EA Rules Revamp

Unofficial rewrite of the Epic Armageddon game rules

Same rules, but easier to use!

Version: 2.0.0 | 14 April 2020
Disclaimer and trademark list

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

Trademark list

Adeptus Astartes, Battlefleet Gothic, Blood Angels, Cadian, Catachan, the Chaos device, the Chaos logo, Citadel, the Citadel device, Codex, Daemonhunters, Dark Angels, Dark Eldar, the Double-Headed/Imperial Eagle device (Aquila), 'Eavy Metal, Eldar, Eldar symbol devices, Epic, Eye of Terror, Fanatic, the Fanatic logo, the Fanatic II logo, Fire Warrior, Forge World, Games Workshop, Games Workshop logo, Genestealer, Golden Demon, Great Unclean One, Keeper of Secrets, Khemri, Khome, Kroot, Lord of Change, Necron, Nurgle, Ork, Ork skull devices, Sisters of Battle, Slaanesh, Space Marine, Space Marine chapters, Space Marine chapter logos, Tau, the Tau caste designations, Tyranid, Tzeentch, Ultramarines, Warhammer, Warhammer 40k device, Warhammer World logo, White Dwarf, the White Dwarf logo, and all associated marks, names, races, race insignia, characters, vehicles, locations, units, illustrations and images from the Warhammer 40,000 universe are either ©, ™ and/or © Copyright Games Workshop Ltd, variably registered in the UK and other countries around the world. Used without permission. No challenge to their status intended. All Rights Reserved to their respective owners.

What's new

Summary of changes in this version.

Version 2.0.0 | 14 April 2020

This release embodies more changes and bigger additions than I'd first intended. So, I'm treating this as a 'major' release (v2.0.0). The main rules and gameplay remain the same of course.

- Done (minor): Add 'Further resources' topic
- Done (patch): Remove some redundant in-line comments
- Done (minor): Add the 'Farsight' special ability rule (from the Eldar army lists)
- Done (patch): Various small improvements to layout and typography
- Done (patch): Apply keyword styling where special abilities are stated
- Done (patch): Detail the source materials for this project in the 'About this publication' topic
- Done (minor): Move 'Example sequence for shooting' to its own topic at the end of the shooting procedure
- Done (minor): Remove quick access links from the home page and add the floating action button (FAB) instead
- Done (minor): Improve home page styling for better use of space
- Done (minor): #744 — Merge top-level 'Core' rules sections
- Done (patch): #743 — Minimise image file sizes
- Done (minor): #742 — Add and populate an 'Optional rules' section
- Done (minor): #741 — Add and populate new 'Scenarios' top-level section
- Done (minor): #740 — Add the 'Lance' special ability rule
- Done (patch): #731 — Make the 'local' navigation consistent (mainly affects HTML formats)
- Done (patch): #437 — Print button on the toolbar doesn't work in the Android app

Notable ongoing issues

- #441 — Table of contents in the PDF is very long

Tip: You can check the status of all reported issues at https://thehobby.zone/issue-tracker/?bugcatid=24

History

For the full version history, please view this topic in the Android app or on the website at https://thehobby.zone/resources/ea-rules-revamp/Content/Frontmatter/WhatsNew.htm.
# Contents

**Disclaimer and trademark list** ............................ ii

**What's new** .................................................... ii

**Introduction** ............................................... 1

About this publication ..................................... 1

Origin and intent ............................................. 1

Source materials ............................................. 1

Changes I've made ............................................ 2

Formats of this publication ................................. 2

Formats — choose what works best for you .......... 2

Addicted to paper? ............................................ 3

How to use this publication ................................. 4

Conventions ..................................................... 4

Notice boxes ................................................... 4

Editing notes ................................................... 4

Things you need to play Epic ............................... 4

A note about rules questions ............................... 6

**Core rules** .................................................. 7

Basics .............................................................. 7

Dice, scores, modifiers and values ....................... 7

Definitions ....................................................... 7

Dice: Single rolls ............................................. 7

Dice: Multiple (batch) rolls ............................... 8

Modifiers ........................................................ 8

Values and required scores ................................ 8

Units .............................................................. 8

Unit types ......................................................... 9

Stands (infantry units) ..................................... 9

Unit datasheets ............................................... 9

Formations ....................................................... 10

Composition of formations ................................. 10

Formation coherency .......................................... 11

Initiative values .............................................. 11

Blast markers ................................................... 12

About Blast markers ........................................ 12

Game effects of Blast markers ............................. 12

Game turns and the sequence of play .................... 13

Game turns ....................................................... 13

Sequence of play ............................................. 13

Effects to resolve at the start of a game turn ........ 13

Phase 1: Strategy .............................................. 14

Strategy Rating ............................................... 14

Strategy roll .................................................... 14

Phase 2: Action ................................................. 14

Actions ............................................................ 15

The Action test ............................................... 15

Retain the initiative ......................................... 16

Example sequence for retaining the initiative ...... 16

Movement ......................................................... 17

Multiple moves ............................................... 18

Moving through other units ............................... 18

Zone of control ............................................... 18

About the zone of control ................................ 18

Entering enemy zones of control ....................... 18

Leaving enemy zones of control ....................... 19

Consequences for incoherent formations ............. 19

Transport vehicles .......................................... 19

Embarking and disembarking units .................... 19

Transporting embarked units ............................. 20

Terrain and cover ........................................... 21

Terrain effects ............................................... 21

Effects on movement of units ........................... 21

Effects of particular terrain types ..................... 21

Dangerous Terrain test ..................................... 23
Shooting 'to hit' modifier for cover ...........23
Infantry cover saves .........................24
Shooting and shooting procedure ...........25
S1: Pick a target and check who may shoot 25
   Picking a target ..........................25
   Who may shoot ...........................25
   Line of fire ............................26
   Range .................................26
   Weapon fire arcs ....................26
   Suppression and suppressed units .......27
S2: Place a Blast marker for 'coming under
   fire' ................................28
S3: Roll to hit ................................28
S4: Allocate hits ............................29
S5: Attempt saves and remove casualties ..30
   Crossfire ................................31
S6: Place Blast markers for casualties ....32
S7: Check to see if the target is Broken ...33
Example sequence for shooting .............33
Shooting with barrage weapons ..............34
About barrages and barrage weapons ....34
Firing a barrage ............................34
Overwatch ..................................36
Duration of overwatch .......................36
Triggers for overwatch shooting ..........37
Using overwatch shooting ....................37
Example sequence for overwatch ..........37
Assaults and assault procedure .............39
A1: Choose a target for the assault ........40
   Intermingled formations ................40
A2: Make the charge move ..................41
A3: Make counter charge moves ..........42
A4: Resolve combat attacks ...............43
Assault values ............................43
Check which units can attack ...............44
Make combat attacks ......................44
Determine the outcome ....................44
A5: Resolve stalled combat with supporting
   fire ...................................45
   Call in supporting fire ..................45
   Make supporting fire attacks ..........45
A6: Work out the result of the stalled
   combat ................................46
A7: Loser: Break, and withdraw from the
   assault ................................47
A8: Winner: Receive Blast markers and
    consolidate ...........................47
    Receive Blast markers .................47
    Consolidate ............................47
Regrouping and Broken formations ..........48
Regroup ...................................48
Becoming Broken ...........................48
Withdrawals ...............................48
When to withdraw ..........................48
Making a withdrawal .......................49
Broken formations and Blast markers ....49
Phase 3: End ................................49
Rally formations ............................50
Check the victory conditions ...............50
Advanced rules ............................52
Special abilities ...........................52
About special abilities ....................52
General rules for special abilities .........52
Anti-Aircraft ..............................54
Character ..................................54
Commander ...............................54
Disrupt .................................55
Blast markers for damage to war engines .................................................. 74
Suppression of war engines ................................................. 74
Broken war engine formations .................................... 75
War engines and Titan Killer weapons ................. 75
Damage from Titan Killer weapons ............... 75
Allocating Titan Killer hits and damage ..... 75
War engines and assaults ........................................... 76
War engine charge moves and base contact ............................................. 77
War engine close combat and firefight attacks .................................................... 77
War engines and working out the result of an assault ............................................ 78
Aerospace operations: Aircraft ........................................ 78
Aircraft: Units, formations and setup .............. 78
Aircraft units ................................................................. 78
Aircraft formations .......................................................... 79
Aircraft setup .............................................................. 79
Aircraft actions ............................................................ 79
Actions you can choose for aircraft ............ 79
Action tests for aircraft .................................................. 79
Interception ................................................................. 80
Making an interception .................................................. 80
Ground Attack ............................................................. 80
Combat Air Patrol (CAP) .................................................. 81
Putting your aircraft on CAP ........................................... 81
Making a CAP interception ........................................... 81
Stand Down ................................................................. 82
Aircraft manoeuvre classes and turning .......... 82
Aircraft approach moves ............................................. 82
Anti-Aircraft (AA) attacks and jinking ........... 83
Shooting at aircraft ....................................................... 83
Jinking to save aircraft ................................................. 83
Flak attacks ............................................................ 84
Who can make flak attacks ......................................... 84
Making flak attacks ..................................................... 85
Transport aircraft ....................................................... 86
Use of aircraft to transport ground units ........ 86
Landing ................................................................. 87
Air Assault ................................................................. 88
Effects while landed .................................................... 89
Aircraft disengagement moves .................... 90
Aircraft and Blast markers ............................................. 90
Placing Blast markers on aircraft in flight .......... 90
Effects of Blast markers on aircraft in flight .... 90
Blast markers and landed transport aircraft 91
Aerospace operations: Spacecraft ............... 91
Spacecraft units ......................................................... 91
Spacecraft effects in the game .................... 91
Planning spacecraft operations .................... 92
Carrying out spacecraft operations .............. 92
Orbital bombardments .............................................. 93
Orbital Bombardment templates .................. 93
Make an orbital bombardment .................... 93
Pin-point attacks ....................................................... 94
Making a planetfall ..................................................... 94
Pre-requisites for making a planetfall ........... 94
Making a planetfall during the game .............. 94
Training ................................................................. 96
Core rules training scenarios ......................... 96
Training scenario 1: Basics ......................... 96
Training scenario 2: Fast Attack ................. 98
Training scenario 3: Armoured Vehicles ....... 98
Training scenario 4: Advanced Concepts ........ 99
Training scenario 5: Combined Arms ........... 101
Special abilities training scenarios ................. 102
Training scenario 6: Special abilities .............. 102
War engine training scenarios ...................... 104
Korps Grinda Returns! ............................... 104
Aerospace training scenarios ....................... 107
Death From the Skies! ............................... 108
Thunderhawk Down ................................. 109

Tournament ............................................ 112
Pre-game: Select forces .............................. 112
Pre-game: Set up the playing area .................. 113
Tournament table size ................................ 113
Tournament terrain ................................... 113
T1: The five minute warm-up ....................... 113
T2: Choose deployment zones ...................... 114
T3: Place objective markers ....................... 114
T4: Set aside formations in reserve ............... 115
T5: Set up spacecraft and tunnellers and record coordinates .......................... 116
T6: Set up garrisons .................................. 116
  Formations that can be garrison formations . 116
  Deploy garrison formations ....................... 116
T7: Set up the remaining formations ............... 117
Victory conditions for tournament games ....... 117
Conditions for winning ............................. 117
Tie-breaking ......................................... 118
Capturing objectives ............................... 119

Scenarios ............................................ 120
Getting started [scenario design notes] ............ 120
Opposed victory conditions ......................... 122
Unbalanced forces ................................... 123
Fixed forces vs army lists ............................ 123
New units and formations ............................ 124
To map, or not to map ............................... 126
Unique situations and terrain ....................... 127
Multiplayer games ................................. 127
All-against-all ..................................... 128
Team play .......................................... 128
Hierarchical team play ............................ 128
Simultaneous team play ............................ 128
Scenario: Escalating Engagement .................. 129
  Forces ............................................. 129
  Gaming area ...................................... 129
  Deployment ....................................... 129
  Reinforcements ................................. 129
  Victory conditions .............................. 130
Scenario: Breakout .................................. 130
  Forces ............................................. 130
  Gaming area ...................................... 130
  Deployment ....................................... 131
  Special rules .................................... 131
  Victory conditions .............................. 131
Scenario: Ambush ................................... 131
  Forces ............................................. 131
  Gaming area ...................................... 132
  Deployment ....................................... 132
  Special rules .................................... 132
  Victory conditions .............................. 132
Scenario: The Defence of Water Processing Plant 10927 .................................... 133
  Forces ............................................. 133
  Gaming area ...................................... 134
  Number of players ............................... 134
  Deployment ....................................... 134
  Victory conditions .............................. 135
  Special rules .................................... 135
  Imperial command structure ..................... 135
  Destroying the water purifying plant ............ 135
Hasty barricades ........................................ 167
Trenches and earthworks .............................. 168
Gun emplacements ...................................... 168
Bunkers .................................................... 168
Command bunkers ....................................... 169
Orbital defence battery ................................. 169
Razorwire .................................................. 170
Minefields .................................................. 170
Tank traps .................................................. 170
Imperial siege warfare units ............................ 171
Tarantula Sentry Gun System ......................... 171
Gorgon Close Assault Vehicle ......................... 172
Mole and Hellbore tunnellers ......................... 172
Further resources ....................................... 173
Quick reference ......................................... 174
Introduction

About this publication and how to use it.

In this section:

- About this publication ................................................................. 1
- Formats of this publication .......................................................... 2
- How to use this publication ............................................................ 4
- Things you need to play Epic .......................................................... 4
- A note about rules questions ........................................................... 6

About this publication

Origin and intent

This publication aims to make the Epic Armageddon rules texts less confusing and more usable. It is based on the original rules, errata and frequently asked questions (FAQs) by Games Workshop Limited.

In fact, in terms of gameplay, the rules in this publication are the same as the original rules. That is, I have made many changes to the original structure and wording, but my purpose was to make it easier to understand and to use without changing the meaning or intent that underlies each rule.

This publication is entirely unofficial and not endorsed by Games Workshop. But, you should find it more accessible than the original (and long out of print) books or other 'repackaged' versions such as at Net Epic Armageddon (Net EA — www.net-armageddon.org). I'm not knocking it, Net EA is a great resource and their HTML version of the original rules was my starting point for this publication since it was easy to import and already included the official errata and FAQs.

I hope my 'revamp' helps you to get more out of this great game, with less confusion. Long live Epic Armageddon!

Eric Weston

Source materials

Official books from Games Workshop

- Epic Armageddon: Rulebook (softcover, PDF).

Articles from Games Workshop's Fanatic magazine

- Assault! — scenario.
- Planetfall — scenario.
- Hit 'n' Run — scenario.
- Hostile Environment — optional rules for weather effects.
- A battlefield is a dangerous thing... — optional rules for alternative objectives.
- Siegeline — optional rules for fortifications and siege warfare units, and related scenario that is billed as a variant on the tournament game.

Other sources

- NetEA Tournament Pack (HTML, https://www.net-armageddon.org/tp/tournament-pack/). I have not imported the army lists, but this pack made it much easier to import the original rules, errata and FAQ texts before I reworked them. (For army lists, see Forces, datasheets and army lists on page 157.)
Changes I've made

[For the first release of this compendium (v1.0.0) I heavily reworked the main rules texts. For version 2.0.0, I added other texts (especially scenarios) but, I have not reworked these as I don’t think that there would be as much benefit. I only made some small edits for clarity and consistency.]

With very few exceptions (that you should find I have annotated), I haven't changed the gameplay in any way. These few exceptions exist because some contradictions and gaps in the source texts are too problematic to ignore and impossible to resolve sensibly without a decision.

Otherwise, if you find yourself thinking that I have changed the meaning of a rule, and thus the gameplay, then it is a genuine mistake I'd like to fix — let me know about it at [https://thehobby.zone/issue-tracker](https://thehobby.zone/issue-tracker). Or, there is a fair chance that you were actually 'playing it wrong' anyway — it's hard to get right because the source texts really are that fragmented and confusing, which leads us back to why I started this project.

Anyway, what I have done, using technical writing software and techniques, is:

- Rationalised text that was unclear, inconsistent, fragmented, conflicting or ambiguous, to better communicate the underlying meaning and reduce the potential for confusion. I have also integrated many of the FAQs into the main body of the rules (the rest are close to the rules they relate to but out of the main flow of text).
- Reworked the structure to make it easier to use and also more suitable for 'mobile' formats. You should find it much easier to browse and comprehend certain complex passages (such as the Assault Procedure and the rules for aircraft).
- Made titles more self-descriptive and added links between related topics — together, these changes make it easier and faster for you to find and check related rules when you need to.

I have kept the scheme of separate sections for the core rules and for the more advanced rules, as I do think this helps new players to learn in manageable chunks. New players can ignore links between sections at first, while more experienced players can use them to quickly check advanced rules that are less familiar than the core rules they modify or extend.

You can't please all of the people all of the time. But my friends and I certainly find this project helps a lot with the game, so I'm sharing because you may appreciate it too.

Formats of this publication

I use 'single-source publishing'\(^1\) to manage this publication efficiently and to compile a range of formats for you to choose from. Use whichever format you prefer — the rules content is identical for all formats at any particular release version.

Formats — choose what works best for you

**Responsive website (HTML5)**

Get it from: [https://thehobby.zone/resources/ea-rules-revamp](https://thehobby.zone/resources/ea-rules-revamp)

This is the simplest and most reliable way to get this publication at the most up to date version.

**Mobile app for Android devices (HTML5)**


This is the best way to use this publication when you have an Android device and may need offline access to the rules.

---

Introduction

More about the app

I'm not an expert in Android app development, but this app should work on most devices that use the Android operating system. I've used it without problems on a range of Android phones, tablets and other devices.

There is no app for Apple iOS. Given the unofficial nature of this publication and Apple's 'walled garden', I could only provide an app to run on jail-broken devices — which is too much trouble for too small a user base, even if I had a suitable device to test on. Sorry!

Updates

This app is not in the Google Play app store (or any other app store for that matter), so you can only install or update by side-loading¹ — and you won't get automatic updates either. I update this publication from time to time, so please occasionally check the website for new versions as I don't have any alternative notification method in place at the moment.

Portable Document Format (PDF) file

Get it from: https://thehobby.zone/resources/Downloads/EARulesRevampPDF.pdf

Use this version if you really want to print the whole thing out. It is sized for A4 paper, but you should be able to scale it to fit whatever paper size suits you best.

Tip: Print individual topics from the website

If you only want to print a few individual topics, you can print from the website. The print-outs get similar styling to the PDF file.

If the topic you're printing has an FAQ block or other 'expanding' content, be sure to expand that first unless you don't want it in your print-out.

Addicted to paper?

I encourage you to give the HTML5 versions a good try. I like physical paper documents as much as anyone else, but the HTML5 formats have strong advantages over 'dead tree format' and on-screen PDF:

- More ways to navigate and quickly find the rules you want to check — not only table of contents/navigation menu but also a handy search tool, hyperlinks to related information and quick access panels on the home page.
- Better page flow — no need to squint at the PDF or pan and zoom, no awkward page breaks.
- Less visual clutter — content that you'll probably want to see less often, such as FAQ sections, are folded up by default (just tap to unfold).
- Easy to have the latest version at all times — no printing required.
- No weighty tome to carry around — just use the smartphone you probably already carry.

If you still really want a hard copy then I suggest you use a good printing and binding service to process the PDF for you. I use www.doxdirect.com for this sort of thing as they provide a good service at a good price. It may be less competitive for you if you're not in the United Kingdom — check https://www.doxdirect.com/help/international-shipping.

I suggest you be kind to the environment and to your wallet by printing only occasionally, after significant updates. I'll try to keep sensible release notes at What's new on page ii, which should help you decide when there is enough change to warrant a new print-out.

¹https://www.howtogeek.com/313433/how-to-sideload-apps-on-android
How to use this publication

Conventions

Notice boxes

Various notice boxes appear in the rules, where appropriate. These highlight information that merits special attention or that is useful as an aside to the main content.

**Special rule:** You will occasionally find these boxes where it is important to understand a special rule that relates to the main text.

**Designer’s note:** You will find these boxes where an explanation of the concepts and philosophy of particular rules is likely to be helpful.

You and your opponent are much less likely to dispute or misinterpret rules if you understand why they are written the way they are.

**Example:** These boxes contain examples that put rules in context for you, or that show you how to follow the flow of several different rules that work together.

**Tip:** These boxes contain advice to help you learn the rules more effectively or get the best out of the game — or in a few cases, notes about changes I made.

**Remember!** These boxes contain reminders about things that are important to get right but easy to miss or forget in the heat of battle.

**House rule:** Some of the original rules text is ambiguous, even after errata and FAQs. And there are some gaps and inconsistencies that can be a little frustrating.

These boxes record ‘house rules’ my gaming group use to cover these gaps or to fix things we find a bit odd. These are only suggestions — use, adapt or ignore them as you see fit in your gaming group.

Editing notes

[Comment: Inline comments like this highlight some of my notes on problems with the text that I haven’t fixed yet, or that I may not be able to fix directly unless I create a new rule.]

Things you need to play Epic

The major things you need are:

- **Epic scale miniatures.** Unfortunately Games Workshop no longer produce the official miniatures. However, you can get hold of them through sources like the eBay auction website. And, other parties make suitable miniatures you can use to ‘proxy’ for the originals and for miniatures that Games Workshop never even made. ‘Epic scale’ varies a bit but is basically 6mm, 1:285 or 1:300 scale.

- **Some gaming terrain.** You can use some hills, craters and other scenic items made for 28mm games like Warhammer 40,000. Of course you can source some original Games Workshop/Forge World originals on eBay.
Introduction

And, you can source suitable buildings and other terrain from various online suppliers and offline hobby stores. Or, make some unique terrain yourself, it's great fun!

- **A suitable battlefield surface.** A rectangular dining table or similar will do, especially if you cover it with one of the many printed or flocked battlemats you can get these days. But if you already have a proper gaming table (typically 4' deep by 4', 6' or 8' wide) then you're all set.
- **Players!** Join an existing group where people already play Epic, or get your friends into it!

You’ll also need a few minor but essential items:

**Templates**

Some weapons are imprecise but have an area effect that may affect multiple units. This is common with artillery weapons that saturate a wide area with ordnance.

When you make attacks with such weapons you will place a circular template over the target area and attempt to affect the units that are under it. There are two types of area effect template:

- **Barrage template:** A circle with a diameter of 7.4cm.
- **Orbital Bombardment template:** A circle with a diameter of 12cm.

The type and intensity of the attack dictates which template type you use, and how many. You can use the plastic Blast and Ordnance templates produced by Games Workshop, or simply make your own templates of the correct sizes using a convenient material such as card or acetate.

**Measuring device**

You will need a measuring device marked in centimetres (cm) to measure movement, shooting range and other distances. A retractable measuring tape is generally the best option.

If you only have measuring devices marked in inches (*) then you can use them by halving the number of centimetres stated in the rules and then using inches instead. For example, if the rules say 5cm then count this as 2.5* instead. Just make sure that you **both** keep to either centimetres or inches throughout the game!

**Paper and pens/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. Or, you can use tokens from other games to keep track of most things.

**Dice**

You’ll need lots of ordinary six-sided dice to resolve shooting, assaults and many other events.

For some of the advanced rules you’ll also need a Games Workshop **scatter die**, or some other convenient way to generate a random direction.

**Blast markers**

Battle formations tend to become less effective as they come under fire, lose assaults, take casualties and suffer other setbacks in the fog of war. In Epic, we represent this through rules that rely on Blast markers.

You may be able to get hold of suitable markers originally produced by Games Workshop Otherwise, just use some other kind of marker or make your own. As long as you know how many Blast markers a formation has at any point in the game then this is all that matters!

**Other markers**

You may find it helpful to have markers to identify units that are Broken, formations on overwatch or that took a March action, and some other things that may come up in the game.
A note about rules questions

[From the game designer, as quoted in the original rulebook]

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

Usually, you will be able to overcome these differences by simply chatting about them with your opponent, but occasionally you will find that you each feel a rule or situation should be interpreted in a diametrically opposed way.

Such a situation can lead to a very heated debate that might spoil your enjoyment of the game, and because of this, when these situations occur try not to argue about the rules, and instead simply smile and say "Okay, let's play it your way!"

Trust me, you'll find that this method of play is much more relaxing and fun than bickering about rules, and you may find that you actually prefer your opponent's method to your own. It's also the mature approach, which I think is rather appropriate for a game like Epic, which when all is said and done is designed for experienced wargamers rather than experienced rules lawyers. 'Nuff said, I hope!
Core rules

Essential rules you need to know to play Epic.

*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

The core rules for the Epic game system explain essential definitions and game mechanics. To keep things simple, the core rules sections focus on relatively simple weapons, infantry and armoured vehicles.

Other sections cover extra rules and exceptions for more powerful or complex weapons and units. Where appropriate, you'll find convenient cross-references to some of these extra rules but you can ignore them if you're not using them.

**Tip:** When you're ready to play your first practice games, see the training scenarios — these will help you to learn in easy stages.

In this section:

- Basics ................................................................. 7
- Game turns and the sequence of play .................................................. 13
- Phase 1: Strategy ..................................................... 14
- Phase 2: Action ....................................................... 14
- Phase 3: End ........................................................... 49

Related information

Core rules training scenarios ............................................................... 96

Basics

Dice, scores, modifiers and values

Definitions

**Dice:** Single rolls

- Roll a **D6** or **1D6** means roll a single six-sided die and use the result as the score.
- Roll **2D6** means roll two six-sided dice and add the results together to get the score.
- Roll **3D6** means roll three six-sided dice and add the results together to get the score.
- [and so on]

- Roll a **D3** simply means roll a single six-sided die and then halve the result to get the score, rounding up. In other words, count a result of 1–2 as a score of 1, a result of 3–4 as a score of 2, and a result of 5–6 as a score of 3.

**Special rule: Rounding of fractions**

In games of Epic, round up all fractions unless the rules specifically say otherwise. Be generous where 6mm soldiers are concerned!
Dice: Multiple (batch) rolls

- Roll three D6s means roll three single rolls of D6 all at the same time, and then check each of their results to get three separate scores.

Special rule: Re-rolls

Sometimes the rules allow you to re-roll dice when you fail a test or you don’t like the result of your first roll.

- Unless the rules specifically say otherwise, re-rolls only apply to single rolls — and you must re-roll all of the dice in that single roll, or none of them.
- You may not re-roll more than once (you can’t re-roll a re-roll) and you must accept the result of the second roll.

Modifiers

Sometimes the rules specify that you must add or subtract values from the score that you roll on the dice, to get the final score.

For example, D6+6 means roll one six-sided die and add 6 to the result. Thus your final score will be in the range of 7 to 12.

Values and required scores

[Comment: Consider whether to define terms like ‘roll’, ‘score’ and ‘result’ and then ensure consistent use throughout.]

- 1+ means you need a score of 1 or more, after modifiers. If there are no negative modifiers then you will automatically succeed without having to roll a die, unless the rules say otherwise (for example, shooting always misses on a natural roll of 1).
- 2+ means you need a score of 2 or more, after modifiers.
- [and so on]

Special rule: Ties and tie-breaking ‘roll offs’

In the case of a tie or any situation where the rules allow you and your opponent to do something at the same time, just ‘roll off’ against each other. That is, roll a D6 each — whoever scores highest goes first this time (unless the rules specifically say otherwise).

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, whilst infantry in the open need support from friendly tanks and war engines lest they be swept away by enemy war engines.

No matter their size, in these rules we refer to the miniatures you use to play Epic as units.

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.
Unit types

In the core rules we focus on units in two broad categories:

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 (these are known as stands). 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. This category includes tanks such as the Leman Russ and Land Raider, as well as armoured troop carriers like the Rhino. Each armoured vehicle is represented by a single model.

Related information

Stands (infantry units)

Each infantry unit is represented by a stand comprised of several very small models grouped together and glued to a small base. This is because it'd be very fiddly to move the individual models around on their own.

The models glued to a stand collectively count as a single unit in these rules.

You can decide the size of your stands and the number of models you glue to them, within the following limitations:

- A stand must be no less than 20mm wide by 5mm deep and no more than 40mm wide by 40mm deep. Any size or shape within these limits is fine.
- A stand representing infantry must have at least three and no more than seven infantry models.
- A stand representing mounted infantry (on bikes, horses and so on) must have at least two and no more than four mounted models.
- A stand representing artillery must have one or two artillery pieces and up to six crew models.

Unit datasheets

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

Type. A unit's type is important for terrain effects and targeting by your enemy.

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

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

Close Combat (CC). This value shows how effective the unit is at close combat. It is used when the unit is in base-to-base contact with an enemy (following a charge by one side or the other).

Firefight (FF). This value shows how effective the unit is when involved in a short-ranged firefight.
**Weapons.** This section of the datasheet 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 Missle Launcher, while a Space Marine Devastator squad is noted as having 2 × Missle Launcher.

Some units have options on their datasheets, where you can pick one weapon or another. Choose the option you want when you select your army.

Where weapons have an AND/OR designation:

- OR means that each time the weapon is used you may choose one of the modes of fire listed on the datasheet.
- AND means that each time the weapon is used you may use all of the modes of fire listed on the datasheet.

**Range.** The range of the weapon, in centimetres.

**Firepower.** The values here represent how effective the weapon is when the unit shoots. Firepower comes in two flavours: anti-personnel (AP) and anti-tank (AT).

AP fire is used against infantry targets. AT fire is used against armoured vehicles. Where a weapon that has both an AP and an AT value, you may choose to use either one when you attack, but you may not use both at the same time.

The Firepower value listed for a weapon is the score you need on a single D6 to score a hit. Most weapons allow you to roll only one D6 to hit when the unit shoots. However, if a weapon’s Firepower value is preceded by a multiplier then you roll a number of dice equal to the multiplier instead. Sometimes the entry will specify a die roll rather than a fixed number.

- When shooting a weapon of firepower AP5+ you roll one D6 to hit
- When shooting a weapon of firepower 3 × AP5+ you roll three D6s to hit.
- When shooting a weapon of firepower D3 × AP5+ roll a D3 each time you use it to see how many rolls to hit you get (that is, one, two or three D6s).

Some weapons also have limited fire arcs that restrict what targets you can pick, and some have additional special abilities — where appropriate, these are also noted.

**Notes.** Any special abilities or other rules that apply to the unit are noted here.

Finally, some armies have special rules that apply to some or all units in the army.

**Related information**

Forces, datasheets and army lists, ................................................................. 157
Weapon fire arcs, .......................................................................................... 26
Special abilities, ................................................................................................. 52

**Formations**

On the battlefield, vehicles and troops don’t just mill around individually. Rather, 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.

**Composition of formations**

You must organise all your units into formations before you start your games.

- The training scenarios included in these rules tell you what formations you and your opponent may use.
- If you are devising your own scenario then you must decide what formations the units taking part will fight in before the battle begins.
- For tournament games, choose your formations from the options given in the army list you prefer.
Core rules

**Related information**
Forces, datasheets and army lists.......................................................... 157

**Formation coherency**
Formations must be **coherent**. A formation is coherent and its units are **in coherency** when both the following conditions are true:

- Every unit in the formation is no farther than 5cm from at least one other unit in the same formation.
- All units in the formation 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 and the conditions above are no longer true — the formation is **incoherent** and some of its units are **out of coherency**.

When you next take an action with an incoherent formation you must move to close the gap, so that it becomes coherent again (all units are in coherency).

**Example: Formation coherency**

---

**Related information**

- Actions........................................................................................................ 15
- Consequences for incoherent formations.................................................... 19
- Scout............................................................................................................. 62
- War engine formations................................................................................ 70

**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 — 1 is better than 2, and so on.

Formations with good (low) Initiative values are more likely to carry out orders, and are more likely to rally than formations with worse (higher) Initiative values.

You will find that a formation’s Initiative value is one of its most important characteristics.
Example: Initiative values

<table>
<thead>
<tr>
<th>Formation</th>
<th>Initiative value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Space Marine</td>
<td>1+</td>
</tr>
<tr>
<td>Imperial Guard</td>
<td>2+</td>
</tr>
<tr>
<td>Ork</td>
<td>3+</td>
</tr>
</tbody>
</table>

Related information

Actions

Blast markers

The psychological effect of enemy fire is every bit as important, if not more so, than the actual number of casualties caused. In Epic, we reflect this with various rules that make use of Blast markers.

About Blast markers

Blast markers represent a whole range of personal disasters occurring to the units in a formation: damage to equipment; 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 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).

Game effects of 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.

You can remove Blast markers from these formations when they rally (in the End phase), or when they regroup (as part of Marshall action).

The effects of Blast markers will make more sense when you have read the rest of the rules. But in summary, unless the rules specifically state otherwise:

- A formation receives one Blast marker every time it is shot at by an enemy formation, even if no casualties are caused — this is called coming under fire.
- A formation receives one Blast marker every time one of its units is destroyed.
- Each Blast marker prevents one unit in the formation from shooting — this is called suppression.
- Blast markers affect a formation’s ability to carry out actions, win assaults, and rally.
- A formation becomes Broken when the number of Blast markers equals the number of units in the formation. A Broken formation is very vulnerable — it is easily destroyed, can only move by making a withdrawal at certain times, and may not take actions in the Action phase (so it can’t shoot either, for example). You must try to rally Broken formations in the End phase.

Blast Marker table

<table>
<thead>
<tr>
<th>Condition</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>For each Blast marker</td>
<td>One unit is Suppressed and may not shoot</td>
</tr>
<tr>
<td>The formation has as many Blast markers as it has units remaining, or more</td>
<td>The formation is Broken and must withdraw</td>
</tr>
</tbody>
</table>
Game turns and the sequence of play

Game turns

You fight Epic battles over a number of game turns in which you and your opponent both participate. The scenario you choose dictates how many turns to play; or you can agree as you please.

Sequence of play

Each game turn is comprised of three phases that you play in a particular order called the sequence of play:

- **< Start of game turn >** See Effects to resolve at the start of a game turn below

  **Phase 1: Strategy.** Both players make a Strategy roll and compare results to determine who may choose whether to go first in the Action phase, or whether to force their opponent to go first.

  **Phase 2: Action.** This is the phase in which most of the action takes place (duh!). You and your opponent alternate carrying out actions with your units. Each formation can perform a single action, and you both proceed to the next phase only when all formations on the battlefield have taken an action.

  **Phase 3: End.** This is basically a phase to tidy up the state of play after the Action phase. You and your opponent alternate to rally formations with Blast markers or that are Broken, and then check the scenario victory conditions to see if either side has won.

- **< End of game turn >**

Effects to resolve at the start of a game turn

Some units have special abilities that take effect at the start of the game turn. Resolve these effects before you start the sequence of play — that is, before you make a Strategy roll in the Strategy phase.

Use the following order of events — the player with the higher Strategy Rating chooses who will go first in each step:

1. Alternate between you to place ground units with the Tunneller ability that are due to arrive this turn.
2. Alternate between you to place units with the Teleport ability that you want to arrive this turn.
3. Alternate between you to complete any other start of turn abilities. [Comment: Such as placing an Eldar Avatar in a tournament game. What other common examples?]
Phase 1: Strategy

Strategy Rating

Every army has a **Strategy Rating**. This is stated in the notes for a scenario, or in the army list if you are playing a tournament game.

