Swordwind

SPECIAL RULE - May Not Garrison
Only Eldar Rangers and War Walkers are allowed to garrison objectives in the Grand Tournament game scenario.

BIEL-TAN INDIVIDUALS			
TYPE	**FORMATION**	**NOTES**	**COST**
0-1 Wraithgate	The Eldar player may choose to replace 1 of the Objective markers in his half of the table with a Wraithgate at a cost of 50 points.	The Wraithgate functions both as a Webway portal and as an objective for rules purposes. It may not be attacked or destroyed. ***Important Note:*** *Wraithgates are one of the smallest type of Webway portal, and may only be used by formations made up exclusively of infantry, light vehicles, and armoured vehicle units that have the Walker ability; formations that include any other type of unit may not use a Wraithgate to enter play.*	50
0-1 Avatar	1 Avatar escorted by the Court of the Young King (counts as one unit).	In Grand Tournament games the Avatar must start off the table. At the start of any turn (including the first) they may be set up on the table within 15cms of a Farseer (this represents the Farseer summoning the Avatar to the battlefield). In the End Phase of the turn the Avatar returns to the Webway and is removed from play. Once the Avatar has left they may not return. Note that if there are no Farseers in play then the Avatar may not be used (as there will not be a Farseer that can summon them).	Free
0-1 Autarch	You may add an Autarch to any Aspect Warrior stand for +75 pts.	If an Autarch is taken then he counts as one of the Exarchs in the Aspect Warrior formation (see the entry for the Aspect Warrior Warhost below).	75

BIEL-TAN HOSTS			
TYPE	**FORMATION**	**EXTRAS**	**COST**
Aspect Warrior Warhost	8 Aspect Warriors chosen from the following: Dire Avengers, Striking Scorpions, Howling Banshees, Fire Dragons,Warp Spiders, Dark Reapers, Swooping Hawks, Shining Spears.	All units apart from Shining Spears, Swooping Hawks and Warp Spiders may be transported in Wave Serpents and/or Falcons if desired. If you choose to take this option then you must take exactly enough transport vehicles to carry the units that require transport, without any spare transport spaces being 'left over'. For example, if 6 units required transport, you could take 3 Wave Serpents, or 6 Falcons, or 1 Wave Serpent and 4 Falcons, or any combination of vehicle that had 6 transport spaces between them. Each Wave Serpent taken costs +50 points. Each Falcon costs +65 points. In addition the formation may include up to 2 Exarch upgrades for +25 points each.	300
Eldar Guardian Warhost	1 Farseer, 7 Guardians. Up to 3 Guardians may be replaced with Heavy Weapon Platforms at no additional cost.	The formation may include: 3 Support Weapon Platforms for +50 points 2-3 Wraithguard units for 50 points each 3 Wraithlords for +175 points Alternatively, the formation may be mounted in 4 Wave Serpents for +200 points. If this option is taken then the formation is not allowed to take any other upgrades.	150

BIEL-TAN TROUPES - Up to 3 Troupes may be taken for each Warhost included in the army	
FORMATION	**NOTES**
Ranger Troupe	4-8 Rangers at +25 points each
War Walker Troupe	6 War Walkers for 200 points
Windrider Troupe	6 Jetbikes (any number of Jetbikes may be replaced with Vypers at no additional cost), for 200 points.
Swords of Vaul Troupe	5-6 Grav-Tanks. Any mix of Falcons for 50 points or Fire Prisms for 65 points. 0-1 Falcon may be replaced by a Fire Storm for no additional cost.
Shields of Vaul Troupe	3 Night Spinners for 175 points. Any Night Spinner may be replaced by a Fire Storm for no additional cost.
Engine Of Vaul Troupe	Up to 3 Scorpion, Cobra, Storm Serpent or Voidspinner (any combination), for 250 points each.

BIEL-TAN SPACECRAFT, AIRCRAFT & TITANS - Up to a third of the armies points may be spent on units chosen from the following list	
FORMATION	**NOTES**
0-1 Eldar Spacecraft	1 Wraithship (150 points) or 1 Dragonship (300 points)
0-1 Warlock Titan	1 Warlock Titan for 850 points
Phantom Titan	1 Phantom Titan for 750 points
Revenant Titans	2 Revenant Titans for 650 points
Nightwings	3 Nightwing Interceptors for 300 points
Phoenix Bombers	3 Phoenix Bombers for 400 points
Vampire Raider	1 Vampire Raider for 200 points

6.10 ELDAR - Ulthwé Craftworld

ULTHWÉ SPECIAL RULES
May Not Garrison: *Only Eldar Rangers and War Walkers are allowed to garrison objectives in the Grand Tournament game scenario.*
The Path Less Travelled: *Ulthwé armies may only take one Aspect Warrior Troupe per Warhost in the army.*

ULTHWÉ CRAFTWORLD INDIVIDUALS			
TYPE	**FORMATION**	**NOTES**	**COST**
0-1 Wraithgate	The Eldar player may choose to replace one of the Objective markers in his half of the table with a Wraithgate at a cost of 50 points.	The Wraithgate functions both as a Webway portal and as an objective for rules purposes. It may not be attacked or destroyed. ***Important Note:*** *Wraithgates are one of the smallest type of Webway portal, and may only be used by formations made up exclusively of infantry, light vehicles, and armoured vehicle units that have the Walker ability; formations that include any other type of unit may not use a Wraithgate to enter play.*	50
0-1 Avatar	One Avatar (without Court of the Young King).	In Grand Tournament games the Avatar must start off the table. At the start of any turn (including the first) they may be set up on the table within 15cms of a Farseer (this represents the Farseer summoning the Avatar to the battlefield). In the End Phase of the turn the Avatar returns to the Webway and is removed from play. Once the Avatar has left they may not return. Note that if there are no Farseers in play then the Avatar may not be used (as there will not be a Farseer that can summon them).	Free
0-1 Seer Council	1 Seer Council Unit	You may replace any Farseer unit with a Seer Council unit for +100 points.	100

ULTHWÉ CRAFTWORLD HOSTS			
TYPE	**FORMATION**	**EXTRAS**	**COST**
Eldar Guardian Warhost	1 Farseer, 7 Guardians. Up to 3 Guardians may be replaced with Heavy Weapon Platforms at no additional cost.	The formation may include: 3 Support Weapon Platforms for +50 points 2-3 Wraithguard units for 50 points each 3 Wraithlords for +175 points Alternatively, formations consisting only of Guardians, Farseers, and Seer Council may be mounted in 4 Wave Serpents for +200 points.	150
Up to 1 in 3 Eldar Guardian Warhosts (rounding fractions up) may be: **Ulthwé Black Guardian Warhost**	2 Farseers, 6 Guardians. Up to 3 Guardians may be replaced with Heavy Weapon Platforms at no additional cost.	The formation may include: 3 Support Weapon Platforms for +50 points 3 War Walkers for +100 points Alternatively, formations consisting only of Guardians, Farseers, and Seer Council may be mounted in four Wave Serpents for +200 points. Up to 2 Wave Serpents may be replaced with two Falcons each at an additional cost of +75 points. You may also add 1 to 3 Jetbikes or Vyper Jetbikes in any combination for +50 points each.	200

ULTHWÉ TROUPES - Up to 2 Troupes may be taken for each Warhost included in the army	
FORMATION	**NOTES**
Aspect Warrior Troupe	4 aspect warrior units chosen from the following list for 150 points: Dire Avengers, Striking Scorpions, Howling Banshees, Fire Dragons, Warp Spiders, Dark Reapers, Swooping Hawks, Shining Spears. All units apart from Shining Spears, Swooping Hawks and Warp Spiders may be transported in Wave Serpents an/or Falcons if desired. If you choose to take this option then you must take exactly enough transport vehicles to carry the units that require transport, without any spare transport spaces being 'left over'. Each Wave Serpent taken costs +50 points, and each Falcon taken costs +65 points. In addition the formation may include up to 1 Exarch character upgrade for +25 points.
Ranger Troupe	4-8 Rangers at +25 points each
War Walker Troupe	6 War Walkers for 200 points
Windrider Troupe	6 Jetbikes (any number of Jetbikes may be replaced with Vypers at no additional cost), for 200 points.
Swords of Vaul Troupe	5-6 Grav-Tanks. Any mix of Falcons for 50 points or Fire Prisms for 65 points. 0-1 Falcon may be replaced by a Fire Storm for no additional cost.
Shields of Vaul Troupe	3 Night Spinners for 175 points. Any Night Spinner may be replaced by a Fire Storm for no additional cost.
Engine Of Vaul Troupe	Up to 3 Scorpion, Cobra, or Storm Serpent (any combination), for 250 points each.

ULTHWÉ SPACECRAFT, AIRCRAFT & TITANS - Up to a third of the armies points may be spent on units chosen from the following list	
FORMATION	**NOTES**
0-1 Eldar Spacecraft	1 Wraithship (150 points) or 1 Dragonship (300 points)
0-1 Warlock Titan	1 Warlock Titan for 850 points
Phantom Titan	1 Phantom Titan for 750 points
Revenant Titans	2 Revenant Titans for 650 points
Nightwings	3 Nightwing Interceptors for 300 points
Phoenix Bombers	3 Phoenix Bombers for 400 points
Vampire Raider	1 Vampire Raider for 200 points

6.11 CHAOS - Black Legion

SPECIAL RULES

Chaos Space Marines are organised into formations called retinues or companies. Each retinue or company is made up of four or more units, and may also include a number of extra units called upgrades. The companies that may be taken are shown on the chart below. The chart also shows what units comprise the company, what upgrades are allowed, and its points cost.

Each upgrade that is taken adds to the cost of the retinue or company, as shown on the upgrade chart. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taking for, and sometimes take the form of additional units for the detachment. Each formation can only take a maximum of four (4) upgrades. Each upgrade may only be taken once per formation.

Black Legions armies may be supported by Black Legion War Engines, Aircraft and Spacecraft. Up to a third of the points available to the army may be spent on these formations.