This value represents the army's aggressiveness, dynamism and the overall ability of its commanders. An army with a high Strategy Rating is more likely to act before an enemy that has a lower Strategy Rating.

Strategy roll

To complete this phase, both players must make a **Strategy roll** as follows:

1. Roll a D6 and add your army’s Strategy Rating to the score.
2. Compare your result with your opponent. Whoever has the highest total score may choose whether or not to go first in the Action phase.
   
   In the event of a tie, the side that scored lower last turn wins this time.

Phase 2: Action

In this phase, you and your opponent take it in turns to carry out actions with your formations.

The player that won the Strategy roll chooses 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.

- Broken formations cannot take an action.
- All other formations **must** take one action per turn — no more, no less. You must activate a formation if you can — you can’t choose to pass unless you have no choice in the matter.

You must complete three steps to carry out an action:

1. Choose and declare one of your formations that you have not yet activated this turn.
2. Declare the action it will carry out.
3. Attempt an Action test to see if the formation carries out the action successfully.

Note that you must declare both the formation and the action it will carry out before taking the Action test.

**Remember!**

- If you fail to declare the action before rolling dice for the Action test then the formation you chose automatically fails (we can imagine this is due to a communications failure).
- If you fail to even declare the formation before rolling dice for the Action test then your opponent may nominate the formation for you.[Comment: ...and that formation fails automatically as above?]
Remember! You may not take an action with a Broken formation until after you successfully rally it in an End phase.

The basic actions that you can choose for your formations are:

- **Advance.** You may make one move and then shoot.
- **Engage.** You may make one charge move and then fight an assault.
- **Double.** You may make two moves and then shoot with a -1 to hit modifier.
- **March.** You may make three moves, but the formation may not shoot or add supporting fire to any nearby assaults this turn. Mark formations that have marched, using a convenient method (such as Games Workshop Order dice, or markers from another game).
- **Marshal.** You may either shoot with a -1 to hit modifier and then regroup or make one move and then regroup*. If the formation is incoherent then you must choose to move.
- **Overwatch.** You may not move the formation, but instead you have it take up overwatch. You may not choose this action if the formation is incoherent. Being on overwatch allows the formation to interrupt an enemy formation’s action to shoot at it. Mark formations on overwatch, using a convenient method (such as Games Workshop Order dice or markers from another game).
- **Sustained Fire.** You may not move the formation (not even to turn units in place), but you can shoot with a +1 to hit modifier. You may not choose this action if the formation is incoherent.

Also, there are some other actions you may be able, or forced, to take under the appropriate circumstances:

- **Hold.** You must take this action when you fail an Action test for your formation — no other option is allowed. You may make one move or shoot or regroup*. If the formation is incoherent then you must choose to move.
- **Special actions.** Some formations or situations allow you to carry out special actions. These are described elsewhere in the rules and army lists as appropriate. Some scenarios also include rules for special actions.

*A regroup allows you to remove some of the Blast markers affecting the formation (roll two D6 and remove a number of Blast markers equal to whichever score is highest).

**Related information**

- Formation coherency, ................................................................. .11
- Overwatch, .............................................................................. 36
- Regrouping and Broken formations, ........................................... 48
- Aircraft actions, ......................................................................... 79

**The Action test**

Before you can carry out an action with a formation you must declare the action you intend and pass an **Action test** for that formation.

**Special rule: Abilities to resolve at the start of an action**

For abilities that take effect at the start of an action, declare your action first and then resolve the effect before you take the Action test.
1. Roll a D6 and apply the following modifiers to your score:

<table>
<thead>
<tr>
<th>State</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>The formation has at least one Blast marker</td>
<td>-1</td>
</tr>
<tr>
<td>You are trying to retain the initiative with the formation</td>
<td>-1</td>
</tr>
</tbody>
</table>

2. Check your score against the formation’s Initiative value to find the outcome:
   - If you score equal to or higher than the Initiative value then you **pass** the Action test.
   - If you score less than the Initiative value then you **fail** the Action test.

<table>
<thead>
<tr>
<th>Action test result</th>
<th>Outcome</th>
</tr>
</thead>
</table>
| Pass               | Complete the action you declared with the formation.  
|                    | You may attempt to retain the initiative. |
| Fail               | Place a Blast marker on the formation and complete a Hold action.  
|                    | You may not attempt to retain the initiative. |

**Related information**

- **Retain the initiative**  
- **Initiative values**  

**Retain the initiative**

After you have completed a **successful** action with a formation (that is, you didn’t fail the Action test), you may decide to try to **retain the initiative**. This means that you can attempt an action with another formation before your opponent can respond:

1. Nominate a new formation and declare the action it will carry out.
2. Make an Action test as normal, but apply the -1 modifier for attempting to retain the initiative.

To be clear, you may only attempt to retain the initiative with a second formation after you complete a successful action with the first formation.

You can’t retain the initiative twice in a row, so after you have completed the action for a formation that retained the initiative you must hand over the initiative to your opponent as normal.

Of course, if your opponent has no formations left to activate then you may continue to activate your remaining un-activated formations without suffering the -1 modifier for retaining the initiative.

**Example sequence for retaining the initiative**

**Example: Initiative, part 1: The Strategy roll**

After setting up their forces, the Ork player and the Imperial Guard player both make a Strategy roll:

- The Imperial Guard player rolls a 6 and adds his army’s Strategy Rating of 2, for a total of 8.
- The Ork player rolls a 3 and adds his army’s Strategy Rating of 3, for a total of 6.

So, the Imperial Guard player wins the Strategy roll and may choose whether to go first or second.
Example: Initiative, part 2: Taking an action

Having won the Strategy roll and thus gained the initiative, the Imperial Guard player chooses to go first in the Action phase. He nominates the formation with which he will attempt his first action — a Steel Legion Mechanised Infantry Company out on his army’s left flank. He declares that he will attempt a Double action with this formation.

As Imperial Guard, this formation has an Initiative value of 2+.

1. The player rolls a D6 for the Action test and scores 4.
2. There are no modifiers and so the final score is 4, more than enough to pass the test — success! The player may proceed with the declared action.
3. The player completes the declared Double action, moving twice up the left flank. There is the option to shoot with this action, but the formation has no valid targets so the action ends.

Example: Initiative, part 3: Retaining the initiative

Having completed an action successfully, the Imperial Guard player then decides he is going to try to retain the initiative to attempt another action before the Ork player can respond.

This time, he nominates a Steel Legion Super Heavy Tank Company on the left flank of his army, and declares that they will also attempt a Double action.

1. The player rolls a D6 for the Action test and scores 2.
2. Normally this would be just enough to pass the test, but there is a -1 modifier for retaining the initiative — oops! Failure. The player may not proceed with the declared action.
3. The player must place a Blast marker on the formation and complete a Hold action instead of the declared Double action.

Now the initiative passes to the Ork player (as it would even if the Imperial Guard player had passed the test — players may not retain the initiative twice in a row).

Movement

Most actions allow you to make one or more moves with all the units in your formation. Depending on the action you are taking, you may complete up to one, two or three moves.

- You may turn units freely as you move them.
- For each move in the action you may move units a distance in centimetres up to the Speed value shown on their datasheet (you don’t have to move the total distance available).
- Unless a rule specifically says otherwise, you can choose whether or not to move units — but sometimes if you don’t move to meet certain conditions then they may be destroyed (as in withdrawals and incoherent formations).
- Once you remove your hand from the unit model after moving it, you may not change the move.

FAQ

Q. Can units move off the gaming table?
A. Only if specifically allowed to do so by a special rule.

Q. Can I choose to move a unit 0cm? If so, is it still susceptible to overwatch?
A. Yes and yes. For the purposes of overwatch, any action that includes one or more moves (Advance, Engage, Double, March and possibly Marshal, Hold and special actions) is considered to involve a move that may trigger overwatch shooting, even if units ‘moved’ 0cm.
Note that withdrawals are optional; so a player can choose not to move (withdraw) a Broken formation at all, in which case there is no trigger for overwatch shooting.

Multiple moves

If an action allows units to make multiple moves, don't simply add the movement distances together. Instead, take each move one after the other, applying all movement rules at each step.

Example: You are taking a March action with a Space Marine Tactical detachment (Speed 15cm).
You can make three moves of up to 15cm each — not one move of up to 45cm.

Moving through other units

You may never move your units through or over enemy units.

You may never move your units through friendly units unless they are Infantry units — we assume that infantry get out of the way. Some special abilities do allow you to move particular units over other friendly units.

Note that 'move through' refers to the model itself, not the unit's base. [Comment: If we're not consistent about measuring things either between the edges of bases or between the actual models then we could be in for some needless in-game debates. We should probably choose one method or the other and stick to it. Another thing for the 5 minute warm-up?]

Zone of control

About the zone of control

All units have a zone of control that extends 5cm in every direction from the model, which enemy units may not normally enter.

For models mounted on a stand, measure the zone of control from the outermost model on the stand.

Entering enemy zones of control

Normally, you may not move units such that they enter an enemy zone of control. However, when you take an Engage action with a formation then you may use the charge move to get your units close to enemy units in the target formation, or even into base contact. Move each of your units towards the nearest target unit whose zone of control they are entering.

- Once you have a unit in base contact with an enemy unit, each loses its zone of control for the rest of that Engage action (including the ensuing assault). You can then move your other units around that enemy unit to reach others.
- Even when units lose their zone of control like this, you may never move your units directly over enemy units. This often means that you can't get as many units into base contact as you would like.
Core rules

Leaving enemy zones of control

If you find you have units that are in an enemy zone of control for any other reason then you must do one of the following in your next action with the unit's formation:

- Take an Engage action, and charge the enemy as explained above. You can choose to engage a different enemy formation, but only if your charge move will put all of your units outside the zones of control of the first formation.
- Take an action that allows a move, and leave the enemy zone of control. You need not take the shortest path, but you must move all of your units out of enemy zones of control by the end of your action.

FAQ

Q. Can a unit be exactly 5cm away from an enemy unit?
A. No, the unit must be more than 5cm away from enemy unit, otherwise it would be in the enemy’s zone of control.

Consequences for incoherent formations

If for any reason a formation is incoherent after you complete any move part of an action then:

1. Units that are out of coherency are destroyed. Choose which of your units are out of coherency with the rest and remove them from the playing area. You now have a formation that is smaller but coherent again.
2. For each out of coherency unit you had to remove, place one Blast marker on the remaining coherent formation.

This applies after each individual move. So if you take a March action with a formation you can’t wait until the end of all three moves to bring units back into coherency — any out of coherency 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 were out of coherency following the move).

Transport vehicles

Many formations include transport vehicles that can be used to carry other units from the same formation. The number and types of unit a transport vehicle unit can carry is stated on its datasheet.

Embarking and disembarking units

- Transport vehicles may only embark and carry units from their own formation.
- Transport vehicles can embark units as part of the transport vehicle’s move. Measure to move the transport vehicle into base contact with the unit you want to embark, and then continue your measure for the rest of the move as normal.
  - You may not move the units you want to transport to the transport vehicles during the same move in which they are to embark.
  - You may not embark and disembark units as part of the same move. But, where you are making multiple moves with a formation as part of a March or Double action then you can pick up units in one move and drop them off as part of a subsequent move.
- You may disembark transported units at the end of any move after the move in which they were picked up. This happens after any overwatch shots but before the moving formation shoots or assaults. [Comment: Seems to contradict what it says elsewhere — disembarking is normally a valid trigger for overwatch, so why does it say here that the disembarking happens after any overwatch shots?]
- Place disembarking units within 5cm of their transport vehicle. If the formation has Engage orders then you may place your units inside the zone of control of target enemy units, or in base contact if they are close enough. Otherwise, you may not place your units within any the zone of control of any enemy unit, as usual.
• You may disembark (or embark) units as part of a counter-charge move, unless the transport vehicle carrying them is already in base contact with two enemy units — in which case they must stay on board as they are trapped inside!

**House rule: Disembarking units and being fair about base sizes**
Players can gain an unfair advantage when their units have wide bases. An easy way to counter this is to agree that both players must always place disembarking units wholly within 5cm of transport vehicles.

**Transporting embarked units**

• If a transport vehicle is destroyed, any embarked units sustain a hit. You may attempt their normal armour save or make a 6+ cover save, whichever is better (unless the transport was destroyed by a weapon with the Macro-Weapon ability).
• Include embarked units in the total number of units in the formation for all rules purposes (such as when working out the number of units involved in an assault or whether the formation becomes Broken by Blast markers).
• You may not shoot with embarked units unless the transport vehicle’s datasheet specifically says otherwise.
• You do not have to disembark units — you can keep them in their transport vehicles if you prefer.

**FAQ**

Q. Does an embarked unit lose its zone of control?
A. Yes.

Q. Where a formation has multiple transport units, do we consider embarked units to be in specific transport units?
A. You can play it either way, just bring it up in the five minute warm up. **[Comment: Consider adding house rule to the effect that the controlling player may always decide which units are embarked in which transport in the moment when it matters, accepting that they will chose in their favour. This is easiest and seems most in line with the simple approach that Epic usually encourages.]**

Q. Can a transport unit embark a unit that is in terrain that is dangerous to the transport unit?
A. Yes, but if the unit to embark is completely within the dangerous terrain then you must take a Dangerous Terrain test for the transport.

Q. Can a transport unit embark a unit that is in terrain that is impassable to the transport unit?
A. Yes, but only if the unit to embark is not completely within the impassable terrain (that is, if the transport can make base contact with the unit without entering the impassable terrain).

Q. When disembarking, do we place units completely within 5cm of the transport unit or just so that there is no more than 5cm between disembarked units and their transport unit?
A. You can play it either way, just bring it up in the five minute warm up.

Q. How do we disembark embarked units that have a Speed value of 0cm or Immobile?
A. As normal.

Q. Where do we place embarked units when their transport is destroyed?
A. Place them where the unit transporting them was, if they survive.

Q. What happens to embarked units when their transport is destroyed by dangerous terrain, the result of an assault, or an additional hit from a Blast marker on a Broken formation?
A. Make the normal armour save or a 6+ cover save for the embarked units and remove any casualties as normal. But in these situations, do not add Blast markers for these casualties.

Q. What happens to embarked units when their transport is destroyed by ending its withdrawal within 15cm of the enemy?
A. If the embarked units are Broken and not Fearless then they are destroyed. Otherwise, make their normal armour save or a 6+ cover save and remove casualties as normal. **[Comment: Add Blast markers for such casualties, or not?]**
Q. If a transport is destroyed by a hit with a special ability does that carry over to the embarked units?

A. Yes, the saves of embarked units are affected by the type of hit that destroys their transport. For example, an Ignore Cover hit would prevent the embarked units from making a 6+ cover save.

Related information

Overwatch, .................................................................................................................. 36
A3: Make counter charge moves, ............................................................................. 42
Macro-Weapon, ....................................................................................................... 60

Terrain and cover

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 — they all have areas where it is difficult to wage war!

Special rule: 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 and what effects it has on movement.

So, you should discuss the terrain on your gaming table with your opponent before starting the game and make sure you both agree on the interpretations you will apply.

However, you should apply the -1 to hit modifier for cover generously — if you are in any doubt, use it.

Related information

S3: Roll to hit ............................................................................................................... 28

Terrain effects

Effects on movement of units

Terrain can affect a unit's movement in one of three main ways:

- **No effect**. The unit can move through the terrain freely.
- **Impassable**. The unit cannot move through (or land on), the terrain under any circumstances.
- **Dangerous**. The unit can enter the terrain but it might take damage.

The **Terrain Effects table on the next page** lists some common types of terrain and summarises their effects on different types of unit.

Effects of particular terrain types

Fortifications

Units in fortifications benefit from 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.

Also, infantry units in fortifications receive a 3+ cover save.

Fortifications are normally impassable terrain for vehicles unless they are specifically designed to hold them (as with tank emplacements).

Hills

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

**Open ground**

Infantry on Overwatch in open ground count as being in cover — they benefit from the -1 to hit modifier and a 5+ cover save. This represents the fact that stationary infantry are very hard to see.

Note that after the infantry shoot you must remove the Overwatch marker and they no longer benefit from the cover save.

**Roads**

Units that spend a whole move on a road may add 5cm to that move.

Also, 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. This means that you take a March action, and you automatically pass the Action test. However, all of the units in the formation must remain on the road for the entire three moves.

<table>
<thead>
<tr>
<th>Terrain</th>
<th>Infantry</th>
<th>Vehicle</th>
<th>War Engine</th>
</tr>
</thead>
<tbody>
<tr>
<td>Buildings</td>
<td>4+ Cover Save</td>
<td>Impassable</td>
<td>Impassable</td>
</tr>
<tr>
<td>Cliffs</td>
<td>Impassable</td>
<td>Impassable</td>
<td>Impassable</td>
</tr>
<tr>
<td>Fortifications</td>
<td>3+ Cover Save, See rules</td>
<td>See rules</td>
<td>Impassable</td>
</tr>
<tr>
<td>Jungle</td>
<td>4+ Cover Save</td>
<td>Impassable</td>
<td>Dangerous</td>
</tr>
<tr>
<td>Marsh</td>
<td>6+ Cover Save, Dangerous</td>
<td>Dangerous</td>
<td>Dangerous</td>
</tr>
<tr>
<td>Open ground, hills</td>
<td>No Effect</td>
<td>No Effect</td>
<td>No Effect</td>
</tr>
<tr>
<td>River</td>
<td>6+ Cover Save, Dangerous</td>
<td>Impassable</td>
<td>No Effect</td>
</tr>
<tr>
<td>Roads</td>
<td>See rules</td>
<td>See rules</td>
<td>See rules</td>
</tr>
<tr>
<td>Ruins, rubble</td>
<td>4+ Cover Save</td>
<td>Dangerous</td>
<td>Dangerous</td>
</tr>
<tr>
<td>Scrub</td>
<td>6+ Cover Save</td>
<td>No Effect</td>
<td>No Effect</td>
</tr>
<tr>
<td>Woods</td>
<td>5+ Cover Save</td>
<td>Dangerous</td>
<td>Dangerous</td>
</tr>
</tbody>
</table>

**FAQ**

**Q. How many units can claim cover from a fortification?**
A. If this isn’t covered by special rules or the scenario then it should be brought up in the five minute warm up.

**Q. Can a speed 0cm unit on a road claim the +5cm move bonus?**
A. There is no clear distinction in the rules between Speed values of 0cm and Immobile. We recommend you go over it with your opponent during the 5 minute warm-up.

A Speed = 0cm unit could possibly benefit from the road movement bonus, allowing it to move 5cm per move. However, it may obviously not leave the road as it would then lose its bonus movement. A unit with Speed = Immobile may not move, even on a road.

**Q. Can units making a Counter Charge move on a road claim the +5cm Speed bonus?**
A. No, the moves referenced here are those in actions. A Counter Charge move is not one of those moves.

**Q. How many infantry can be counted as being in cover when touching an Armoured Vehicle or War Engine?**
A. There is no limit as per the written rules, so long as the infantry bases can touch the AV or WE. However, a limit of two per AV (two per starting DC of a WE) is an extremely common house rule. Enough so that it should be brought up in the five minute warm up.

**Q. Can an infantry unit claim cover from enemy Armoured Vehicle units?**
A. Yes.

**Related information**

- Dangerous Terrain test, ................................................................. 23
- Shooting ‘to hit’ modifier for cover, .................................................. 23
- Crossfire, ...................................................................................... 31
- Line of fire, ................................................................................... 26
Dangerous Terrain test

When a unit enters dangerous terrain, or when it starts to move if already in dangerous terrain, roll a D6; on a roll of 1, the unit is destroyed with no save allowed (but do not place a Blast marker for this).

You may choose to move your units through dangerous terrain cautiously. When you move a unit cautiously:

- treat the unit as having a Speed value of 5cm
- you may re-roll any Dangerous Terrain test you fail for the unit

FAQ

Q. How many D6 does a war engine roll for the Dangerous Terrain test?
A. One.

Q. Are units that are making counter charge moves subject to Dangerous Terrain tests?
A. Yes.

Shooting 'to hit' modifier for cover

When shooting, apply a -1 to hit modifier if:

- the target units are in terrain that counts as cover
- there is intervening terrain that partially obscures the target units from the view of your shooting units

Special rule: Vehicles as cover for infantry

Infantry can crouch behind vehicles to get some limited protection from enemy fire.

Where infantry stands are touching an Armoured Vehicle or War Engine unit, count them as being in cover. They benefit from the -1 to hit modifier (but do not get a cover save for this).

You cannot get this benefit with Light Vehicle units.

Example: Cover to-hit modifier: Targets that are in cover

The Imperial Guard player must choose if he wishes to attack only the Ork Boyz in the open, or the whole of the Ork formation including the units in the ruins:

- If he chooses to attack the whole formation then he will suffer a -1 to hit modifier on all rolls. But, as more units are eligible for allocation of hits there is the potential for more casualties.
- If he chooses to attack only the Ork units in the open then he will not suffer the -1 to hit modifier on any rolls. But, as fewer units are eligible for hit allocation then the maximum possible casualties is lower.
Example: Cover to-hit modifier: Targets that are partially obscured

The Shadowsword is using the low ridge as a 'hull down' position for attacks coming from its front.

From the point of view of the Ork formation with the Battlefortress and Buggies in front of the Shadowsword, the Shadowsword is partially obscured. These Orks will suffer the -1 to hit modifier.

From the point of view of the Battlewagons attacking from the Shadowsword's side, the Shadowsword is in full view. These Orks will not suffer the -1 to hit modifier.

FAQ

Q. When does a unit count as being in cover?
A. You should decide this before you start play — see T1: The five minute warm-up on page 113.

Infantry cover saves

Certain terrain is noted as giving infantry a cover save. While in such terrain, the infantry receive the cover save listed on the Terrain table in addition to the -1 to hit modifier for being in cover.

The cover save can be used instead of their normal armour save whenever they have to take an armour save. Note that they can use one or the other of these saves against a hit, not both.

Example: Infantry cover saves

The Imperial Guard player is shooting at the Ork formation.

The Ork units in the ruins will benefit from the 4+ infantry cover save against any hits they receive. The Ork units in the open will not benefit from any infantry cover save against hits they receive.
Shooting and shooting procedure
Step-by-step procedure for shooting at opposing forces.

Many actions allow a formation to shoot at some point. To work out the effects of a shooting attack, do the steps of the shooting procedure as follows:

S1: Pick a target and check who may shoot
S2: Place a Blast marker for 'coming under fire'
S3: Roll to hit
S4: Allocate hits
S5: Attempt saves and remove casualties
S6: Place Blast markers for casualties
S7: Check to see if the target is Broken

Example sequence for shooting

FAQ
Q. Can I withhold shooting for later in the turn?
A. No. Where the action you declare for your formation allows units to shoot, you either shoot with those units as the rules direct you for that action or you forfeit the opportunity to shoot this turn.

S1: Pick a target and check who may shoot

Picking a target

When shooting with a formation, you must declare a single target formation — you may not split the fire of your formation between multiple target formations.

Who may shoot

To actually shoot its weapons during a valid action, a unit must meet all of the following conditions:

- The unit must have a line of fire to at least one unit in the target formation.
- The unit must be in range of at least one unit in the target formation.
- At least one unit in the target formation must be within the fire arc of the weapons you want to fire.
- The unit must not be suppressed.

If you find that any units in your formation are unable to shoot at the target formation you declared then you lose the chance to shoot with these units for this turn.
Line of fire

The line of fire is a straight line drawn from the shooting unit to a unit in the target formation.

- Terrain features such as buildings, hills and woods block the line of fire if they are between the unit you want to shoot with and the target formation — unless the weapons are in a high enough position to see over the terrain.
- 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 10cm of the terrain feature. That is, you can shoot 10cm into a terrain feature, but the line of fire is still blocked to units on the other side.
- The only units that block the line of fire are war engines. Other units do not block the line of fire for friend or foe.

Special rule: Scale, and the line of fire

We assume that the terrain and the models are at the same scale. So, if you want to check a difficult line of fire between two units (or from particular weapons on a war engine unit), just position your head for a ‘model’s eye view’.

Range

A unit can only shoot with weapons that are in range of a unit to which it has a line of fire in the target formation. Weapon ranges are stated on the unit’s datasheet.

Special rule: Determining when units are in or out of range

Unless you and your opponent agree otherwise, 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).

Special rule: Pre-measuring distances

Unless you and your opponent agree otherwise, you may pre-measure distances. For example, you may measure the distance between formations before you decide to declare actions, charges or shooting attacks.

Each alternative has its own advantages for gamers. You might argue that pre-measuring is more precise and tactical, whilst not allowing pre-measuring is more characterful and exciting.

Related information

- Unit datasheets: .......................................................... 9
- Forces, datasheets and army lists: .................................. 157

Weapon fire arcs

Most weapons can be fired in any direction (that is, the unit does not have to be pointing at the target). However, some weapons are noted on unit datasheets as having a limited ‘arc of fire’ or ‘fire arc’.
Core rules

Suppression and suppressed units

For each Blast marker on the formation, one unit that could otherwise shoot is **suppressed**. This means that the unit may not shoot.

**Tip:** 'Could otherwise shoot' means that the unit meets all the other conditions described in the rules for picking a target, and who may shoot — line of fire, range and weapon fire arc.

Your units are suppressed from the back of your shooting formation first, and then towards the front (that is, from farthest to nearest the target formation). Troops lurking at the rear are more likely to keep their heads down than the more gung ho chaps at the front! If several of your units are equally far away from the target formation, then you may choose which of those units to suppress first.

**FAQ**

Q. Can a unit embarked on a transport be suppressed?
A. Only if the datasheet for the transport unit states that embarked units may shoot.

Q. Can a unit without a ranged weapon be suppressed?
A. No, because these units would not count for 'could otherwise shoot'.

Q. Can a unit still be suppressed if it is armed with a weapon that does not require a line of fire?
A. Yes — just ignore the condition for line of fire.
Related information

Blast markers, ........................................................................................................ 12
S1: Pick a target and check who may shoot, ............................................................... 25

S2: Place a Blast marker for 'coming under fire'

As soon as you establish that at least one attacking unit is able to shoot at the target formation, place a Blast marker.

Do this even if none of the attacking units can cause any damage — such as when armoured vehicles are coming under fire from heavy bolters, which have only an anti-personnel (AP) value and no anti-tank (AT) value.

Later in the shooting procedure you will place more Blast markers, if you cause casualties.

FAQ

Q. Can a formation of units armed only with Small Arms fire at an enemy formation to place a Blast marker on them?
A. No.

Q. Can units that are out of range of an enemy formation fire at them to place a Blast marker?
A. No. See Range on page 26.

S3: Roll to hit

At this step in the shooting procedure you must choose whether weapons will fire with their AP or AT values, if they have both. Then roll a D6 for each shot directed at the target formation.

You must score equal to or higher than the appropriate 'to hit' value, after applying any applicable modifiers, to score a hit. However, a roll of 1 before modification (a 'natural' roll of 1) is always a miss.

Example: If the weapon has AT4+ and there are no modifiers then you must roll 4 or more to hit.

Apply modifiers to each die roll as shown in the To Hit Modifiers table below.

<table>
<thead>
<tr>
<th>Condition</th>
<th>Modifiers (cumulative)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Target is in cover</td>
<td>-1*</td>
</tr>
<tr>
<td>The shooting formation is carrying out a Double or Marshal action</td>
<td>-1</td>
</tr>
<tr>
<td>The shooting formation is carrying out a Sustained Fire action</td>
<td>+1</td>
</tr>
</tbody>
</table>

*You 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.

If modifiers result in a required score of 7 or more to hit then it is still possible to score a hit, though very unlikely. For each roll to hit you will first need to score a 6, and then make another roll to score as shown in the 7+ To Hit table on the facing page.
Core rules

7+ To Hit table

<table>
<thead>
<tr>
<th>Required score</th>
<th>D6 roll needed</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>6 followed by 4, 5 or 6</td>
</tr>
<tr>
<td>8</td>
<td>6 followed by 5 or 6</td>
</tr>
<tr>
<td>9</td>
<td>6 followed by 6</td>
</tr>
<tr>
<td>10</td>
<td>Cannot hit</td>
</tr>
</tbody>
</table>

For example, to score 8+ you must roll a 6 followed by a roll of 5 or 6.

FAQ

Q. Can a unit armed with two or more of the same kind of weapon choose to fire some with their AP value and others with their AT value?
A. Yes, as long as all the shots are at the same target formation.

Q. Can a unit armed with a weapon with multiple shots choose to fire some shots with the AP value and others with the AT value?
A. No. The decision to fire with the AP or AT value is by weapon and for all of its shots.

Q. If a target formation has infantry in cover and armoured vehicles not in cover will my AT to hit rolls suffer the -1 modifier?
A. No, and the same holds for the situation in reverse (AV in cover, INF not in cover).

Q. Can I choose to fire some shots at units in cover (taking the -1 to hit modifier) and the rest at units out of cover?
A. No, you may not split each type of fire like this. You must choose whether to suffer the -1 to hit modifier for all AP shots, or for none of them. The same applies for AT and MW fire. However, you could choose to take the -1 for one type of fire and not to for another.

Related information

Shooting 'to hit' modifier for cover ................................................................. 23
Actions ............................................................................................................ 15

S4: Allocate hits

As the target player, you must allocate hits the attacking player inflicts on your formation:

- Allocate hits only to units in the target formation that are within range and line of fire of the attacking formation.
- Allocate AP hits only to infantry units, and AT hits only to armoured vehicles.
- Allocate hits from the front to the back of your formation — that is, allocate hits to units nearest the enemy first (note that this is the opposite of suppression).
- Allocate hits 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, and so on.

Special rule: Allocation of hits during an assault

During an assault, all units up to 15cm away are valid targets for allocation of hits, regardless of whether the hits are from close combat or firefight attacks. [Comment: Incomplete and potentially slightly misleading. Line of fire is also required. Refer to 'directly engaged']

Hits from war engines are an exception to this, as the attacking player must decide in advance how to split the war engine’s attacks between close combat and firefight.
**Special rule: Hits from Macro-Weapon attacks**

If an attacking formation scores hits both with normal weapons and weapons with the *Macro-Weapon* ability, then the target player must allocate and make any saves for all the normal hits first, and then allocate and make any applicable saves for all the *Macro-Weapon* hits.

Allocate hits from *Macro-Weapon* attacks only to remaining units that are in a position to be hit by a macro-weapon (range, line of fire, fire arc).

---

**FAQ**

Q. My formation contains Light Vehicles (LV), Infantry (INF) and Armoured Vehicles (AV). How do I allocate hits?

A. If possible, you must allocate hits so that none are wasted and so that each unit has one hit allocated to it before being allocated a second, and so on.

In other words, if LV units are with INF units then allocate AT hits to the LV units before AP hits. If light vehicles are with AV units then allocate AP hits to the LV units before AT hits. If all three types are in the same formation talk it out with your opponent.

---

**Related information**

Suppression and suppressed units, .......................................................... 27
War engine close combat and firefight attacks, ....................................... 77

**S5: Attempt saves and remove casualties**

[Comment: Could improve this to explain how to batch roll for different situations of mixed units and multiple hits, rather than implying individual rolls for each specific unit.]

As the target player, make saving throws for each unit to each unit to which you allocated hits:

1. Determine the unit’s save value — either the armour value stated on its datasheet, or the cover save value from the terrain table (whichever is best).

2. Roll a D6 for each hit:
   - If the score for any roll is lower than the save value then the unit is destroyed — remove it from play as a casualty.
   - If the score for every roll is equal to or greater than the save value then the unit is saved and it remains in play.

---

**Special rule: Hits from Macro-Weapon attacks**

If an attacking formation scores hits both with normal weapons and weapons with the *Macro-Weapon* ability, then the target player must allocate and make any saves for all the normal hits first, and then allocate and make any applicable saves for all the *Macro-Weapon* hits.

Allocate hits from *Macro-Weapon* attacks only to remaining units that are in a position to be hit by a macro-weapon (range, line of fire, fire arc).

---

**FAQ**

Q. Are modifiers to a save cumulative? For example, does a Sniper hit on a unit caught in a Crossfire suffer a -2 save modifier?

A. Yes, all modifiers apply unless rules specifically state otherwise.

Q. If a unit suffers save modifiers so that its Armour value is effectively 7+ does it still get a save?

A. No, 7+ scores are possible only for shooting ‘to hit’ rolls.
**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… WAAAAARGH!!!

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.

**Claiming the Crossfire bonus**

You can claim a Crossfire bonus when your formation shoots if all the following are true:

- You can draw a straight line no more than 45cm long from any of the units in your shooting formation to any unit in another friendly formation.
- This line crosses a unit in the target formation or the gap between two units in the target formation.
- The friendly unit that this line is drawn to has a line of fire to a unit in the target formation (though the friendly unit need not be in range with any of its weapons).
- The friendly unit that this line is drawn to has not taken a March action this turn and is not Broken.

**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 (such as fortifications) and special rules (such as the Thick Rear Armour ability) negate this modifier.

Also, a formation caught in a crossfire attack receives **two** Blast markers for the **first** unit destroyed by the attack, rather than just the usual **one** Blast marker.

**Tip:** If you use several formations to shoot at a target formation over the course of a turn, and you can claim a Crossfire bonus for each, then the target formation receives the extra Blast marker from each of your formations that inflict one or more casualties.
**Example: Crossfire**

The Space Marine player takes an Advance action with a formation of Land Raiders and moves them into position for shooting. He is able to draw a line of fire less than 45cm long, through the Ork formation and to a unit in a Space Marine Tactical formation. So, he can claim the Crossfire bonus when shooting at the Orks.

The Land Raiders’ lascannons are ineffective against the Ork infantry, but their heavy bolters inflict three hits. The Crossfire bonus -1 Save modifier means that it is impossible for the Orks to make their 6+ armour save, so three Ork 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 one for each of the other two casualties.

These five Blast markers are also just enough to mean that the Ork warband is Broken, as it now has only five units remaining.

**FAQ**

**Q.** Does the friendly unit need to shoot at the same target formation in order to be used to catch it in a crossfire?

**A.** No.

**Q.** Does the friendly unit need to have a weapon that can affect the target formation in order to be used to catch it in a crossfire?

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

**Q.** Does the shooting formation need to have a line of fire to the friendly unit?

**A.** No, both the shooting formation and the friendly unit only need a line of fire to the target formation.

**Q.** Does the -1 save modifier apply to cover saves?

**A.** Yes.

**Related information**

[S6: Place Blast markers for casualties].................................................................................................................. 32
[Thick Rear Armour].............................................................................................................................................. 68

**S6: Place Blast markers for casualties**

For **each** casualty the target formation suffers in the shooting procedure, place a Blast marker.
S7: Check to see if the target is Broken

Once the shooting attack is completely resolved, you must check to see if the target formation is Broken by the Blast markers it has received. Formations do not break part way through a shooting attack — only after it has been fully resolved.

The formation breaks (that is, becomes Broken) if the number of Blast markers equals or exceeds the number of units in the formation.

Example sequence for shooting

Example: Shooting, part 1: Pick a target formation and determine who may shoot

The Space Marine player is active and is conducting an Advance action with a formation of four Space Marine Devastator units. He has just completed the 'move' part of the action to get within range of the enemy and may now attempt the 'shoot' part of the action. He decides to target a nearby Ork warband.