***Chaos Warlord:** One Chaos Space Marine Lord character in the army must be selected to be the Chaos Warlord. All other Chaos Space Marine Lord characters must be either Chaos Lords or Sorcerer Lords.*

***Chaos Lord:** The Chaos Lord upgrade can only be applied to one of the Core units of a Black Legion Formation.*

BLACK LEGION FORMATIONS

FORMATION	CORE UNITS	UPGRADES ALOOWED	POINTS
0-1 Raptor Cult	1 Chaos Space Marine Lord character upgrade and from 4 to 8 Raptor units	Daemonic Pact	35 each
0-2 Black Legion Chosen Space Marines	1 Chaos Space Marine Lord character upgrade and from 4 to 6 Chosen Space Marine units	Dreadnought, Defilers, Chaos Land Raiders, Dreadclaws, Obliterators, Daemonic Pact, Chaos Champion, Icon Bearer, Daemon Prince	65 each
Black Legion Retinue	1 Chaos Space Marine Lord character upgrade and 8 Chaos Space Marines units.	Rhinos, Havocs, Dreadnought, Defilers, Dreadclaws, Cult Marines, Chaos Land Raiders, Obliterators, Daemonic Pact, Chaos Champion, Icon Bearer, Daemon Prince	275
0-1 Black Legion Forlorn Hope per Black Legion Retinue	4 Chaos Space Marines, (Chaos Space Marines in the formation receive the Scout ability for free)	Dreadclaws, Rhinos, Daemonic Pact	125
Black Legion Bike Company	1 Chaos Space Marine Lord character upgrade and 8 Chaos Space Marines Bike units	Daemonic Pact, Icon Bearer	300
Black Legion Armoured Company	4 to 8 vehicles (Chaos Predators or Chaos Land Raiders or a combination of the two).	Defilers	50 per Predator 75 per Land Raider
0 - 2 Black Legion Assault Company	1 to 3 vehicles (Decimators or Death Wheels or a combination of the two).	Defilers	225 per Decimator 275 per Death Wheel
Daemon Pool	Lesser Damon Greater Daemon		+20 each +100 each

NOTE: Daemons purchased for the Daemon Pool are not Faction specific and are used to represent a Daemon from any faction.

BLACK LEGION UPGRADES

UPGRADE	UNITS	COST
Rhinos	Up to 8 Rhinos. If you choose to take this option then you must take exactly enough Rhinos to carry the units that still require transport after any other upgrades that can transport units have been taken. No spare transport spaces may be 'left over' if it is possible to avoid it.	10 each
Cult Marines	4 units belonging to the Cult associated with the Retinue's faction: Berzerkers (Khorne), Noise Marines (Slaanesh), Plague Marines (Nurgle), Thousand Sons (Tzeentch).	150
Daemonic Pact	Allows the formation to summon Daemons from the Daemon Pool	25
Obliterators	Up to 3 Obliterators	75 each
Dreadnought	Up to 3 Dreadnoughts	50 each
Chaos Land Raiders	Up to 4 Chaos Land Raiders	75 each
Defilers	Up to 3 Defilers	75 each
Dreadclaws	These work in exactly the same manner Marine Drop Pods (see 5.1.2). They may not be taken by formations that include any vehicles other than Dreadnoughts. In addition they require a Devastation class cruiser or Despoiler class battleship in order to be used.	5 per unit in the formation
Havocs	4 Havoc units	150
Icon Bearer	1 Icon Bearer character upgrade	+50
Daemon Prince	Replace the unit in the formation that includes the Chaos Space Marine Lord or Warlord character with a Daemon Prince unit. 1 Daemon Prince may be included in an army for each Chaos faction present in the army.	+50
Chaos Champion	1 Chaos Champion character upgrade	+50

CHAOS NAVY AND AIRCRAFT

FORMATION	COST
3 Swiftdeath Interceptors	200
2 Helltalon Bombers	300
Devastation Class Cruiser	150
Despoiler Class Battleship	250

CHAOS TITAN LEGION WAR ENGINES

FORMATION	COST
1 Banelord Titan	800
1 Ravager Titan	650
1 Feral Titan	300

6.12 CHAOS - Lost and the Damned (The Stigmatus Covenant Cult)

SPECIAL RULES - LOST AND THE DAMNED STIGMATUS COVENANT

The followers of the Stigmatus Covenant Cult are organized into formations called covens. Each Cultist coven may also include a number of extra units called upgrades. The charts below shows what units comprise a Cultist coven, what upgrades are allowed, and their points cost. Each upgrade that is taken adds to the cost of the coven, as shown on the upgrade chart. The upgrade chart also lists the units that make up the upgrade. Each upgrade may only be taken once per formation.

Each Stigmatus Cultist coven included in the army allows the player to take one Stigmatus Covenant Support Coven. Chaos Daemon Engine covens must be chaos undivided or belong to the same faction as the Cultist coven associated with it.

***Lost and the Damned Demagogue:** One Demagogue, Chaos Marine Aspiring Champion, or Daemon Prince in the army must be upgraded to an Arch Heretic. This character upgrade does not cost any additional points.*

STIGMATUS COVENANT COVENS

FORMATION TYPE	UNITS	COST
Stigmatus Covenant Coven	1 Demagogue or Chaos Marine Aspiring Champion and 11 Cultist or Mutant units. You may choose any mix of Cultist and Mutants as long as it adds up to 11 units.	200
Daemon Pool	Lesser Damon Greater Daemon	+20 each +100 each
NOTE: Daemons purchased for the Daemon Pool are not Faction specific and are used to represent a Daemon from any faction.		
0-2 Plague Zombie Infestations	3D6 Plague Zombie units	175

STIGMATUS COVENANT UPGRADES

Each Covenant Cultist upgrade may be taken once per Cultist formation

UPGRADE	UNITS	COST
Daemon Prince	Replace the Demagogue or Chaos Marine Aspiring Champion with a Daemon Prince.	+50
Icon Bearer	1 Icon Bearer character upgrade.	+40
Cultists or Mutants	Add up to 8 Cultist or Mutants units to the coven. You may choose to add any mix of Cultist and Mutants as long it does not exceed 8 units.	15 each
Big Mutants	Replace 1 to 6 Cultist and/or Mutant units with an equal number of Big Mutant units.	20 each
Chaos Spawn	Add 1 Chaos Spawn unit to the coven.	25
Chaos Hounds	Add 1 to 3 Chaos Hounds to the coven.	10 each
Chaos Altar	Add 1 Chaos Altar to the coven.	150
Traitor Fire Support	Add up to 4 Traitor Fire Support units to the coven.	25 each
Traitor Tank Squadron	Add up to 3 Traitor Leman Russ or Leman Russ Demolishers to the coven.	70 each
Traitor Griffon Battery	Add up to 3 Traitor Griffons to the coven.	35 each
Traitor Hellhound Squadron	Add up to 3 Traitor Hellhounds to the coven.	50 each
Traitor Flak	Add up to 2 Traitor Hydras to the coven.	50 each
Transports	Add Land Transporters to the coven. Add Traitor Chimera to the coven.	10 each 25 each
NOTE: If you choose to take this option then you must take exactly enough Land Transporters or Chimeras to carry all infantry units that move 15cm or less after any other upgrades that can transport units have been taken. No spare transport spaces may be 'left over' if it is possible to avoid it. You may mix and match Land Transporters and Traitor Chimera.		
Daemonic Pact	Allows the formation to summon daemons from the Daemon Pool.	25

STIMATUS COVENANT SUPPORT FORMATIONS

You may take 1 Stigmatus Covenant Support coven per Cultist coven chosen from the three categories below: Daemon Engines, Traitor Support or Traitor Navy

DAEMON ENGINES

FORMATION TYPE	UNITS	COST
Khorne Lorde of Battles	1 to 2 Lord of Battles	400 each
Khorne Daemonic Assault Engines	4 Daemonic Engines	300
Slaanesh Questors	1 to 2 Questor Scout Titans	275 each
Slaanesh Subjugators	1 to 2 Subjugator Scout Titans	225 each
Slaanesh Daemon Knights	4 Daemon Knights	275
Nurgle Plague Towers	1 to 2 Plague Towers	325 each
Nurgle Contagion Towers	4 Contagion Towers	325
Tzeentch Firelord	1 to 3 Firelords	150 each
Tzeentch Doomwings	3 Doomwings	150
Tzeentch Silver Towers	4 Silver Towers	325
Undivided Hellfire Cannons	4 Hellfire Cannons	200
Undivided Defilers	4 Defilers	400

TRAITOR SUPPORT

FORMATION TYPE	UNITS	COST
Traitor Roughriders	6 Traitor Roughrider units	150
Traitor Sentinel Squadron	4 Traitor Sentinels	100
Traitor Artillery Battery	4 Basilik	325
Traitor Armoured Company	6 Traitor Leman Russ	400

TRAITOR NAVY

FORMATION TYPE	UNITS	COST
Traitor Thunderbolt Fighters	2 Traitor Thunderbolt Fighters	150
Traitor Marauder Bombers	2 Traitor Marauder Bombers	250