The Space Marine player checks the conditions and determines that plenty of units in the target Ork warband formation are within range and line of fire (and weapon fire arc) of all four Devastator units. This means that all four Devastator units may shoot (since there are there are no Blast markers to suppress them).

Example: Shooting, part 2: Shoot at the target formation

The active player places a Blast marker on the Ork warband for 'coming under fire'.

The four Devastator units in the shooting formation each have two missile launchers (stated on their datasheet). This makes for a total of eight shooting attacks.

All the units in the target formation are infantry, so the attacking player chooses use the missile launchers' AP value, which is AP5+.

There are no hit modifiers in this instance, so he simply needs scores of 5+ to hit. He rolls eight dice, scoring 1, 2, 2, 4, 4, 5, 6 and 6 — a total of three hits.

Example: Shooting, part 3: Allocate hits, attempt saves and remove casualties

The nearest three units in the target formation are all Ork Boyz stands, so the Ork player must allocate a hit to each of these.

The Ork Boyz have an armour save of 6+, and as they are in open ground there is no cover save that the Ork player could choose instead.

The Ork player rolls three dice (one for each hit). He fails to roll any 6s, so none of the three Ork Boyz units are saved and they are destroyed — as the Space Marine player hoped!

The Ork player removes the three destroyed units from the play area, as casualties.
Example: Shooting, part 4: Remove casualties, place Blast markers and check to see if the target is Broken

The players place a further three Blast markers on the warband — one for each casualty inflicted.

The Ork warband now has a total of four Blast markers. It has more than four units remaining, so this is not enough to break the warband. The shooting is complete.

Shooting with barrage weapons

About barrages and barrage weapons

Many artillery pieces, rocket launchers and some other weapons fire a barrage of shots that bring mass destruction to the enemy. When these guns or launchers are grouped together in an attack they always fire a single barrage at the same target.

The main difference between barrage attacks and normal shooting attacks is that barrages cover a substantial area and so may hit several units.

Barrage weapons have no to hit roll values on their datasheets. Instead, they have a number of Barrage Points (BPs).

Firing a barrage

As with normal shooting, you may only fire one barrage per turn with your formation and you may not split your fire to make separate barrages at different targets.

To fire a barrage:

1. Place a Barrage template on the table where you want the barrage to land. You may place it anywhere on the playing area, with the following restrictions:
   - To contribute to the barrage, each barrage weapon must be within range of, and have a line of fire to, at least one unit under the template.
   - Weapons that are not in range or that do not have a line of fire to a target unit under the template may not fire at all this turn.
   - You must place templates to get as many enemy units from the target formation under them as possible, within the restrictions for lines of fire and range above. (This stops players using artillery to 'snipe' at important units)
   - You may place templates over your own units, or over units from multiple enemy formations. [Comment: ...add "as long as you also observe the above point (get as many units of the target formation as possible)? FAQ backs up this interpretation] Place a Blast marker for coming under fire on every formation that has units under the template — friend and foe alike.

Designer's note: Using Barrage templates

Deciding which units are caught underneath a template can cause endless debate during a game.

The method we use (and the default you should use unless you and your opponent agree on a different convention) is that a unit is affected if any part of the model falls under the template, or at least one model on a stand.

2. Refer to the datasheets for the barrage weapons and determine the total number of BPs from all the contributing barrage weapons. Check this total against the Barrage table below to find the to hit rolls you need, as well as any extra templates and Blast markers you can inflict.
3. Roll to hit all units (friend or foe) under the template with the appropriate to hit values.

**Tip: 'Speed dice rolling' — roll your dice in batches**

To keep the game moving quickly, we recommend that you roll to hit in batches, by target formation and by target unit type. Then allocate each batch of hits and remove casualties to units of that type that are closest to the shooting formation.

**Example:** Roll all your AP shots at infantry together, and allocate hits to the nearest target infantry stands — then make saves and remove casualties as normal.

Roll all your AT shots at armoured vehicles together, and allocate hits to the nearest target vehicles — then make saves and remove casualties as normal.

<table>
<thead>
<tr>
<th>Barrage Points (BPs)</th>
<th>Extra Barrage templates</th>
<th>Extra Blast markers</th>
<th>To hit rolls</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>None</td>
<td>None</td>
<td>6+ 6+</td>
</tr>
<tr>
<td>2</td>
<td>None</td>
<td>None</td>
<td>5+ 6+</td>
</tr>
<tr>
<td>3</td>
<td>None</td>
<td>None</td>
<td>4+ 5+</td>
</tr>
<tr>
<td>4–5</td>
<td>One</td>
<td>None</td>
<td>4+ 5+</td>
</tr>
<tr>
<td>6–7</td>
<td>One</td>
<td>One</td>
<td>4+ 5+</td>
</tr>
<tr>
<td>8–9</td>
<td>Two</td>
<td>One</td>
<td>4+ 5+</td>
</tr>
<tr>
<td>10–12</td>
<td>Two</td>
<td>Two</td>
<td>4+ 5+</td>
</tr>
<tr>
<td>13–15</td>
<td>Two</td>
<td>Three</td>
<td>4+ 5+</td>
</tr>
<tr>
<td>16–18</td>
<td>Two</td>
<td>Four</td>
<td>4+ 5+</td>
</tr>
</tbody>
</table>

**Extra Barrage templates**

Larger barrages can cover a larger area. The Barrage table tells you if have enough BPs to inflict extra Barrage templates on your enemy.

Place any extra templates so that they touch the first template that was placed, and so that no templates overlap. You do not need to consider range or line of fire for these extra templates.

**Extra Blast markers**

Intense barrages are very effective at suppressing enemy forces as well as killing them. The Barrage table tells you if you have enough BPs to inflict an extra one, two or three extra Blast markers on each formation that has units under a Barrage template.

Place these Blast markers in addition to those placed for coming under fire and for any casualties.

**FAQ**

Q. When I fire a barrage, can I claim a Crossfire bonus?
A. Yes.

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

Q. When I get extra Barrage templates, do I have to place them so as to get as many enemy units from the target formation under them as possible?
A. The rules are unclear here, but yes you do.
Q. When I get extra Barrage templates, can I place these so that they cover units that no weapon contributing to the barrage has range or a line of fire to?
A. Yes, just be sure to observe all the constraints with the first template.

Q. How do we resolve hits for a Barrage template that is over some units that are in cover and some that aren't?
A. Roll to hit separately for the units that are in cover and for the units that are not in cover.

Q. How do we resolve hits for a Barrage template that is over different kinds of units?
A. Each unit under a template requires a separate to hit roll [Comment: Clarify — seems to contradict the batch rolling tip] to see if it has been hit. For example, a barrage covering two Nobz (one with the Warlord), six Boyz (with two in cover), two Grotz, four Battlewagons and one Flakwagon would need to roll the following to hit rolls: one for the Nobz with the Warlord, one for the other Nobz, four for the Boyz out of cover, two for the Boyz in cover, two for the Grotz, four for the Battlewagons and one for the Flakwagon.

The type referred to in the tip about speed dice rolling refers to the kind of unit (Tactical, Assault, Devastator, and so on) not the unit type (INF, AV, etcetera). [Comment: Clarify — by target formation and by type (INF, AV, etcetera) actually makes more sense for batch rolling doesn't it?]

Q. How do we resolve barrages where some Barrage Points have special abilities?
A. When firing a barrage, you may only use a special weapon ability if all of the units you use to fire have that ability.

If you want to use a special ability in a barrage then you may use only those barrage weapons. Units without that special ability may not fire in the barrage, and you can't fire a separate barrage with them during the same activation.

Related information

Indirect Fire, .................................................................................................................. 58
S2: Place a Blast marker for ‘coming under fire’ ................................................................ 28
Macro-Weapon .............................................................................................................. 60
Things you need to play Epic ......................................................................................... 4

Overwatch

When you take an Overwatch action you may not move your formation*. Instead, you can take an opportunity later to use it to shoot in response to an enemy move. This means that you get to act outside of the normal turn sequence and interrupt an enemy action.

Remember! Overwatch and formation coherency

If your formation is incoherent then you may not choose the Overwatch action with it. You must attempt to move units so that the formation is coherent again, so you must choose an action that includes at least one move.

House rule: "Overwatch and turning on the spot"

The "may not move" part of Overwatch can be odd for units that have weapons with limited fire arcs. I suggest this:

You may turn such units on the spot, but only when you first put the formation on overwatch. If you want to keep the formation on Overwatch next turn and also turn such units again then you must take a new Overwatch action next turn.

Duration of overwatch

Once you pass the Action test to put your formation on overwatch then it will remain on overwatch until either you use them to shoot as a reaction to a valid trigger, or you undertake a new action with them in a following turn.

Note that this means that you can put a formation on overwatch in one turn and use it to react and shoot in a following turn. Shooting in a following turn counts as your action with the formation for that turn. Or, you can decide not to shoot and abandon overwatch instead, so that you can attempt a new action with this formation.
Core rules

Triggers for overwatch shooting

Broadly, any enemy action that includes one or more moves can be a trigger for overwatch, even if your opponent doesn't actually move any models. Some other types of move also count.

Triggers for overwatch shooting include:

- Advance, Engage, Double and March actions, since they all include one or more moves.
- Marshal, Hold and special actions, where they include a move.
- Withdrawal moves and consolidation moves — but note that these moves are optional, so your opponent may choose not to use them so as not to give you a trigger for overwatch shooting.
- Disembarking units from transports.

You may not to choose to use overwatch to shoot at a formation that does anything else in your overwatch formation's line of fire. Some things that don't count as triggers for overwatch shooting include:

- Bringing formations into play by a special rule. ¹
- Actions that don't include moves.²
- Counter charge moves.

Using overwatch shooting

When you choose to react to a valid trigger for overwatch shooting, you get to interrupt your opponent's action. Resolve your overwatch shooting immediately after the enemy move you are reacting to and before your opponent proceeds with any further part of their action (such as to move again, shoot or resolve an assault).

- A formation on overwatch may shoot at an enemy formation after any move. So, where an enemy formation is making several moves, you may activate your overwatch formation to shoot at it after it has completed one of these moves and before it carries out the next one. This stops your opponent from using Double or March actions to whiz fast formations past your overwatch formation without risk.
- You must direct your overwatch shooting at the formation that triggered the shooting — you can’t pick a different target.

Use the normal shooting rules to resolve the outcome of overwatch shooting attacks, and remove the Overwatch marker — your formation is no longer on overwatch.

Example sequence for overwatch

Example: Overwatch, part 1: Setting overwatch

As his first action for the turn, the Imperial Guard player chooses a Steel Legion Mechanized Infantry Company and declares that he will attempt the Overwatch action. He passes the Action test and places a marker on the formation to show that this formation is on overwatch.

¹Such as Landing (transport aircraft), abilities like Planetfall, Self-Planetfall, Teleport or Tunneller, being summoned (demons), or swarming (Tyranids).
²Such as a Sustained Fire action, or a Marshal action in which your opponent opts to shoot and regroup rather than move and regroup.
Example: Overwatch, part 2: Waiting for a good opportunity

The Ork player chooses an Ork Warband formation that is near to the Imperial Guard formation that is on overwatch, and succeeds in taking a Sustained Fire action.

The Ork formation shoots at a Titan. Sustained Fire doesn’t include a move, so there is no trigger for the Mechanized Infantry Company on overwatch. The overwatch continues...

Later in the same turn, the Ork player conducts a Double action with another Ork formation and moves it past the Mechanized Infantry Company.

At the end of their first move, the Orks are within range and line of fire of the Mechanized Infantry Company. But the Imperial Guard player can see that the Orks’ second move will take them closer to another formation he can use to tackle them later — so he decides not to take this opportunity to trigger overwatch. The overwatch continues...

Example: Overwatch, part 3: Taking an opportunity

A new game turn begins. The Ork player wins the Strategy roll and chooses to go first in the Action phase. He starts by taking an Engage action with a Kult of Speed, tearing towards the Imperial Guard. At the end of their move, these Orks are very close to the Mechanised Infantry Company.

Before the Ork player can proceed to resolve the assault, the Imperial Guard player announces that the Mechanised Infantry Company will use their overwatch to react to the Kult of Speed. The players resolve the shooting as normal as the Mechanised Infantry Company pours fire into the oncoming Kult of Speed.

It is likely that the results of the shooting will weaken the Kult of Speed and be a big help to the Imperial Guard in the coming assault. It could even be enough to break the Ork formation, forcing the Orks to withdraw before they really get stuck into a good punch up (Orks love a fight, so they’ll be very disappointed!).

As it turns out, the shooting causes some casualties (and extra Blast markers) but the Orks are not Broken. The players proceed to resolve the assault, and the Mechanised Infantry Company have used their action for the turn.

FAQ

Q. If my formation on overwatch becomes incoherent, can I still use it to react to a trigger for overwatch shooting?
A. Yes. Your formation must be coherent when you take the Overwatch action, but can become incoherent later without losing the overwatch status. However, you must move them back into coherency when you next have an opportunity to take an action with them — so you may not choose to keep them on overwatch indefinitely.

Q. If my formation on overwatch finds itself within the zone of control of an enemy formation, can I still use it to react to a trigger for overwatch shooting?
A. Yes — you are reacting, not taking a new action. However, at your next opportunity to take an action with this formation, you may not choose to keep them on overwatch — you must take an action that allows you to charge the enemy (Engage) or leave its zone of control.

Q. If I am part-way through an action when my formation becomes Broken because of overwatch shooting, what happens next?
A. You lose the rest of your action with this formation, but you may make an immediate withdrawal move; see Withdrawals on page 48.
Core rules

Assaults and assault procedure

Step-by-step procedure for conducting an assault.

Formations that carry out an Engage action are allowed to make a charge 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 fought hand-to-hand (close combat) — though they may be. Often, enemies simply get close enough to each other for individual infantry to engage with their small arms, grenades and other short ranged weapons (a firefight).

Casualties will often be high on both sides, and at the end of the assault, the losing side will be forced to withdraw with its morale shattered while the victor consolidates its control of the contested area.

Designers' note: Assaults

The rules for assaults are a crucial part of the Epic rules. It helps to understand what they represent.

In most wargames, assaults only really cover hand-to-hand combat. In Epic, an assault covers everything that happens when a formation is ordered to get close and attack 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 often resolve assaults without any units making it into close combat at all, just as you can resolve a whole game of Warhammer 40,000 without any close combat taking place.

Note 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 15cm) 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.

To work out the effects of an assault, do the steps in the assault procedure as follows:

A1: Choose a target for the assault ................................................................. 40
A2: Make the charge move ................................................................. 41
A3: Make counter charge moves ................................................................. 42
A4: Resolve combat attacks ................................................................. 43
A5: Resolve stalled combat with supporting fire .............................................. 45
A6: Work out the result of the stalled combat .................................................. 46
A7: Loser: Break, and withdraw from the assault ............................................. 47
A8: Winner: Receive Blast markers and consolidate ......................................... 47

FAQ

Q. Do assaults occur when neither player takes an Engage action?
A. No, they never occur automatically.
A1: Choose a target for the assault

When taking an Engage action, you must pick an enemy formation as the target for your formation's assault. You may choose any enemy formation anywhere on the table, though for reasons that will become apparent it makes sense to choose one fairly close by.

Under certain circumstances, a formation may assault two or more enemy formations and/or bring up to two other friendly formations into the assault (see the rules for intermingled formations and the Commander ability).

Related information

Commander .......................................................................................................................... 54
Intermingled formations ...................................................................................................... 40

Intermingled formations

[Comment: Rationalise with other rules such as the Commander ability, but think how best to present this when we're trying not to mention advanced rules within the core rules.]

When two or more of a player's formations are very close to each other or have their units mixed together we say that these formations are intermingled.

- A player's formations are intermingled if they have any units within 5cm of each other.

When you choose the Engage action and enemy formations are intermingled, you may choose any or all of them as your target for the assault.

For the purposes of the assault, both players must treat the target intermingled formations as a single formation.

- All of the target intermingled formations are allowed to make counter charges.
- The target player allocates hits to all of the target intermingled formations.
- When working out the result of the assault, add together all of the Blast markers on the target intermingled formations to determine what modifiers to apply to the dice roll.
- If the target intermingled formations lose, each is Broken and must withdraw.
- If the target intermingled formations win, each receives a number of Blast markers equal to the number of casualties it suffered in the combat.

Example: Defending formations A and B win the assault. A suffered two casualties and B suffered one. So, A gets two Blast markers and B gets one Blast marker.

FAQ

Q. If a formation is intermingled with a Broken formation, can the extra hits from losing the assault be taken on the Broken formation?
A. Yes, so long as those units are closer to the attacking formation. Units are removed for those extra hits and then Broken formation is destroyed.

Q. Does the charging formation need to get within 15cm of all intermingled formations?
A. No.

Q. Does the charging formation need to get within 15cm of the original target or can it get within 15cm of any intermingled formation?
A. Talk about it with your opponent during the five minute warm up; it is played both ways around the world.
Core rules

A2: Make the charge move

With the Engage action, you make a **charge move** with your formation, to put them into an assault against the target enemy formation.

Make the move normally, as described in the movement rules. Once the move is complete, the engaging formation must have at least one unit within 15cm and line of fire to a unit in 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 the zone of control of target units, to move into base contact with them. Moving into base contact allows the unit to fight with its Close Combat value rather than its Firefight value. This is the only time a unit may enter an enemy zone of control. Note that charging units may not enter the zone of control of enemy units from another formation that is not the target of the assault.

- A maximum of two units may move into base contact with each target unit.
- A charging unit that enters a zone of control must move into base contact with the nearest enemy whose zone of control it is entering.
- 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.

**Tip:** You do not have to get units into base-to-base contact with the enemy unless you want to. The assault will go ahead as long as you have at least one attacking unit within 15cm and line of fire of the target formation at the end of your charge move.

---

**FAQ**

Q. Can a unit that is making a charge move put an enemy unit in base contact if the enemy is in terrain that is dangerous to the charging unit?

A. Yes, if part of the enemy unit is not in dangerous terrain the unit can be put in base contact there without taking a Dangerous Terrain test. If the enemy unit is completely within the dangerous terrain then the charging unit would have to take a Dangerous Terrain test.

Q. Can a unit that is making a charge move put an enemy unit in base contact if the enemy is in terrain that is impassable to the charging unit?

A. Yes, if part of the enemy unit is not in impassable terrain the unit can be put in base contact there. If the enemy unit is completely within the impassable terrain then no.

Q. What happens to a charging unit that enters the zone of control of an enemy unit and it does not have enough movement to make it into base contact?

A. Move the charging unit as close to the nearest enemy unit as the charge move allows. The intent of the rule is that you should not be able to charge through a zone of control to reach a unit further away but should always move towards the closest enemy unit even if you cannot make it into base contact.

Q. When targeted by overwatch shooting, can units that are making a charge move claim the cover to-hit modifier (and receive a cover save in the case of Infantry)?

A. Yes (and yes), if they are in cover at the moment when you resolve the overwatch shooting. But remember, these effects apply only in the shooting procedure, not in the assault procedure.

---

1Note that in Epic Armageddon the charge is normally a single move, not a double move as common in many other Games Workshop games.
A3: Make counter charge moves

[Comment: Check use of engaging/attacking and target/defending throughout this and other topics. Could stand to be rationalised more and may be some need to disambiguate ‘attacker’ from units making ‘attacks’.]

An assault represents a brutal short-range battle involving movement, shooting and close combat. Although the engaging (attacking) formation initiated the assault, the target (defending) formation has time to react and make limited moves of their own.

To represent this, units from the target formation that are not already in base contact with an attacking unit may make a special move called a counter charge.

- With units that have a Speed value of 30cm or more you may make a counter charge move of 10cm.
- With units that have a Speed value of 25cm or less you may make a counter charge move of 5cm.
- You may disembark units from their transports. [Comment: Presumably, just the usual 5cm placement?]

Make counter charges after the engaging formation has finished moving and any overwatch shots have been taken, but before you resolve attacks. All the normal charge move rules apply, and the defending formation must maintain formation coherency.

You can choose not to counter charge with eligible units. But if you do counter charge then you must use the counter charge move to move units directly towards the closest enemy unit in each case. You may move counter charging units into base contact if they can reach and as long as the enemy is not already in contact with two defending units.

You may counter charge against units in any enemy formation — not just the attacking formation that initiated this assault. 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 (see the rules for intermingled formations).

FAQ

Q. Must I counter charge my defending units towards the closest enemy unit in the attacking formation, or just the closest enemy unit?
A. The closest enemy unit — which could be from another formation.

Q. If the closest enemy unit is already in contact with two defending units can I counter charge the next closest instead?
A. Yes.

Q. What happens when impassable terrain or friendly units prevent my defending unit from reaching the closest enemy unit?
A. Follow the shortest valid path to get to the closest enemy unit.

Q. Can units counter charge over friendly units?
A. Follow the normal movement rules; see Moving through other units on page 18

Q. Can units disembark from a transport unit that has already counter charged?
A. Yes, so long as the transport unit isn’t in base contact with two enemy units.

Q. Can a transport unit that disembarked other units still counter charge?
A. No, disembarking happens at the end of a move.

Q. Can a formation that used its overwatch shooting on the attacking formation still counter charge?
A. Yes.

Q. After counter charges are made does the attacking formation need to have at least one unit with a line of fire to a unit in the target formation in order for the assault to take place?
A. In the first round yes, as all the normal charge move rules apply. In subsequent rounds the assault is in progress and you must continue the procedure to resolve the assault.
Core rules

Q. What happens when an assault goes into a second round and no units are within 15cm of each other and with line of fire after both sides counter charge?
A. Continue to work out the result of the assault again.

Related information
Formation coherency..........................................................11

A4: Resolve combat attacks

Use units’ assault values to make combat attacks and determine whether there is a swift outcome at this step in the assault procedure or whether the assault stalls and moves to another step.

Assault values

In general, a unit has two values on its datasheet that may come into effect during an assault:

- **Close Combat (CC)** Use this value when units are in base-to-base contact with the enemy.
- **Firefight (FF)** Use this value when units are not in base contact but are within 15cm of the enemy and have a line of fire.

Units that are armed only with Assault Weapons and that do not have any Small Arms or other ranged weapons have no FF value and may only attack if they are in base-to-base contact with the enemy (using their CC value).

**Assault Weapons and Small Arms**

Many unit datasheets include weapons that are noted as being either Assault Weapons or Small Arms.

**Special rule: Assault Weapons**: This term covers all of the diverse close combat weapons of the 41st Millennium, including chainswords, power weapons and Ork choppas. A unit can use these weapons only during an assault, when it reaches base-to-base contact with an enemy. The effect of these weapons is included in the unit’s Close Combat value.

**Example**: Assault Marines are equipped with chainswords. Their Close Combat value of 3+ takes into account the effect of these weapons and the marines’ expertise with them.

**Special rule: Small Arms**: This term covers a dizzying array of short-range weapons used by units in the 41st Millennium, including lasguns, bolters and Ork shootas. A unit can use these weapons only during an assault, when it reaches firefight range (15cm) of an enemy. The effect of these weapons is included in the unit’s Firefight value.

Although Small Arms have a nominal range of 15cm on unit datasheets, this only reflects firefight range during an assault and is not for normal shooting. This represents the limited amounts of ammunition that units carry for such weapons, and also the fact that in combat most soldiers will keep their heads down and only shoot when the situation is really desperate! In general, neither of these problems apply to heavy weapons teams, which is why such weapons get to shoot all of the time.

**Example**: Tactical Marines are equipped with boltguns. Their Firefight value of 4+ takes into account the effect of these weapons and the marines’ expertise with them.
Check which units can attack

First, only units in the formations that are actually part of the assault (attacking or defending) can attack in this step. Second, of these units, only those that are directly engaged can attack in this step.

Directly engaged

Directly engaged units are those units in the assault that, after charge and counter-charge moves are complete, are:

- in-base-to-base contact with an enemy unit — they can attack using their CC value
- within 15cm of, and have a line of fire to, enemy units engaged in the assault — they can attack using their FF value

Make combat attacks

1. For each unit that can attack (is directly engaged), roll a D6 and compare the score to the unit's Close Combat or Firefight value as appropriate. If your score equals or exceeds the required value then you score a hit on the enemy.
   - No modifiers ever apply to these rolls. Cover to hit modifiers for infantry apply only in the shooting procedure.
   - Note that Blast markers only suppress units during the shooting procedure, not during the assault procedure — we assume that the proximity of the enemy means that everyone joins in!

2. Allocate the hits you receive against your units and make saving throws, in the same way as for hits from shooting (that is, allocate hits to units in base contact first because they are nearest to the enemy, then the next nearest, and so on). Your opponent does the same. Remove the casualties, but keep note of how many there are.
   - You may only allocate hits to units that were directly engaged in the assault.
   - The Crossfire bonus does not apply during an assault.
   - The attacking player's infantry units do not benefit from cover saves — they have to leave cover and expose themselves to engage the enemy.
   - The defending player's infantry units benefit from cover saves as normal — they make the most of their position as their enemies bear down on them.

Remember! Keep a running total of the number of casualties inflicted by each side in the assault.

Do not place Blast markers or consider whether a formation is Broken until the final steps in the assault procedure tell you to.

Tip: To speed things up, organise your dice into batches. For example, roll for all 4+ values in one batch, then all 5+ values and so on.

Keep a running total of the number of hits you score — your opponent will allocate hits once you have a final total.

Determine the outcome

- If all of the units in the defending formation have been killed and at least one unit in the attacking formation survives, then the attacker wins and the assault is over. Go to A7: Loser: Break, and withdraw from the assault on page 47.
- If all of the attacking units directly engaged in the assault are killed then the assault stalls and the defender wins. Go to A7: Loser: Break, and withdraw from the assault on page 47.
- If even one of the attacking units that were directly engaged survives, then the combat is stalled and both sides can call for supporting fire. Go to A5: Resolve stalled combat with supporting fire on the facing page.
- In any other case, the combat is stalled and both sides can call for supporting fire. Go to A5: Resolve stalled combat with supporting fire on the facing page.
Core rules

Tip: To be clear, each side has only one way to win immediately at this stage without a stalled combat and supporting fire:

- The attacker must destroy every unit in the defending formation.
  
  or
  
- The defender must destroy every attacking unit that is directly engaged.

FAQ

Q. During an assault, how do I allocate attacks with special abilities like Ignore Cover and Lance?
A. This was never covered in the rules. The unofficial consensus is that you should allocate them in such a way as to use their special rules, if possible. So, allocate Ignore Cover hits to units that are benefiting from a cover save, and allocate Lance hits to units with Reinforced Armour. In tournament games, this is something you should bring up with your opponent during the five minute warm up.

Q. How do we interpret 'directly engaged' in assaults that go on for multiple rounds in the assault procedure?
A. Check and re-evaluate after every counter charge move is complete. In a multi-round assault, counter charges and casualties can mean that some units are directly engaged in some rounds and not in others.

A5: Resolve stalled combat with supporting fire

When combat attacks do not yield an immediate winner and loser then the combat is stalled. Units from other nearby formations may be able to add fire in support of their comrades.

Call in supporting fire

Both sides may call in supporting fire from other friendly units that are near to the action in the assault. This means that units from other nearby formations that are not engaged in this assault can attack with their Firefight value if they meet all the following criteria:

- The supporting unit is within 15cm of, and has a line of fire to, at least one enemy unit that was Directly engaged in the assault during the A4: Resolve combat attacks step.
- The supporting unit is not in a formation that is Broken or that took a March action this turn.

Tip: Note that Blast markers only suppress units during the shooting procedure, not during the assault procedure.

Make supporting fire attacks

Both players:

1. Roll to hit using the Firefight values of your supporting units.
2. Allocate the hits you receive against your units and make saving throws, in the same way as for hits from shooting (except do not carry over any hits to units that were not directly engaged).
3. Remove casualties and add to your running total for this assault.
4. Continue at A6: Work out the result of the stalled combat on the next page.
A6: Work out the result of the stalled combat

If the winner was not established in the combat attacks step and was stalled, work out the result of the assault as follows.

Both players:

1. Roll two D6 and pick the highest single D6 score.
2. Add any valid modifiers from the Assault Modifiers table below.
3. Compare the total scores:
   1. Whoever has the higher score wins the assault.
   2. The losing side suffers a number of hits equal to the difference in scores. No saves are allowed 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 Shooting procedure (that is, units in base contact first because they are nearest to the enemy, then the next nearest, and so on).
4. If the total scores are tied, use the surviving units to fight another round in the assault as follows: Starting at A3: Make counter charge moves on page 42, repeat the assault procedure steps with these differences:
   1. Both sides may make a counter charge move (attacking player goes first).
   2. Each side adds all new casualties to their existing running total from the previous round of this assault.

### Assault Modifiers table

<table>
<thead>
<tr>
<th>Condition</th>
<th>Modifiers (cumulative)</th>
</tr>
</thead>
<tbody>
<tr>
<td>For each kill you have inflicted during the assault</td>
<td>+1</td>
</tr>
<tr>
<td>You have more units than the opposing formation</td>
<td>+1*</td>
</tr>
<tr>
<td>You have more than twice as many units as the opposing formation</td>
<td>+1*</td>
</tr>
<tr>
<td>Your formation has no Blast markers</td>
<td>+1**</td>
</tr>
<tr>
<td>The opposing formation has more Blast markers</td>
<td>+1***</td>
</tr>
<tr>
<td>For each unit with the Inspring ability</td>
<td>+1</td>
</tr>
</tbody>
</table>

* 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.

### FAQ

Q. Do the extra hits on the losing formation apply only to units that were directly engaged?
A. No, the extra hits ‘spill over’ — allocate the hits to the next nearest units in the losing formation.

Q. Do the extra hits on the losing formation require a line of fire?
A. No.

Q. Can the extra hits on the losing formation be allocated to units embarked on a Fearless transport?
A. Yes.

Q. How do we allocate the extra hits on the losing formation when it has units embarked on a transport unit?
A. Once one of these hits is allocated to a transport unit (or if it would be allocated if not for the Fearless ability) then you must allocate a hit to each embarked unit before moving on to the next closest unit. Make armour saves for the embarked units before making saves for the transport unit.

If you then fail the armour save for the transport unit and it is destroyed, make an armour save or a 6+ cover save for any other remaining embarked units (Fearless units, or those that weren’t allocated a hit). Do not give the formation Blast markers for any of these saves they fail.

Q. When we work out the result of an assault, do we count casualties that resulted from overwatch shooting against the attacking formation?
A. No.
Core rules

Q. When we work out the result of an assault, do we count casualties that resulted from failed Dangerous Terrain tests?
A. No, they are not kills inflicted by the defender.

A7: Loser: Break, and withdraw from the assault

After it becomes clear which side wins the assault, formations on the losing side become Broken and must withdraw. [Comment: Clarify. Other text says you don't have to make a withdrawal move — it is just that your units may be destroyed if you don't.]

Remember! If a losing formation was already Broken when it was assaulted then the whole formation is destroyed; remove all its remaining units from play as casualties.

Any other formations on the losing side that were in a position to have lent support (that is, they were within 15cm of an enemy unit directly engaged 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 friendly forces defeated in an assault.

Related information

- Withdrawals, .......................................................... 48
- A5: Resolve stalled combat with supporting fire, .......................................................... 45

A8: Winner: Receive Blast markers and consolidate

Receive Blast markers

After the losing side has withdrawn, each winning formation receives a number of Blast markers equal to the total number of casualties it suffered in the assault.

- It is possible for a formation to win an assault and yet also become Broken because of the casualties it 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. [Comment: Clarify. Other text says you don’t have to make a withdrawal move — it is just that your units may be destroyed if you don’t.]
- If the winner of the combat was already Broken at the start of the combat they do not receive any additional Blast markers.

Consolidate

Units on the winning side may make a free bonus move of 5cm to consolidate their position (perhaps to occupy territory they have captured and to take cover). Units may not enter an enemy’s zone of control during this move.

FAQ

Q. Can a transport unit pick up another unit as part of its consolidation move? What if the unit being picked up disembarked at the end of the charge move?
A. Yes and yes, but the unit being picked up may not make a consolidation move when this happens (see Transport vehicles on page 19).

Q. Do I have to use a consolidation move to move out of an enemy’s zone of control?
A. No. A consolidation move isn’t mandatory, you just can’t use it to enter another enemy unit’s zone of control.
Regrouping and Broken formations

In the course of a battle, formations can become disorganised or demoralised to the extent that they need to regroup. If they don't, they may be overwhelmed all too easily and become 'broken' when they lose their combat effectiveness and even start to panic and run away.

The rules in this sub-section represent these effects.

Regroup

Formations that take a Marshal action may regroup: Roll two D6 and remove a number of Blast markers equal to whichever score is highest (do not add the scores together).

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 (that is, 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 formation away from the enemy, or use a suitable marker from another game. At the end of the day, as long as you and your opponent know which formations are Broken and which are not then any method will do.

FAQ

Q. Does a Broken unit have a zone of control?
A. Yes.

Withdrawals

When to withdraw

Unless the rules state specifically otherwise, a Broken formation may choose to make a withdrawal immediately after the action that caused it to become Broken is resolved.

If a formation becomes Broken while it has only partially completed an action (for example, it is Broken by the Blast marker it receives for failing an Initiative test, or as a result of Blast markers it receives from overwatch shooting), then it loses the rest of its action and may make a withdrawal.
Making a withdrawal

A formation making a withdrawal may make two moves. Make these withdrawal moves exactly like normal moves, in any direction, with one exception: You may ignore enemy zones of control (though you may not move units directly over enemy units, as usual).

However, any units that end the second move within 15cm of the enemy are destroyed (they are killed while trying to escape!). Units with a Speed value of 0cm obviously cannot move when making a withdrawal, so they are destroyed if there are any enemy units within 15cm when they become Broken.

Enemy formations on overwatch can shoot at formations making withdrawal moves.

Related information

Broken formations and Blast markers

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

Until you rally them, Broken formations do not receive Blast markers. Instead each Blast marker that the formation would normally receive causes an additional hit on the formation, with no saving throw allowed.

Allocate these extra hits as you would from normal shooting (allocate to units nearest the attacker first, and so on). 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 extra Blast markers for the casualties it suffered in the assault, and so it will not 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 dismay.

FAQ

Q. Do the units removed from the additional hits cause Blast markers.
A. No.

Related information

Rally formations

Phase 3: End

You may proceed to this final phase in the game turn only when both you and your opponent have taken an action with all of your formations that are not Broken.

FAQ

Q. What is the order of events that happen in the End phase?
A. Proceed as follows:
1. Make disengagement moves with aircraft (simultaneous).
2. Resolve critical hit effects and other end of turn effects (alternate*).
3. Rally formations (alternate*).
4. Remove daemons (simultaneous).
5. Check victory conditions (depends on scenario).

*The player whose army has the higher Strategy Rating chooses who will go first.
Rally formations

In the End phase you and your opponent must attempt to rally all your respective formations that have Blast markers or that are Broken.