6.13 TAU - Third Phase Expansion Force (v4.4.2)

TAU CADRES – Any amount of points may be spent on Tau Cadres. They are independent formations.		
FORMATION TYPE	**UNITS**	**COST**
Fire Warrior Cadre	8 Tau Fire Warrior Teams. May additionally have 4 Devilfish Troop Carriers for +100 points. Upgrades: any except Supreme Commander and Networked Drones	200
Battlesuit Cadre	4 XV8 Tau Crisis Battlesuit Teams. Upgrades: any except Networked Drones	250
Armoured Mobile Hunter Cadre	6 Hammerhead Gunships. Upgrades: Gun Drones, Hammerheads, Skyray, Swordfish, Networked Drones	375
TAU SUPPORT GROUPS – Up to 2 Support Groups may be taken per Cadre in the army. They are independent formations		
FORMATION TYPE	**UNITS**	**COST**
Pathfinder Support Group	4 Tau Pathfinder Teams. May have 2 Devilfish Troop Carriers for free. Upgrades: Pathfinders, Stealth, Gun Drones, Tetras, Piranhas, Sniper Drone Team	175
Stealth Support Group	6 Tau XV15 Stealth Battlesuit Teams. Upgrades: Stealth, Pathfinders, Gun Drones, Sniper Drone Team	275
Broadside Battlesuit Support Group	6 Tau XV88 Broadside Battlesuits. Upgrades: Broadsides, Gun Drones	300
Hammerhead Support Group	4 Tau Hammerhead Gunships. Upgrades: Hammerheads, Skyray, Swordfish, Piranhas, Networked Drones	250
Scorpionfish Support Group	1 or 2 Scorpionfish Super-heavy Missile Gunships. Upgrades: Networked Drones, Drones, Heavy Drones, Supreme Commander	225 each
Stingray Support Group	4 Stingray Missile Gunships. Upgrades: Stingray, Skyray, Piranhas, Networked Drones	225
Gun Drone Wing	4 Tau Gun Drone Squats. Upgrades: Gun Drones, Heavy Drones, Sniper Drone Team	75
Pathfinder Tetra Support Group	6 Tau Pathfinder Tetra Light Skimmers. Upgrades: Tetras, Piranhas, Pathfinders	175
Piranha Support Group	6 Piranha Light Skimmers. Upgrades: Piranhas, Tetras, Pathfinders	150
Markerlight Sentry Support Group	3 Markerlight Sentry Drone Turrets. Upgrades: None	50
NOTE: A maximum of 2 Markerlight Sentry Support Groups may be selected for each 1000 points, or part thereof, of the Tau force. Therefore, a force of between 0 -1000 points may take up to 2 support groups, a force of between 1001-2000 points may take up to 4 support groups, a force of between 2001 -3000 points may take a maximum of 6 support groups, and so on.		
TAU UPGRADES - Up to three upgrades can be taken per Cadre or Support Group. Note that Support Groups have a limited choice of possible Upgrades. Upgrades are not separate formations but are added to the original formation and are counted as part of it in all respects. Each upgrade can only be taken once per formation.		
UPGRADE TYPE	**UNITS**	**COST**
Commander	A formation may have one of the following Commanders: • add a Tau Ethereal Caste Member to Fire Warrior Team (0-1 per army, Fire Warrior Cadres only) • add a Tau Shas'el Commander to Crisis Team	 +75 +50
Supreme Commander (0-1 per army)	Either: Add the Tau Deflector Shield and Tau Supreme Commander abilities to one Scorpionfish Missile Gunship Or: Add one Tau Shas'o Commander to Crisis Team	+100 +100
Fire Warriors	+4 Tau Fire Warrior Teams. May have 2 Devilfish Troop Transports for additional +50 points	+100
Pathfinders	+2 Tau Pathfinder Teams. May have a Devilfish for free	+100
Gun Drones	+4 Tau Gun Drone Squads	+75
Broadsides	+3 Tau XV88 Broadside Battlesuits	+150
Crisis	+2 Tau XV8 Crisis Battlesuit Teams	+125
Stealth	+3 Tau XV15 Stealth Battlesuit Teams	+125
Hammerheads	+2 Tau Hammerhead Gunships	+125
Skyray	+1 Tau Skyray Air Defence Gunship	+75
Piranhas	+4 Tau Piranha Light Skimmers	+100
Tetras	+3 Tau Pathfinder Tetra Light Skimmers	+75
Heavy Drones	Replace 4 units of Gun Drones with 4 units of Heavy Drones	+50
Swordfish	Replace up to two Hammerhead Gunships with Swordfish (the same points are paid even if the player selects to only upgrade one Hammerhead)	+25
Stingray	+2 Stingray Missile Gunships	+125
Sniper Drone Team	+1 Sniper Drone Team	+25
Networked Drones	Add the 'Leader' ability to one vehicle in the formation	+25
TAU AIR CASTE FORMATIONS – Up to one third of the points available to a Tau army may be spent on Tau Air Caste Formations. They are independent formations. You may select the Hero or Custodian for your force, but not both.		
FORMATION TYPE	**UNITS**	**COST**
Barracuda Squadron	3 Barracuda Superiority Fighters	250
Tiger Shark Strike Squadron	1 or 2 Tiger Shark Strike Craft Twin-linked Ion Cannon variant	150 each
Tiger Shark AX-1-0	1 Tiger Shark AX-1-0 Light Railcannon variant	225
Moray Squadron	1 or 2 Tau Moray Assault Ships	300 each
Manta Missile Destroyer	1 Manta Missile Destroyer	850
Hero Orbital Support	1 Hero Class Cruiser (Lar'Shi), Vash'Ya Configuration). May add Hero Gravitic Tracer Salvo for additional +50 points.	150
Custodian Orbital Support	1 Or'es El'leath (Custodian) Class Battleship	300
Orca Dropship (max 1 per Cadre)	1 Orca Dropship	100

6.13 TAU - Third Phase Expansion Force (cont)

ALIEN AUXILIARY FORMATIONS – Up to 1 Alien Auxiliary Formation may be taken per Fire Warrior Cadre in the army. They are independent formations and additionally count as a Support Group selection.		
FORMATION TYPE	**UNITS**	**COST**
Kroot Kindred	1 Kroot Master Shaper plus 9 Kroot Carnivore Squads. May additionally have: (each option can only be taken once) +5 further Kroot Carnivore Squads +3 Kroot Hound Packs +3 Krootox Herds +3 Great Knarlocs	175 +75 +50 +75 +50
Gue'vesa Auxiliary Company	1 Gue'vesa'ui Command plus 7 Gue'vesa Human Auxiliaries Teams.	150
Vespid Swarm	1 Strain Leader plus 5 Stingwings. May additionally have: (can only be taken twice) +3 Stingwings	150 +75

6.14 SPACE MARINES - White Scars

SPECIAL RULE - White Scar Transports (and see 'NOTES FOR SPACE MARINES' on page 67 for army selection details)

The Space Marines are a highly mobile army. Because of this the points cost of a detachment usually includes enough transport vehicles to transport it and any upgrades that have been taken. The number of vehicles will always be the minimum needed to carry the formation, you can't take extras along to cover any losses! The transport vehicles will be Land Raiders if the detachment is Terminators, Rhinos for any other form of detachment.

Note that many formations don't receive transports, usually because they can't fit into them. Detachments that come with vehicles will be noted as having "plus transport" in the Units section of the detachment list below. White Scars detachments must take the transport vehicles for a detachment – you cannot leave them behind in order to use the unit as a garrison. You can only choose to ignore this if the detachment is instead to be deployed by air transport (Thunderhawk or Landing Craft).

Alternately, you may choose to deploy the White Scars force with drop pods. If you choose to do this, all detachments in the army which are eligible to be deployed from drop pods must do so. If you do choose to use drop pods, then the affected detachments will enter play in drop pods using the rules for Planetfall (see section 4.4). Note that you will require at least one Space Marine strike cruiser or battle barge to deploy the drop pods from. Formations which are not eligible to be deployed from drop pods must adhere to the transportation requirements above.

Choosing transport options is part of the army selection process. Portions of a formation may be left behind during deployment (to garrison, for example) the decision to exchange options, even "free" ones, must be determined when the army list is determined.

WHITE SCARS DETACHMENTS			
DETACHMENT	**UNITS**	**UPGRADES**	**POINTS**
Assault	4 Assault units	Commander, Vindicator	175
Bike	8 White Scars Bike units	Commander, Attack Bike	375
Land Speeder	5 Land Speeders	Commander, Tornado/Typhoon	200
Landing Craft	1 Landing Craft	None	375
Predators	4 Predators (may choose either Annihilators or Destructors or a combination of the two)	Commander, Vindicator, Hunter	275
Scout	Four Scout units plus transport	Commander, Razorbacks, Sniper	150
Strike Cruiser	1 Strike Cruiser	Battle Barge	200
Tactical	6 Tactical units plus transport	Commander, Razorbacks	300
Terminator	4 Terminator units (must purchase Land Raider upgrade or be deployed via air transport)	Commander	325
Thunderhawk	1 Thunderhawk Gunship.	None	200
Whirlwind	4 Whirlwinds	Commander, Hunter, Vindicator	300

WHITE SCARS UPGRADES		
UPGRADE	**UNITS**	**COST**
Attack Bike	Replace any number of Bike units with 1 Attack Bike each	Free
Battle Barge	Replace Strike Cruiser with Battle Barge	150
Commander	Add one Space Marine Commander character to a unit in the formation. The Commander may be a Captain, Librarian or Chaplain. One Space Marine Commander in the army may be a Supreme Commander	50 (+50 if Supreme Commander)
Hunter	Add 1 Hunter	75
Land Raiders	Add 4 Land Raiders	350
Razorbacks	Add any number of Razorbacks, up to the number required to transport the formation.	25 each
Sniper	All Scout units gain the Sniper ability	50
Tornado/Typhoon	Replace any number of Land Speeders with 1 Land Speeder Tornado or Typhoon each	Tornado – free Typhoon – 25 each
Vindicator	Add 1 or 2 Vindicators	75 each

IMPERIAL NAVY AIRCRAFT	
FORMATION	**COST**
2 Thunderbolt Fighters	150
2 Marauder Bombers	250

TITAN LEGION BATTLEGROUPS	
FORMATION	**COST**
1 to 2 Warhound Titans	275 for single OR 500 for pair

APPENDIX I – Multiplayer Games

There are a number of different ways to play multiplayer games, each with their own advantages and disadvantages. When you play a multiplayer game, you will need to choose one of the following methods of deciding who does what and when. These methods are:

• All-Against-All

• Hierarchical Team Play

• Simultaneous Team Play

All Against All

In all-against-all games, each player has an army and all the formations belonging to the other players count as being the enemy as far as the rules are concerned. Each player takes a turn in order, based on their Strategy rolls at the start of the turn. The player that rolled highest chooses whether the players will move in order of lowest roll to highest roll, or from highest roll to lowest. In the Action phase, each player acts in this order. If you assault an enemy formation then only units belonging to the same side as the formation you assault may lend supporting fire. You may not assault formations from two enemy armies in a single assault (well, not unless you want to come up with your own house rules for deciding how this works!).