Starting with the player whose army has the highest Strategy Rating, alternate between you to attempt a Rally test for each of your formations as appropriate:

1. Roll a D6 and apply any applicable modifiers from the Rally Test Modifiers table below to the score.
2. Work out the result:
   - If your final score is equal to or more than the formation’s Initiative value then you pass the Rally test for this formation. The formation rallies successfully:
     1. If the formation was Broken, then it is no longer Broken — remove the marker, and add as many Blast markers as there are units in the formation.
     2. Remove half of the Blast markers that are attached to the formation (if there is only one Blast marker, remove it as we are rounding fractions up as usual).
   - If your final score is less than the formation’s Initiative value then you have failed the Rally test for this formation. The formation does not rally:
     1. If the formation is Broken, make a withdrawal move with it immediately.
     2. If the formation is not Broken, simply leave it as-is — you may not remove any Blast markers.

**Example**: A Broken formation with seven units that rallies is no longer Broken and receives three Blast markers.

### FAQ

**Q. Can a Broken formation activate in the turn after it failed to rally?**
A. No, you cannot activate Broken formations and you can only attempt to rally in each End phase.

**Q. Can a Broken formation that fails to rally make a withdrawal move in the End phase if it already made a withdrawal in the Action phase when it became Broken?**
A. Yes.

**Q. Can formations that are out of the playing area rally?**
A. Yes, unless a special rule states otherwise. And of course, treat them as being more than 30cm away from enemy units! (That is, apply the -2 modifier for being Broken but not the -1 modifier for enemy within 30cm.)

### Related information

- Withdrawals ........................................ 48
- Initiative values .................................... 11

### Check the victory conditions

Most games of Epic are played using a scenario that will have a set of victory conditions that you need to achieve in order to win, or to prevent your opponent from winning.

Typically, you will need to check the victory conditions during the End phase and compare them with the current state of play to see if either of you have won.

Check the rules in the scenario you are playing for victory conditions. If appropriate, continue the game by starting a new game turn from **Phase 1: Strategy** on page 14.
Core rules

Related information

Victory conditions for tournament games .................................................. 117
Training .................................................. 96
Advanced rules

Extra rules and exceptions for more powerful or complex weapons and units.

Tip: We highly recommend that you play several games using the core rules before you fight battles with the full range of Epic scale vehicle and infantry miniatures that use lots of advanced rules.

In this section:

- Special abilities .......................................................... 52
- War engines ........................................................................ 69
- Aerospace operations: Aircraft ........................................ 78
- Aerospace operations: Spacecraft ...................................... 91

Special abilities

Rules for special units and 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

About special abilities

Tip: Terminology for special abilities

The source texts group abilities into 'specialist units' and 'specialist weapons'. They are also rather inconsistent with other terms such as 'special abilities', 'specialist abilities', 'attributes', and so on.

I've standardised on 'special abilities' and I've only used 'specialist units' or 'specialist weapons' in a couple of awkward places where it is important to differentiate. As usual, my edits shouldn't affect the actual gameplay.

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 so don't be afraid to use some of them while you are learning the game. The main reason these rules are in the advanced rules section is to streamline the core rules.

Any special abilities that apply to a unit or weapon are noted on the unit's datasheet.

General rules for special abilities

- Special abilities represent the attributes of particular units and weapons. Thus, special abilities are not transferable to other units or weapons.
Sometimes it happens that you want to do something where it would be unclear how to apply the effects of a special ability because some units have it while their comrades do not. When this happens, the solution is simple: you may only use the ability if all of your units in that situation have that ability.

Unless the rules specifically state otherwise then you may use a unit's special abilities even while the units is in a formation that is Broken.

Example: Special abilities are not transferable

Space Marine Terminators are able to teleport onto the battlefield, and so the Teleport ability is stated on their unit datasheet. However, any non-Terminator units in the same formation (such as Land Raiders) do not have this ability and they don't gain it from the Terminators.

Example: Special abilities don't always mix well

You have an artillery formation and you are using it to fire a barrage. You have a mixture of units in the formation such that some of the barrage weapons have the Ignore Cover ability, some have the Macro-Weapon ability, and some have neither ability.

As the special abilities don't apply to all of the units, you cannot use either of them — simply resolve a normal barrage without the effects of the special abilities. [Comment: Consider adding "Or, you may choose to shoot with only the Macro-Weapon units, or only the Ignore Cover units." and mirror this by extending the rule above? Or is this unintended and perhaps not desirable because of some edge case or other?]

Example: Special abilities are usable even while a formation is Broken

A formation containing your Supreme Commander unit is currently Broken. Even so, you may still re-roll one failed Initiative test per turn so long as this unit is in the play area.

FAQ

Q. Can a unit have the same special ability more than once?
A. No. Treat duplicate abilities (from Character upgrades, for example) as one.

Q. Can I use the special abilities of units that are embarked in transports?
A. Yes.

Q. Can I use the special abilities of units that are not in the play area (that is, they are in reserve).
A. Mostly no, but there are some exceptions. It should be obvious that you can use special abilities that you depend upon for a formation to enter the play area in the first place (such as Teleport, Tunnelier, Slow and Steady).

Also, you may use any special ability that affects your Action test or Rally test for a formation that is in reserve, but only with the unit's own formation. Such abilities include Supreme Commander, Leader, and Farsight.

Q. Some special abilities can apply to both units and weapons. Are there any differences?
A. Specialist weapon abilities on a weapon apply to only to the datasheet line they are on (for example: Banshee Masks grant First Strike to Howling Banshees in close combat; Lictor Talons grant Sniper to Lictors in dose combat).

Specialist weapon abilities on the unit apply to all attacks where applicable (for example, Warp Spiders have First Strike so all their CC and FF attacks have it, as do any Extra Attacks from Character upgrades), while special unit abilities on the unit do not (for example, Eldar Rangers have Sniper for their shooting attack while their CC and FF attacks do not).

Specialist unit abilities on a unit usually have no relevance for weapons.

Specialist unit abilities on a weapon are rare, but see the Sniper ability FAQ for an exception!

[Comment: I'd like to rationalise this FAQ alongside Extra Attacks and Sniper and terminology for special abilities — but I haven't yet figured out a way to do it that I feel happy with.]
Advanced rules

Related information
Unit datasheets, ....................................................................................................................... 9
Special abilities training scenarios, .......................................................................................... 102

Anti-Aircraft

These weapons are used in aerial dogfights or by ground units that defend against marauding aircraft.

- Anti-Aircraft weapons have an AA Firepower value. They may also have AP or AT Firepower values.

**Example:** The Space Marine Hunter has a Firepower value of AT4+/AA4+.

Related information
Anti-Aircraft (AA) attacks and jinking, .............................................................................. 83
Flak attacks, ............................................................................................................................ 84

Character

Generally, important individuals — such as commanders and warlords — are not represented by a separate individual model on the tabletop. Rather, you can add them as 'upgrades' to particular units in the army. To represent the character, you should add a suitable model (or command banner) to an appropriate unit in formation you're upgrading.

The unit you add the character to gains whatever special abilities and weapons the character has, as noted on its datasheet.

**Example: Character**

A Space Marine Chaplain is a character that has the special abilities *Invulnerable* Save and *Inspiring*. It is also armed with a power weapon (which is a type of Assault Weapon, and thus only usable in close combat) with the special abilities *Macro-Weapon* and *Extra Attacks (+1)*.

Any unit you add this character to will count as having all of these things in addition to their normal weapons and abilities.

- The character does not take up extra space — transport options for the upgraded unit are unaffected.
- The upgraded unit and the character must operate together throughout the entire battle.
- Characters can be added to any type of unit, including vehicles and war engines.
- Some units include important individuals within their datasheet entry, rather than as a character upgrade.

**Example:** The Imperial Guard Infantry Company includes an Imperial Guard Commander as a unit in its own right.

Commander

These units can order up to two additional formations to follow them when they make an assault, as long as those formations have not already taken an action this turn and have at least one unit within 5cm of a unit from the *Commander* unit's formation.
Make a single Action test (for an Engage action) for all the formations (use the Initiative value of the Commander unit's formation), counting a -1 modifier if any have Blast markers.

- If you fail the test, the Commander unit’s formation receives a Blast marker and must take a Hold action, as normal for a failed Action test. The other formations are unaffected and may take an action later in the turn, as normal.
- If you pass the test then the Commander unit's formation and the one/two additional formations may take the Engage action as an intermingled formation — that is, they act as if they are a single formation for all rules purposes for the duration of the assault.

FAQ
Q. Can the Commander ability be used if the unit with Commander, or its whole formation, is not within 15cm of a unit from the target formation after the charge move?
A. Yes, in both cases.

Related information
Intermingled formations

Disrupt
These weapons are designed to disrupt enemy formations as much as to kill enemy troops.

- Disrupt weapons inflict a Blast marker on the target formation for each hit they score rather than for each casualty they inflict.
- As the target player, you still get to attempt to save against successful hits — remove casualties for failed saves as normal, but don’t add more Blast markers.

FAQ
Q. Does a Disrupt hit inflict a Blast marker on an Expendable unit?
A. No.
Q. Does a Disrupt hit inflict a Blast marker when it takes down a void shield or power field?
A. No.
Q. A Disrupt hit destroys a Transport unit that is carrying other units. Do these units count as being hit by the Disrupt hit?
A. No, but do place Blast markers if the transported units are destroyed, as for normal shooting.

Related information
Blast markers

Expendable
These units are seen by their allies as ablative or just plain disposable (also known as 'cannon fodder'). This may be because they are specifically created to sacrifice themselves or because the units are simply not valued.

- Do not add a Blast marker to the parent formation when an Expendable unit is destroyed for any reason, including that of being out of coherency after a move.
- Do not add the usual extra Blast marker if it is the first casualty of a Crossfire.
- Do not add a Blast marker if the unit is hit by a weapon with the Disrupt ability.

However, if the formation (or whatever remains of it at the time) is entirely comprised of Expendable units then ignore these benefits and apply the usual rules.

Expendable units killed in an assault do count for the purposes of working out the result of the assault.
Advanced rules

Related information
Disrupt ................................................................. 55
Crossfire ................................................................. 31
Consequences for incoherent formations ......................... 19

Extra Attacks

Some assault weapons are noted as having Extra Attacks (+X) or EA (+X).

- Units armed with these weapons receive a number of extra attacks equal to X during an assault.

**Example:** Where a datasheet states that a unit has Assault Weapons with Extra Attacks (+2), this unit can make two extra close combat attacks in an assault.

- Sometimes the datasheet entry specifies a variable die roll rather than a fixed number. For example, a weapon with Extra Attacks (+D3) means that you must roll a D3 to determine the number of extra attacks every time you use the weapon.
- The Extra Attacks ability can apply to shooting attacks, close combat attacks, or to firefight attacks — check the unit’s datasheet carefully to see which.

FAQ

**Q.** How do other special abilities apply to a weapon with Extra Attacks?

**A.** Special abilities that are on a weapon with Extra Attacks apply to, and only to, the extra attacks. Specialist weapon abilities (such as First Strike) on the unit also carry over to the extra attacks, but specialist unit abilities on the unit (such as Sniper) do not.

[Comment: I’d like to rationalise this FAQ, alongside the more general FAQ at Special abilities — but I haven’t yet figured out a way to do it that I feel happy with.]

**Q.** If a unit has Extra Attacks (+1) on a Small Arms weapon, can it be used if the unit is in base contact with an enemy unit?

**A.** Only if the unit is a war engine, and you can only allocate such hits to units in firefight with the war engine.

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.

As an Eldar player:

- When you attempt to retain the initiative with an Eldar formation you may ignore the -1 Action test penalty if that formation includes a unit with the Farsight ability.
- As long as you have at least one unit with Farsight in play and on the battlefield, you may attempt to retain the initiative twice in a row. That is, if you have already successfully retained the initiative once you can immediately attempt to retain the initiative a second time.
  - You may choose any Eldar formation that is valid in the usual way, including those that do not include a unit with Farsight.
  - You must still pass an Action test to carry out the action, and unless this formation includes a unit with Farsight then you must apply the usual -1 modifier for retaining the initiative.
- Once you complete this action the initiative returns to your opponent, as normal.
Fearless

This ability represents units that are either exceptionally brave or so crazed that they will never run away. They are immune to extra damage that can occur when their formation is Broken.

- When your formation is Broken and receives Blast markers, do not apply any extra hits to Fearless units (though do apply them to other non-Fearless units in the formation as normal).
- When you work out the result of a stalled combat and your formation is on the losing side, do not allocate any extra hits to Fearless units (though do apply them to other non-Fearless units in the formation as normal).
- If your formation loses an assault when it was already Broken, Fearless units are not destroyed (remove any non-Fearless units in the formation as normal).
- When their formation is Broken and they are close to the enemy, Fearless units are not destroyed if you do not make a withdrawal move with them. However, they still count as part of a formation and must maintain coherency, and so they will sometimes be dragged along with the rest of their formation as it withdraws. If you do make a withdrawal move with them then they are only destroyed if you leave them within 5cm of the enemy rather than the usual 15cm.

Tip: Not needing to withdraw and not being destroyed means that at the end of an assault Fearless units can be within an enemy zone of control, or even in base-to-base contact with the enemy. For details of what to do when you want to activate a formation that has units inside an enemy zone of control, see the zone of control rules.

First Strike

Weapons with this ability attack first in an assault, potentially destroying the enemy before it can attack.

- Resolve all First Strike attacks before any enemy units make their attacks. This may result in some enemy units being destroyed before they can attack.
- If a weapon benefits from both the First Strike and Extra Attacks abilities then First Strike applies only to those extra attacks and not to the unit's primary attacks; otherwise it applies 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 resolve all First Strike attacks simultaneously and apply the results to both sides before you resolve other attacks.

FAQ

Q. A unit in base contact uses Extra Attacks with First Strike, and the enemy unit is destroyed. Can the unit still use its Close Combat value for its regular (non-First Strike) attack?
A. Only if it is in base contact with another enemy unit. Otherwise it must use its Firefight value, if it has one. [Comment: Is this consistent with other rules? I think I remember other rules to the effect that excess hits from close combat 'carry over'. Need to check and resolve.]

Q. How does First Strike work with supporting fire?
A. First Strike doesn't provide a benefit in this situation, treat it like normal.

Related information

Zone of control ................................................................. 18
Formation coherency ......................................................... 11
Withdrawals ........................................................................ 48

Extra Attacks ..................................................................... 56
Advanced rules

Ignore Cover

These weapons are designed to negate the effects of cover, either by blasting it apart or simply bypassing it altogether.

- When shooting with these weapons, negate the benefits of cover — that is, you can ignore cover to hit modifiers and your target cannot use infantry cover saves.

Related information

Terrain and cover.

Indirect Fire

This ability applies to some weapons that are able to fire high in the air over any intervening terrain so that the shots rain down on the target from a steep angle. The firing units get the targeting co-ordinates they need from friendly spotters, aircraft or orbital satellites.

Using Indirect Fire

To use this ability, you must first take a Sustained Fire action with the formation.

- If you fail the Action test then you may not use this ability this time, but you may shoot normally if you choose to as part of your Hold action.
- If you pass the Action test then you may complete this action as normal but with the added effects firing indirectly with your Indirect Fire weapons. To be clear, all shots benefit from the +1 to hit modifier for taking a Sustained Fire action, as normal.

Effects of firing indirectly

- While firing weapons indirectly, you do not need a line of fire for these attacks. (They are fired over any intervening terrain.)
- While firing weapons indirectly, double their Range value and apply a minimum range of 30cm. (The high trajectory used by weapons firing indirectly greatly increases their range, but means they cannot fire at targets that are very close.)

FAQ

Q. Does a weapon firing indirectly ignore the -1 to hit modifier if the target is in cover.
A. If the target is just partially obscured then yes. If the target is in the cover then no, it still benefits from the -1 to hit modifier.

Infiltrator

These units can sneak past enemy units when they charge, to attack higher priority targets that are farther away.

- When you make a charge move with Infiltrator units (and not at any other time!), double their Speed value.
- When they are charging, Infiltrator units can ignore the zones of control of units in the formation they are charging.

Remember! Infiltrator units remain subject to formation coherency rules and, as usual, you may not move them over enemy units.

FAQ

Q. Can Infiltrator units double their counter-charge move?
A. No.
Q. When I disembark Infiltrator units as part of a charge move, can I double the distance at which I place them near their Transport vehicles?
A. No.

Related information
- Formation coherency .................................................. 11
- A2: Make the charge move ......................................... 41
- Zone of control ............................................................. 18
- Moving through other units ........................................ 18

Inspiring

Each Inspiring unit involved in an assault adds a +1 modifier when working out the result of the assault (as long as it survives the combat of course)! [Comment: Presumably, ‘involved’ here means ‘directly engaged’ and not just lurking at the back somewhere out of the way?]

FAQ

Q. Are units from supporting formations considered to be involved in an assault? [Comment: If we change ‘involved’ to ‘directly engaged’ in the rule above then this FAQ would also be redundant.]
A. No.

Related information
- A6: Work out the result of the stalled combat ........................................... 46

Invulnerable Save

These units have some sort of protective devices or supernatural vitality that may allow them to survive an attack that would kill another creature.

To represent this, if you fail an armour or cover save for a unit with Invulnerable Save (or if the unit doesn’t have an armour or cover save) then you may attempt a special second save of 6+.

You may take this special second save against any form of attack, even attacks that would normally disallow saves. It always succeeds on a D6 roll of 6 — no modifiers ever apply.

FAQ

Q. Can invulnerable saves be used by units destroyed by dangerous terrain?
A. No.

Q. Can invulnerable saves be used by units destroyed by the extra hits from the result of an assault?
A. No.

Can invulnerable saves be used by units destroyed from ending their second withdrawal move within 15cm of the enemy?
No.

Can invulnerable saves be used by units destroyed from an additional hit from a Blast marker on a Broken formation?
No.

How many invulnerable saves must a unit make if it is hit by a Titan Killer weapon that causes multiple points of damage?
One, unless it is a War Engine in which case it must make one invulnerable save for each point of damage.
Jump Packs

These units are equipped with special devices (or wings) that allow them to fly for short distances, usually in a series of long hops. When you move units with Jump Packs you may:

- ignore intervening dangerous or impassable terrain (the units jump over it — but you still can’t land the units on impassable terrain, and if you land them in dangerous terrain then you must make Dangerous Terrain tests as normal)
- move over other friendly units (but you still can’t land on them)

**Remember!** As usual, you must observe the usual rules for enemy units and zones of control — you cannot move Jump Packs units over enemy formations.

Lance

A Lance weapon uses a highly concentrated beam of laser energy to destroy heavily armoured targets. A unit with Reinforced Armour that is hit by a Lance weapon is not allowed to re-roll its saving throw.

Leader

These units are great at keeping their comrades in the fight through leadership, intimidation or repair and logistical skills.

- When you successfully rally a formation, or regroup, remove one extra Blast marker for each Leader unit in the formation.

**Related information**

Regroup .......................................................... 48
Rally formations ................................................... 50

Light Vehicle

Light Vehicle units are unarmoured vehicles in which the crew is exposed to enemy fire, such as Ork Buggies and Space Marine Land Speeders.

These units are similar to Armoured Vehicle units but operate with the following key differences:

- **Light Vehicle** units are subject to the effects of both AP fire and AT fire; in effect they count as infantry targets for AP fire and armoured targets for AT fire.
- You cannot claim a -1 to hit modifier for cover for infantry stands that are touching a Light Vehicle unit.

Light vehicles rely on speed and agility to protect them from enemy fire; their armour save is based on these factors rather than the any actual armour they may carry. This aside, their armour save works in exactly the same manner as that of any other unit — it is negated by Macro-Weapon hits, can be used against barrages, and so on.

**Related information**

Unit types .......................................................... 9
Shooting ‘to hit’ modifier for cover ................................................. 23

Macro-Weapon

This ability represents the devastating effects of especially powerful weapons, known as ‘macro-weapons’. 
Macro-Weapon effects

Only units with Reinforced Armour or Invulnerable Save abilities receive a saving throw against Macro-Weapon hits. Any other type of target that is hit does not get a saving throw since the Macro-Weapon ability negates all other armour and cover saves.

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.

Applying Macro-Weapon effects

Shooting attacks

Macro-weapons can affect any type of target, so macro-weapons that can be used for shooting attacks do not have AP or AT Firepower values. Instead they have a Macro-Weapon (MW) value.

When shooting with a macro-weapon, roll to hit in the normal way and then apply the Macro-Weapon effects to any hits.

If a transport vehicle is destroyed by a Macro-Weapon hit then embarked units only receive a save where they would have one if they had taken a direct hit from the macro-weapon (that is, if the embarked units have Reinforced Armour or Invulnerable Save abilities).

Example: Resolving a Macro Weapon shooting attack

The Volcano Cannon mounted on an Imperial Warlord Titan has a Firepower value of MW 2+. You are using this during a Double action to shoot at a lonely Ork Stompa that is partially obscured by terrain.

Your basic 2+ to hit becomes 4+ to hit because of the -1 to hit modifiers for the Double action and for cover. You roll a score of 4, enough to hit the Stompa.

The Stompa has an Armour value of 4+ and the Reinforced Armour ability. So, the target player can attempt a 4+ armour save — the Macro-Weapon ability negates the usual save, but the 're-roll' for Reinforced Armour is still allowed.

Barrages

Work out the macro-weapon’s barrage as normal. Apply the Macro-Weapon effects to any hits.

Assaults

Some units have Small Arms or Assault Weapons that benefit from both Extra Attacks and Macro-Weapon abilities. The Macro-Weapon ability only applies to the extra attacks.

Allocating hits

As the target player, you must allocate and make any saves for normal hits first. Then, where any remaining units are in a position to be hit by the macro-weapon, you must allocate Macro-Weapon hits and apply the effects.

FAQ

Q. In an assault, my unit with a Macro-Weapon attack is destroyed by a normal hit before I’ve allocated Macro-Weapon hits. Do I lose the Macro-Weapon attack from my unit?

A. No. All attacks/hits in assault are simultaneous (except where First Strike applies of course). You simply allocate Macro-Weapon hits after you allocate normal hits.

Related information

Reinforced Armour.......................................................................................................................... 62
Invulnerable Save............................................................................................................................... 59
Mounted

These units ride some kind of mount such as motorbikes, jetbikes or living creatures such as horses.

- Mounted units count as armoured vehicles for terrain effects, and as infantry for all other purposes.

Planetfall

These units can use the rules for making a planetfall.

Related information

- Making a planetfall
- Self-Planetfall

Reinforced Armour

These units are protected by armour much thicker than that found on most armoured vehicles and have extremely robust internal construction.

- If you fail an armour save for a unit with Reinforced Armour then you may re-roll. Macro-Weapon hits ignore the armour as normal, but you may still make a save for the ‘re-roll’.

FAQ

Q. Can a unit with Reinforced Armour re-roll an Invulnerable Save against a non-Macro-Weapon hit?
A. No.

Q. Can a unit with Reinforced Armour re-roll a cover save against a non-Macro-Weapon hit?
A. Yes, but it can only use its Armour value for the re-roll.

Related information

- Macro-Weapon

Scout

These units are trained to operate on their own, spreading out so they can cover a wide area and scouting ahead to seek out the enemy.

Scout units have:

- a distance of 20cm formation coherency, rather than the usual 5cm
- a 10cm zone of control, rather than the usual 5cm

Remember! Special abilities do not extend or transfer to other units — transport units or other units in the same formation as Scout units do not gain the above benefits.

FAQ

Q. How do formations that contain both Scout and non-Scout units form a chain to be a legal formation?
A. Every non-Scout unit must be within 5cm of at least one other unit while Scout units must be within 20cm of at least one other unit.

Q. Are Scout units “intermingled” if they are within 10cm of another formation?
A. No, only if they are within 5cm as usual.
Q. Can a charging unit move into base contact with an enemy unit that is completely within an un-intermingled enemy Scout unit’s zone of control?
A. Yes, in this instance you may enter the zone of control of a formation that is not the target of the assault — but only if the enemy unit is closer than the Scout unit.

Related information

<table>
<thead>
<tr>
<th>Zone of control</th>
<th>18</th>
</tr>
</thead>
<tbody>
<tr>
<td>Formation coherency</td>
<td>11</td>
</tr>
</tbody>
</table>

Self-Planetfall

Self-Planetfall units are just like Planetfall units, except that they do not depend on a spacecraft and you can have them arrive in the same turn that an enemy spacecraft is present. [Comment: Do you still have to choose drop-zone coordinates before the start of the game like normal Planetfall, or do you choose the drop-zone when you activate Self-Planetfall?]

On the designated turn, activate the Self-Planetfall unit in the Action phase, as with spacecraft. [Comment: It’s not the same thought is it, as the rules below requires you to choose an action for the Self-Planetfall formation itself, whereas Planetfall formations activate separately later in the turn after the spacecraft finishes its operations.]

1. Nominate the action for the formation and take an Action test, as normal. Choose your action carefully, as an unfortunate scatter roll while making a planetfall may render some actions ineffective!
   - If you fail the Action test then the formation is delayed — try again next turn.
   - If you pass the Action test, proceed with making a planetfall as normal in all respects.

Related information

| Making a planetfall | 94 |
| Aerospace operations: Spacecraft | 91 |
| Planetfall | 62 |

Single Shot

These weapons have only enough ammunition or energy for a single shot.

- You may use these weapons only once per battle. Record or mark which Single Shot weapon units have been fired so you do not forget later in the game and use them a second time.

FAQ

Q. Can a Single Shot weapon that has fired count for suppression purposes?
A. Yes. [Comment: Really? Doesn’t seem consistent with the whole "could otherwise have fired" thing. And needs rewording, since there is a difference between weapons and units - the unit may have other weapons (implies that it could count for suppression in some cases) or no other weapons (which if not for this FAQ would imply it will never count after its Single Shot weapon is fired).]

Skimmer

These units are equipped with technology that allows them to hover a short distance above the ground, so that they can fly over terrain that would slow other units down.

**Tip:** To be clear, none of the rules for aircraft apply to Skimmer units.
Advanced rules

Skimmer units and movement

As you move Skimmer units you may:

- ignore intervening dangerous or impassable terrain
- move over other friendly units — but not land on them

But, to be clear:

- You may not land a Skimmer unit on impassable terrain, and if you land it in dangerous terrain you must take Dangerous Terrain test as usual.
- If your Skimmer unit is in dangerous terrain at the start of its move then you must take a Dangerous Terrain test as usual.
- You must pay attention to enemy zones of control as normal — you may not skim over enemy formations.

Skimmer units in assaults

Skimmer units can rise out of reach of enemy ground units when it suits them. So, you may always choose to use your Skimmer unit's Firefight value in an assault, even if there are enemy units in base contact. If you do this then the enemy must also use their Firefight value instead of their Close Combat value.

Pop-up attacks

Popping up

You may declare that a Skimmer unit is 'popping up' at the start of most actions its formation may take, including Overwatch. [Comment: Ambiguous - could be taken to imply that the Skimmer unit is popped up right from the start of the action, rather than just while in is shooting, which seems daft for actions other than Overwatch. Change 'at the start of' to 'during'?]

In general, your Skimmer unit must be able to move to be able to pop up (overwatch is an exception), and there is no point in popping up unless you are also able to shoot (or you hope to shoot on overwatch). [Comment: ...or to participate in a firefight as part of a counter charge (see FAQ).]

- You may not declare that Skimmer units are popping up as part of a Sustained Fire, Marshal or Hold action, or after you already set overwatch. [Comment: Also pretty pointless with March and Engage action, since you can’t shoot]
- When you set overwatch, you may declare that Skimmer units are popping up for the duration of overwatch.

Popping up does count as movement that may trigger enemy overwatch shooting.

Effects while popped up

Shooting. A popped up Skimmer unit is at such a height that it may be able to get a line of fire over intervening terrain to shoot at targets beyond — or indeed to be seen and be shot down!

To check, simply: Measure the distance between the Skimmer unit and the terrain; measure the distance between the terrain and the target unit; then check below:

- If the Skimmer unit is nearest to the intervening terrain then there is a clear line of fire between the opposing units.
- If the target unit is nearer to the intervening terrain then there is no line of fire between the opposing units.
- If the distance is equal, then there is a line of fire between the opposing units but they both benefit from the -1 to hit modifier for being in cover.

Transport Skimmer units. Skimmer units 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 are also destroyed, with no save allowed.
Popping down

A Skimmer unit that pops up to make a shooting attack ‘pops down’ immediately after you resolve the shooting.

A Skimmer unit that pops up on overwatch remains popped up until either you resolve their overwatch shooting attack, or their Overwatch action ends for any reason. Then it ‘pops down’ immediately.

FAQ

Q. Can a transport Skimmer unit pick up a unit that is in terrain that is dangerous to the Skimmer unit?  
A. Yes, but if the unit being picked up was completely within the dangerous terrain then the Skimmer unit would have to take a Dangerous Terrain test.

Q. Can a transport Skimmer unit pick up a unit that is in terrain that is impassable to the Skimmer unit?  
A. Yes, but only if the unit being picked up is not completely within the impassable terrain.

Q. Can a Skimmer unit pop up as part of a counter-charge?  
A. Yes, if the unit can move it can pop up. [Comment: Not entirely true, since the rules above forbid popping up during Hold and Marshall actions (though there wouldn’t be much point anyway, since you can only move OR fire in these actions)].

Q. If I choose to use my Skimmer unit’s Firefight value in an assault while it is in base contact with an enemy unit, are both units still considered to be in base-to-base contact?  
A. Yes.

Q. What happens if two opposing Skimmer units are in base contact with each other?  
A. If either player chooses to use their Skimmer unit’s Firefight value then they both use their Firefight value. Otherwise, they both use their Close Combat value.

Q. During an assault, my unit is in base contact two enemy units — a Skimmer unit and a non-Skimmer unit. Can I still use my unit’s Close Combat value?  
A. Yes.

Q. During an assault with my war engine Skimmer unit, can I choose to use its Firefight against enemy units that are in base contact with it?  
A. Yes.

Slow and Steady

This ability applies only to some spacecraft units.

- You may not use Slow and Steady units on the first two turns of a battle, unless the scenario specifically says otherwise.

Slow Firing

These weapons take a long time to reload or recharge.

- After you fire a Slow Firing weapon, you must wait one full game turn before you can fire it again.

Tip: A quick way to remind yourself that the weapon cannot fire is simply to turn the unit around to face away from the enemy, and then turn it to face the enemy again when you reach the end of the following turn; but use any method you prefer so long as it works for you and your opponent.
Advanced rules

FAQ

Q. If a Slow Firing weapon's Firepower value is preceded by a multiplier do all of the shots have to be used?
A. No, shots can be saved and used during the following turn while the weapon is reloading.

Q. Can a Slow Firing weapon that has fired all its shots count for suppression purposes on the turn it is reloading?
A. Yes. **[Comment: Odd. Normally only 'units that could otherwise have shot' are suppressed.]**

Sniper

When you make attacks with this ability, roll dice to hit separately from other attacks.

For each successful Sniper hit, you may choose which specific unit in the target formation is actually hit — either before or after the target player allocates regular hits. Of course, your choice is subject to the usual limitations, such as range and line of fire — and subject to whether or not you took into account the cover to hit modifier, if appropriate.

Also, the target units you choose suffer a -1 save modifier against these hits.

FAQ

Q. Can the Sniper ability be used in an assault?
A. Only where this ability is noted for Assault Weapons or Small Arms. With either weapon type, you can target any enemy units within 15cm and in the line of fire of the unit with the Sniper weapon.

Q. When do we allocate Sniper hits?
A. Before or after regular hits but before the target player makes saving throws (and thus before allocating Macro-Weapon hits).

Q. Can a Sniper hit be allocated to a unit that has already been allocated a regular hit?
A. Yes.

Support Craft

These units are like a hybrid between a Skimmer unit and an aircraft unit. They remain high up in the air, hovering over the battlefield, firing over intervening terrain when possible.

- **Support Craft** units function identically to a Skimmer unit that is always popped up, in almost all respects including rules for shooting and line of fire. The only differences are that they automatically force a firefight in an assault (it is not a choice as with Skimmer units), and we assume that Support Craft transports (or the troops they carry) are appropriately equipped to embark and disembark troops as normal. **[Comment: Clarify — presumably this mean that Support Craft units can't be swamped as no enemy can actually be in base contact, so embarked troops can always counter charge?]**
- **Support Craft** units are not aircraft — the Anti-Aircraft ability is not relevant for shooting at Support Craft units.

FAQ

Q. Can a unit with Jump Packs be placed within 15cm when disembarking from a Support Craft transport unit?
A. No.

Related information

Skimmer, ........................................................................................................................................ 63
Supreme Commander

These units represent high-level command units.

- Each *Supreme Commander* unit in your army allows you to re-roll one failed Initiative test (of any type) per turn.
- *Supreme Commander* units also count as having both the *Commander* and *Leader* abilities.

**FAQ**

Q. Can an army have more than one *Supreme Commander* unit?
   A. Yes, but the tournament army lists tend to restrict you to a maximum of one.

Q. What is an Initiative test?
   A. An Action or Rally test.

**Related information**

- Commander ........................................................................................................................................... 54
- Leader ..................................................................................................................................................... 60

Teleport

Units with this ability can appear suddenly on the battlefield, either because they have access to technological or arcane devices that allow them to move from one place to another in an instant, or because they are able to hide extremely well and then suddenly appear as if from nowhere.

However, teleporting is an inherently dangerous business; it carries some risk of mishaps.

**Planning Teleport operations**

Where you have formations in which all of the units have the *Teleport* ability, you may keep any or all of these formations in reserve instead of deploying them at the start of the game. You can bring them into the play area later.

**Carrying out Teleport operations**

You can bring *Teleport* formations out of reserve and into the play area at the start of any game turn.

1. Declare that your formation is teleporting onto the battlefield.
2. Place the formation anywhere you like on the table, as long as all the units are:
   - within 5cm of each other
   - outside of enemy zones of control
   - not in impassable terrain or on top of other units
3. If you place any units in dangerous terrain, make Dangerous Terrain tests for them.
4. Roll a D6 for each unit; for each die that scores 1 you must add a Blast marker to the formation.

**FAQ**

Q. Can a formation that contains transport units with *Teleport* and transported units without *Teleport* still teleport?
   A. Yes, but any units that can't be transported should be considered destroyed. [Comment: Should we place Blast markers for the destroyed units? Or, ignore this answer as it contradicts "formations in which ALL units have the *Teleport* ability" in the actual rules above?]

Q. Can a unit with *Teleport* and *Scout* abilities teleport onto the board and set up within 20cm from each other?
   A. No, all units after the first need to be placed within 5cm of a unit that has already been placed.

Q. How many D6 should a war engine unit roll when it teleports into play?
   A. A number equal to its initial damage capacity.
Related information

Thick Rear Armour

These units have equally thick armour all round.

- When a **Thick Rear Armour** unit is hit in a crossfire, ignore the -1 save modifier (but do apply the extra Blast marker for the first casualty as normal).

Titan Killer

These weapons are exceedingly powerful, even by the standards of the 41st millenium.

Treat the **Titan Killer** ability the same as the **Macro-Weapon** ability, except also:

- Units hit by **Titan Killer** weapons may not take a cover or armour save at all, even if they have **Reinforced Armour**. (Note that **Invulnerable Save** still applies, and the -1 to hit modifier for cover still applies unless the weapon also has the **Ignore Cover** ability.)
- Further rules apply if the target unit is a war engine.

Tunneller

You may keep formations of these units (and any units embarked in them) in reserve instead of deploying them at the start of the game.