The all-against-all method works best with fairly small games with up to about four players a side. If there are too many formations or too many players, then the game can slow to a crawl, and it is recommended that either simultaneous or hierarchical team play is used for larger games.

Hierarchical Team Game

In team games, the players are split into two sides. All of the formations on the same side treat each other as friendly formations as far as the rules are concerned, and all formations on the opposing side are treated as enemy formations. In team games, formations belonging to different players on the same side may lend each other supporting fire if assaulted.

Team games may either be hierarchical or simultaneous (see below for simultaneous team play). In hierarchical games, one player is placed 'in supreme command' and decides which of the players on his side may take an action when it is their side's turn to do so. This aside, the normal game rules apply in full. Hierarchical games work well for small and medium sized games, but can slow things down a lot if you are running a really large monster session. It is an excellent way of introducing new players to the Epic rules, as they can be teamed up with an experienced player who is the supreme commander for their side, and because almost of the normal game rules are used unchanged.

Simultaneous Team Game

In a simultaneous game, players are split into two teams as described for Hierarchal team play above. However, all of the players with an eligible formation get to take actions when it is their side's turn to do so, rather than just one player doing so. Once all the players have completed their action then play passes to the other side. If any of the players on a side wants to retain initiative then they may attempt to do so; other players on the same side may choose to retain the initiative or not as they see fit. Once all the players have completed the actions they wish to carry out, play passes to the other side and that side gets to carry out actions, and so on.

When playing a simultaneous game, it is possible for an enemy formation to be attacked by two or more attacking formations. For example, two players on the same side might both want to shoot at the same enemy formation, or one player might shoot at an enemy formation while another player wants to assault it, or two players both want to assault the same enemy formation. If this happens then combined shooting or assaults are allowed to take place. Treat the two (or more) formations taking part as a single force when working out the results of the shooting or assault, following the guidelines for coordinated assault in the core rules. On the other hand, if one player wants to assault an enemy formation then formations belonging to other players on the same side may not shoot at the target of the assault, as the assaulting troops get in the way!

Simultaneous play is the best option for very large games, as doing anything else can slow the game down to a snail's pace. However, it can throw up some strange situations that will require common sense or the roll of a dice to sort out. For this reason, it works best when used by experienced players from a regular gaming group that have the experience and maturity to deal with any rules problems that may arise, or if the scenario is run by a non-player 'umpire' who can resolve any disputes.

APPENDIX II – Frequently Asked Questions

SECTION 1.0: EPIC GAME RULES

1.6.2 The Action Test
Q: When rolling for initiative to activate and order your formations, does a D6 roll of 1 automatically fail?
A: No. This can lead to certain formations automatically passing an initiative test. Space Marines, for example, will always pass a test unless modifiers apply to the roll, and Orks doing a double or charge action would pass automatically also. These advantages are built into the points values used in the Grand Tournament army lists, and you should take them into account when working out the forces used in a scenario.
1.7: Movement
Q: Can units move off the gaming table?
A: Only if specifically allowed to do so by a special rule.

1.7.3: Zones of Control
Q: Can you end your move exactly 5cm away from an enemy unit, or would that mean entering its ZOC?
A: You must stay out of the ZOC. As the ZOC extends 5cm, if you were exactly 5cm you would be *in* the ZOC and this is not allowed. In other words, you must remain **more** than 5cm away from the enemy unit.

Q: What are the options for a unit that finds itself in an enemy ZOC at the start of its activation?
A: If a unit finds itself in an enemy ZOC for any reason then it must either charge the enemy or leave the ZOC when it next takes an action. It cannot choose to remain stationary and stay in the ZOC, which means that the formation it belongs to will have to choose an action that allows the unit to move away or charge.

1.7.4: Formations
Q: At what point in an action do you need to get units back into coherency?
A: This is covered specifically in section 1.7.4 of the movement rules. Coherency applies at the end of each move made by a formation. If a formation is out of coherency when it takes an action, then it must choose an action that allows it to make a move.

1.7.5: Transport Vehicles
Q: Does a unit loses its ZOC when in a Transport? For example, does a Scout in a Rhino loses its 10cm ZOC?
A: Yes. Units being transported lose their ZOC (ie, use only the ZOC of the transporting unit).

Q: What happens to transported units if their Transport is destroyed?
A: The units must make an Armour Save or a 6+ Cover Save to survive.

Q: Do troops in a Transport lose all their Armour Saves when the Transport is hit by an MW or TK weapon?
A: No, saves that could be taken if the unit were hit directly by an MW may still be taken. So, for example, Terminators with Reinforced Armour would get a save against a MW hit. But unless the unit has an ability that gives them a save against MW or TK hits they would be destroyed automatically just as if they had been hit by those weapons themselves.

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

Q: If a series of Transports containing infantry from their formation is charged, can the infantry bundle out of the Transports as part of a Counter-charge move? And would your answer differ if the Transports were in close combat rather than a firefight?
A: The answer does differ on whether the Transport is in base-to-base contact or not. If it is in base-to-base contact with two or more units (see section 1.7.5) then it is not able to move and can not therefore deploy any troops. If it is not in base-to-base contact then it can move and as part of that move it can deploy troops. See section 1.12.4 for restrictions on counter charges.

Q: If a Transport with two troops inside is destroyed by enemy action, and all of the troops inside the transport are destroyed how many Blast Markers are placed on the formation
A: Four. One for being shot at, one for destroying the Transport unit and two more for the units inside the transport

Q: If a withdrawing Transport is caught within 15cm of an enemy unit after finishing its Withdrawal Move, are the transported units destroyed as well?
A: Yes. They are counted to be withing 15cm of the enemy and are thus destroyed.

Q: Are transported units considered to be in specific transporting units of their formation?
A: You can play it either way. If it looks like being an issue for you, then bring it up in the five minute warm-up period at the start of the game.

Q: The Transport rules say that if a Transport unit has two enemy units in base-to-base the transported units cannot disembark since they are trapped inside. Does this mean that they die without saves if the transporting unit is killed during the Assault?
A: No, the normal rules would apply (i.e. the units get their saves), as the rules do not say otherwise. As a rule of thumb you should stick with the core game rule unless an exception is specifically noted.

Q: If a formation loses an Assault and have to remove a Transport with units inside it, is that considered a TK hit since it does not allow saves, thereby removing the transported units without saves as well?
A: No, apply the normal rules.

Section 1.9: Shooting
Q: I can't find the AP or AT values for small arms like bolters or lasguns. What are these values?
A: The effect of small arms is included in the unit's firefight value, and used in an assault by units within 15cms of the enemy and not in base contact. So 'firefights' and small arms fire only happens as part of an assault. The thinking behind this rule is based on observations of the way combat works in real-life. 'Shooting' in Epic represents the kind of long-range sustained shooting attacks you'll often see in news-reels; the kind of thing where you see tanks or heavy weapons popping away at a distant hillside at an invisible target: the aptly named 'empty battlefield' phenomena. An assault represents the situation where troops have been ordered to take and hold a position, and all hell breaks loose as they close in. If you saw the TV series 'Band Of Brothers' you'll know what kind of thing I mean. This is the main reason that small arms are only really used in assaults, as they are not very effective at the kind of longranged suppressive fire represented by 'shooting' in Epic.

Q: Can you withhold fire for later turns? For example if you have several slow firing units but only want to fire some of them this turn.
A: The player can choose which units/weapons to shoot with and never has to fire if he doesn't want to.

1.9.2: Who May Shoot.
Q: What blocks line of sight (other than obvious terrain)?
a) Enemy models
b) War engines (friend or foe)
c) Friendly models other than your detachment - group - whatever
d) Stands within your own detachment.
e) Ruins
f) Shoot at whatever's in range and not blocked by hills or large buildings?
g) I misunderstood something...
A: The answer is b, e & f. Terrain blocks the LOF, units don't.

Q: Can a transported unit be suppressed when a formation fires?
A: Only if it can shoot (only units in a position to shoot can be suppressed).

Q: Can a unit without ranged weapons (something with only FF or even lacking that like an Ork Wildboy) be suppressed when a formation fires?
A: In order to be suppressed a unit must have a line of fire and be in range. This means that units within small arms range (15cm) may be suppressed (even though they cannot shoot), but the Wildboy could not be.

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

A: Yes.

1.9.4 Place Blast Marker

Q: A formation fires at a target but has no weapons that can affect the target? For instance a formation that only has AP weapons fires at a vehicle formation. Does the target still get a Blast Marker for taking fire?
A: Yes. A target formation always receives a BM for taking fire even if that fire cannot have any effect on the target formation.

Q: Can AP weapons target AVs just to get the BM? And the corollary; - can AT weapons target infantry to get a BM?
A: Yes. Formations pick up a BM for coming under fire even if the weapons being used cannot harm the target.

Q: Can a formation with units armed only with weapons that are Small Arms *fire* at an enemy formation to place a Blask Marker on them ?
A: No. As the rules currently stand, units armed only with Small Arms cannot shoot and therefore can't place a BM on an enemy for causing them to 'come under fire'.

1.9.5 Roll To Hit

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

Q: If a unit has a base, or modified, 1+ to hit value, does that mean that the unit automatically hits? Or does rolling a 1 on a d6 for your to-hit result always fail?
A: According to section 1.9.5 However, a roll of 1 before modification is always counted as a miss. So regardless of your base or modified to hit value a roll of a 1 always misses.

1.9.6 Allocate Hits & Make Saving Throws

Q: Are modifiers to an Armour Save cumulative? For example, is a Sniper firing at a unit in Crossfire a -2 to the unit's Armour save or just a -1?
A: All modifiers apply unless the rules specifically say something different. So the total Armour Save modifier would be -2.