Planning Tunneller operations

You set up **Tunneller** units before the battle starts, in a similar way to spacecraft. Place any units embarked in **Tunneller** units aside, in reserve, and then at the same time as you plan spacecraft operations:

1. Set up your **Tunneller** units so that they are touching your table edge, as a visual reminder. [Comment: Consider adding "If the scenario you are playing does not allocate a table edge to you, choose a convenient edge." or similar]
2. In secret, record when each **Tunneller** formation will surface (enter the play area). If you want a formation to surface in your half of the table then you may choose turn two or later. If you want a formation to surface in the opposing half of the table then you may choose turn three or later.
3. Record the location where each **Tunneller** formation will surface, in the same manner that you record the co-ordinates for drop zones in spacecraft operations.
Carrying out Tunneller operations

*Tunneller formations* arrive at the start of the game turn you recorded earlier.

1. Place one of the *Tunneller* units from the formation at the location you recorded for the formation earlier. Then place all the other *Tunneller* units in the formation such that you meet all the following conditions:
   
   - You must place each unit within 5cm of another unit you have already placed.
   - You must place each unit so that it is within 15cm of the location you recorded. [Comment: Should this instead be within 15cm of the first unit, which may be diverted?]
   - If this is turn two, you may not place any unit in the opposing table half.

   If a *Tunneller* unit would surface on terrain that is impassable for it, under any other unit, or in an enemy zone of control then on-board guidance systems divert it towards a safe surfing point — move your unit to the nearest area of clear ground where it can surface (if there is any doubt about which suitable area is closest then your opponent may choose).

   Surfing does not count as movement that may trigger enemy overwatch shooting.

2. You may disembark any embarked units immediately after their transport *Tunneller* units surface. Disembarking triggers overwatch shooting as normal.

Each of your *Tunneller* formations (and any formations embarked in them) are available for actions just like other formations, from the turn that they surface.

**Related information**

| T4: Set aside formations in reserve. | 115 |
| Game turns and the sequence of play | 13 |
| Planning spacecraft operations | 92 |
| T5: Set up spacecraft and tunnellers and record coordinates. | 116 |

**Walker**

These units are able to negotiate dangerous terrain more easily than other vehicles.

- When you fail a Dangerous Terrain test for a *Walker* unit you may re-roll.

**War engines**

Rules for huge vehicles of immense power.

*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. We refer to all of these creations as war engines.

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. War engines follow the same movement rules as any other unit, but many other core game rules are modified when it comes to war engines.
War engine damage capacity (DC)

Unlike a normal vehicle unit, a war engine unit is able to absorb more than one hit before it is destroyed.

- The number of ‘kills’ a war engine can absorb before it is destroyed is shown by its damage capacity (DC).
- Each hit that is not saved reduces the war engine’s damage capacity by 1 point. If the war engine's damage capacity is reduced to 0 then it is destroyed.
- Place one Blast marker on the war engine’s formation for each point of damage that it suffers.
- For most rules purposes, a war engine counts as being equivalent to a number of units equal to its initial damage capacity.

**Example:** An Imperial Warlord Titan has DC 8, so it takes eight ‘kills’ (that is, eight damaging hits) to destroy it. It can also take eight Blast markers before it is Broken.

War engine formations

Many war engines (such as the Imperial Warlord Titan) are so large and powerful that they operate independently — they act as a formation comprised of a single unit. All of the usual rules for formations apply.

Some lesser war engines (such as Baneblade super heavy tanks) may operate together in formations of more than one unit. These formations are just like any other formation except that their coherency distance is greater. To calculate the coherency distance of the formation's units, multiply the usual 5cm by the initial damage capacity of a single unit.

**Example:** Baneblades each have an initial damage capacity of 3; so each Baneblade is in coherency as long as it is within (5cm x 3) = 15cm of another Baneblade.

**FAQ**

Q. How do formations that contain war engine and non-war engine units form a chain to be in formation coherency?

A. Every non-war engine unit must be within 5cm of at least one other unit while war engine units must be within a distance equal to their initial damage capacity × 5cm of at least one other unit.

Related information

- War engine training scenarios
- War engine zone of control
- Zone of control
- War engine damage capacity (DC)
Transport war engines

War engines with a transport capacity on their datasheet are known as transport war engines — they can embark, transport and disembark other units. The number and types of unit a transport war engine unit can carry is stated on its datasheet.

Transport war engines in mixed formations

Where a war engine acts as a transport within a formation that includes regular units, apply the usual rules for transport vehicles.

Transport war engines in separate formations

Embarking a formation in a war engine

Where transport war engines are in separate formations to regular units, they form an exception to the usual rule that transport vehicles may only carry units from their own formation. Instead, a transport war engine may carry the units of another formation, as long as:

- the entire formation (or what remains of it, if embarking during a game) can fit inside the war engine
- the entire formation embarks as part of the same move

To embark in this way:

- All units in the formation must be able to move into base contact with the war engine during their action.
- The war engine may have taken an action before the formation embarks — but may not take an action later in that same turn. [Comment: Consider some sort of note, as this is an exception to the usual rule that you must take an action with every formation that is not Broken or in reserve.] The war engine can move off with the embarked units inside as part of one of its own actions in a later turn.

While embarked, a formation may not shoot or perform any action. They can attempt to rally in the End phase and they can disembark in future as part of the war engine’s action. [Comment: Ambiguous, seems to imply that a Broken formation must remain embarked until they rally. Can they disembark while Broken and then make a withdrawal move at the first valid opportunity?]?

Disembarking a formation from a war engine

The embarked formation can disembark at the end of a move by the war engine in the same way as with a normal transport vehicle (that is, the units are placed within 5cm of the transport at the end of a move).

Formations that disembark in this way may not take an action in the turn they disembark, but may either shoot or fight in an assault if the war engine that was transporting it is able to shoot or assault. [Comment: Do they have to target the same formation as the war engine (as with regular transport vehicles, and similar to Air Assault with transport aircraft)? This is implied by the next sentence, but breaks down in the example per my notes there.] 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.
**Example: Disembarking from a war engine**

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 to hit modifier for shooting while taking a Double action.

[Comment: A double move like this throws up some awkward questions. Rules seem to indicate that troops could disembark after the first move like they can with normal transport vehicles. Presumably then they would still have to shoot with the war engine when it finishes moving, but they are less likely to be in a good position to join in shooting or assaulting. Also, if the disembarked troops don’t get a separate action but are treated as a single formation with the war engine until its action is complete, do they get a second move and do they have to use it to maintain formation coherency with the war engine like they would with normal transport vehicles?! Might be simplest to say that they can only disembark after the war engine has done all of its moves, but this seems a bit unsatisfying.]

Or, a war engine could take an Engage action and disembark any transported units at the end of its charge move. Both 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 the rules for intermingled formations and the *Commander* ability).

**FAQ**

**Q. Can a transport war engine transport more than one formation?**

A. Yes, so long as there is enough transport capacity for all the units.

**Q. Can a formation of transport war engines split another formation of troops among them to transport?**

A. No, a single war engine from a separate formation cannot transport part of another formation.

**Q. Are units trapped inside a war engine if it is in base contact with two enemy units?**

A. No, units are trapped inside only if the war engine is in base contact with a number of enemy units equal to twice its initial damage capacity.

**Related information**

- Transport vehicles, .................................................................................................................. 19
- Rally formations, .......................................................................................................................... 50
- Intermingled formations, ................................................................................................................. 40
- Commander, .................................................................................................................................. 54

**War engines and shooting**

We treat shooting at or with war engines in much the same way as shooting at or with armoured vehicles. However, there are some differences which we explain in this section.

**Targeting war engines and allocating hits**

You target war engines and allocate hits to them in much the same as for regular units, but with a few differences to account for their sheer size and greater resistance.

**Targeting war engines**

When you target a formation that contains both war engine units and regular units then you must state how you will divide your attacks between these two types, before you roll dice to hit. Then your opponent will allocate any hits accordingly.
Allocating hits to war engines

Normally, when your formation takes hits you may only allocate one hit to each unit in the formation, until you have allocated a hit to every valid unit in the formation.

For war engines, the process is the same but with one difference:

- You must allocate a number of hits equal to the war engine unit’s initial damage capacity before you allocate any remaining hits to other war engines in the formation.

Hit allocation is also a little different when your war engines come under attack from weapons that use templates (barrages, mainly). Normally, you allocate one attack to each unit under the template and then roll to hit with a corresponding number of dice. However, the huge size of war engines means that they may suffer multiple attacks (which may lead to multiple hits):

- If a war engine unit lies under the centre of a template then it receives a number of attacks equal to half its initial damage capacity (round fractions up).
- If a war engine unit lies only under part of the template and not the centre then it receives a single attack, as is usual for other units.

Example: A Baneblade super heavy tank (Damage Capacity 3) is caught under the centre of a template. It suffers two attacks (two rolls to hit).

Tip: If your templates are not transparent then it is a good idea add small hole in the centre, perhaps 6–8mm diameter. This makes it easy to check whether a war engine unit suffers the full effect of a bombardment or only a single attack.

FAQ

Q. When I place a Barrage template, how many units does a war engine in the target formation count as?
A. A number equal to its initial damage capacity. [Comment: Odd… shouldn’t it count the same as the number of attacks it will receive per the exact position of the template, as explained above?]

Q. If a war engine is under multiple templates from the same barrage is it subject to more attacks than normal?
A. No.

Related information

Shooting with barrage weapons, .................................................................................................................. 34

War engine critical hits

The weapons used in the 41st Millennium are so destructive that they have the ability to cripple or destroy even the largest target if they hit a critical location.
Advanced rules

Checking for critical hits

For each point of damage inflicted on a war engine unit (no matter how it was inflicted), roll a D6:

1–5 Damage. The target suffers normal damage only — just reduce its damage capacity by one point.

6 Critical! The target suffers critical damage — reduce its damage capacity by one point and resolve the critical hit effect that applies for this war engine.

Critical hit effects

Critical hit effects 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.

- Consult the datasheet for your war engine and apply the stated critical hit effect
- Critical hit effects are cumulative — if your war engine suffers more than one critical hit, apply all the effects.

FAQ

Q. If a critical hit effect causes additional hits do these have a chance of causing critical damage?
A. Yes.

Q. If a critical hit effect on my war engine resolves in the End phase and this results in another critical hit, do I resolve the effect immediately?
A. No — resolve the effect for this new critical hit in the End phase of the next game turn.

Q. If a critical hit effect destroys units in another formation does that formation receive a Blast marker for coming under fire?
A. No.

Q. If a critical hit effect destroys units during an assault, do we count those units when working out the result of the assault?
A. Yes, where the destroyed units are in formations that are in the assault.

War engines and Blast markers

War engines interact with Blast markers in much the same ways as regular units, but with some differences that revolve around their damage capacity.

Blast markers for damage to war engines

Every time a war engine loses a point of damage, the formation it is part of receives one Blast marker.

If a war engine is destroyed by a critical hit effect then the formation it belongs to receives a number of extra Blast markers equal to the damage capacity the war engine had remaining before it was destroyed by the critical hit.

Example: If a previously undamaged Baneblade (DC3) in a Super Heavy Tank Company formation were destroyed by a single critical hit then the company would receive three Blast markers.

Suppression of war engines

War engines are only suppressed when the formation has enough Blast markers to equal their initial damage capacity.
Broken war engine formations

War engines only become Broken when the formation has enough Blast markers to equal or exceed the total of all initial damage capacities of the remaining war engines in the formation.

If the formation also includes regular units then add their number to the total as well, like you do for formations without war engines.

Example: An Ork formation with a Battlefortress (Damage Capacity 3) and six Boyz units becomes Broken when it has 3+6 = 9 Blast markers (or more).

- For all rules purposes, count a Broken war engine unit as having a number of Blast markers equal to its initial damage capacity.
- If there are any enemy units within 15cm of a Broken 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 15cm.
- 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 for any other hits.

Whether a Broken formation contains only war engines or a combination of war engines and regular units, you can attempt to rally it under the normal rules.

Related information

<table>
<thead>
<tr>
<th>Blast markers</th>
<th>War engine damage capacity (DC)</th>
<th>Withdrawals</th>
</tr>
</thead>
<tbody>
<tr>
<td>3+6</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>3+6</td>
<td>3</td>
<td>3</td>
</tr>
</tbody>
</table>

War engines and Titan Killer weapons

[Comment: Further work required to disambiguate this topic I think, because the rules keep talking about allocating hits where it should really talk about damage. Plus we need to know at exactly what point Invulnerable Save comes into effect — before or after the damage roll?]

Some units are armed with weapons with the Titan Killer ability. Many of these weapons are capable of taking down a war engine with a single shot.

Damage from Titan Killer weapons

Not only do hits from weapons with the Titan Killer ability negate all armour and cover saves, they can often cause multiple points of damage as well.

- Where a Titan Killer weapon has the potential to inflict multiple damage points at a time, this is stated on the weapon’s datasheet entry as a die roll in brackets. Roll to hit as usual, and if you hit then roll the stated Titan Killer die to see how much damage you inflict.
- Where a Titan Killer weapon’s datasheet entry does not have a die roll in brackets, the weapon inflicts only one point of damage.

Example: The datasheet entry for the Volcano Cannon mounted on an Imperial Guard Shadowsword states Titan Killer (D3). This means that you roll to hit once, and if you hit the target war engine then you roll a D3 to see how much damage you inflict.

Allocating Titan Killer hits and damage

[Comment: Consider adding a step-by-step explanation of rolling to hit, allocating hits, rolling for damage, abilities [Macro-Weapon Invulnerable Save, etcetera]?
Advanced rules

As the target player allocates each *Titan Killer* hit that may cause multiple points of damage, the attacking player should roll for damage immediately. The war engine counts as having been allocated a number of hits equal to the damage rolled. Apply the damage as normal, but only when you have finished allocating all hits on the target formation.

- For each point of damage inflicted, reduce the war engine’s current damage capacity by 1 point and roll to check for a critical hits, just like you would for damage from normal unsaved hits [Comment: Do we roll for criticals on any excess damage after the war engine is already destroyed? What about Blast markers — only as many as the damage capacity the war engine had remaining, or one for every damage point rolled?]

**Example: Allocating hits from Titan Killer weapons**

A formation of Shadowsword super heavy tanks scores three *Titan Killer* (D3) hits against a target formation comprised of a pair of Warhound Titans (DC3 each).

The target player allocates the first hit to the nearest Warhound and the attacking player scores 2 for damage. The nearest Warhound counts as having 2 hits allocated to it. Because it has a initial damage capacity 3, the next *Titan Killer* hit must also be allocated to this Warhound (even if its current damage capacity is lower due to prior damage).

The attacking player scores another 2 for damage. Multiple *Titan Killer* damage points don’t spill over to other units in the formation, so all four damage points so far are allocated to this nearest Warhound, counting as four hits.

Now that enough hits/damage points have been allocated to the nearest Warhound to meet or exceed its initial damage capacity, the final *Titan Killer* hit must be allocated to the second Warhound. This time the attacking player scores 1 for damage.

[Comment: It’d be good to round out this example by stating how many Blast markers to place, but I’m unsure about this.]

**Related information**

<table>
<thead>
<tr>
<th>Titan Killer</th>
<th>War engine critical hits</th>
</tr>
</thead>
<tbody>
<tr>
<td>68</td>
<td>73</td>
</tr>
</tbody>
</table>

**War engines and assaults**

We treat war engines in assaults in much the same way as armoured vehicles in assaults. However, war engines can be especially devastating in an assault and the extra rules and exceptions in this section reflect this.

**FAQ**

Q. Can a war engine assault enemies while it is transporting a Broken formation?
A. Yes, but any Broken formations embarked may not disembark and fight in the assault. If they would be forced to disembark because the war engine is destroyed then they are also destroyed instead. However, they do count as taking part in the assault, and so they affect the assault modifiers when working out the result [Comment: Need to rationalise a little. Source FAQ in ‘A6: Work out the result of a stalled combat’ states that extra hits on the losing formation can be allocated to units embarked on a Fearless transport. This implies that Broken units inside a war engine are destroyed outright if the war engine loses an assault.]

Q. If I disembarked units from a war engine to fight in an assault and I win, can I use the consolidation move to re-embark them in the war engine?
A. Yes, but the war engine may not also make a consolidation move.
War engine charge moves and base contact

When a war engine charges it doesn't necessarily have to stop at the first enemy unit it meets — it can barge any non-war engine units belonging to the target formation out of the way and continue moving to reach other units in the formation.

When you are making a charge move with a war engine:

1. Move it as far into the target formation as you like up to its full available movement allowance, but note that:
   - it can barge aside and/or be in base contact with no more than two enemy units per point of its initial damage capacity
   - it cannot barge aside other war engines
2. Place units that were barged out of the way as close as you can to their starting point. This will often mean putting the barged units in base contact with the war engine that so rudely pushed them aside, unless it really moves quite far.

The normal rule that no more than two units may move into base contact with a target unit when they charge does not apply to war engines. Instead, an attacker may place up to two units in base contact per point of the war engine's initial damage capacity. [Comment: What if both a war engine and other units charge a target war engine? Or, could two war engines of DC4 each both charge a WE of DC6, for example?]

Example: A Baneblade super heavy tank has an initial damage capacity of 3; so, up to six enemy units can be in base-to-base contact for close combat.

FAQ

Q. Can a war engine barge units out of the way with a counter charge?
A. Yes.

Q. Can a war engine barge one formation and assault another?
A. No, a unit can’t enter an enemy’s zone of control unless it is assaulting the same formation that enemy belongs to.

Q. Can a war engine barge a unit and then move away from other units to deny attacks?
A. Yes, but only if the war engine doesn’t enter the other units' zone of control. A war engine is still required to move into base contact with an enemy unit if it enters its zone of control.

[Comment: Still unclear. Seems to be saying that you can barge units out of the way, but must then put them all in base contact — which seems okay, but are they dragged along with the war engine to remain in base contact, or does it effectively mean you may not move farther into the enemy formation than the size of the war engine mode's base allows? Also, as written the latter sentence doesn’t really work because often a barging war engine could enter many zones of control yet not be able to reach base contact with all those units.]

Related information

A2: Make the charge move, .................................................................41

War engine close combat and firefight attacks

Instead of rolling a single hit die for each war engine in an assault, roll a number of hit dice equal to the war engine’s initial damage capacity.

You may choose to split these dice between close combat attacks and firefight attacks as you see fit, but close combat attacks can only hit enemy units in base contact and firefight attacks can only hit units within 15cm that are not in base contact.
Advanced rules

War engines and working out the result of an assault

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. [Comment: What about excess Titan Killer damage, or even extra damage that might come from critical hit effects beyond the engine’s remaining damage capacity? Do we count the excess as well, or not?]

Each surviving war engine counts as a number of units equal to its initial damage capacity when working out whether or not one side outnumbers the other.

If a war engine is on the losing side of an assault then it must suffer one extra point of damage for each point it lost the assault by — unless it has the Fearless ability. Roll for critical hits normally.

Related information

A6: Work out the result of the staled combat .................................................. 46
Fearless, ................................................................................................................... 57

Aerospace operations: Aircraft

Rules for operations involving aircraft.

Krukfang pushed the control stick forward and steered Deffblasta down into a strafing 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 ll

Tip: This is one of the most complicated sections of the Epic rulebook. We recommend that you play a few games without aerospace units first; and when you do use aerospace units, limit each side to very few for the first few times.

We don’t recommend that you dive in the deep end and use aircraft, drop pods and spacecraft in your first game!

Most Epic armies are supported by aircraft. These units range from small fixed-wing aircraft with a single crewman to big bombers and transport aircraft with heavy payloads and numerous crew members.

Related information

Aerospace training scenarios, .................................................................................. 107

Aircraft: Units, formations and setup

Aircraft units

This unit type includes all fixed wing aircraft that can operate in a planet’s atmosphere. Aircraft range in size from small single-seat fighters to huge transport landers that can carry entire formations of troops. Most are powered by powerful jet engines and are able to carry heavy payloads and fly at speeds of thousands of kilometres per hour.

Aircraft units are very different to other units in Epic:

- They are very fast compared to ground units, being perfectly capable of flying onto and off of even the largest gaming table in a single turn. Such speed means that only specialised ground units or other aircraft units can engage them.
- They often carry an arsenal of highly destructive weapons. In combination with their high speed, this means they can unleash devastating attacks at almost any point on the battlefield.
- Some aerospace units can transport ground units, hurrying onto the battlefield and delivering their cargo wherever they are needed.
Aircraft formations

Aircraft units are organised into formations just like any other unit. But there are some fundamental differences in when and how certain rules apply (or don't apply) to aircraft units.

- While in flight (or in reserve), aircraft units cannot participate in assaults at all — you can't assault them, and they can't lend supporting fire and participate in a crossfire, and so on. And their interactions with Blast markers are different to those of ground units.
- While transport aircraft units are landed, most rules apply as is normal for ground units — you can assault them, they can lend supporting fire and participate in a crossfire, and so on. And Blast markers affect them exactly as is usual for ground units.

Aircraft setup

You do not set up aircraft formations in the play area along with other units. Instead, you set them aside in reserve (imagine they are in orbit or stationed at a nearby airbase). This is where they remain until you take an action that brings them into the play area.

If you have transport aircraft then you may have other units that are in reserve but embarked and ready to enter the play area (when you take an appropriate action with the transport aircraft that carry them).

Related information

T4: Set aside formations in reserve......................................................... 115

Aircraft actions

Actions you can choose for aircraft

The basic actions that you can choose for your aircraft formations are:

- **Interception.** You may use your Fighters or Fighter-Bombers to attack enemy aircraft that are already in the play area.

- **Ground Attack.** You may use your aircraft to attack enemy ground units.

- **Combat Air Patrol.** You may ready your Fighters or Fighter-Bombers to interrupt an enemy ground attack.

Also, there are some other that actions you may be able, or forced, to take under the appropriate circumstances:

- **Stand Down.** You must take this action when you fail an Action test for your aircraft formation — no other option is allowed. The formation remains outside the play area (in reserve) and may do nothing this turn. You can attempt a new action next turn as normal.

Action tests for aircraft

1. Declare the action you will take with your aircraft formation and take the Action test as usual, but apply a -1 modifier for each Blast marker on the formation (this modifier replaces the modifier that ground formations suffer for having one or more Blast markers).
2. If you pass the Action test, you may carry out the action you declared. Otherwise, you must take the Stand Down action.
3. Whatever the result of the Action test, remove all of the Blast markers from your formation immediately after the test and before you complete the action.

### Aircraft Action Test Modifiers table

<table>
<thead>
<tr>
<th>Condition</th>
<th>Modifiers (cumulative)</th>
</tr>
</thead>
<tbody>
<tr>
<td>For each Blast marker on the formation</td>
<td>-1</td>
</tr>
<tr>
<td>You are trying to retain the initiative with the formation</td>
<td>-1</td>
</tr>
</tbody>
</table>

Advanced rules
Advanced rules

FAQ
Q. Do aircraft get a Blast marker for failing an Action test?
A. No, not unless they are landed at the time.

Related information
Aircraft and Blast markers, ................................................................. 90

Interception
This action allows you to use your aircraft to attack enemy aircraft that are already in the play area.
- You may choose this action only for units of the Fighter or Fighter-Bomber manoeuvre classes.

Making an interception
Choose your Fighter or Fighter-Bomber formation and take an Action test for it. If you succeed:
1. Set up your formation so that it is touching your table edge, to show where it will enter play.
2. Make an approach move with your formation and position it to shoot at the target enemy aircraft formation.
3. Resolve any flak attacks that your opponent is entitled to.
4. As long as you have surviving aircraft and they did not jink, resolve your shooting as described for Anti-Aircraft (AA) attacks.
5. Your action is now complete. In the End phase, you must make a disengagement move and exit your formation from the play area.

Related information
Aircraft approach moves, .................................................................... 82
Flak attacks, ......................................................................................... 84
Anti-Aircraft (AA) attacks and jinking, .................................................. 83

Ground Attack
This action allows you to use your aircraft to attack enemy ground units.
- You may choose this action for units of all aircraft manoeuvre classes.
1. Ground attacking player: Declare that your aircraft formation will attempt the Ground Attack action and take an Action test as normal. If you succeed, continue below.
2. Ground attacking player: Set up your attacking aircraft formation so that it is touching your table edge, to show where it will enter play.
3. Ground attacking player: Make an approach move with your formation and position it to shoot at the target enemy ground formation.
4. Defending player: If you have formations on Combat Air Patrol (CAP), you may now declare that you will make a CAP interception with one of them. Resolve this interception:
   1. Defending player: Make an approach move with your CAP interceptors and position them to shoot at the ground attackers.
   2. Ground attacking player: Resolve any flak attacks that you are entitled to make against the CAP interceptors from your ground units and from your defending ground attack aircraft.
   3. Defending player: As long as you have surviving CAP interceptors and they did not jink, resolve their shooting against the ground attackers as described for Anti-Aircraft (AA) attacks.
5. Defending player: Resolve any flak attacks that you are entitled to make against the ground attackers from your ground units.
6. Ground attacking player: As long as you have surviving aircraft and they did not jink, resolve your shooting in the usual way, but with the following differences:
• Ignore any terrain that would normally block the line of fire for ground units — aircraft fly high enough to avoid it. This also means that you should only apply to hit modifiers for cover if the target is actually in cover, not if it is merely obscured by intervening terrain.
• The Crossfire rule does not apply for aircraft in flight.

7. **Ground attacking player**: Your action is now complete. In the End phase, you must make a disengagement move and exit the formation from the play area along with other aircraft (such as any enemy CAP interceptors).

**Related information**

- Aircraft approach moves, ................................................................. 82
- Flak attacks, .................................................................................... 84
- Anti-Aircraft (AA) attacks and jinking, .............................................. 83

**Combat Air Patrol (CAP)**

This action allows you to be ready to interrupt an enemy ground attack and 'bounce' the enemy aircraft before they make their attack. (It's a bit like the Overwatch action, but for aircraft.)

• You may choose this action only for units of the Fighter or Fighter-Bomber manoeuvre classes.

**Putting your aircraft on CAP**

Choose your Fighter or Fighter-Bomber formation and take an Action test for it. If you succeed:

1. Set up the formation so that it is touching your table edge, to show where it will enter play. The formation is now on CAP and ready to intercept the enemy.
2. You may choose to use the formation to react to enemy aircraft that enter play on a Ground Attack action with your own CAP interception — effectively creating an action within an action.
3. If you don't use the formation for a CAP interception by the end of the turn then you can either choose to have them Stand Down and return to base, or remain on CAP into the following turn.

**Making a CAP interception**

**Tip**: Once your aircraft are on CAP you do not need to make a further Initiative test to carry out the interception.

See the Ground attack rules (or the Transport aircraft rules, if appropriate) for the exact steps in context, as this gets complicated! But in brief:

1. As soon as your opponent completes their approach move, declare that you will make an interception with your CAP formation. No matter how many formations you have on CAP, you may only use one to intercept each enemy formation that is making a ground attack.
2. Resolve the interception exactly as described for the Interception action.
3. Your action is now complete. In the End phase, you must make a disengagement move and exit your formation from the play area.
4. Return play to your opponent so that they can complete their Ground Attack action, if able.

**FAQ**

Q. When I have a formation on CAP, can I choose to make an interception in reaction to an enemy CAP interception?
A. No, you can only intercept a Ground Attack action, as stated.
Advanced rules

Related information

Interception, ................................................................. 80
Anti-Aircraft (AA) attacks and jinking, ....................... 83
Aircraft approach moves, ........................................... 82
Ground Attack, .............................................................. 80
Transport aircraft, ...................................................... 86

Stand Down

If you fail an Action test for an aircraft formation then you must take this action. (It's much like the Hold action, but for aircraft.)

- The formation remains outside the play area (in reserve) — you can't do anything with it this turn. You can attempt a new action with it next turn, as normal.

Remember! In contrast to when you fail an Action test for a ground formation, do not add a Blast marker — the Blast marker rules are different for aircraft.

Aircraft manoeuvre classes and turning

Each aircraft unit fits into one of three manoeuvre classes that determine its role and how easily it can turn as it moves over the play area. The class of each unit is as noted on its datasheet (instead of a Speed value).

The three manoeuvre classes are:

**Fighter.** With a Fighter, you may make one turn of up to 90° after moving it at least 30cm forward. After you make a turn you cannot make another until you have moved the Fighter at least another 30cm forward.

**Bomber.** With a Bomber, you may make one turn of up to 45° after moving it at least 30cm. After you make a turn you cannot make another until you have moved the Bomber at least another 30cm forward.

**Fighter-Bomber.** Move a Fighter-Bomber like a Bomber if you are taking a Ground Attack action (because it is laden with ordnance), or like a Fighter under any other circumstance.

Aircraft approach moves

The way that you bring aircraft into the play area as part of an appropriate aircraft action is called the approach move. When the rules direct you to make an approach move:

1. Place your formation on your table edge to indicate where it will enter play (determine a random edge if you don’t have an assigned table edge* in the scenario you are playing).

2. Complete the approach move by moving your aircraft units into the play area, with these conditions:
   - You may start your move at any angle from the position you indicated on the table edge.
   - You move may move your aircraft an unlimited distance over the play area (but not out of the play area).
   - As you move your aircraft, ignore terrain, zones of control, and other units — aircraft travel high enough to fly over them without restriction. (By the same token, other units may ignore aircraft and aircraft zones of control when they move.)[Comment: Do aircraft even have zones of control while in flight, is this meaningful?]
   - You must move aircraft straight ahead in the direction they are facing (forward), and can only change direction by turning as the manoeuvre class of the aircraft dictates.
   - [Comment: What about formation coherency?]
**Remember!** Aircraft cannot conduct an assault to attack other units — they can only shoot.

**House rule: *Undefined table edges***

When a table edge is not assigned by the scenario, it can get confusing. Probably the simplest and most logical approach is for you and your opponent to think ahead and randomly determine your opposing table edges after you set up terrain for the scenario, but before either of you deploy your forces.

It is definitely best to avoid the other extreme in which you determine a random table edge for every approach move — you’ll soon lose track of which aircraft formations came from which table edge and which flak attacks have already been made.

**FAQ**

Q. As aircraft can ignore zones of control, can I end my aircraft’s approach move inside an enemy formation so that I can force my opponent to allocate shooting hits to a particular target unit before other units?
A. Yes, and no; technically you can end an approach move inside an enemy formation, but then your opponent may allocate your shooting hits as if they came at his formation from the direction of your approach move.

**Related information**

- Aircraft manoeuvre classes and turning. ................................................................. 82
- Aircraft actions, ........................................................................................................ 79

**Anti-Aircraft (AA) attacks and jinking**

**Shooting at aircraft**

Some weapons have an *Anti-Aircraft (AA)* value that can be used to shoot at aircraft in flight, and only at aircraft in flight. (You cannot use AA to attack landed aircraft or other types of unit.)

- Aircraft with AA weapons can shoot at enemy aircraft they are intercepting (as part of CAP or Interception actions), or when making a flak attack (as a defensive reaction during a Ground Attack 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 you score hits then your opponent may attempt saving throws as normal or they can try jinking.

- Aircraft that are carrying out an interception (CAP or Interception actions) benefit from a +1 to hit modifier on the target formation they are intercepting.
- Aircraft fly high enough to be seen by all units, so ignore any intervening terrain that would otherwise block the line of fire.
- The Crossfire rule does not apply to aircraft.

**Jinking to save aircraft**

When you have to make any saving throws for your Fighters or Fighter-Bombers, you may choose to have them jink (Bombers are too cumbersome). Jinking is the pilot's desperate attempt to dodge enemy fire by swerving their aircraft in all dimensions.

- Aircraft that jink benefit from a 4+ save instead of their normal armour save.
- All of the aircraft in your formation must jink, or none at all.
Aircraft that jink lose their shooting attack this turn, if they have not already taken it (they are busy dodging enemy ordnance!). Place a suitable marker on the aircraft as a reminder they can’t shoot.\[Comment: Does this mean the aircraft can’t shoot as part of a Landing operation?\]

If they survive, transport aircraft may still complete an Air Assault even after they jinked (though remember, if they are in the Bomber manoeuvre class then they can’t jink in the first place).

Related information

- Flak attacks, .......................................................................................................................... 84
- Aircraft: Units, formations and setup, ...................................................................................... 78

Flak attacks

\[Comment: May be further scope to rationalise along with the AA topic. Consider changing the title to ‘Flak attacks with Anti-Aircraft (AA) weapons’\]

Anti-Aircraft (AA) weapons can put out defensive fire against attacking enemy aircraft. This is called a flak attack.

Flak attacks happen after an enemy aircraft formation makes an approach move or a disengagement move.

Who can make flak attacks

**Flak attacks by ground units**

You may make a flak attack against the enemy aircraft formation with every ground unit you have that has AA weapons, as long as the enemy aircraft passed within range (and fire arc) of the weapons at some point during their move.

- Making a flak attack does not affect the overwatch status of a ground formation.
- Units belonging to a formation that is Marching or that is Broken may not make flak attacks.

**Flak attacks by aircraft units**

If you have aircraft that are carrying out a Ground Attack action and that have AA weapons, you may also use these to make flak attacks against enemy interceptors that are attacking them and that end their approach move within the weapons’ range (and fire arc).
Tip: Changes I’ve made due to problems with the rules for flak attacks by aircraft units

Even with errata and FAQs, the original texts are especially unclear about exactly when and how aircraft may make flak attacks. I had to make some decisions for it to be sensible. You may prefer a different interpretation, but here is my rationale in case you’d like to compare.

In effect, flak attacks by aircraft are purely defensive. Aircraft are subject to all the following additional restrictions on when they may make flak attacks (unless there are landed at the time and therefore acting like ground units):

- They must be carrying out a Ground Attack action.
- They may only target enemy interceptors that are attacking them, and that end their approach move within range (and fire arc) of the defending AA weapons.
- They may only make flak attacks in the Action phase. (The approach move is explicitly mentioned in the source texts for flak attacks by aircraft, but the disengagement move is not — and trying to work out the order of events for multiple aircraft flak attacks in the End phase gets surprisingly complicated when they all have to cross each others paths!)

The source texts do imply or allude to all these restrictions in some way, but are unclear and fragmented.

My interpretation does have some advantages: It is much simpler to play than some alternatives, and seems consistent with real aircraft.

I mean, real bombers in the Second World War put out defensive fire against fighters that were attacking them. But they didn’t have actual ‘flak’ weapons and couldn’t make opportunistic flak attacks against other aircraft who would never be close enough to present themselves as nice targets! In contrast, ground-based flak weapons put huge amounts of explosive ordnance into the sky around enemy aircraft.

My interpretation reflects these precedents, meaning that aircraft get far fewer opportunities to make flak attacks than ground-based AA weapons do.

Making flak attacks

Resolve your flak attacks by making the AA weapon attacks in any order you like, one unit at a time.

- Flak attacks are a free bonus attack, and making a flak attack does not stop the unit attacking again later in the same turn.
- An AA weapon can make any number of flak attacks each turn against different aircraft formations, as long as it does not attack the same aircraft formation more than once in a turn. Units that make a flak attack on an aircraft formation as it made an approach move may not then make another flak attack on it when it makes a disengagement move in the same turn.