Q: In the rules for Suppression it states: 'One unit that has a line of fire and is within range may not do so for each Blast Marker on the formation'. How should this rule be interpreted for units, like a Deathstrike Missile, that don't require a Line of Fire in order to fire?
A: Units that do not require a LOF in order to shoot are suppressed if they are within range of the enemy, even if they don't have a LOF to the target.

Q: Consider an armoured formation with 4 LVs and 4 AVs. The LVs are closer to the enemy formation that is shooting. The enemy formation shoots and scores 4 AP hits and 4 AT hits. How are these hits allocated?
a) I can allocate the AT hits first, so each LV gets one hit, and then the AP, in total two hits per LV and none for the AVs.
b) AP hits are allocated first, and then AT, Resulting in one hit on each of the LVs and one each on the AVs.?
A: The intent of the hit allocation rule is that you must allocate hits out to strike *as many units as possible*. In a situation such as that described the only way to achieve this is to allocate the AP hits first and the AT second. If the formation consisted of 4 infantry instead of 4 tanks, the AT hits would need to be allocated first.

Q: When shooting at a formation where some units are in cover and others are not you can elect whether to shoot at targets in cover (in which case you take the -1 penalty) or not (in which case you don't). What is the *scope* of this decision?

- **The entire shooting formation?**
- **Each shooting weapon type?**
- **Each shooting unit?**
- **By damage type (AT vs. AP)?**
- **Each shooting weapon?**
- **Unspecified, work it out with your opponent?**

For example, if someone shoots at my tactical formation, which has three exposed rhinos and six marines in cover, does the attacker have to take the -1 to hit the rhinos (which is AT fire), if he wants the tactical marines to be potential targets for his AP fire?

A: The choice to shoot at in-cover or out-of-cover targets must be done by the entire formation. It can only be separated by type of weapon fire.

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

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

1.9.8 Barrages

Q: If a barrage touches several formations, do they get one initial Blast Marker each?
A:Yes.

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

Q: If an Artillery Company fails its action test, can it choose to shoot and still fire an indirect barrage?
A: No, if the initiative test is failed then the artillery cannot take the sustained fire action, but have to take a hold action instead. This will allow them to shoot normally, but they will not be allowed to fire indirectly.

Q: In Section 1.9.8 it says: *"Note that once the first template has been placed, the attacker may choose where to place the additional templates, as long as they are touching the first template, and no line of fire, placement or range restrictions apply".* Does this mean that the original stipulation that each template must cover as many units in the target formation as possible is not in effect for any additional templates placed by a barrage.
A: The first template that is placed must be placed so as to cover as many units from the target formation as possible, but may only be placed in positions where all units contributing BPs to the attack have a LOF and are in range to at least one unit under the template.

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

Section 1.10: Overwatch

Q: Is a formation that is allowed to move as part of an action, but which decides to remain stationary, considered to be moving for the purposes of triggering Overwatch fire? For example, if I take an Engage action, but don't move any units as they are already within firefight range of the enemy, can my opponent make an Overwatch attack before the Assault takes place?
A: Yes, to both the question and the example. Overwatch is triggered when an enemy formation 'completes a move'. Formations that could move but remain stationary have still `completed a move' and are therefore eligable targets.

Q: When units appear on the table, for example by teleporting, or spawning, or being summoned, do they trigger Overwatch?
A: No. Only completing a move or disembarking triggers Overwatch.

1.11 Crossfire

Q: In the 'crossfire' rules, it was not clear whether or not both of the formations that were causing the crossfire had to actively shoot at the enemy formation in the crossfire. If this is the case, what if the first formation wipes the enemy out? Is the second formation 'pre-obligated' to shoot at it?
A: The second formation is not pre-obligated to shoot (i.e., it just needs to be a 'threat').

Q: Can both formations creating the crossfire shoot at the target enemy formation and receive the crossfire bonus (yes or no)?
A: Yes. Each will gain the crossfire bonus when they shoot, though they must fire in separate actions.

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

A: Yes.

Q: Does a barrage get the Crossfire modifier if applicable?
A: Yes. The firing formation needs to be within 30cm of the target so this isn't possible with Indirect Fire.

Section 1.12: Assaults
1.12.2 Choose Target Formation.
Q: Do Assaults only occur when one player or the other takes an Engage action?
A: Yes. An Assault does not occur automatically in the Epic: Armageddon rules. An Assault is only possible when one player issues an Engage action to a formation. Not in any other case¡so you can't move into an Assault, either on purpose or accidentally, unless you issue an Engage order.

1.12.3 Make Charge Move
Q: How should we interpret section 1.12.3 when it says "Remember that a charging unit that enters a zone of control must move into base contact with the nearest enemy whose zone of control has been entered"?
A: The intent of the rule is that if you enter a ZOC, then you must attempt to move into base contact with the nearest enemy unit whose ZOC you have entered. If you start a move in a ZOC, you can either move into contact with the closest enemy unit, or exit the ZOC by the shortest possible route.

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

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

1.12.4 Counter Charges
Q: Does a counter charge during an Assault or Withdrawal after an Assault count as an activation? Does either of these actions stop me from activating a formation later in the game if they were not activated before the Assault?
A: A counter charge is part of the Assault and as such does not change the activation status of the formation doing the counter charge. A Withdrawal is done by units that lose an Assault and are broken, and as such the formation cannot do anything further that turn so it couldn't be activated in any case.

Q: If one of my formations is charged in an Assault do I counter charge only units from the assaulting formation or do I counter charge the nearest enemy unit even if it is in a supporting formation that is not part of the Assault?
A: A counter charging unit may engage enemy units from supporting formations, as long as they were the closest enemy units.

Q: Does the formation coherency rule still apply during a counter charge?
A: Yes. The coherency rules apply to counter charging units.

Q: If the closest enemy unit is already engaged (it has two units in base-to-base contact with it) do I still need to Counter-charge that unit or can I Counter-charge another enemy unit?
A: If the closest enemy is already fully engaged, you may carry on the counter charge and try to contact the next closest enemy unit.

Q: Does a counter-charge trigger Overwatch?
A: No. The 'move' referred to in the OW rule refers to moves made as part of an action, as described in section 1.7.

1.12.5: Resolve Attacks
Q: In an Assault, can you allocate hits to units in a formation that are not within 15cm of an enemy unit?
A: No. Hits in an Assault can only be allocated to units that are within 15cm of an enemy unit.

Q: Do the Cover Save and Cover to-hit modifier apply in Assaults?
A: Defenders in an Assault get the Cover Save from any terrain they are in but attackers never get a Cover Save from terrain. The -1 to-hit modifier is not applied as there are never any modifiers to attack rolls in Assaults.

Q: Can the crossfire bonus be used in an assault?
A: No. It is almost impossible to create crossfire rules for an assault that can't be exploited in some way. I prefer to use the rules as they are and assume that the crossfire makes the assault easier because formations can soften up the defenders by shooting at them with the crossfire bonus before the assault goes in, making life easier for the assaulting troops.

Q: If units are assaulted/engaged while in cover, do enemy attacking with FF values get a -1 modifier (cover) to hit?
A: No. Modifiers never apply to a unit's FF or CC values when determining if they hit in an Assault.

Q: Can a squad of infantry inflict a hit or cause damage to a Vehicle or War Engine in an Assault?
A: Yes.

1.12.6 Supporting Fire
Q: The rules state that a formation that marched may not lend Supporting Fire. Does this apply if the formation marched last turn?
A: No. With the exception of Overwatch, actions end in the end phase, and the formation is assumed to go on to ready status for the next turn.

Q: Is supporting fire affected by suppression?
A: No. Units lending support in an assault are not affected by suppression.

1.12.7 Work Out Result
Q: What happens if a combat round in an Assault is a draw, do you immediately fight another round? And this round is also a draw do you fight a third successive round (and so on)?
A: Yes. An Assault has to result in one side winning. You would continue to fight Assaults until one side or the other had won the Assault.

Q: If you charge an 'intermingled formation' consisting of a broken formation and a non-broken one, and you win by 3 pips, do we kill off the entire routed formation BEFORE assessing the extra 3 casualties on the non-broken formation?
A: No. The extra casualties go on before the loser breaks.

Q: In a game we have an Assault that results in a tie. Consequently we must fight another round of combat. Both sides do their counter-charge move but at the end of the move neither formation has any units within 15cm of an enemy unit. Do we resolve this round of combat (even though no casualties could be caused) or is the Assault consider over because there are no units within 15cm of an enemy unit?
A: You would need to resolve the new Assault round, even though no actual fighting took place. So work out the results as per 1.12.7 and don't forget to include the casualties from the first round of the Assault when determining the winner of this second round.

1.12.8 Loser Withdraws
Q: In section 1.12.8 it states *In addition, the losing formation suffers a number of extra hits equal to the difference between the two sides' results score.* Do these hits apply to only those units that were within 15cm of an enemy or are they applied to any unit in the losing formation?
A: The hits are applied to any unit in the losing formation and **not** just those that were within 15cm of an enemy. Assume that the units within 15cms get hacked down and those further away dissolve into a panic striken rout.

1.12.9
Q: A Transport moves 30cm, unloads troops who then participate in the Assault. If they win can the Transport pick up the units as part of its Consolidation Move?
A: Yes. The Consolidation Move is considered a movement and as per

section 1.7.5 Transports can pick up units as part of any movement.

1.12.10 Intermingling

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

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

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

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

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

Q: If victorious troops use their consolidation move to embark onto a grounded air transport following a combat, can the air transport disengage in the end phase?

A: No, the act of consolidating onto the air transport is deemed to take place at the point when the air transport would be disengaging - a War Engine transport can do one or other activity, not both. So the act of troops consolidating onto the transport prevents it from disengaging.

Section 1.13: Regrouping & Broken Formations

1.13.2 Becoming Broken

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

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

Q: Broken formations do not receive Blast Markers if they are fired on or assaulted after they have been broken and before they rally. Instead each Blast Marker that the formation would normally receive causes an additional hit on the formation, with no saving throw allowed. Are these hits allocated like regular hits (from the front to the back) or does the player get to take them how they like?

A: The hits are allocated normally, from front to back.

1.13.3 Withdrawals

Q: Broken formations 'may make a withdrawal move'. Is there a minimum move or can I choose to stay where I am (supposing there is no enemy within 15cm)?

A: There is no minimum move. You can move towards the enemy if you wish. It is very hard to write watertight rules forcing troops to 'withdraw from the enemy'. Instead of attempting to do this I have instead made it risky for broken troops to stay close to the enemy, thus, erm, encouraging players to pull them back.

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

A: Yes.

Q: If a Broken formation that consists of transports carrying units receives a Blast Marker do the transported units get a save if the transport is destroyed as per 1.13.4?

A: If a transport vehicle is destroyed because a BM is placed on broken formation, then units being transported need to make a save to avoid destruction (and get a 6+ cover save if they do not have an armour save as per 1.7.5).

Q: If a broken formation is fired on and a unit is destroyed as per 1.13.4 by the BM placed on the formation by being fired on does this casualty cause further BMs to be placed possibly resulting in a 'chain reaction' of further destroyed units?

A: A: Units in a broken formation destroyed by a BM do not cause additional BMs to be placed on the formation.

1.14 The End Phase

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

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

1.14.1 Rallying Formations

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

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

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

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

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

A: They sit and shiver until the end phase (Try saying that ten times fast!).

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

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

SECTION 2.0: SPECIALIST UNITS

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

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

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

A: No. Special abilities of offboard units may not be used. A specific exception is made for abilities used to affect the activation of the formation they are in. For example, an Eldar formation with a Farseer is held offboard in reserve and the Eldar player retains the initiative to activate this formation. Even though the formation is offboard the Eldar player can use the Farsight ability of the Farseer in that formation to negate the penalty for retaining the initiative. Similarly, a Space Marine Supreme Commander may use the Supreme Commander ability to re-roll the command check to activate the formation they are in if it was offboard but could not be used to apply that same re-roll to a formation that was onboard or to another offboard formation.

2.1.1 Characters

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

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

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

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

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

2.1.2 Commander
Q: In a Combined Assault, the rules state that the formations in the Assault are treated as a single formation for the duration of the Assault. If the combined formation wins the Assault, does this mean that each formation takes BMs based on the total number of kills to all formations or just the kills inflicted on each individual formation?
A: As the sub-clause about each formation taking a number of BM equal to the kills they suffered comes after the earlier statement about 'a single formation for the duration of the Assault', it overrules it. So each formation would only take a number of BMs equal to the number of kills inflicted on it. For example: An Eldar player initiates a combined Assault with two Aspect Warhosts (Dire Avengers and Swooping Hawks) and the Avatar. The Eldar player wins the Assault and the Dire Avengers Warhost has two kills against it, the Swooping Hawks have one and the Avatar has taken no damage. The Dire Avengers would take two BMs, the Swooping Hawks would take one and the Avatar would take no BMs.

Q: Can a Commander give Assault orders to a several formations even if the Commander himself isn't in charge range?
A: Yes. The Commander issues the orders for the Combined Assault before the charge move is made. If he issues the order successfully (ie, passes his action test), then his formation and the other two are treated as one large formation for the Assault.
This would mean that neither the Commander nor any units from his formation would need to get within 15cm of the enemy so long as at least one unit from the combined formation does so. Note that the Commander and the units in his formation would be bound by the coherency rules, so would need to end the charge with at least one unit within 5cm of one unit from at least one of the other formations.

Q. Can a *Commander* initiate a combined assault with another formation that has already performed an action this turn or is broken? Does participating in an assault with a *Commander* prevent a formation from performing an action later in the turn?
A. A formation may only participate in an assault with a *Commander* if it would otherwise be allowed to make an *Engage* action, and doing so counts as their action for the turn in all respects.

Q: The Commander rules state "A 2D6 roll is used to resolve a combined assault." Does this mean that a combined assault rolls 2D6 and adds the results together for the assault or does it follow the normal procedure of rolling 2D6 and taking the highest?
A: Any form of combined assault (due to a *Commander*, combined assaults with War Machines, formations declared Intermingled or formations drawn into combat due to countercharges) rolls 2D6 and takes the highest as normal.

2.1.3 Fearless
Q: If a Fearless unit has remained in base-to-base with an enemy unit after losing an Assault, does that affect other formations ability to fire at the two formations?
A: No. Apply the normal rules.

2.1.4 Infiltrators
Q: Do Infiltrators get double movement if they counter charge?
A: No. As it states in the rulebook the double movement is only when the Infiltrator charges.

2.1.8 Leaders
Q: When you Rally (1.14.1) do you remove one Blast Marker per unit with the Leader ability or can you only remove one Blast Marker in total regardless of the number of units in the formation that have the Leader ability?
A: You can remove one Blast Marker for every unit in the formation that has the Leader ability.

2.1.9 Light Vehicles
Q: In section 2.1.9 it states ' The only difference between light vehicles and armoured vehicles is that light vehicles can be affected by AP fire as well as AT fire'. Does this mean that LV units provide cover in the same fashion as AV units?
A: No. The only vehicles that provide cover are WE and AV units as listed in the Terrain Table in section 1.8.4

2.1.11 Reinforced Armour
Q: Does Reinforced Armour allow me to reroll a Cover Save?
A: Yes. However, the reroll is made using the unit's own Armour Save value, not the Cover Save value.

Q: Does Reinforced Armour allow me to reroll an Invulnerable Save?
A: No.

2.1.12 Scout
Q: Should Scout units count as being 'intermingled' if a friendly unit is within 10cm, rather than 5cm as would normally be the case?
A: No.

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

Q: If a Skimmer uses its ability to force units in base-to-base contact with it to use their FF ability are the units considered to be no longer in base-to-base contact?
A: No. The ability does not change the status of the units. So even if the Skimmer uses its FF value in the assault the Skimmer and any units that were in base-to-base with it are still considered to be in base-to-base.

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

Q: Does Crossfire or the Sniper ability affect an Invulnerable Save?
A: The Invulnerable Save is a second bonus save and therefore is not modified by any modifiers or special effects.

2.1.15 Supreme Commanders
Q: - You state that EACH supreme commander in an army can XYZ. That implies that there can be more than one, but there is no provision for more than one supreme commander in the army lists?
A: The game rules and the army lists are two completely separate things. The core rules need to cover games where players create their own scenarios and where there could be two or more supreme commanders on the same side. On the other hand, the army lists are designed to create balanced 'pick-up' games, and therefore limit access to some units to create even games.

2.1.17 Teleport
Q: Can I teleport units in to a formation at a later point in the game? For example, if I have a detachment of Terminators with a Land raider upgrade can I place the Land Raiders on the board and then teleport the Terminators in at the start of a later turn?
A: No. The Epic rules do specifically state that only formations where all of the units can teleport may be kept off-table.

Q: Can a unit with Teleport and Scout teleport onto the board and set up within 20cm from each other?
A: No. The formation teleporting must be placed within 5cm of another unit just as Teleport says. When the formation moves it can then move out to 20cm away from units in the formation.

Section 2.2: Specialist Weapons
2.2.2 Disrupt
Q: If an Imperial Guard Artillery Co. contains Basilisks and Manticores (with the Disrupt ability) does a barrage fired from this formation use the

Disrupt rules since not all of the units in it have the Disrupt ability?
A: Special Weapon abilities are only used if all the units firing have them. So if you wanted to use the Disrupt ability in this case you could only fire with the Manticores. A barrage that used both types of units would not have the Disrupt ability.

Q: Do hits stopped by Shields still cause an additional BM if the weapon had the Disrupt ability? Similarly do hits on Grot units by Disrupt weapons cause an additional BM?
A: Shields and Grots negate the BM caused by an attack, but are lost themselves in the process. This means that they **do** negate the BM inflicted by Disrupt weapons.

The same would hold true for any unit, such as Chaos daemons, that do not generate a Blast Marker when they are destroyed.

In effect a Blast Marker is placed either when the hit is scored or the damage inflicted, but then the BM is removed when the shield goes down or the Grot is killed. Note that in both cases there is no save allowed against the hit, so any hit will automatically result in the shield or Grot being lost.

Q: Do the effects of the Disrupt ability apply to hits generated as a result of a Transport being destroyed by the Disrupt weapon? So if I destroy a Rhino with a Nightspinner and it contained two Marine units do the potential hits on the Marines count as having the Disrupt ability?
A: No. The Disrupt ability does not apply to damage inflicted on transported units when their Transport is destroyed.

2.2.4 First Strike
Q: How does First Strike apply to units with Extra Attacks?
A: Special Abilities that appear in the Notes section for a weapon only apply to that weapon, while Special Abilities that appear in the Notes section for the unit (the one at the bottom of the sheet) apply to all attacks the unit makes. So if a Weapon has Extra Attacks (+x) and First Strike then the First Strike ability applies only to the Extra Attacks added by that weapon. But if the unit has First Strike in its Notes section then all attacks, including any added by a specific weapon, would be First Strike.

Q: If a unit has a weapon that has the First Strike ability and is a Small Arms weapon can it use the First Strike ability if it is providing Supporting Fire in an Assault?
A: Yes.

2.2.6 Macro-Weapons
Q: If a unit (with an MW attack) in an Assault is killed by a hit generated by an FF or CC attack before its MW hits are allocated are those MW hits discarded?
A: No. MW hits inflicted by the unit may still be applied to enemy units that were in base contact (or within 15cm if the MW attack was a Small Arms weapon) with the unit before it was killed.

2.2.7 Single Shot
Q: Do Single Shot weapons that have fired count for Suppression purposes?
A: They can count for Suppression. All you need is to be in range and have an LOF. Actually being able to shoot is not a requirement.

2.2.8 Slow Firing
Q: Are Slow Firing units that fired in the previous turn eligible for Suppression even if they are unable to fire this turn?
A: Yes.