Flak attacks in the Action phase

1. Your opponent activates an aircraft formation and completes an approach move. Note the route that the aircraft take.
2. If your opponent is taking a Ground Attack action and you have aircraft on Combat Air Patrol, you may use them to intercept the enemy now. See the Ground attack rules (or the Transport aircraft rules, if appropriate) for the exact steps in context, as this gets complicated!
3. Resolve your flak attacks.
4. Return play to your opponent so that they can complete their action, if able.

Flak attacks in the End phase

1. Your opponent chooses one of their aircraft formations that is in the play area and makes a disengagement move. Note the route that the aircraft take to see which of your flak units they pass within range of that have not already fired at this formation this turn.
Advanced rules

2. Resolve your flak attacks when the aircraft reach the edge of the table, before they return to base (that is, just before your opponent places them back in reserve). Apply a -1 to hit modifier for flak attacks from weapons in formations which made a move during an action this turn. [Comment: Which actually made a move, or which took an action that can include a move?]

3. Your opponent places any surviving aircraft in reserve, along with any Blast markers they received.

Tip: To hit modifiers for flak attacks

The -1 to hit modifier for flak units in formations which made a move during an action in the turn only applies in the End phase, and is the only to hit modifier that may apply for flak attacks. None of the to hit modifiers for normal shooting — such as for Double, Marshall or Sustained Fire actions — apply to flak attacks.

FAQ

Q. Can units with weapons that don’t have an AA value be suppressed when making a flak attack?
A. Yes, and they only need to be within range as all ground units have a line of fire to flying aircraft.

[Comment: Unclear. Normally only ‘units that could otherwise have shot’ are suppressed, which is daft for flak attacks because it’d generally mean a single Blast marker on a formation would shut down its only flak. But what is this FAQ really trying to say instead? Seems a bit backward, may have to write it completely differently to make them underlying point clear.]

Q. An aircraft makes its approach move and suffers flak attacks from one unit in a formation. As it makes its disengagement move it comes into range of another unit from the same formation; may this unit flak attack the aircraft?
A. Yes, each unit with AA weapons may make flak attacks on a particular aircraft formation up to once per turn, even if this means that some flak attacks from units in the same formation actually happen in different phases.

Related information

- Anti-Aircraft (AA) attacks and jinking, ......................................................... 83
- Aircraft approach moves, ................................................................. 82
- Aircraft disengagement moves, .......................................................... 90
- Aircraft actions, ..................................................................................... 79
- Ground Attack, ....................................................................................... 80
- Transport aircraft, .................................................................................. 86

Transport aircraft

Aircraft with a transport capacity on their datasheet are known as transport aircraft — they can embark, transport and disembark ground units. The number and types of unit a transport aircraft unit can carry is stated on its datasheet.

Use of aircraft to transport ground units

[Comment: Need to look at scope to rationalise along with war engine transports topic.]

Treat transport aircraft in the same manner as transport war engines. You can use your transport aircraft formation to embark and transport ground formations only where there is enough transport capacity available.

- While embarked on transport aircraft, keep the formations you are transporting out of the play area, in reserve.
- You may embark and transport units out of the play area and return them again later in the same transport aircraft.
- If your transport aircraft is destroyed while it is in flight then any embarked formations are destroyed too (no saves!).

To use your transport aircraft formation to transport ground units into or out of the play area you must declare a Ground Attack action and state whether you will attempt a Landing or an Air Assault mission.

Landing and Air Assault missions both start off like a normal Ground Attack action, but the attack steps are different — as befits each mission type.
Tip: Changes I've made due to problems with the rules for transport aircraft

The source texts are unclear and even contradictory on the finer points of how landing missions work. I had to make some decisions for it to be sensible. You may prefer a different interpretation, but here is my rationale in case you'd like to compare.

The source texts strongly imply that in a Landing, transport aircraft should shoot from the landed position along with any ground units that disembark — as opposed to shooting while in flight as is usual for the Ground Attack action.

It is less clear what happens with jinking, in the event that a transport aircraft is not in the Bomber manoeuvre class. The source rules for Ground Attack do state that aircraft that jink lose their shooting attack and an FAQ states that an Air Assault can proceed in spite of jinking. So, as I tidied up the rules for these missions I assumed that:

- aircraft that jink while on a Landing mission can't shoot along with the disembarked ground units
- aircraft that jink while on an Air Assault mission can still add their Firefight to the assault

Landing

Landing allows you to deliver embarked ground units from outside the play area (in reserve). Or, you can embark units already in the play area so that you can use the transport aircraft's disengagement move to transport them out of the play area in the End phase (so that both the ground units and the transport aircraft are back in reserve together).

Your transport aircraft will be able to shoot alongside any ground units that disembark.

1. **Ground attacking player:** Declare that your aircraft formation will attempt the Ground Attack action with a Landing mission and take an Action test as normal. If you succeed, continue below.
2. **Ground attacking player:** Set up your attacking transport aircraft formation so that it is touching your table edge, to show where it will enter play.
3. **Ground attacking player:** Make an approach move with your formation and position it where you want to land to embark or disembark your ground units.
4. **Defending player:** If you have formations on Combat Air Patrol (CAP), you may now declare that you will make a CAP interception with one of them. Resolve this interception:
   1. **Defending player:** Make an approach move with your CAP interceptors and position them to shoot at the ground attackers.
   2. **Ground attacking player:** Resolve any flak attacks that you are entitled to make against the CAP interceptors from your ground units and from your defending ground attack aircraft.
   3. **Defending player:** As long as you have surviving CAP interceptors and they did not jink, resolve their shooting against the ground attackers as described for Anti-Aircraft (AA) attacks.
5. **Defending player:** Resolve any flak attacks that you are entitled to make against the ground attackers from your ground units.
6. **Ground attacking player:** As long as you have surviving transport aircraft, land them — even if they jinked. Remove your models from their flying stands and place them on the playing surface, or use some other method to indicate that the formation is no longer in flight. If you land your aircraft in dangerous terrain then you must take Dangerous Terrain tests as appropriate.
7. **Ground attacking player:** Disembark or embark your ground units, as appropriate:

   **Disembarking.** Place the disembarking units within 5cm of the landed transport aircraft (15cm for Skimmer and Jump Packs units, to represent them powering away from their transport aircraft as it comes in to land).
Advanced rules

Note that the limitations that apply to formations you disembark from a transport war engine also apply to formations you disembark from aircraft — that is, you can't take an action with them on the turn they disembark, but you can use them to shoot along with the aircraft. Treat the transport aircraft and ground units as a single formation this turn. **Comment:** In all respects, for the whole turn? Or only until the end of the action, that is until they finish shooting?

**Embarking.** To embark a friendly formation, all its units must be within 5cm of your landed transport aircraft (and of course, you must have sufficient transport capacity available).

8. **Ground attacking player:** Resolve shooting with both your transport aircraft and any ground units you disembarked, together. Note this means that, in contrast to a normal Ground Attack action, the aircraft shoot from their landed position and are subject to the usual rules for line of fire, Crossfire, and so on. However, the aircraft may not shoot if they jinked (though the ground units still can).

9. **Ground attacking player:** Your action is now complete. In the End phase, you may choose to make a disengagement move and exit the formation from the play area along with other aircraft (such as any enemy CAP interceptors).

**Air Assault**

Air Assault allows you to deliver embarked ground units from outside the play area (in reserve) and use them to make an assault as soon as they disembark.

Your transport aircraft will be at greater risk than in a regular Landing, because they form part of the assaulting forces along with the disembarked ground units.

1. **Ground attacking player:** Declare that your aircraft formation will attempt the Ground Attack action with an Air Assault mission and take an Action test as normal. If you succeed, continue below.

2. **Ground attacking player:** Set up your attacking transport aircraft formation so that it is touching your table edge, to show where it will enter play.

3. **Ground attacking player:** Make an approach move with your formation and position it where you want to land and disembark your ground units for the assault.

4. **Defending player:** If you have formations on Combat Air Patrol (CAP), you may now declare that you will make a CAP interception with one of them. Resolve this interception:
   1. **Defending player:** Make an approach move with your CAP interceptors and position them to shoot at the ground attackers.
   2. **Ground attacking player:** Resolve any flak attacks that you are entitled to make against the CAP interceptors from your ground units and from your defending ground attack aircraft.
   3. **Defending player:** As long as you have surviving CAP interceptors and they did not jink, resolve their shooting against the ground attackers as described for Anti-Aircraft (AA) attacks.

5. **Defending player:** Resolve any flak attacks that you are entitled to make against the ground attackers from your ground units.

6. **Ground attacking player:** As long as you have surviving transport aircraft, land them — even if they jinked.
   Remove your models from their flying stands and place them on the playing surface, or use some other method to indicate that the formation is no longer in flight. If you land your aircraft in dangerous terrain then you must take Dangerous Terrain tests as appropriate.

7. **Ground attacking player:** Disembark your ground units for the assault:

   **Disembarking for assault.** Place the disembarking units within 5cm of the landed transport aircraft (15cm for *Skimmer* and *Jump Packs* units, to represent them powering away from their transport aircraft as it comes in to land).
Note that the limitations that apply to formations you disembark from a transport war engine also apply to formations you disembark from aircraft — that is, you can’t take an action with them on the turn they disembark, but you can use them to assault along with Firefight from the aircraft. Your disembarking units count as charging as part of an Engage action, so you may enter enemy zones of control. Treat the transport aircraft and ground units as a single formation this turn. [Comment: In all respects, for the whole turn? Or only until the end of the action, that is until they finish the assault?]

8. **Ground attacking player:** Resolve the assault with both your transport aircraft and any ground units you disembarked, together. Note this means that, in contrast to a normal Ground Attack action, you don’t get to shoot with the aircraft — but you do get to add their Firefight in the assault instead. Treat the aircraft and units you disembark as a single formation for the duration of the assault, in the same manner as for disembarking units from a transport war engine during an Engage action. If you lose the assault then your aircraft formation is automatically destroyed — but you can withdraw the disembarked ground units as normal.

9. **Ground attacking player:** Your action is now complete. In the End phase, you may choose to make a disengagement move and exit the formation from the play area along with other aircraft (such as any enemy CAP interceptors).

**Effects while landed**

While your transport aircraft are landed, observe all the following points:

- In all respects, treat landed aircraft units as ground units that have a Speed value of 0cm (that is, the only move you can make with them is a disengagement move).
- If your transport aircraft formation becomes involved in an assault while landed, and you lose the assault, then the formation is automatically destroyed (because its units have an effective Speed value of 0cm).
- You may make a disengagement move with your aircraft formation in the End phase of any turn — including the turn in which you landed it.

### FAQ

**Q. Can aircraft without a transport capacity land?**

A. No.

**Q. If I use aircraft to transport a formation out of the play area, and that formation has a special ability that allows them to enter play by another means, can I use that ability?**

A. No, you may only bring them back into the play area with the transport aircraft you used to take them out of it.

**Q. Is it possible to Air Assault into a formation which is completely covered by the zone of control of another formation?**

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

**Q. I conduct an Air Assault and I win the assault. Can I use the consolidation move to re-embark my assaulting ground units?**

A. Yes, but then you may not make a disengagement move with the aircraft that same turn.

**Q. I conduct an Air Assault and I lose the assault. But my transport aircraft has the Fearless ability — is it still automatically destroyed?**

A. No.

**Q. If my aircraft is destroyed while it is landed, are embarked units destroyed automatically along with it?**

A. No — “Once landed, treat the aircraft in all ways as a ground unit that has a Speed value of 0” means that you should resolve this the usual way as described at Transport vehicles on page 19.

**Related information**

- Ground Attack ............................................................... 80
- Transport war engines ........................................................ 71
- Aircraft disengagement moves ........................................ 90
- Assaults and assault procedure ........................................ 39
Advanced rules

Aircraft disengagement moves

In the End phase, all aircraft that have not landed must exit the play area. If you have landed aircraft then you may choose whether to leave them landed or whether to have them also exit the play area.

The move to exit the play area is called the disengagement move. Resolve all disengagement moves at the start of the End phase before you attempt to rally ground formations. [Comment: If both players want to make disengagement moves, does it matter who goes first?]

Simply move your aircraft in the same way as for the approach move, until they reach a table edge.

Remember! You can exit your aircraft at any table edge, but you must apply a penalty Blast marker when it is not your own table edge.

FAQ

Q. If an aircraft unit travelled more than 30cm during its approach move and didn’t end it with a turn can it turn immediately when it makes a disengagement move?
A. No, you must still move it at least another 30cm before you can make a turn.

Q. What happens when I do not make a disengagement move with my landed aircraft formation?
A. You can rally it in the End phase after disengagement moves are complete, just like a ground formation. While landed, treat the aircraft just like a ground formation for Blast markers, Action tests, shooting, assaults, and so on.

Aircraft and Blast markers

The ways that aircraft formations collect Blast markers are a little different than for ground formations, and the effects differ too.

It takes time to rearm and refuel aircraft after a mission. Aircraft in a formation that has come under heavy attack — and which therefore have a lot of Blast markers — will take longer to ready. This reduces the chance that the formation will be available for further actions in the game.

Placing Blast markers on aircraft in flight

While an aircraft formation is in flight (that is, not landed), place Blast markers on it only as follows:

- **Coming under fire.** When an aircraft formation is targeted for shooting during a flak attack or interception, place one Blast marker. No matter how many attacks are directed at it, the formation can only receive a maximum of one Blast marker during the approach move and another one during the disengagement move, for coming under fire.
- **Damage.** Place one Blast marker for each aircraft unit that is shot down. Or, for war engine aircraft, place one Blast marker for each point of damage they suffer.
- **Returning over enemy territory.** Place one Blast marker if the formation exits the play area at any table edge other than the controlling player's own table edge. This represents the hazards of flying over enemy territory.

Effects of Blast markers on aircraft in flight

While aircraft formations are in flight (or in reserve), the effects of Blast markers are a bit different to the effects on other formations:

- Aircraft are not suppressed or Broken by Blast markers.
- You cannot rally aircraft in the End phase. Instead, the next time that you want to take an action with the formation apply a -1 modifier for each Blast marker on the formation.
Blast markers and landed transport aircraft

While transport aircraft formations are landed, they collect and suffer the effects of Blast markers just like ground formations. This also means that you can attempt to rally them in the End phase — but remember than disengagement moves happen before Rally tests, so you must choose one or the other for each landed formation.

If your landed aircraft take off again later (that is, you make a disengagement move with them), make sure that whatever Blast markers they have at that point go with them, plus any more they pick up as they return to base.

Related information

Aircraft actions ........................................... 79
Transport aircraft ........................................ 86

Aerospace operations: Spacecraft

Rules for operations involving spacecraft.

Tip: This is one of the most complicated sections of the Epic rulebook. We recommend that you play a few games without aerospace units first; and when you do use aerospace units, limit each side to very few for the first few times.

We don’t recommend that you dive in the deep end and use aircraft, drop pods and spacecraft in your first game!

Most armies in Epic have access to spacecraft that can deploy atmospheric entry vehicles and unleash devastating attacks from orbit.

The spacecraft of the 41st Millennium are huge. Even a ‘small’ Imperial Lunar class Cruiser would be over five metres long if we made an Epic scale model of it.

Spacecraft units

This unit type includes the interstellar spacecraft used by armies to move from one star system to another. These craft vary in size from relatively small escorts to huge battleships armed with enough firepower to level a hive city!

Spacecraft units are very different to other units in Epic:

- As they are in orbit around the planet, they are of course very high above the battlefield and they cross it very quickly. They cannot be engaged by other units.
- They often carry an arsenal of highly destructive weapons. Together with their vantage point in orbit this means they can unleash devastating attacks at any point on the battlefield.
- Some spacecraft can deploy landing craft that transport ground forces down to the battlefield very quickly, wherever there is a need for reinforcements or a surprise attack.

Each type of spacecraft an army can use has its own datasheet that details the atmospheric entry vehicles and weapons it carries.

- You may include no more than one spacecraft in your army.

Spacecraft effects in the game

Spacecraft capabilities vary, but afford some combination of the following three effects:

- Orbital bombardments.
- Pin-point attacks.
- Deploy a number of units with the Planetfall ability.

When you successfully activate your spacecraft you may use all of its capabilities as part of the same action — the huge crew of such craft allows them to perform many tasks simultaneously.
Advanced rules

Planning spacecraft operations

Spacecraft operations must be planned well in advance. So, you and your opponent must make some decisions before you deploy any ground units.

If you both have spacecraft, the player whose army has the higher Strategy Rating must deploy their spacecraft first. To deploy:

1. **Optional:** Set up your spacecraft model so that it is touching your table edge, facing in whatever direction you prefer (it doesn’t matter). If the scenario you are playing does not allocate a table edge to you, choose a convenient edge. [Comment: In such a case, should the edge be random, as with aircraft (same question for Tunneller ability too)?]

   **Tip:** It is not strictly necessary to have and deploy a spacecraft model to carry out spacecraft operations. But it is nice to use a suitable miniature, perhaps from the Battlefleet Gothic game. This acts as a visual reminder that the orbiting spacecraft will make its presence felt in due course!

2. Declare out loud the turn in which turn the ship will arrive. This is not a secret, spacecraft are far too large to sneak up on the enemy!

   You may choose any turn, from the first turn onwards. But, you may not choose a turn that has already been taken by another spacecraft — no more than one spacecraft can travel over the battlefield on the same turn. In other words, you can’t choose the same turn that your opponent already declared.

3. In secret, record the coordinates you want for:
   - The centre points of drop zones for formations that will enter play by making a planetfall, if you have any.
   - The locations you will target with your orbital bombardments, if you have any.

   Simply write the coordinates on a piece of paper. Plot them in relation to your table edge. [Comment: Consider adding an image to be totally clear.] If the scenario doesn’t specify a table edge for you, use the same edge on which you placed you spacecraft model or make a clear note of the edge you intend. [Comment: Consider making a note about undefined table edges in scenarios, as with the house rule I added to the aircraft approach moves topic.]

   Keep these coordinates hidden from your opponent until you successfully activate your spacecraft.

   **Example:** You might write "Drop zone for Space Marine Terminators, relative to my table edge: 30cm from my left end and 60cm deep. Centre for orbital bombardment: 30cm from my right end and 45cm deep."

FAQ

**Q.** Do all units with the **Planetfall** ability have to use the same drop zone coordinates?

**A.** No, record a set of drop zone coordinates for each formation that will enter play by making a planetfall.

Related information

**Making a planetfall**

Carrying out spacecraft operations

Spacecraft operations take place in the Action phase of the turn.
Take an Action test for the spacecraft as you would for any other formation. If you succeed then:

1. Resolve all orbital bombardments and pin-point attacks in any order. [Comment: Check for Broken formations only after you have fully resolved all attacks? This is sort of implied in the source FAQ and it seems like the sort of thing that should be treated as simultaneous. Though it will only matter in edge cases.]
2. Make a planetfall for each formation you are deploying this way. You may deploy these formations in any order, but fully resolve the planetfall for each formation before you choose another.

If you fail the test then the spacecraft is late for some reason and fails to arrive this turn. You may roll for it again next turn as long as no other spacecraft is scheduled to arrive that turn. If the next turn is when your opponent's spacecraft is scheduled to arrive then your spacecraft will arrive (no Action test required) in the first available free turn. [Comment: What if the opponent's spacecraft is also delayed through a failed Action test? Yours arrives automatically the turn after and then theirs arrives automatically the turn after that?]

After you complete whatever attacks and landings your spacecraft is capable of, remove the spacecraft model from your table edge.

Related information

- Pin-point attacks
- Making a planetfall
- Orbital bombardments ................................. 94
- Orbital Bombardment templates ................................. 93
- Broken formations ................................. 94

Orbital bombardments

A spacecraft can make an orbital bombardment only if this is noted on its datasheet.

Orbital Bombardment templates

Orbital bombardments cover an area considerably larger than an artillery bombardment, and so we use a larger Orbital Bombardment template (12cm diameter).

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, make your own templates from card or acetate.

Make an orbital bombardment

When you successfully activate the spacecraft you also get to conduct its bombardments — you don’t need to pass further Initiative tests for them.

1. Reveal the coordinates you recorded at the start of the battle to your opponent.
2. Place an Orbital Bombardment template with its centre at these coordinates.
3. Resolve attacks on any units underneath the template, just as you would for an artillery attack with the smaller Barrage template. This also means that you should place a Blast marker on each formation with units under the template, for coming under fire.

- Note that orbital bombardments never benefit from the Crossfire rule.

FAQ

Q. Are there any restrictions for placing extra Orbital Bombardment templates, like there are for artillery Barrage templates?

A. No.
Advanced rules

Pin-point attacks

A spacecraft can make pin-point attacks only if this is noted on its datasheet.

You can make pin-point attacks against enemy war engines — war engines are the only things big enough for a spacecraft to pick out on the battlefield.

1. Pick one or more war engine targets anywhere on the table — you may concentrate or spread your attacks over targets as you prefer.
2. Otherwise, resolve pin-point attacks just like other shooting. This also means that if you spread your attacks over targets in multiple formations you should place a Blast marker on each formation, for coming under fire.

Tip: You do not need to record co-ordinates for pin-point attacks, in contrast to orbital bombardments.

Making a planetfall

Some armies have orbiting spacecraft and special insertion vehicles they can use to land ground units on the planet below. Most of these vehicles are more like manned missiles than aircraft, and are designed to be fired into the planet's atmosphere at extremely high speeds. At the last moment, powerful jets slow the descent of the vehicle so it can land its cargo safely on the planet's surface. The high speed of these vehicles makes it almost impossible for weapons to engage them before they land.

This is known as making a planetfall.

Pre-requisites for making a planetfall

- Only units with the Planetfall (or Self-Planetfall) ability can make a planetfall.
- To actually use this ability to deploy these units and their cargo (if any), your army must include a spacecraft which has the Transport ability noted on its datasheet. The datasheet also specifies the maximum numbers and types of units the spacecraft can carry. (A spacecraft is not required for Self-Planetfall units)
- Keep all your units that will enter play by making a planetfall out of the play area (in reserve) until they are landed.

Making a planetfall during the game

On the turn that your transport spacecraft enters play, complete any bombardments and/or pin-point attacks and then make your planetfall:

1. Take one of your units with the Planetfall (or Self-Planetfall) ability and place it anywhere on the table that is within 15cm of the drop zone coordinates you recorded at the start of the game when planning spacecraft operations at the start of the game.
2. Scatter the unit 2D6cm in a random direction to determine where it will land (we recommend using a Games Workshop scatter die to determine the direction, but any mutually agreeable method will do).
   - If the unit would land off the table then it is destroyed.
   - If the unit would land on dangerous or impassable terrain, or on top of any other unit (friend or foe), or in an enemy zone of control, then on-board guidance systems divert it towards a safe landing point — move your unit to the nearest area of clear ground where it can land (if there is any doubt about which suitable area is closest then your opponent may choose).
   - Landing does not count as movement for the purposes of triggering enemy overwatch shooting.
   - Treat aircraft you land by making a planetfall the same as other landed aircraft. This also means they may take off again later in the game.
3. If the unit is a transport, then you may disembark the units it is carrying immediately, or keep them on board for now to disembark as part of a future action.
   - Disembarking triggers overwatch shooting as normal.
4. Repeat the above steps until you have landed all of the Planetfall units that were aboard the spacecraft (or all Self-Planetfall units in the formation).
   - Units that end up out of coherency due to scattering must move back into coherency when they next take an action, as usual.

Landing units by making a planetfall happens as part of the action you take with your spacecraft. You get an action with each formation you land, later in the same turn.

FAQ

Q. Can I make flak attacks against an aircraft that enters play by making a planetfall?
A. No. Avoiding flak attacks is one of the main benefits of making a planetfall.

Related information

<table>
<thead>
<tr>
<th>Topic</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Transport aircraft</td>
<td>86</td>
</tr>
<tr>
<td>Planning spacecraft operations</td>
<td>92</td>
</tr>
<tr>
<td>Formations</td>
<td>10</td>
</tr>
<tr>
<td>T4: Set aside formations in reserve</td>
<td>115</td>
</tr>
</tbody>
</table>
Training scenarios, to help you learn the rules quickly.

The scenarios in this section will help you to learn the rules in easy stages that won't overwhelm you. As you digest each major section of the rules, try the corresponding training scenarios to see how they work in practice. You'll soon become familiar with the mechanics of the game.

**Tip:** A scenario is basically a set of notes, telling you all you need to know about the battle you are going to fight and how to set it up. It tells you what forces are involved, what units each player will control, what each side’s objectives are, and so on.

**In this section:**

- Core rules training scenarios .................................................. 96
- Special abilities training scenarios .............................................. 102
- War engine training scenarios .................................................... 104
- Aerospace training scenarios .................................................... 107

### Core rules training scenarios

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

**Veteran Sergeant Kesser**

Once you have read the core rules you will know enough to try out some training scenarios. Just refer back to the rules as often as you need to.

The core rules training scenarios are the simplest of course. To get started with these, you will need a couple of dozen units of Epic scale Space Marines. It will help if you can track down some Predator Destructors and Rhinos too, but these are not vital.

**Tip:** If you’re itching to get started but don’t have suitable models yet…

…then download, print and cut out some free counters that represent the Space Marine units and vehicles used in the first two training scenarios.


You will also need a small amount of gaming terrain. If you don’t have any in Epic scale, make do with hills and trees from another scale or simply lie a cloth over some books to create rolling, hilly terrain.

### Training scenario 1: Basics

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

The two opposing forces are identical, each comprised as follows:

- Two Space Marine formations, each consisting of six Tactical infantry units.

The force has a Strategy Rating of 5. All formations have an Initiative value of 1+.

Apply the They Shall Know No Fear special rule to all Space Marine formations.

Datasheets

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tactical unit</td>
<td>INF</td>
<td>15cm</td>
<td>4+</td>
<td>4+</td>
<td>4+</td>
<td>Bolters</td>
<td>(15cm)</td>
<td>(Small Arms)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Missile Launcher</td>
<td>45cm</td>
<td>AP5+/AT6+</td>
</tr>
</tbody>
</table>

Playing Area

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

Deployment

If one player set up the scenery then his opponent can choose which table edge to deploy on. If you set up the scenery together then roll dice to see who gets the choice of edge. The other player sets up on the opposite table edge.

You must deploy all of your units within 15cm of your table edge. [Comment: Who first? Alternating?]

Victory Conditions

To win the game, you must capture the objective and hold it for one full game turn.

- You capture the objective if you have a unit within 15cm of it in the End phase and your opponent does not.

Special Rules

Special rule: And They Shall Know No Fear

Space Marines are renowned for their tenacity and bravery. To represent this:

- Suppression: It takes two Blast markers to suppress a Space Marine unit.
- Becoming Broken: Space Marine formations become Broken only when they have two Blast markers per unit in the formation, rather than one per unit.
- Destroying units in a Broken Space Marine formation: It takes two Blast markers to destroy a Space Marine unit in a Broken formation (round in favour of the Space Marines).
- When you work out the result of an assault: Count only half the number of Blast markers for Space Marine formations (round down in their favour, to a minimum of one — they will not gain the +1 modifier for having no Blast markers). Count a Broken Space Marine formation as having one Blast Marker per unit.
- When a Space Marine formation loses an assault: Halve the number of extra hits it suffers (round down in favour of the Space Marines).
- When a Broken Space Marine formation rallies successfully: Give it a number of Blast markers equal to the number of units, rather than half this number.
- When a Space Marine formation rallies successfully, or regroups: For each unit with the Leader ability, remove two extra Blast markers from the formation, rather than one.
Training scenario 2: Fast Attack

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

Force Alpha and Force Beta

The two opposing forces are identical, each comprised as follows:

- Two Space Marine formations, each consisting of six Tactical infantry units and three Rhino vehicle units.

The force has a Strategy Rating of 5. All formations have an Initiative value of 1+.

Apply the They Shall Know No Fear special rule to all Space Marine formations.

Datasheets

**Space Marine Tactical unit datasheet**

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tactical unit</td>
<td>INF</td>
<td>15cm</td>
<td>4+</td>
<td>4+</td>
<td>4+</td>
<td>Bolters</td>
<td>(15cm)</td>
<td>(Small Arms)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Missile Launcher</td>
<td>45cm</td>
<td>AP5+/AT6+</td>
</tr>
</tbody>
</table>

**Space Marine Rhino datasheet**

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rhino</td>
<td>AV</td>
<td>30cm</td>
<td>5+</td>
<td>6+</td>
<td>6+</td>
<td>StormBolter</td>
<td>(15cm)</td>
<td>(Small Arms)</td>
</tr>
</tbody>
</table>

Playing Area

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

Deployment

If one player set up the scenery then his opponent can choose which table edge to deploy on. If you set up the scenery together then roll dice to see who gets the choice of edge. The other player sets up on the opposite table edge.

You must deploy all of your units within 15cm of your table edge. **[Comment: Who first? Alternating?]**

Victory Conditions

To win the game, you must capture the objective and hold it for one full game turn.

- You capture the objective if you have a unit within 15cm of it in the End phase and your opponent does not.

Special Rules

**Special rule: And They Shall Know No Fear** — see Training scenario 1: Basics on page 96.

Training scenario 3: Armoured Vehicles

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

**Force Alpha and Force Beta**

The two opposing forces are identical, each comprised as follows:

- Two Space Marine formations, each consisting of four Predator Destructor vehicle units.

The force has a Strategy Rating of 5. All formations have an Initiative value of 1+.

Apply the **They Shall Know No Fear** special rule to all Space Marine formations.

### Datasheets

**Space Marine Predator Destructor datasheet**

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Predator Destructor</td>
<td>AV</td>
<td>30cm</td>
<td>4+</td>
<td>6+</td>
<td>3+</td>
<td>2 x Heavy Bolter, Autocannon</td>
<td>30cm</td>
<td>AP5+</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>45cm</td>
<td>AP5+/AT6+</td>
</tr>
</tbody>
</table>

**Playing Area**

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

**Deployment**

If one player set up the scenery then his opponent can choose which table edge to deploy on. If you set up the scenery together then roll dice to see who gets the choice of edge. The other player sets up on the opposite table edge.

You must deploy all of your units within 15cm of your table edge. [Comment: Who first? Alternating?]

**Victory Conditions**

To win the game, you must capture the objective and hold it for one full game turn.

- You capture the objective if you have a unit within 15cm of it in the End phase and your opponent does not.

**Special Rules**

**Special rule: And They Shall Know No Fear** — see **Training scenario 1: Basics** on page 96.

---

**Training scenario 4: Advanced Concepts**

Space Marine armies include a number of specialised formations and troop types such as Space Marine Assault units equipped with jump packs, and Space Marine Devastator units equipped with additional heavy weapons.

This scenario is based on the advanced training missions used by the Space Marines to show how the presence of these units affects the tactics learned during basic training.

**Force Alpha**

- Two Space Marine formations, each consisting of six Tactical infantry units and three Rhino vehicle units.
- One Space Marine formation consisting of four Assault infantry units.

The force has a Strategy Rating of 5. All formations have an Initiative value of 1+.

Apply the **They Shall Know No Fear** special rule to all Space Marine formations.
Force Beta

- Two Space Marine formations, each consisting of six Tactical infantry units and three Rhino vehicle units.
- One Space Marine formation consisting of four Devastator infantry units.

The force has a Strategy Rating of 5. All formations have an Initiative value of 1+.

Apply the They Shall Know No Fear special rule to all Space Marine formations.

Datsheets

### Space Marine Tactical unit datasheet

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tactical unit</td>
<td>INF</td>
<td>15cm</td>
<td>4+</td>
<td>4+</td>
<td>4+</td>
<td>Bolters</td>
<td>(15cm)</td>
<td>(Small Arms)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Missile Launcher</td>
<td>45cm</td>
<td>AP5+/AT6+</td>
</tr>
</tbody>
</table>

### Space Marine Rhino datasheet

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rhino</td>
<td>AV</td>
<td>30cm</td>
<td>5+</td>
<td>6+</td>
<td>6+</td>
<td>Storm Bolter</td>
<td>(15cm)</td>
<td>(Small Arms)</td>
</tr>
</tbody>
</table>

### Space Marine Assault unit datasheet

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assault unit</td>
<td>INF</td>
<td>30cm</td>
<td>4+</td>
<td>3+</td>
<td>5+</td>
<td>Chainswords (base contact)</td>
<td></td>
<td>(Assault Weapons)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Bolt Pistols</td>
<td>(15cm)</td>
<td>(Small Arms)</td>
</tr>
</tbody>
</table>

### Space Marine Devastator unit datasheet

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Devastator unit</td>
<td>INF</td>
<td>15cm</td>
<td>4+</td>
<td>5+</td>
<td>3+</td>
<td>2 x Missile Launcher</td>
<td>45cm</td>
<td>AP5+/AT6+</td>
</tr>
</tbody>
</table>

Playing Area

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

Deployment

If one player set up the scenery then his opponent can choose which table edge to deploy on. If you set up the scenery together then roll dice to see who gets the choice of edge. The other player sets up on the opposite table edge.

You must deploy all of your units within 15cm of your table edge. [Comment: Who first? Alternating?]

Victory Conditions

To win the game, you must capture the objective and hold it for one full game turn.

- You capture the objective if you have a unit within 15cm of it in the End phase and your opponent does not.

Special Rules

**Special rule: And They Shall Know No Fear** — see Training scenario 1: Basics on page 96.

Related information

Jump Packs.
Training scenario 5: Combined Arms

In most circumstances, a Space Marine commander will field a combined arms force.

This scenario teaches the vital skills needed to weld infantry, artillery and armoured vehicle formations into a single fighting force.

**Force Alpha**

- Two Space Marine formations, each consisting of six Tactical infantry units and three Rhino vehicle units.
- One Space Marine formation consisting of four Assault infantry units.
- One Space Marine formation consisting of four Predator Destructor vehicle units.
- One Space Marine formation consisting three Whirlwind artillery vehicle units.

The force has a Strategy Rating of 5. All formations have an Initiative value of 1+.

Apply the *They Shall Know No Fear* special rule to all Space Marine formations.

**Force Beta**

- Two Space Marine formations, each consisting of six Tactical infantry units and three Rhino vehicle units.
- One Space Marine formation consisting of four Devastator infantry units.
- One Space Marine formation consisting of four Predator Destructor vehicle units.
- One Space Marine formation consisting three Whirlwind artillery vehicle units.

The force has a Strategy Rating of 5. All formations have an Initiative value of 1+.

Apply the *They Shall Know No Fear* special rule to all Space Marine formations.