SECTION 3.0 WAR ENGINES

3.1.2 War Engine Zones of Control
Q: If war engines are included in a formation with normal units, for example a Battle Fortress, is it allowed to be up-to 15cms (5x starting DC) from the rest of its formation? If so is it also allowed to carry troops at this distance?
A: Yes to both questions.

3.2.1 Allocating Hits to War Engines

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

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

1. Both hit the first Warhound (as it is DC3) and then roll 2d6 damage.

or

2. Roll the d6 damage and allocate the first 3 points to warhound 1 and any excess to Warhound 2?
A: The intent of the TK rule is that you allocate the hit, and then roll for multiple damage **before** allocating the next hit. Any model that suffers enough hits to destroy it is removed, with any excess hits being lost. In effect this means that a TK weapon rolls randomly to see how many hits it inflicts on a target, but can only hit a single target unit.

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

Q: In the case of a formation consisting of two Warhounds (for example) must you split your 'HITS' between the two of them? (once the DC of one has been reached)?
A: Yes you would. For example, if a Warhound formation took five hits, the first three would be allocated to the nearer machine, the second two to the further machine.

Q: What of a formation, such as an Ork warband, which includes several Battle Fortresses?
A: The same would apply; when you got to a Battle Fortress you would allocate a number of hits equal to its DC before moving on to the next unit in the formation.

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

3.1.3 Transport War Engines
Q: Can a War Engine Transport carry more than one formation?
A: Yes, as long as all the units of each formation can be fully contained within the we transport.
For example: a Space Marine Thunderhawk can carry eight units. That means that it could carry two separate Assault formations (four units each for a total of eight units) but you couldn't split formations across multiple we transports.

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

Q: Are troops trapped inside a WE Transport if it is in base-to-base contact with two enemy units?
A: Troops are trapped inside a War Engine Transport if it is contacted by two or more enemy units per point of starting Damage Capacity.

3.2 War Engine Shooting
For Void Shield questions, see 5.4.1.
Q: Is it only Titan Killer and Macro Weapon attacks that can hurt a Titan?

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

3.2.1
Q: Does a War Engine that is under two or more templates from the same barrage suffer hits from each template? For example, if it were under the centre of one template and partially covered by a second, would it take hits equal to half its DC, or half its DC+1?
A: It's only affected by one of the templates. By the same token a normal unit that happens to be partially covered by two templates (i.e. half of the unit under one template and the other half under a second template) will only be attacked once

3.2.3
Q: if a Titan loses an additional point of DC due to the effect of a Critical Hit in the End Phase, will this place a BM and/or can this loss of DC inflict further critical damage? Can this loss of DC be avoided by shields?
A: Additional damage inflicts BM and can cause Critical Hits normally. Such damage may not be avoided by shields.

Q: In the rulebook in section 3.2.3 it says to roll for a Critical Hit for every hit made on a War Engine. Do you actually roll of each hit or for each point of damage that the WE takes?
A: Roll for a Critical Hit for each point of damage not for each hit. Only damage to a we can potentially cause a Critical Hit, not just hitting the War Engine with fire.

3.2.4
Q: How many BMs does a formation get if you manage to destroy a WE with a critical hit. For example, you have three Shadowswords in a heavy tank company. One unit takes one point of damage, and this damage generates a Critical Hit and it blows up. Does the formation take two BM's (one for being shot, one for the point of damage) or four (one for being shot and three for total DC on the WE)?
A: The formation receives one BM for being shot, one BM for each point of damage caused, and one BM for each point of DC remaining on a WE that was destroyed by a critical hit (e.g. four in the example stated above).

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

Q: Can War Engines barge units out of the way in a Counter Charge?
A: Yes.

Q: If my Warhound is charging a formation that is 25cm away, but between the Warhound and the target is another formation, can the Warhound barge the other detachment out of the way on its way in?
A: No.

SECTION 4.0: AEROSPACE OPERATIONS

4.1.1 Aerospace Formations
Q: Can you draw a Crossfire to or from an Aerospace formation?
A: Yes and No. An Aerospace formation in flight cannot claim a Crossfire bonus (see section 4.2.2) and it cannot be used by another formation to generate a Crossfire bonus (see section 4.1.1). But an Aerospace formation that was landed could both claim the Crossfire bonus and also be used by other formations to generate the Crossfire bonus.

Section 4.2: Aircraft
Q: If I have multiple Thunderbolt formations on CAP I can only send one to intercept an enemy ground attack, correct?
A: Yes. From section 4.2 of the rules: No more than one formation that is on cap may intercept a formation that makes a ground attack mission.

Q: If an aircraft has travelled more than 30cm during its approach move but not made a turn can it then turn immediately when it does its disengagement move?
A: No. The aircraft's movement does not carry over after the approach move. In this case the aircraft would have to move the minimum 30cm during its disengagement move before it could turn again.

4.2.2
Q: Do aircraft that attack ground formations suffer to hit modifiers for cover?
A: Yes.

4.2.3
For Flyer *transport War Engine* rules see also 3.2.1
Q: If an air Transport gets attacked by Flak during an Air Assault can it still jink and still participate in the Assault?
A: Yes. The rule for jinking (4.2.3) does not specify any other effect of jinking other than the aircraft losing its attack so there would be no other effect of jinking other than this.

Q: How are landed aircraft attacked by other units? Can you use AA weapons against them?
A: No. While landed, the aircraft counts for all rules purposes as a ground unit, not an aircraft.

Q: What happens to units that are in a landed aircraft when it is destroyed? The relevant rule phrase: '*If the transport is destroyed while carrying ground units, then any transported troops are lost with it (no saves in this case!)*'
A: While landed it doesn't count as a aircraft, so apply the normal rules for destroyed transports.

4.2.4
Q: If a formation has Blast Markers and wants to fire its AA weapon(s) at an enemy air formation, but the only unit that has the range or the LOF to that enemy is the AA unit, is the AA unit suppressed?
A: All ground units are considered to have an LOF to air units so all the units in the formation, not just the AA unit, would be considered to have an LOF to the aircraft formation. If the AA unit is the only unit in the formation that is in range of the aircraft then it would be suppressed. If other units in the formation were in range then they could be considered valid Suppression targets, not just the AA unit. Note that a unit can be suppressed when firing at an aircraft even if it has no AA attack value.

Q: If an IG Infantry Company with a Hydra upgrade has one Blast Marker, can the Hydra fire at aircraft?
A: The normal Suppression rules apply when making Flak attacks. However, please note that any units in the formation may be suppressed, even if they don't have AA weapons, just so long as they are within range and LOF of the aircraft unit with at least one weapon. Apply suppression 'from back to front' as normal.

Q: Ork Fighta Bommers make a ground attack. When my Hydra battery fires its Flak attack only one of the three Hydras are in range of the Fighta Bommers. I shoot with that one. When the Fighta Bommers disengage at the end of the turn the aircraft come within range of the other two Hydras in the formation. Am I permitted to fire the other two Hydras because those units did not previously shoot at that enemy formation?
A: Yes. The rules in 4.2.4 specify that a unit cannot fire on an aircraft more than once so in this case the other two Hydra units would be allowed to fire if the aircraft came into range when they disengaged but not the first Hydra which had already fired on them during the approach move.

Q: A formations of Ork Fighta Bommers attacks a formation that has a Hydra attached to it. The Fighta Bommers are also intercepted by two Thunderbolts. What is the order of fire for the Thunderbolts, Hydras, Fighta Bommers AA and Fighta Bommers ground attack?
A: Each formation is allowed to make its Flak attacks after each new air unit has finished its approach move. The attacks would then be resolved in the reverse order that they were initiated following the rule of approach, flak, attack. So the Fighta Bommers would get a Flak attack at the end of the Thunderbolts approach move, the Thunderbolts would get their air attack, the remaining Fighta Bommers would then take fire from the Hydras and then the Fighta Bommers would finish their ground attack.

The order of aircraft and flack attacks is summarised in the following table:

- 1. Attacking air units activate and move into position.
- 2. Defending player may "un-CAP" up to one aircraft formation on patrol and move it into position.
- 3. Attacker's unit ground flak fires at CAP (if applicable).
- 4. Attacking aircrafts' defensive AA fires (i.e. not just ground flak)
- 5. Defender's ground flak fires at attacking air units (if applicable).
- 6. CAP formation fires at attacking air units (if applicable).
- 7. Attacking air units perform ground attack or assault.

4.2.5
Q: Can an aircraft land in an enemy ZOC?
A: Only if they are making an Air Assault. In such a situation the aircraft could land right in the middle of a formation, and, assuming it was a War Engine, it could barge enemy units out of the way in order to make space in which to land.

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

Q: The rules say the following about units that are picked up by Transport aircraft: 'Any units that are picked up and transported off the table may later return to play in the same transport aircraft'. If the unit had the Teleport ability could it choose to return to play by teleporting instead?
A: No.

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

Q: The rules state that a grounded aircraft is always destroyed when losing an assault. Does the fearless rule override this?
A: Yes, but the aircraft must disengage or take a point of damage for every enemy within 5cm of it during the disengage phase.

4.3 Spacecraft
Q: Do Spacecraft count for the *Break Their Spirit* goal if they are the most expensive formation in an army?
A: No. Spacecraft (or any off-board units or formations) do not count towards goals.

4.3.3
Q: Do formations that are under an Orbital Bombardment template receive a Blast Marker for being shot at?
A: Yes.

Q: Under section 4.3.3 of Orbital Bombardments it states: ¡°Take one of the templates and place it with its centre at the co-ordinates you recorded at the start of the battle. Place the two other templates so they are touching the first one¡' Does this mean that the minimum number of templates for an orbital bombardment is three and can go up to five depending on the size of the bombardment?
A: No. They get the same number of templates as it says on the Barrage Table in section 1.9.8.

Section 4.4: Planetfall
Q: Do the Space Marine and Chaos Space Marine Drop Pod figures represent an actual unit or are they just a marker to indicate a landing location?
A: They are just used to represent the location of the Planetfall.

Q: Let's say I have Battle Kroozer. I also happen to have four Ork Landas. Do all have to land within 15cm of same drop zone marker or is it possible to set up multiple drop zones? Or is only way to have multiple drop zone markers to get multiple spacecraft?
A: Each transport formation may have its own drop zone. In this example there could be up to four drop zones, one for each Landa. If you use multiple drop zones, you will need to record clearly which Landa is allocated to each drop zone.

Q: Can Flak attacks be made against units using Planetfall?
A: No.

Q: Can units transported by Planetfall (for example Assault troops in a Thunderhawk) disembark as soon as the transporting unit lands?
A: The intent of the Planetfall rule is that units landing via Planetfall get to land *for free* at the start of the turn, and then function as if they had been on the table since the start of the turn. This means that they can take their action later in the turn, as they won't have used it up yet - they are literally counted as having done nothing during the current turn.

Units on board WE or other transport can disembark when they land. In the case of a WE, the formation **may** take an action on the turn it lands, as the process of landing and disembarking is *free* - in other words, just a way to get the units onto the table at the start of the turn.

Q: If a formation fails to activate and they are still in the a vehicle that entered play using the rules for planetfall, can they deploy in a chain up to 15cm from the vehicle and then make a move (as part of the Hold Action they can take) or can they only move as per the regular activation/order rules?
A: There is one critical point to make before I answer the question: the special rules that apply to Space Marine drop pods do not apply to other units using the planetfall rules; they only apply to drop pods. Units in drops pods may not choose to stay on board (they must disembark on landing) and only units in drop pods get to deploy up to 15cms from the unit they landed in; units disembarking from other planetfall vehicles must disembark normally, using the normal rules.

SECTION 5.0: BACKGROUND AND FORCES

5.1 Space Marines
5.1.1
Q: Do broken Space Marine units count as having one BM per unit or one-half BM per unit in Assault resolution?
A: One BM per unit.

Q: When broken Space Marines formations are shot at, one unit is killed for each 2 Blast Markers as per 'They Shall Know No Fear' Special Rule. What if an odd number of Blast Markers are generated, or only one?
A: Any extra Blast Markers are ignored. From the 'They Shall Know No Fear' Special Rule: It takes two Blast Markers to suppress a Space Marine unit or kill a unit in a broken formation (ignore any left over Blast Markers).

Q: If I shoot two times on a broken Space Marine formation (killing no units) do I generate 2 separate Blast Markers?
A: No. Broken units do not retain Blast Markers. So in this case the Space Marines would ignore the one Blast Marker you place each time and would not lose any units. You would have to place two or more Blast Markers on a broken Space Marine formation before it loses a unit.

5.1.2
Q: Can a Space Marine Librarian use his Smite ability in an Assault if he is in base-to-base contact with an enemy unit?
A: No. The Smite ability is listed as being a Small Arms weapon. Small Arms weapons are used in Assaults when the unit is not in base-to-base contact.

5.2 Imperial Guard
5.2.1
Q: How do you determine the number of Autocannon shots an Imperial Guard infantry formation has if units in it are suppressed?
A: Work out Suppression for Imperial Guard infantry before working out the number of Autocannon shots. Any Guardsman within 45cm of the enemy is assumed to be in range and may therefore be suppressed as long as they have a Line of Fire. Count the number of remaining Guard units and halve this total, rounding up, to find the number of Autocannon shots you may take.

5.4 Titan Legions
5.4.1 Void Shields
Q: We did have some confusion over the interaction of Void Shields/Power Fields and Blast Markers. Does having Blast markers prevent having Void Shields?
A: No. The idea is that downed Void Shields can be repaired instead of removing Blast Markers when you regroup. So if you regroup you could use

each pip of the dice roll to either repair one shield or remove one Blast Marker.

Q: If a War Engine with Void Shields is hit by a weapon causing multiple points of damage, will any points left over after knocking down shields carry over to the War Engine itself?
A: Yes. Left-over damage will carry over to the War Engine.

Q: When Void Shields recharge in formations with multiple units is one dice rolled for the formation or one dice for each unit?
A: One dice roll per unit. Then pick the highest dice. Each pip can be used to remove one Blast Marker or recharge one shield on every unit in the formation that has Void Shields.

Q: When does a Titan/War Engine get Void Shields back?
A: The Void Shields Special Rule in section 5.4.1 defines when a Titan or War Engine can regenerate Void Shields. Basically a Titan or War Engine gets one Void Shield back in the End Phase of each turn (if they have lost any Void Shields). As well, if a Titan or War Engine takes a Marshall action they can use the result of the Regroup dice roll (see 1.13.1) to repair Void Shields.

Q: Does AP fire take down a Void Shield?
A: No. Only AT, MW or TK fire can affect a Void Shield. Note that FF attacks in an Assault will damage a Titan's Void Shields. Also remember that the Titan or we will also receive a Blast Marker for this fire even if it can't affect the Titan or damage its Void Shield.

Q: How does allocation work with Void Shields in formations with multiple WEs? Do you treat them as being part of the WEs damage capacity, and continue allocating hits to the one WE up to its combined shield and DC value?
A: The Void Shields are not considered as part of the War Engine's Damage Capacity when allocating hits to the WE. So when allocating hits to a War Engine that has Void Shields, or even Power Fields, only consider the WE's starting Damage Capacity and not any other factors.

Q: If a Titan with Void Shields gets hit by a TK(D3) weapon do you remove 1 Void Shield or D3 Void Shields?
A: D3. The TK shot is a single hit that is assigned to a unit. Once all the hits have been asssigned the results of those hits are resolved. That hit does multiple points of damage so even though it is a single hit it will do D3 points of damage to the unit.

In this case the unit has Void shields. So the Void shields will take all D3 points of damage.

If the unit had fewer Void shields than damage the extra damage would carry over into the unit.

5.5 Orks
5.5.3
Q: The free Ork Warlord Character upgrades the abilities of a single unit in the mob, correct?
A: Yes. This also includes the Gargant or Greater Gargant if the Warlord is added to either of those units.

Q: Where are the stats for the Ork Big Boss Character?
A: The Big Boss unit was removed from the army list but some references to it still exist. Just ignore any reference to it.

SECTION 6.0: EPIC GAMING

6.1.7 Victory Conditions
Q: To stop an opponent from claiming the 'They Shall Not Pass' goal do you need a whole formation in the opponents table half or will any part of the formation, even a single unit, stop your opponent from claiming the goal?
A: **Any** part of the formation in your opponent's half of the table will stop them from claiming the goal. The condition is meant to be quite difficult to achieve.

6.2 Tournament Army Lists
6.2.1 The 'Counts As' Rule
Q: The WYSIWYG rule confuses me a bit, especially regarding infantry (vehicles are ok, I guess). Because of this rule, I'm supposed to have one Missile Launcher per Space Marine Tactical unit, at least for Tournament play, correct? (Q continues below)
A: No, what the WYSIWYG rule means is that if you use the Space Marine Tactical units that we make in a Tournament game, then they must be used as Space Marine Tactical units rather than Assault units, Devastators etc. Basically, if you have a model of something that is included in the army lists, then you can't say the model 'counts as' anything else.

Q ...continues: None of my 'old' Marine rectangular stands only have a missile launcher model on every other stand, while half just have five Marines with bolters. Does this mean a rules-lawyering opponent could prevent half of my Marines units from firing in shooting phase?
A: The 'counts as' rule would apply in this case. You'd simply tell your opponent 'These stands with five Marines armed with bolters count as tactical units'. Simple, and directly covered by the tournament rules. Ie, I've put this rule in to enable and encourage the use of older models, rather than restrict their use.

Q: Some vehicle's Transport Notes mention that they can carry particular troops but the army list doesn't allow me to add that vehicle as an upgrade to all the troop types it can carry. Why is that?
A: The vehicle's Note list all the troops a vehicle could carry not necessarily the troops that it can possibly carry as described in the army list. The army lists are intended for tournaments or point-based gaming but if you are having a friendly game or you are designing a special scenario the possible units a vehicle can carry allows you to play games that aren't bound by the GT army lists.

6.3 Codex Astartes Army List
Q: The Razorback upgrade in the Space Marine army list states Replace any number of Rhinos with 1 or 2 Razorbacks each. If I take 3 Razorbacks how do I determine how many Rhinos I have left in the formation?
A: You'd take the minimum number of Rhinos to carry the units not being transported in Razorbacks. This might leave one Rhino with one spare space in it but that is okay as long as you don't take Rhinos in excess of the transportation needs of the formation.

6.3.1
Q: Does the Land Raider upgrade available to the Devastator formation replace that formation's Rhinos? And if so how do you add Razorbacks to the formation if they do?
A: A Devastator formation can be given up to four Land Raiders. However, including Land Raiders in this way will mean that the number of free Rhinos the formation will receive will be reduced to the minimum number needed to carry any Devastator stands that can't fit inside the LRs. Then, once the number of Rhino's needed for the formation is known, you may replace each remaining Rhino with 1-2 Razorbacks.
To summarise:
1. Add any LRs to the formation.
2. Add enough Rhinos to carry any Devastators that won't fit into the LRs.
3. Convert any Rhinos to Razorbacks.

6.4 Armageddon Steel Legion Army List
6.4.1
Q: Can Commissars be placed in Titans or even Spacecraft if they are included in a Steel Legion army?
A: Yes, you can add Commissars to any formation in the army, including Titans, aircraft or spacecraft if you wish to.

6.5 Ork War Horde
6.5.1
Q: Can the Ork Warlord join any Ork unit if you do not have a Gargant in your army?
A: The Ork Warlord has to join a Greater Gargant if you are fielding one. If there is not a Greater Gargant in the army then the Warlord Character can be added to any Nobz or Gargant unit. Conceivably if your army has no Nobz or Gargant units then it could join any Ork unit.

Q: The free Ork Warlord character upgrades the abilities of a single unit in the mob, correct?
A: Yes. This also includes the Gargant or Greater Gargant if the Warlord is added to either of those units.