**Datasheets**

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tactical unit</td>
<td>INF</td>
<td>15cm</td>
<td>4+</td>
<td>4+</td>
<td>4+</td>
<td>Bolters (15cm)</td>
<td></td>
<td>(Small Arms)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Missile Launcher 45cm</td>
<td></td>
<td>AP5+/AT6+</td>
</tr>
<tr>
<td>Space Marine Tactical unit datasheet</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rhino</td>
<td>AV</td>
<td>30cm</td>
<td>5+</td>
<td>6+</td>
<td>6+</td>
<td>Storm Bolter (15cm)</td>
<td></td>
<td>(Small Arms)</td>
</tr>
<tr>
<td>Space Marine Rhino datasheet</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Assault unit</td>
<td>INF</td>
<td>30cm</td>
<td>4+</td>
<td>3+</td>
<td>5+</td>
<td>Chainswords (base contact)</td>
<td></td>
<td>(Assault Weapons)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Bolt Pistols (15cm)</td>
<td></td>
<td>(Small Arms)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Jump Packs.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Space Marine Assault unit datasheet</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Devastator unit</td>
<td>INF</td>
<td>15cm</td>
<td>4+</td>
<td>5+</td>
<td>3+</td>
<td>2 x Missile Launcher 45cm</td>
<td></td>
<td>AP5+/AT6+</td>
</tr>
<tr>
<td>Space Marine Devastator unit datasheet</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Predator Destructor</td>
<td>AV</td>
<td>30cm</td>
<td>4+</td>
<td>6+</td>
<td>3+</td>
<td>2 x Heavy Bolter 30cm Autocannon 45cm</td>
<td></td>
<td>AP5+/AT6+</td>
</tr>
<tr>
<td>Space Marine Predator Destructor datasheet</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Whirlwind</td>
<td>AV</td>
<td>30cm</td>
<td>5+</td>
<td>6+</td>
<td>5+</td>
<td>Whirlwind Missile Launcher 45cm</td>
<td></td>
<td>1BP, Indirect Fire</td>
</tr>
<tr>
<td>Space Marine Whirlwind datasheet</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Training

Playing Area

1. Set up a playing area approximately 90–120cm square.
2. Set up any scenery you have in a mutually agreeable manner. You can set up as much or as little scenery as you like, but try to make sure that you have at least a couple of hills and either a built-up area or some woods for the troops to hide behind or take cover in.
3. Place an objective counter in the very centre of the battlefield (a coin will do just fine).
4. Each player must set up another objective 45cm away from any other objective, making for a total of three objectives in the playing area.

Deployment

If one player set up the scenery then his opponent can choose which table edge to deploy on. If you set up the scenery together then roll dice to see who gets the choice of edge. The other player sets up on the opposite table edge.

You must deploy all of your units within 15cm of your table edge. [Comment: Who first? Alternating?]

Victory Conditions

To win the game you must capture two objectives and hold them both for one full game turn at the same time.

- You capture an objective if you have a unit within 15cm of it in the End phase and your opponent does not.

Special Rules

Special rule: And They Shall Know No Fear — see Training scenario 1: Basics on page 96.

Related information

Jump Packs, .......................................................................................................................... 60
Shooting with barrage weapons, .......................................................................................... 34

Special abilities training scenarios

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

Veteran Sergeant Kesser

The Epic rules cover many special abilities, far too many to attempt in a single training scenario. However, the following variant of the Combined Arms training scenario will give you a taste of the effects special abilities can have on the game.

Training scenario 6: Special abilities

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

Force Alpha and Force Beta

The two opposing forces are identical, each comprised as follows:

- One Space Marine formation consisting of six Tactical infantry units, three Rhino vehicle units and one Captain character upgrade.
- One Space Marine formation consisting of six Tactical infantry units, three Rhino vehicle units and one Tactical Dreadnought vehicle unit.
• One Space Marine formation consisting of four Land Raider vehicle units.
• One Space Marine formation consisting of five Land Speeder vehicle units.

Each force has a Strategy Rating of 5. All formations have an Initiative value of 1+.

Apply the They Shall Know No Fear special rule to all Space Marine formations.

**Datasheets**

### Space Marine Captain datasheet

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Captain</td>
<td>CH</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Power Weapon</td>
<td>(base)</td>
<td>(Assault Weapons), MW, EA(+1)</td>
</tr>
<tr>
<td>Invulnerable</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Type**

**AV** (Small - Range 3+)

**Twin**

**30cm**

**FF**

**Multi-melta**

### Space Marine Tactical unit datasheet

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tactical unit</td>
<td>INF</td>
<td>15cm</td>
<td>4+</td>
<td>4+</td>
<td>4+</td>
<td>Bolters</td>
<td>(15cm)</td>
<td>(Small Arms)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Missile Launcher</td>
<td>45cm</td>
<td>AP5+/AT6+</td>
</tr>
</tbody>
</table>

**Type**

**INF**

**AV**

**Space Marine Rhino datasheet**

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rhino</td>
<td>AV</td>
<td>30cm</td>
<td>5+</td>
<td>6+</td>
<td>6+</td>
<td>Storm Bolter</td>
<td>(15cm)</td>
<td>(Small Arms)</td>
</tr>
</tbody>
</table>

**Type**

**AV**

**Space Marine Land Raider datasheet**

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Land Raider</td>
<td>AV</td>
<td>25cm</td>
<td>4+</td>
<td>6+</td>
<td>4+</td>
<td>Twin Heavy Bolter</td>
<td>30cm</td>
<td>AP4+</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2 x Twin Lascannon 45cm</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td><em>Reinforced Armour. Thick Rear Armour. Transport (may carry one Terminator unit OR two of the following units: Tactical; Devastator).</em></td>
</tr>
</tbody>
</table>

**Type**

**AV**

**Space Marine Tactical Dreadnought datasheet**

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tactical Dreadnought</td>
<td>AV</td>
<td>15cm</td>
<td>3+</td>
<td>4+</td>
<td>4+</td>
<td>Power Fist</td>
<td>(base)</td>
<td>(Assault Weapons), MW, EA(+1)</td>
</tr>
<tr>
<td>Walker</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Assault Cannon</td>
<td>30cm</td>
<td>AP5+/AT5+</td>
</tr>
</tbody>
</table>

**Type**

**AV**

**LV**

**Space Marine Land Speeder datasheet**

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Land Speeder</td>
<td>LV</td>
<td>35cm</td>
<td>4+</td>
<td>6+</td>
<td>5+</td>
<td>Multi-melta</td>
<td>(15cm)</td>
<td>(Small Arms), MW MWS+</td>
</tr>
<tr>
<td>Skimmer. Scout.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Playing Area

1. Set up a playing area approximately 90–120cm square.
2. Set up any scenery you have in a mutually agreeable manner. You can set up as much or as little scenery as you like, but try to make sure that you have at least a couple of hills and either a built-up area or some woods for the troops to hide behind or take cover in.
3. Place an objective counter in the very centre of the battlefield (a coin will do just fine).
4. Each player must set up another objective 45cm away from any other objective, making for a total of three objectives in the playing area.

### Deployment

If one player set up the scenery then his opponent can choose which table edge to deploy on. If you set up the scenery together then roll dice to see who gets the choice of edge. The other player sets up on the opposite table edge.

You must deploy all of your units within 15cm of your table edge. [Comment: Who first? Alternating?]
Training

Victory Conditions

To win the game you must capture two objectives and hold them both for one full game turn at the same time.

- You capture an objective if you have a unit within 15cm of it in the End phase and your opponent does not.

Special Rules

Special rule: And They Shall Know No Fear — see Training scenario 1: Basics on page 96.

Related Information

Special abilities .................................................................................................................................................................................. 52

War engine training scenarios

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

Warlord Dragatz prepares the Boyz for the Waaagh!

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

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

Gogard’s Last Stand

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

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

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

Korps Grinda Returns!

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

Ork Forces

- One Ork formation consisting of Korps Grinda II, a Great Gargant war engine unit.

The force has a Strategy Rating of 3. All formations have an Initiative value of 3+.
Apply the **Mob Rule** and **Power of the Waaagh!** special rules to all Ork formations.

**Space Marine Forces**

- One Space Marine formation consisting of six Tactical infantry units, three Rhino vehicle units and one Captain character upgrade.
- One Space Marine formation consisting of four Devastator infantry units and one Captain character upgrade.
- One Space Marine formation consisting of four Land Raider vehicle units.
- Two Command Bunkers.

The force has a Strategy Rating of 5. All formations have an Initiative value of 1+

Apply the **They Shall Know No Fear** special rule to all Space Marine formations.

**Datasheets**

### Ork Great Gargant datasheet

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Great Gargant</td>
<td>WE</td>
<td>15cm</td>
<td>4+</td>
<td>3+</td>
<td>3+</td>
<td>Gaze of Mork</td>
<td>30cm</td>
<td>MW4+, TK</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2 x Big Gun</td>
<td>45cm</td>
<td>AP5+/AT5+</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Soopagun</td>
<td>60cm</td>
<td>2BP, MW, FxF</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1–2 x Twin Soopagun</td>
<td>60cm</td>
<td>3BP, MW, FxF</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>0–1 x Lifta-Droppa</td>
<td>60cm</td>
<td>MW3+, TK(D3), FxF</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>and (base contact)</td>
<td></td>
<td>(Assault Weapons)</td>
</tr>
</tbody>
</table>


Critical Hit Effect: The unit catches fire. Roll a D6 for each fire burning on the unit in the End phase of each turn. On a roll of 1 a second fire starts, and on a roll of 5–6 the fire is put out. Any fires not put out cause one point of damage.

### Space Marine Captain datasheet

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Captain</td>
<td>CH</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Power Weapon (base contact)</td>
<td></td>
<td>(Assault Weapons), MW, EA(+1)</td>
</tr>
</tbody>
</table>

Inulnerable Save. Leader. Commander.

### Space Marine Tactical unit datasheet

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tactical unit</td>
<td>INF</td>
<td>15cm</td>
<td>4+</td>
<td>4+</td>
<td>4+</td>
<td>Bolters</td>
<td>(15cm)</td>
<td>(Small Arms)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Missile Launcher</td>
<td>45cm</td>
<td>AP5+/AT6+</td>
</tr>
</tbody>
</table>

### Space Marine Rhino datasheet

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rhino</td>
<td>AV</td>
<td>30cm</td>
<td>5+</td>
<td>6+</td>
<td>6+</td>
<td>Storm Bolter</td>
<td>(15cm)</td>
<td>(Small Arms)</td>
</tr>
</tbody>
</table>

### Space Marine Devastator unit datasheet

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Devastator unit</td>
<td>INF</td>
<td>15cm</td>
<td>4+</td>
<td>5+</td>
<td>3+</td>
<td>2 x Missile Launcher</td>
<td>45cm</td>
<td>AP5+/AT6+</td>
</tr>
</tbody>
</table>

### Space Marine Land Raider datasheet

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Land Raider</td>
<td>AV</td>
<td>25cm</td>
<td>4+</td>
<td>6+</td>
<td>4+</td>
<td>Twin Heavy Bolter</td>
<td>30cm</td>
<td>AP4+</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2 x Twin Lascannon</td>
<td>45cm</td>
<td>AT4+</td>
</tr>
</tbody>
</table>

Reinforced Armour. Thick Rear Armour. Transport (may carry one Terminator unit OR two of the following units: Tactical, Devastator).

### Command Bunker datasheet

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Command Bunker</td>
<td>WE</td>
<td>Immobile</td>
<td>4+</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

Damage Capacity 3. No units may enter the bunker as it is filled with communications gear.
Playing Area

Set up the playing area approximately 90–120cm square, including the features shown on the deployment map below. Set up any further scenery you have in a mutually agreeable manner.

Deployment

The Space Marine player deploys first:

1. Set up the two command bunkers anywhere on the table, but at least 15cm from a table edge. These are the objectives of the Ork attack.
2. Deploy one of your formations on the table, either in or touching the ruined buildings by the Y junction.
3. Keep your remaining two formations in reserve. You will bring them into play anywhere along your table edge (including on the roads), during the first turn of the battle. Deploy one unit from each of these formations on the table edge to show where they will enter play. Their move on the first turn must be measured from this point.

Then, the Ork player deploys:

1. Deploy your Great Gargant anywhere within 20cm of your table edge, as shown on the deployment map.

Victory Conditions

Play until either Korps Grinda II or both the command bunker objectives are destroyed.

- If the Space Marines destroy Korps Grinda II without losing either command bunker then they win the game.
- If the Space Marines destroy Korps Grinda II but one command bunker is destroyed then the game is a draw.
- If the Orks destroy both command bunkers then they win.
Special Rules

Special rule: 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 (that is, too many to count on the fingers of one hand), not including Gretchin or Big Gunz units, receive a +1 modifier to any Rally test rolls they make, and formations with more than 10 such units receive a +2 modifier. For war engines, count each point of initial damage capacity as a unit for the purposes of this rule.

Special rule: Power of the Waaagh!

Orks are not noted for their organisational abilities, and thus usually have a pretty poor Initiative rating. However, if there is one thing that will galvanise an Ork warband, it’s the thought of a good punch-up.

To reflect this, apply a +2 modifier when you attempt an Action test for an Ork formation if the action is Charge or Double (or for Ork aircraft, Interception or Ground Attack).

Special rule: Power fields

Some Ork war engines are protected by banks of power fields. The number each war engine has is noted on its datasheet.

Each power field will automatically absorb one hit and then collapse. Do not make armour saves for damage absorbed by power fields, nor allocate Blast markers. Power fields cannot be repaired.

Once all of the power fields have collapsed, hits affect the war engine as normal and you may attempt saving throws in the usual way. Hits from close combat ignore power fields but units using their Firefight values must first knock down remaining power fields before they can damage the war engine.

Special rule: And They Shall Know No Fear — see Training scenario 1: Basics on page 96.

Related information

Special abilities .................................................................................................................. 52
War engines ...................................................................................................................... 69

Aerospace training scenarios

Today had been a good day for Krukfang; plenty of firing, plenty of speed.

The rules for aerospace operations are fairly long and complex, so it is best to learn how to use them by playing the following training scenarios before you use them in full-sized games. The training scenarios concentrate on the aircraft rules exclusively, as these are both the most complex and the most commonly used.
Death From the Skies!

In the sulphur-yellow skies above Armageddon, Ork fighta-bommers battle with Imperial Navy Thunderbolts and Marauders in a deadly dance of death.

Typical of these engagements was the Ork aerial attack on Imperial Command Bunker Complex 17c, home to the Headquarters of the Imperial Guard 2nd Asgardian Rangers regiment. More than half a dozen Ork fighta-bommers from Harthag’s Deffblasta’s Flyboyz Sqwadron attacked the complex, and were intercepted by elements of the Imperial Navy’s 222nd Interceptor Strike Wing.

The air combat that unfolded is considered by many to be one of the classic aerial engagements of the Armageddon wars.

Ork Forces

- Two Ork formations each consisting of four Fighta-Bommer aircraft units.

The force has a Strategy Rating of 3. All formations have an Initiative value of 3+.

Apply the Power of the Waaagh! special rule to all Ork formations.

Imperial Forces

- One Imperial Navy formation consisting of three Thunderbolt aircraft units.
- Two formations each consisting of one Command Bunker and one Imperial Guard Hydra anti-aircraft vehicle unit.
- One Imperial Guard formation consisting of three Basilisk artillery vehicle units and one Hydra anti-aircraft vehicle unit.

The force has a Strategy Rating of 2. All formations have an Initiative value of 2+.

Datasheets

<table>
<thead>
<tr>
<th>Ork Fighter-Bommer datasheet</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Name</strong></td>
</tr>
<tr>
<td>Fighta-Bommer</td>
</tr>
<tr>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Imperial Guard Hydra datasheet</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Name</strong></td>
</tr>
<tr>
<td>Hydra</td>
</tr>
<tr>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Imperial Navy Thunderbolt datasheet</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Name</strong></td>
</tr>
<tr>
<td>Thunderbolt</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Imperial Guard Basilisk datasheet</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Name</strong></td>
</tr>
<tr>
<td>Basilisk</td>
</tr>
<tr>
<td></td>
</tr>
</tbody>
</table>

May either shoot normally OR fire a barrage. May only use the Indirect Fire ability when firing barrages.

<table>
<thead>
<tr>
<th>Command Bunker datasheet</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Name</strong></td>
</tr>
<tr>
<td>Command Bunker</td>
</tr>
</tbody>
</table>

Damage Capacity 3. No units may enter the bunker as it is filled with communications gear.
Playing Area

1. Set up a playing area approximately 90–120cm square.
2. Set up any scenery you have in a mutually agreeable manner. You can set up as much or as little scenery as you like, but try to make sure that you have at least a couple of hills and either a built-up area or some woods for the troops to hide behind or take cover in.

Deployment

The Imperial player deploys first:

1. Deploy all of your ground-based formations anywhere you like in the playing area.

Both sides’ aircraft start the battle outside the playing area, in reserve.

Victory Conditions

Play for three turns.

- If both command bunkers and all three Basilisk units are destroyed, the Ork player wins.
- Otherwise, the Imperial player wins.

Special Rules

Special rule: Power of the Waaagh!

Orks are not noted for their organisational abilities, and thus usually have a pretty poor Initiative rating. However, if there is one thing that will galvanise an Ork warband, it’s the thought of a good punch-up.

To reflect this, apply a +2 modifier when you attempt an Action test for an Ork formation if the action is Charge or Double (or for Ork aircraft, Interception or Ground Attack).

Related information

Aerospace operations: Aircraft ................................................................. 78
Shooting with barrage weapons .............................................................. 34
War engines ......................................................................................... 69

Thunderhawk Down

Acheron Hive fell without warning on the fifth day of the invasion of Armageddon, the victim of treachery by none other than ex-Imperial Governor Herman von Strab.

Intelligence reports indicated that von Strab was located in a captured command bunker just outside the hive city. A small force of Terminators from the Salamanders Chapter were despatched in a Thunderhawk Gunship in a bid to capture the traitor. The Terminators landed just outside the bunkers and quickly overran the complex, but found that von Strab had already left.

Things started to go wrong when Ork Figha-Bommer ambushed the Thunderhawk sent to evacuate the Terminators. Only the Thunderhawk’s legendarily sturdy construction and the timely assistance of some Imperial Navy Thunderbolt fighters allowed it to survive and pick up the Terminators.

When the Thunderhawk returned to base only one engine was still functioning, all of its crew had either been wounded or killed, and bullet holes caused by over 250 big shoota shell hits were counted on its hull. All of the Terminators sent on the mission were evacuated safely.

Ork Forces

- Two formations, each consisting of three Ork Figha-Bommer aircraft units.
- Two formations, each consisting of one Command Bunker and one Traitor Imperial Guard Hydra anti-aircraft vehicle unit.
The force has a Strategy Rating of 2.

Traitor Imperial Guard formations have an Initiative value of 2+. The Ork Fighta-Bommer formations have an Initiative value of 3+.

Apply the **Power of the Waaagh!** special rule to all Ork formations.

**Imperial Forces**
- One Space Marine formation consisting of one Thunderhawk Gunship aircraft unit.
- One Space Marine formation consisting of four Terminator infantry units.
- One Imperial Navy formation consisting of three Thunderbolt aircraft units.

The force has a Strategy Rating of 5.

All Space Marine formations have an Initiative value of 1+. The Imperial Navy Thunderbolt formation has an Initiative value of 2+.

Apply the **They Shall Know No Fear** special rule to all Space Marine formations.

**Datasheets**

**Ork Fighta-Bommer datasheet**

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fighta-Bommer</td>
<td>Fighter-Bomber</td>
<td>AC</td>
<td>6+</td>
<td>-</td>
<td>-</td>
<td>Heavy Shootas</td>
<td>15cm</td>
<td>AP5+/AA5+</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Tankbusta Rokkits</td>
<td>30cm</td>
<td>AT4+</td>
</tr>
</tbody>
</table>

**Imperial Guard Hydra datasheet**

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hydra</td>
<td>AV</td>
<td>30cm</td>
<td>6+</td>
<td>6+</td>
<td>5+</td>
<td>Heavy Bolter</td>
<td>30cm</td>
<td>AP5+</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2 x Twin Hydra Autocannon</td>
<td>45cm</td>
<td>AP4+/AT5+/AA5+</td>
</tr>
</tbody>
</table>

**Command Bunker datasheet**

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Command Bunker</td>
<td>WE</td>
<td>Immobile</td>
<td>4+</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

**Damage Capacity 3. No units may enter the bunker as it is filled with communications gear.**

**Space Marine Thunderhawk Gunship datasheet**

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Thunderhawk</td>
<td>AC/WE</td>
<td>Bomber</td>
<td>4+</td>
<td>6+</td>
<td>4+</td>
<td>Twin Heavy Bolter</td>
<td>15cm</td>
<td>AP4+/AA5+</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Twin Heavy Bolter</td>
<td>15cm</td>
<td>AP4+/AA5+, Left</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2 x Twin Heavy Bolter</td>
<td>30cm</td>
<td>AP4+/AA5+, FxF</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Battle Cannon</td>
<td>75cm</td>
<td>AP4+/AT4+, FxF</td>
</tr>
</tbody>
</table>

**Damage Capacity 2. Reinforced Armour. Planetfall. Transport (may carry eight of the following units: Tactical; Assault; Devastator; Scout; Bike; Attack Bike; Terminator; Dreadnought. Terminators and Dreadnoughts take up two spaces each). 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.**

**Space Marine Terminators datasheet**

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Terminator unit</td>
<td>INF</td>
<td>15cm</td>
<td>4+</td>
<td>3+</td>
<td>3+</td>
<td>Power Weapons (base contact)</td>
<td></td>
<td>(Assault Weapons), MW, EA(+1)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Storm Bolters (15cm)</td>
<td></td>
<td>(Small Arms)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2x Assault Cannon</td>
<td>30cm</td>
<td>AP5+/AT5+</td>
</tr>
</tbody>
</table>

**Reinforced Armour. Teleport. Thick Rear Armour.**

**Imperial Navy Thunderbolt datasheet**

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Thunderbolt</td>
<td>AC</td>
<td>Fighter-Bomber</td>
<td>6+</td>
<td>-</td>
<td>-</td>
<td>Storm Bolters</td>
<td>15cm</td>
<td>AP4+/AA5+, FxF</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Multilaser</td>
<td>30cm</td>
<td>AP5+/AT6+/AA5+, FxF</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Underwing Rockets</td>
<td>30cm</td>
<td>AT4+, FxF</td>
</tr>
</tbody>
</table>
Playing Area

1. Set up a playing area approximately 90–120cm square.
2. Set up any scenery you have in a mutually agreeable manner. You can set up as much or as little scenery as you like, but try to make sure that you have at least a couple of hills and either a built-up area or some woods for the troops to hide behind or take cover in.

Deployment

The Ork player deploys first:

1. Deploy all of your ground-based formations anywhere you like in the playing area.
2. Keep your aircraft formations off the playing area, in reserve.

The Space Marine player has nothing to deploy before the game starts:

1. All of your forces are outside the playing area, in reserve. You can get your Terminator formation into battle later by using their Teleport ability.

Victory Conditions

- The Imperial player wins if he destroys both bunkers with close combat attacks, and then manages to exit at least one Terminator unit off the table in a Thunderhawk Gunship.
- The Imperial player forces a draw if he only destroys both bunkers.
- Any other result is a win for the Ork player.

Special Rules

**Special rule: Power of the Waaagh!**

Orks are not noted for their organisational abilities, and thus usually have a pretty poor Initiative rating. However, if there is one thing that will galvanise an Ork warband, it’s the thought of a good punch-up.

To reflect this, apply a +2 modifier when you attempt an Action test for an Ork formation if the action is Charge or Double (or for Ork aircraft, Interception or Ground Attack).

**Special rule: And They Shall Know No Fear** — see Training scenario 1: Basics on page 96.

Related information

- Aerospace operations: Aircraft ................................................................. 78
- Teleport ................................................................................................. 67
- War engines ......................................................................................... 69
Set up and play a standardised tournament game.

The rules in this section provide an evenly balanced contest, ideal for tournament games and also for pick-up games at clubs or shows. These rules allow two players to play against each other with little or no preparation — they just need to choose their forces from the tournament army lists beforehand.

The tournament army lists are designed to work with these rules and with the packaged range of Epic miniatures produced by Games Workshop.

In many ways, tournament games represent the most basic form of game play — they are designed to be as easy and accessible as possible, so that Epic players can play games with the minimum of fuss.

In this section:

- Pre-game: Select forces .......................................................... 112
- Pre-game: Set up the playing area ........................................... 113
- T1: The five minute warm-up .................................................. 113
- T2: Choose deployment zones ............................................... 114
- T3: Place objective markers ................................................. 114
- T4: Set aside formations in reserve ........................................ 115
- T5: Set up spacecraft and tunnellers and record coordinates .... 116
- T6: Set up garrisons ............................................................... 116
- T7: Set up the remaining formations ....................................... 117
- Victory conditions for tournament games ............................ 117

Related information

Scenarios, .................................................................................. 120

Pre-game: Select forces

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.

1. Agree a points total with your opponent, from 2,000 to 5,000 points.

   It is possible to use the tournament rules for smaller or larger games than this, but such games are more likely to be unbalanced. Tournament army lists are balanced and play-tested for armies within this range.

   3,000 points is common.

2. Using the tournament army lists, pick formations for your armies up to the agreed total.

Related information

Forces, datasheets and army lists, .................................................. 157
Pre-game: Set up the playing area

Tournament table size

The tournament game rules are designed for play 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 around 120cm by 180cm (roughly 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 so lead to an unbalanced game.

Tournament terrain

Set up the terrain for the game in any mutually agreeable manner.

The tournament game rules will work with any type of terrain. However:

- Especially dense or extremely sparse terrain will favour some armies or troop choices over others. For example, Ork armies that feature a lot of Boyz will tend to do well on a table covered with lots of terrain, while a Ork armies with lots of Buggies and Gunwagons will tend to do better on a table with sparse terrain.
- 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. For these reasons, we recommend you use the following guidelines when setting up terrain for tournament games. These are not hard and fast rules, but they help to ensure a well-balanced game no matter what army or units are taken.

- Use moveable terrain features rather than modular terrain boards, for greater flexibility.
- Terrain features can be of pretty much any type, but most should be roughly 15–30cm across. Hills can be up to twice this size. See below for rivers and roads.
- Divide the table into 60cm square areas. The total number of terrain features placed should be equal to twice the number of 60cm square areas.

**Example:** If you play on a 120cm by 180cm table then you have six areas in which you can place a total of 12 terrain features.

- Within the limits above, place 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 must 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 at least every 30cm along the river.
- You may add roads after you both finish placing other terrain features. You may use any number of roads, but they must all enter on one table edge and either exit from another or end at a terrain feature.

T1: 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.

So, after you have set up the terrain for a game, spend five minutes to discuss and agree how you will interpret and apply rules such as:

- the Counts As rule
- Line of fire
- Fire Arcs on units
Tournament

- pre-measuring
- templates, and what counts as in or out of the template effect
- terrain features — what do they count as on the terrain chart, when are units in terrain
- how you will keep track of states and actions like Broken, Overwatch and March

...and anything else you can think of!

FAQ

Q. Is there a complete list of what to cover in the five minute warm up?
A. [Comment: To do. Rationalise these points with the main text above and eliminate this FAQ.]

- Should you dice for each ability used at the start of the turn? [Comment: Unclear. What is this actually trying to say? Roll off for who goes first for each ability I suppose, in which case this could be rationalised along with the start of turn topic.]
- Are transported units considered to be in specific transporting units of their formation?
- When disembarking, are transported units placed completely within 5cm of the transport unit or just so one part of the transported unit is within 5cm of the transport unit?
- When does a unit count as being in cover?
- How many units can claim cover from a armoured vehicle, war engine, or terrain feature?
- Does a charging formation need to get within 15cm of the original target or can it get within 15cm of any intermingled formation?
- During assaults, how will we allocate attacks with special abilities like Ignore Cover and Lance?
- Is it possible to air assault into a formation which is completely covered by the zone of control of another formation?
- Where should measurements for capturing/counting an objective be made from?
- What house rules do you normally play with?
- Are you using the Counts As rule? Which models count as what units?
- What is your army capable of (units, weapons and special rules)?

T2: Choose deployment zones

Determine where each player will deploy:

- If one player set up the terrain then the other player may choose the deployment zone they prefer.
- If both players set up the terrain as a joint effort, or if the terrain was set up by a tournament organiser, then the player whose army has the higher Strategy Rating may choose the deployment zone they prefer.
- If both player's armies have the same Strategy Rating, roll dice to see who gets to choose their deployment zone.

The player that gets to choose their deployment zone may choose a long table edge, or a corner (half way up each long and short edge). The other player gets the opposite edge or corner for their deployment zone. The deployment zones are 15cm deep on these edges.

T3: Place objective markers

Starting with the player whose army has the higher Strategy Rating, place objective markers on the table, alternating between you until there are a total of six objective markers.

Obey these constraints when you place your objective markers:

1. Set up your first objective marker on your own table edge.
2. Set up both of your remaining objective markers so that they are:
   - in your opponent's half of the table
   - at least 30cm away from your opponent's table edge
   - at least 30cm away from any other objective markers that have already been placed
Tip: You can use anything as an objective marker but we suggest you represent them with scenic items if you can. Battling over a visible bunker or fuel dump is far more appealing than having your forces sell their lives for a cardboard counter!

FAQ
Q. Can the player with the higher Strategy Rating choose to make their opponent start placing objective markers first?
A. No. [Comment: Precedence for Strategy Rating is inconsistent and thus harder to remember than it needs to be — on some things the higher strategy player gets to choose whether or not to go first while on other things this player must go first. Consider whether to provide a quick summary of this somewhere.]

Q. How big can objective markers be?
A. As big as you like. Just remember that they're a marker and as such don't count as terrain or block a line of fire.

T4: Set aside formations in reserve
You can keep certain types of formations in reserve, so that they are not deployed on the table at the start of the game:

- Aircraft formations, and formations that will enter play aboard transport aircraft.
- Formations that will enter play via the Planetfall or Self-Planetfall abilities.
- Formations in which all units have the Teleport ability.
- Other formations where special rules clearly mean that they can be held in reserve, as with formations that will use an Eldar Webway Portal for example.

These formations are not secret and your opponent may inspect them at any time.

Units that are being transported must start the game already embarked on the transport vehicles that will bring them into play (that is, embarked on transport aircraft, transport war engines, or units with the Planetfall or Self-Planetfall abilities).

Remember! Formations that are in reserve may not carry out any game functions or use special abilities they may have (apart from those that are essential for them to actually enter play of course, like Teleport, Planetfall and Self-Planetfall). [Comment: Not quite complete. Somewhere there is a statement about how certain other special abilities may be used on the unit's own formation where it affects rallying or Initiative test, such as Supreme Commander.]

FAQ
Q. When do I decide how formations in reserve will enter play?
A. Declare the means by which a formation will enter play at the same time that you set it aside and declare it to be in reserve.

Q. As well as aircraft and formations that will enter play via transport aircraft or the Teleport ability, can I keep any other formations in reserve?
A. Yes, but only where the rules make it clear that the formation can or must enter play via some other special ability or circumstance (such as the Tunneller or Self-Planetfall abilities, or being embarked on a surface-based war engine), or where the scenario makes this clear (as with some of the training scenarios).

Q. Can I activate a formation that is in reserve?
A. Yes of course, or else how will you get it into play? To be clear, while formations are in reserve you do not have to activate them — but when you do, you must use the activation to get the formation into play.
Q. Are there any limits as to what actions I can choose with a formation that is in reserve?
A. Yes, you must choose an action that will allow the formation to enter play. Sometimes you may be limited to a particular action. For example, when you want to bring an Eldar formation into play through a Webway Portal, and that portal is inside an enemy unit's zone of control at the time, then you must choose an Engage action.

Q. What happens when I fail the Action test for a formation in reserve?
A. Like any other failed Action test, your formation gains a Blast marker and must take a Hold action. Then, you must use this to move the formation into play. In the rare event that something would prevent this move into play (as with the Eldar Webway Portal example above) then leave the formation in reserve, with the Blast marker — the rest of your activation is wasted, better luck next time!

Q. Normally, we must activate all formations during the action phase. What about formations in reserve?
A. You don't have to activate formations in reserve. But, when it is your turn to activate a formation, you may only choose not to if you have no more unactivated formations in play on the table and you do not intend to bring any more formations into play from reserve this turn.

Q. Can I choose to activate a formation in reserve when I have no way to bring it into play (for example, Necrons in reserve with no portal left to use), so that I can effectively 'pass' the turn for activation back to my opponent?
A. No.

T5: Set up spacecraft and tunnellers and record coordinates

If you are using spacecraft, set them up now and record coordinates for any orbital bombardments.

If you have units that will enter play via the Planetfall or Self-Planetfall abilities, record drop zone coordinates for each formation (and place them aside in reserve if you haven't already done so).

If you have any formations that will enter play via the Tunneller ability, set them up now and record the surfacing coordinates for each formation.

Related information

Planning spacecraft operations, .................................................................................. 92
Self-Planetfall, ............................................................................................................ 63
Making a planetfall, ...................................................................................................... 94
T4: Set aside formations in reserve, ............................................................................ 115
Tunneller ..................................................................................................................... 168

T6: Set up garrisons

Formations that can be garrison formations

You may set up the following types of formations as garrison formations:

- Any formations in which half or more of the units (rounding up) have the Scout ability.
- Any formations in which no more than one of the units has a Speed value greater than 15cm, and none of the units are war engines.
- Any formations that include units with a Speed value of 0 (zero) or Immobile.

Deploy garrison formations

Starting with the player whose army has the higher Strategy Rating, take it in turns to set up one garrison formation at a time.

- You must set up your garrison formations so that they have at least one unit within 15cm of an objective in your half of the table.
You may set up garrison formations such that they have some units in dangerous terrain (we assume that they took their time getting into position in order to do so safely!). You may each start up to two of your garrison formations on overwatch. These formations represent sentries deployed as a vanguard and to provide security at the objectives. In effect, we assume that they started Overwatch in a previous Action phase and it carries over into the first turn. [Comment: When do players decide which of their two garrisons will be on overwatch? As they place each garrison would be simplest.]

You may not set up your garrison formations so that they have any units in your opponent's half of the table or in impassable terrain.

FAQ

Q. Can the player with the higher Strategy Rating choose to make their opponent set up a garrison first?
A. No.

Q. Can war engines garrison?
A. Only if they are in a formation that includes units with a Speed value of 0cm or Immobile. Or, if they are in a formation where half or more of the units (rounding up) are Scout units.

Q. Can a transport aircraft garrison?
A. No, they must be kept in reserve.

T7: Set up the remaining formations

Starting with the player whose army has the higher Strategy Rating, alternate between you to set up the rest of your formations one at a time:

1. Choose one of your formations.
2. Deploy your formation within your deployment zone (that is, within 15cm of your table edge).

FAQ

Q. Can the player with the higher Strategy Rating choose to make their opponent set up a formation first?
A. No.

Related information

- Transport aircraft .......................................................... 86
- Making a planetfall ....................................................... 94
- T4: Set aside formations in reserve ............................... 115

Victory conditions for tournament games

Conditions for winning

At the end of the third and fourth game turns, check to see if either player has won.

Each player is trying to achieve enough goals to claim a win.
Blitzkrieg (Blitz). You achieve this goal by capturing the objective that your opponent marked on their table edge at the start of the game.

Break Their Spirit (BTS). 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 the Flag (DTF). You achieve this goal if you control all three objectives in your half of the table.

Take and Hold (T&H). You achieve this goal by capturing a total of two objectives in your opponent’s half of the table.

They Shall Not Pass (TSNP). You achieve this goal if there are no unbroken enemy formations in your half of the table.

You win if, in the End phase of turn 3 or 4, you can claim at least two of these goals and you can claim more goals than your opponent.

If neither player has won then, in each End phase from turn 4 onward:

1. Both players roll a D6:
   - If both players roll the same score then the game continues into another turn. Roll again in the next End phase.
   - If the players roll different scores then the game ends. Determine the winner by tie-breaking.

Tie-breaking

Work out the victory points score for each player, equal to the total of all the following:

- The full points value of enemy formations that have been completely destroyed.
- The full points value of enemy formations that are Broken and have been reduced to half strength* or less.*
- Half the value of any formation reduced to half strength* or less but is not Broken.
- Half the value of any formation that is Broken but is above half strength.

*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.

Whoever has the higher points score wins the game.

FAQ

Q. Do formations that have not been destroyed but that are outside the playing area (for example, on spacecraft or in Reserve) count towards the Break Their Spirit goal?
A. No. However, a formation (such as an aircraft) that enters play and is destroyed would count towards the goal.

Q. Does a whole formation have to be on the opponent’s half of the table to deny the They Shall Not Pass goal? A whole unit?
A. One part of a single unit on the opponent’s half of the table is all that it takes to deny them the They Shall Not Pass goal.

Q. If a formation rallies in the End phase can it deny the opponent the They Shall Not Pass goal?
A. Yes.
Capturing objectives

In each End phase, check to see how many objectives you have captured.

- You **capture** an objective if you have a unit within 15cm of the marker in the End phase and your opponent does not.
- An objective is **contested** (not captured by either side) if both sides have a unit within 15cm of the marker in the End phase.
- Units from Broken formations or from formations that have rallied that End phase can not capture or contest objectives.
- Aircraft which have landed may not capture an objective on the same turn that it lands — though they may immediately **contest** an objective.

Objectives do not have a 'memory' and you will lose control of any you capture if you have no units within 15cm of the marker at the end of any subsequent turn.

**FAQ**

Q. Where should we measure from for capturing/contesting an objective?
A. Bring this up in the five minute warm up. For objectives placed on a table edge (the Blitzkrieg objectives in a Tournament game), most groups measure to the centre of the area where the marker touches the table edge. For all other objectives, most groups measure to the centre of the marker, or they agree to use a particular point on the marker.

**Related information**

T3: Place objective markers ................................................................. 114
Alternative objectives ................................................................. 159
Scenarios

[Content from Rulebook page 140.]

Exciting and varied ways to play.

Well, I never expected that to happen…

Last words of Colonel Einz

The pre-defined and slightly abstracted nature of tournament games is not for everybody, and many players prefer to play Epic in a way that allows them to really explore all of the possibilities presented by the game's background. If you are one of those players, or if you are someone like the author who enjoys playing both tournament games and scenarios, then this section is for you. In it we describe how you can devise your own scenarios, and we also provide half a dozen or so scenarios that we have devised and which are presented here as examples of what can be done.

[Comment: This section also includes more scenarios from Fanatic magazine and elsewhere.]

We are using the term scenario here in its broadest possible sense, to cover any game that is not a tournament game. Many players imagine scenarios to be something that comes with a bit of historical background, a list of the forces involved, some special rules, and a set of victory conditions — like the training scenarios presented earlier in this book. In actual fact they can be anything that provides a context for a game that you play using the Epic rules and Epic models. Thus saying "Let's just set up all our Epic models on the living room floor and keep on playing until one side is dead!" is every bit as much a scenario as a carefully worked out reconstruction of the assault on the Emperor's Palace — and somewhat easier to organise and play to boot!

In this section:

- Getting started [scenario design notes] ................................................................. 120
- Scenario: Escalating Engagement ................................................................. 129
- Scenario: Breakout ....................................................................................... 130
- Scenario: Ambush ....................................................................................... 131
- Scenario: The Defence of Water Processing Plant 10927 ............................... 133
- Scenario: Assault! ......................................................................................... 136
- Scenario: Planetfall ..................................................................................... 145
- Scenario: Hit 'n' Run .................................................................................... 147
- Scenario: Siegeline ....................................................................................... 150
- Scenario: Ill Met by Fog Lights ....................................................................... 153

Getting started [scenario design notes]

[Content from Rulebook page 140.]

While the freedom of choice that scenarios allow is what makes playing them so much fun, it can also make them quite intimidating. There are just so many possibilities that one doesn't know where to start! Because of this, it is much better to begin by creating scenarios that are as simple as possible. Trust me, you'll quickly build up to more ambitious projects.
In the author's experience, the easiest way to create a new scenario is simply to come up with a new set of victory conditions to use with the tournament game rules. Simply changing the victory conditions can have a profound effect on the way that the game plays, and by concentrating on this it means you don't have to worry about other things like special force lists, special rules or special terrain.

Although tinkering with the tournament game victory conditions is the easiest way to go about creating your own scenarios, you do need to be aware that the victory conditions you come up with can affect the balance of the game. There are exceptions of course; for example, the first two or three training scenarios are as about an even game as you could imagine, but generally one side or the other will have slightly more chance of winning than the other. This scares a lot of players, especially inexperienced players who haven't had the chance to learn that losing a game played with toy soldiers really doesn't matter all that much in the cosmic scale of things.

This isn't to say that scenarios should be completely one-sided, just that they don't need to be a completely even 50:50 proposition for each side. To be honest, once you've played a few scenarios the whole idea of them needing to be balanced will seem slightly ludicrous, as you'll have learned that losing an interesting scenario can be every bit as much fun as winning a perfectly balanced tournament game.

None the less, if this kind of thing worries you then it is best to start off by playing scenarios that are as even as you can make them. A good way of doing this is to take a leaf from the tournament game rules, and come up with a scenario where victory conditions 'mirror' each other and are the same for both sides. If you do this and also allow players to pick their forces from the tournament army lists, then you can be pretty certain that the game will be an even contest for both sides.

The trick with this type of game is to come up with a way of setting up and winning that is different enough to the tournament game set-up rules and victory conditions to create an interesting game. After all, if you set up in more or less the same way as the tournament game and the victory conditions are similar to those in the tournament game, and you are using the tournament game army lists, then you might as well play the tournament game anyway!

Coming up with alternative ways of setting up or winning is really not all that hard at all. One good source of inspiration are the 'Standard Missions' in Epic's sister game Warhammer 40,000. The standard scenarios are designed to be as easy to play as 'pick-up' games, and because of this they use even-point forces and mirrored victory conditions.

The Cleanse mission is one of the most commonly played, and transfers extremely easily into Epic. In Cleanse, the table is divided into four equal quarters, and the players' armies set up in opposite quarters at least 18" (45cm in Epic) apart. The game is played for a set number of turns (about four would be right for Epic), and the player that controls the most table quarters at the end of the game is declared the winner. To control a quarter you must have an unbroken formation that is over half strength in the area, and your opponent must not.

With a bit of common sense it is possible to transfer the other Warhammer 40,000 standard scenarios to Epic just as easily.

**Scenario: Escalating Engagement on page 129** is another example of a fairly well balanced scenario that uses the tournament army lists and has mirrored victory conditions. We say 'fairly well' balanced, as it's important to note that both the Cleanse mission described above and the Escalating Engagement scenario do slightly unbalance things in favour of certain armies. In particular, you will find that armies with a lot of infantry and war engines do much better at the Cleanse mission, while armies with plenty of transport and fast moving units do better in an Escalating Engagement. But to be honest, part of the fun of playing scenarios, even very simple ones like these, is that it forces you to re-evaluate your army and the mix of forces that you use, and to learn new tactics, both of which will make the games more interesting and challenging.

**Related information**

Alternative objectives, .................................................................................................................................. 159
Scenarios

Opposed victory conditions

[Content from Rulebook page 142.]

Although many of the scenarios you'll have played so far use the same victory conditions for both sides, this is not always the case. Several of the training scenarios have what are called opposed victory conditions, where one side must do something in order to win, and the other side wins if they can stop them doing it. The victory conditions for the training scenario Death From the Skies! on page 108 are a perfect example of opposed victory conditions. The Orks have three turns to destroy the bunkers and the Basilisks, and if they don't do this within the time limit then the Imperial player wins!

A slight variation on this standard form of opposed victory conditions are ones where each side is trying to achieve a slightly different objective. The victory conditions for the training scenario Korps Grinda Returns! on page 104 are an example of a very simple form of this type of opposed victory condition. In this scenario, the Orks must destroy two bunkers to win, while the Marines must destroy the Gargant before it achieves its objective. If the Marines destroy the Gargant but the Gargant managed to destroy a bunker, then the game is a draw.

The difficulty with opposed victory conditions, and the reason that tournament games usually have mirrored victory conditions, is that opposed victory conditions are inherently unbalanced. Even with identical forces there is no way to know for sure that both sides have the same chance of winning, whereas with mirrored victory conditions and identical forces only luck and skill will separate the winner from the loser.

Fortunately, scenarios don't need to be perfectly balanced — in fact they don't need to be balanced at all! Instead, all the victory conditions need to do is decide who has won. It helps if both sides feel that they have some chance of achieving their victory conditions, of course, but to be honest this isn't that hard to achieve, especially after a bit of practice. If you start out by setting up some small scenarios with opposed victory conditions you'll quickly start to get a 'feel' for what works and what doesn't, and just how much of an advantage different sorts of opposed victory conditions offer each side.

Much more importantly, the opportunities offered to the budding scenario designer by opposed victory conditions more than outweigh their disadvantages. The main problem with mirrored victory conditions is that they are always slightly abstract. By this I mean that they work well in terms of making Epic a balanced game, but are less effective in terms of making Epic a compelling and believable story. This is because very few battles involve two sides trying to achieve exactly the same thing; battles are usually fought because one side wants to achieve something, and the other side wants to stop them!

Using opposed victory conditions allows a scenario designer to draw on all of these archetypal battlefield situations and include them in their games of Epic. The result is games that feel like they are based on real events, rather than the more formal and chess-like games represented by the tournament game rules.

The importance of this can't be understated, as it is one of the primary reasons for playing scenarios in particular and tabletop wargames in general in the first place. A good tabletop wargame will allow you to 'suspend your disbelief' so that you start to see what is going on as an exciting story that you are witnessing, as much as a game that you are trying to win. You'll find yourself thinking 'Well done lads!' when some of your troops pull off a risky assault, or as they bravely regroup under heavy fire and keep on 'Hanging on in there!', and before you know it your army will stop being a collection of toy soldiers, and become real little men (or aliens!) taking part in a life or death struggle under your command.

We've already mentioned some examples of how opposed victory conditions can be used, and it is not difficult to find many, many more by the simple expedient of reading military history books or Black Library novels, or by watching war movies (I know, it's tough work, but someone has to do it!). In addition, many of the non-standard missions in the Warhammer 40,000 rulebook use opposed victory conditions and can be transferred very easily to Epic. Scenario: Breakout on page 130 is based on the mission of the same name from Warhammer 40,000, while the introductory text is actually based on the real-life exploits of a Red Army officer who fought against the Germans when they invaded Russia in 1941.
Unbalanced forces

[Content from Rulebook page 144.]

If using mirrored victory conditions is rather abstract, then having balanced forces is even more so. It is extremely rare for battles to be fought between two evenly balanced forces, and what happens far more frequently is that one side will have a numerical or qualitative advantage, which the other side will try to offset through the clever use of terrain or by employing cunning stratagems such as ambushes.

These things are very difficult, in fact almost impossible, to include in a tournament game. This is partially because it is very difficult in a battle between two unbalanced forces to come up with a set of victory conditions that 'mirror' each other and which are still fair to both sides, and partially because tournament games use army lists that allow players a great amount of freedom in what they choose. This freedom can make it very easy for one side or the other to get round any special victory conditions designed to make the game an even contest.

This becomes much less of an issue in a scenario, where it is less important that the game be perfectly balanced, and where it is also possible for the scenario designer to dictate what forces a player may use. Let us say, for example, that you have decided to create a scenario where a smaller force ambushes a larger enemy and then has to escape. Given a free hand, the ambusher would take as many skimmers and fast moving units as he could to allow for a quick escape, while his opponent could either do the same to allow for a quick pursuit or take the toughest units in his army to minimise the damage that he suffers.

While this may make for a swift game, it could also be a rather boring one, and therefore the scenario designer might limit the amount of skimmers or fast units the ambusher can use, and force the player being ambushed to take a reasonable number of lightly armoured vehicles and infantry. The degree to which the scenario designer dictates what is available is up to them, and can range from simply saying "Use the tournament list but no skimmers" through to providing a specific force list for each player. We'll return to this second option again later...

First though, it's important to underline that scenarios that use unbalanced forces are, well, unbalanced! This means that they require the use of some special rules or setup restrictions that provide enough of an advantage to the smaller force to give it some chance of winning. Remember, you don't need things to be completely balanced, but you should avoid setting up games that end up similar to the Drop Zone Massacre on Istvaan V.

The other thing to bear in mind is that it is very difficult to win against a superior force, so the advantages given to the inferior force need to be quite substantial. Imagine playing tournament games where your opponent has even a third more points than you; how often do you think you would win? Not very often is the answer! Because of this, you should try as much as possible to avoid battles where one side has a greater than 2:1 advantage, as it will be very nearly impossible to come up with a situation where the smaller force does anything other than run or die.

As with opposed victory conditions, it takes some practice before you will learn what makes an interesting scenario between unbalanced forces, and what leads to a one-sided walkover. Because of this it's best to start off small and then work your way up to bigger battles. Apart from anything else, you'll be able to fight smaller battles more than once over the course of a gaming session, allowing the commanders to swap sides and see if they can do better than their opponent.

Fixed forces vs army lists

One subject mentioned briefly above was the decision as to whether to allow players to pick their army from the army lists, or to provide a fixed force list — in other words, whether you should write down exactly which forces are to be used in the scenario. All of the training scenarios use fixed force lists, and in the author's experience it is the best way of ensuring that scenarios make interesting games. If you consider some of the later training scenarios like Thunderhawk Down on page 109, then you'll see that these scenarios simply wouldn't work without fixed forces. Imagine what would happen in the Thunderhawk Down scenario if the Ork player could choose to take a warband instead of Fighter-Bomberz, for example.
Scenarios

In fact the only real advantage of using an army list is that it allows the people playing the scenario to choose the forces they will use for you. Sometimes there is a good reason for allowing players this option; you might not be sure exactly what models there will be available to use, for example, or you might not have time to draw up a force list, especially if you are designing a very large scenario.

More often than not though, these are excuses rather than good reasons. In 99 cases out of 100, scenarios are used by players from a regular group, where everybody knows each other well, and knows what forces the other players can field. In these circumstances it's really not that hard to come up with a fixed force for a scenario, and doing so will almost invariably lead to a closer and more exciting game as you will be able to engineer the forces in such a way as to make things more interesting. For example, Scenario: Ambush on page 131 uses carefully selected forces for the two sides in order to ensure an interesting and challenging game. Using fixed force lists also makes it far easier to incorporate new units and new formations.

New units and formations

[Content from Rulebook page 146.]

The ease with which new units and unique formations can be used in a scenario is one of the biggest advantages they have over tournament games. In a tournament army list, it takes months of testing to ensure that units and formations have the correct points value and that they are balanced and fair. Over the years I have worked at Games Workshop, I have attempted to come up with systems that allow players to build their own units and add them to a tournament game army list — but I have never succeeded in coming up with a system that players can't exploit in some way or another.

For this reason, the Epic tournament army lists only include units and formations that have been extensively play-tested, and that are readily available as part of the Epic model range. The bottom line of any set of army lists is that it they are as fair as possible for both players. Having a situation where one player may have access to units that another player simply can't get hold of just would not be fair, and so is not allowed.

An example of three formations created for a scenario. The HQ detachment on the top of the hill is made up of six units, supported by two Tactical detachments, one with six Tactical units and one with four. Each Tactical detachment has an attached Scout unit.

In contrast, there are many players who really enjoy scratch-building and converting models, or that have collections of models from older versions of the Epic rules that they would like to use. Scenarios are the perfect place to use such models, as the player devising the scenario can create the units in such a way as to ensure that everything is — more or less — fair and balanced for both sides.
Scenarios also allow players to field non-standard formations — in other words, formations that are different to those described in the army lists. The ‘fixed’ formations used in the tournament army lists are a huge simplification of the type and variety of formations that can be fielded in an army. It is extremely rare for two formations to be exactly the same in their composition, even if they are nominally of the same type.

For example, while a newly recruited formation would start off at full strength, over the course of a campaign casualties will reduce its strength until finally only a hard core of very experienced troops were left. If we take a Steel Legion Infantry Company as an example of this process, then a newly raised company would probably have twice as many units as the formation shown in the Steel Legion army list (that is, about 24 instead of 12), but as it is green and inexperienced it should probably have an Initiative value of 3+. The same company at the end of a campaign might be reduced to half a dozen stands, but as these are all hardened veterans they should probably have an Initiative value of 1+. You get the idea, I'm sure.

Now, it is clearly neither practical or desirable to try to create a set of tournament army lists that cover every type of unit and every type of formation that could possibly be in an army. Instead, the lists concentrate on what is typically found in each army. Thus the Steel Legion Infantry Company does not represent a bunch of wet behind the ears new recruits or a small group of hardened veterans, but rather something about half-way in between. When playing a scenario, however, there are no such restrictions, and you should feel free to invent new units and create new formations as you see fit.

If you are devising a scenario that requires an Imperial Governor's elite personal bodyguard to be present along with the Governor in his bullet-proof limousine, then you can just go ahead and work out what is in the formation and then come up with the datasheets for the new units. Any new units that you invent like this clearly won't have any points values, that isn't really a problem in a scenario as you can just use a fixed force list instead.

<table>
<thead>
<tr>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
</tr>
</thead>
<tbody>
<tr>
<td>War Engine</td>
<td>15cm</td>
<td>4+</td>
<td>2+</td>
<td>3+</td>
</tr>
</tbody>
</table>

**Weapons**

- **Rocket Launcher**: 60cm
- **Deathstrike Missile**: Unlimited
- **Gatling Blaster**: 45cm (base contact)
- **Power Fist**: 4 x AP4+/AT4+

**Notes**

- Fixed forward arc
- Single Shot, Titan Killer (D6)
- Forward arc
- Extra Attacks (+1), Titan Killer (D6)

Damage Capacity 8.6 Void Shields. 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 5cm of the Warlord will be hit on a roll of 4+.

**Fearless. Reinforced Armour. Thick Rear Armour. Walker.** May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.
To map, or not to map

[Content from Rulebook page 147.]

One thing every scenario designer needs to consider is whether the scenario requires a map or not, and also how detailed this map will be. Almost all of the training scenarios in this book do without a map. We've done this because it is difficult for us to know exactly what terrain the people playing the scenarios will have available, so we've left things as open as possible whenever we can.

When you are designing your own scenarios you can do the same thing, and there is no reason at all for you to draw a map unless you really have to. The advantage of not drawing detailed maps for scenarios is that it is easier to work this way; and it makes it easier to use whatever terrain you have available when playing a game. Quite often scenarios will not really require a map at all, and at other times they will only require a map showing vital terrain features. *Korps Grinda Returns!* on page 104 scenario works like this, just showing the terrain features that need to be placed, and allowing the players to add more scenery to the gaming table as they see fit.

In contrast, a proper map for a scenario will add a lot of character to the game, as you will be able to make sure that the terrain is interestingly and appropriately laid out, and you can also name all of the terrain features when this is appropriate. You can also use maps to show the 'larger picture', showing what is happening beyond the area represented on the gaming table.

Once again, this will help the players get a feel for the situation that the battle is taking place in, and this will make any games that are played that much more enjoyable. It is far more fun knowing that you are battling for the famous heights of Koth Ridge on Piscinia IV, or that you have just captured one of the bridges over the Sulphur River on Rynn's World, than it is to simply capture 'the hill' or 'the bridge'. On the whole, then, taking the time to create a map for a scenario is well worth the effort if you have the time, and the players will appreciate the game far more.
Unique situations and terrain

[Content from Rulebook page 147 to 148.]

Arguably the most important thing that scenarios allow you to do is fight battles based on unique situations or over exotic terrain. A classic example of the first type of scenario is the ‘opposed planetary invasion’ where one side must land all of their troops from orbit onto a well-defended landing site. An equally classic example of the second type of scenario is an ‘opposed river crossing’, where one side must breach a river defence line.

What these unique settings almost always require are a whole slew of special rules. Say, for example, you have decided to run a scenario that takes place on the frozen ice-wastes near the southern pole of Armageddon. You will need to decide what special rules will be required in order to fight battles in this special setting. How dangerous is the terrain? Are there hidden crevices in the ice? Could a blizzard blow up? Do special rules apply to certain units in this environment? And so on.

As with almost all of the other types of scenario that we have discussed so far, it is important not to bite off too much the first time that you run a scenario using a very unique situation or exotic terrain. In other words, start off with a Space Marine Battle Company making a landing before you unleash a Chapter, and do a small-scale river-crossing before attempting a D-Day style coastal landing!

The other thing to watch out for is going overboard on the special rules front. It is extremely easy to get carried away and write too many special rules, and it's also very easy to make the rules you do write too complex. With special rules, it is almost always the case that 'less is more'. In other words it is almost always better to have a few simple rules that add a bit of character, than a stack of special rules that simply serve to slow the game down. One simple method of keeping things under control is to write all of the special rules you think you'll need, and then get rid of half of them! Trust me, what's left will be more than enough.

All these things said, unique situations and/or terrain are very well suited to big games, as they bring a feeling of weight and gravitas to the occasion. Although not recommended as your first game, a huge planetary assault, or a coastal landing, or a battle set on the ice-wastes on the southern pole of Armageddon, all make for superb 'monster games' played by all the members of a club, or a 'demo-game' at a games show. You'll find that big games like this will utilise all of the skills you'll have learned playing the other types of scenario discussed in this section. You'll need to deal with things like opposed victory conditions, unbalanced forces, fixed force lists and new units and formations, and then combine this with the need to devise special rules to cover the unique aspects of the scenario that you are playing.

Big games like this are nearly always a group effort, and this means that you'll also need to organise the players that will be taking part, making sure that they turn up on time for the game, that they help paint the forces required, build the terrain, and so on. This makes the 'big monster scenario' the ultimate challenge for a scenario designer, but it is an equally rewarding project to undertake. There really is nothing quite like running a big monster game!

Multiplayer games

[Content from Rulebook page 148.]

Scenarios, especially large scenarios, will often involve more than one player on each side. 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 to decide who does what and when:

- All-against-all
- Hierarchical team play
- Simultaneous team play
Scenarios

All-against-all

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.

- 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!).

Team play

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.
- 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.

Hierarchical team play

Hierarchical games work well for small and medium sized games, but can slow things down a lot if you are running a really large session. It is an excellent way to introduce 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.

- 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.

Simultaneous team play

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 die 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.

- 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 actions then play passes to the other side.
- If any of the players on a side wants to Retain the 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.

In a simultaneous team 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 intermingled formations on page 40.
- Or, 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!

Scenario: Escalating Engagement

[Content from Rulebook page 141.]

Two patrols clash while they are probing a weakened sector of the battlefront. As the engagement continues, both sides call in reinforcements to maintain the attack.

Forces

Both players pick armies to an agreed points total between 2,000 to 5,000 points using the tournament army lists.

Gaming area

Set up the terrain for the game in any mutually agreeable manner.

- If one player sets up the terrain then their opponent may choose where to deploy.
- If you set up the terrain as a joint effort then the player with the higher Strategy Rating may choose the table edge they will deploy on. If both players have the same Strategy Rating then roll-off 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.

Deployment

Each player starts with only one formation deployed on the table. This must be the formation with the lowest points value in the army, not including any formations that include war engines, aircraft or a supreme commander. The formation may be set up anywhere within 45cm of their table edge.

Reinforcements

All of the remaining formations in the players’ armies are assumed to be advancing towards their table edge as quickly as possible. At the start of each turn, each player is allowed to bring on one or more formations, as listed below.

- **First turn arrivals:** Any formation where the slowest unit in the formation has a Speed value greater than 30cm.
- **Second turn arrivals:** Any formation where the slowest unit in the formation has a Speed value greater than 15cm.
- **Third turn arrivals:** Any remaining formations.
- **Any turn:** Aircraft, spacecraft, formations that can teleport, and formations that deploy from orbit (see the normal rules for deploying these units).

Formations must deploy on their turn of arrival. To decide where the formations come on the players take it in turn, starting with the player with the lower Strategy Rating, to place a unit from each formation on their table edge. The unit shows where the rest of the units in the formation will enter play during the first turn. If several formations want to enter play at the same point (along a road, for example) simply place the units in a row one in front of the other, and measure their movement from the rearmost unit in the row. If you prefer you can place counters or tokens instead of units, just as long as you know which token corresponds to which formation.

The formations move onto the table in the Action phase. Formations that fail their Initiative test must choose to move as their Hold action, and will enter play with a Blast marker for failing the Initiative test. All formations must enter play on the turn of arrival; you may not keep formations 'in reserve'.

129
Victory conditions

At the end of the fifth turn count up Victory points to see who has won. Each player scores a number of points equal to the total of all enemy formations as follows:

- **Completely destroyed**: Full points value.
- **Half strength and not Broken**: Half of the points value.
- **Broken and reduced to half strength or less**: Full points value.
- **Broken but not reduced to half strength or less**: Half of the points value.

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.

Scenario: Breakout

(Content from Rulebook page 143.)

General Belov was the commander of the 10th Minervan Tank Legion on Armageddon, and held a vital position on the flank of the Imperial defence line for the hive city of Death Mire. The 10th was caught off guard by the Ork invasion, surrounded on all sides as Ork warbands descended on the planet or appeared from their hiding places in the dense jungle chat separated Hive Prime and Hive Secundus.

Rather than stand and die, Belov decided to break through the Ork lines and reunite his regiment with the other Imperial forces gathering to defend Death Mire against the Ork invaders. The 10th fought a series of increasingly bloody engagements against the Ork forces, until they finally managed to break out and rejoin the other defenders of Death Mire after five days of almost continuous conflict. The long and bloody march cost the regiment over half of its men.

Forces

One player commands the 10th Minervan Tank Legion, and the other the Orks. The players pick armies to an agreed points total between 1,500 to 5,000 points using the Armageddon Steel Legion and Waaagh Ghazkhhull tournament army lists. Note that Titans, Gargants and Spacecraft may be used, as such units featured in a number of the battles that took place during the 10th's breakout.

**Designer's note: 10th Minervan Tank Legion**

The 10th Minervan Tank Legion was at full strength at the start of the battle, and included companies of armoured infantry tanks and self-propelled artillery. Although there are some minor differences between the uniforms and vehicle patterns used by the Minervans and those used by Armageddon Steel Legion formations, these can safely be ignored and a Minervan army can be represented by Steel Legion stand-ins.

To be strictly accurate, any Minervan force should include a high proportion of Tank companies, as these formed over half of the regiment's total strength at the start of the campaign. However, over the course of the five-day breakout, the 10th fought numerous engagements where they fielded few if any tanks. This was especially true towards the end of the breakout, when heavy losses due to enemy action and mechanical breakdown had reduced the number of Leman Russ tanks in the regiment to less than a quarter of their starting strength.

Gaming area

Set up the terrain for the game in any mutually agreeable manner.
Deployment

The Ork player must split his force into two parts, one for each deployment area (see map). Each force must only include whole formations, and formations may not be split between the two deployment zones. After the Ork player has deployed, the Minervan player may deploy their army in the central deployment area.

Special rules

Minervan formations are allowed to leave the table along either narrow table edge (that is, the edges where the Orks deploy). All surviving units in the formation must leave on the same turn in order for any to be allowed to leave the table — it's all or nothing, you can't leave part of the formation behind!

Victory conditions

The Minervan player must get half or more of his formations off the table in order to win. Any formation reduced to half strength or less only counts as half a formation for this rule.

Scenario: Ambush

Throughout the Armageddon campaign, contingents of Space Marines operated in a covert role behind enemy lines. These forces were usually dropped off by Thunderhawk Gunship or landed by Drop Pods, and would then operate independently and attack targets of opportunity until they were picked back up. Although lightly equipped and devoid of anything other than the lightest support vehicles, Space Marine raiding parties like this caused huge problems for the Orks by launching raids and carrying out numerous ambushes.

The Angels of Fire 3rd Company was dropped behind Ork lines early in the campaign, and remained there for over a month. One week after they landed, Scouts reported that several large formations belonging to Warlord Morbad's Big Gunz were heading in their direction. The resulting ambush completely destroyed one of Morbad's Big Gun warbands and badly damaged two more for the loss of two Land Speeders and less than a dozen Marine casualties.

Forces

Elements of Morbad's Big Gunz:

- One Blitz Brigade formation, with five Deth Kopta units.
- One Kult of Speed formation, with five Buggy, four Warbike and one Skorcha units.
Scenarios

- Three Mekboy Gunmobz formations, each with six Big Gunz units.
- One Kult of Speed formation, with three Buggy, four Battlewagon, eight Boyz and four Grotz units.

Angels of Fire 3rd Company:

- One Assault formation, with three Assault units led by a Space Marine Chaplain character.
- One Devastator formation, with four Devastator and two Dreadnought units.
- One Tactical formation, with four Tactical units led by a Space Marine Captain character.
- One Tactical formation, with five Tactical units led by a Space Marine Librarian character.
- One Scout formation (attached from 10th Company), with four Scouts and one Sniper. [Comment: Unclear — does this mean one of the four Scout units has a Sniper upgrade, or a whole extra Scout unit with the Sniper upgrade?]
- One Land Speeder formation, with four Land Speeder units.
- One Land Speeder formation, with two Land Speeder Typhoon and three Land Speeder Tornado units.
- One Bike formation, with four Bike and four Attack Bike units.

Gaming area

Set up the terrain for the game in any mutually agreeable manner, as long as there is a road running from one narrow table edge to the opposite narrow table edge.

Deployment

1. The Ork player sets up first, by placing one unit from each formation at one end of the road that links the two narrow table edges. This shows where the Ork convoy will enter on Turn one, and the order that the units are placed shows the order that the Ork formations will enter play. The formation with a unit at the front of the queue enters first, and so on.
2. The Space Marine player deploys his whole army, anywhere he likes on the table that is at least 30cm away from the road that joins the two narrow table edges. If the Space Marine player desires, he can deploy the Scout formation within 15cm of the road.

Special rules

On the first turn the normal sequence of play is not used. Instead each Ork formation must take a March action, and may not leave me road. All Ork units must enter play on the first turn, must stay on the road, and must remain in the order determined during deployment.

After all the Ork formations have made this first move, all Space Marine formations may shoot just as if they were on Overwatch. If any Ork formations are Broken by the Marine fire then the Space Marine player is allowed to make their withdrawal move; however the Marine player is not allowed to move the Orks so that any units end up within 15cm of a Marine unit.

Once all Marine formations have shot, carry out the Rally phase. Play then returns to the normal sequence for the rest of the game.

**Designer's note:** The special rules reflect the fact that the Orks were in a convoy driving along the road and didn't see the Marines until they opened fire. Allowing the Marine player to make any Ork withdrawal moves on Turn one reflects the panic caused by the Marine ambush.

Victory conditions

The Space Marine player has three turns (including the first) in which to reduce all Ork formations to half strength or less, while at the same time not having four or more Marine formations reduced to half their starting strength or less. Also, the Marine player must completely wipe out at least one of the Mekboyz Gunmobz formations. Any other result is an Ork victory.
Scenario: The Defence of Water Processing Plant 10927

The southern pole of Armageddon is surrounded by an inhospitable region known as the Deadlands. The Deadlands are an icy and blizzard-swept wasteland where the only useful resource is the huge reserves of relatively pure water that can be found there. The numerous water processing plants dotted across this landscape filter out the few remaining impurities and then pipe the fresh water to the ever-thirsty hives on Armageddon Secundus.

When Warlord Skabsnik's Blitz Brigade landed in the Deadlands, it quickly began to overrun and destroy the water processing plants. Output soon fell to under half of its pre-invasion levels, and Imperial commanders realised that unless something was done, soon, about Skabsnik then the Hives on Armageddon Secundus would fall without a shot being fired as the defenders would die from lack of water.

Five regiments of Imperial Guard troops, supported by Marines from half a dozen different chapters and Titans from the Legio Victorium were hastily despatched to the area. The first major confrontation between these forces and Skabsnik's boyz took place around the water processing plant known only as 10927.

Forces

The idea behind this game was simply to use as many of the Epic scale models in our collection as we could! We therefore worked out the points value of the Imperial forces that we had and compared them to the total Ork forces in our collection. This revealed that the Orks would be heavily outnumbered (in terms of points, at least), so we decided to use all of our Imperial Guard army with 'supporting elements' from our Marine and Titan collections to make up the numbers. This still amounted to a substantial force!

We split the Imperial army into three roughly equal-sized 'commands', and the Ork army into two roughly equal sized 'commands' (or should that be kommands for the Orks?).

The reason for this is explained in the deployment and special rules below. As the Imperial side had a more 'fractured' command structure, and also because some of the other special rules favoured the Orks, we decided to allow the Imperial forces a few more units to even things back up (the fact this allowed us to use even more models from our collection had nothing to do with the decision!) .

If you decide to re-fight the battle yourself, then I recommend that you follow exactly the same procedure; get all of the models that you have available, and use as many of them as you can, using the points values from the tournament army lists to keep things reasonably even! Note that you will need to split each army into separate commands (two Ork and three Imperial). The important thing is not to fixate too much on 'keeping things even'. In a game of this type all that matters is that both sides have a chance of winning, not that they have the same chance of winning.
Gaming area

With such large forces in play, we needed a suitably large gaming area too. Rather than use a single table, we decided to butt together three of our standard 6’ by 4’ tables to create a suitable large playing area. As few players can reach across a table that is wider than 6’ across, we decided not to butt the tables together in a fashion that created a large rectangular playing area, but instead set them up in a sort of arrow-head shape as shown on the map.

This method of setting up the tables ensured that everyone would be able to reach to the middle of any point on the table to manoeuvre their troops, while still giving us a suitably large area to play across. We assumed that all off-table areas were either sea or so filled with dangerous terrain as to make them impassable to all units — after all, they don’t call it the Deadlands for nothing!

Number of players

This game is designed for five players using the special rules for simultaneous team play (see Multiplayer games on page 127).

Deployment

The Imperial force is split into three commands as discussed. Each command sets up on a separate table, as shown by the map. No Imperial units may be deployed closer than 45cm to the table edges where the Orks will enter play. [See also Destroying the water purifying plant on the next page for placement of objective locations].

Ork forces are split into two commands that enter from different table edges on the first turn of the game. The table edges that the two commands enter from are shown on the map.

Ork formations entering play in aircraft or from spacecraft should be placed aside [in reserve], along with the transport units that will bring them into play. Units being transported must start the game already loaded into the transport vehicle that will bring them into play (that is, an aircraft or unit with the Planetfall ability).
Other Ork formations are assumed to be just off table edge assigned to their command. To show where these formations will come onto the table, you must place a unit from the formation anywhere on the appropriate table edge. This unit shows where the rest of the units in the formation will enter play during the first turn. If several formations want to enter play at the same point (along a road, for example) simply place the units in a row one in front of the other, and measure their movement from the rearmost unit in the row. If you prefer you can place counters or tokens instead of units, just as long as you know which token corresponds to which formation.

Formations entering play in aircraft or from spacecraft can do so on any turn following the rules for Transport aircraft on page 86 and Making a planetfall on page 94. They are allowed to move onto the table assigned to their command or table one, but cannot be used on the table assigned to the other Ork command. Other Ork formations must move onto the table they have been assigned to in the Action phase of the first turn. Formations that fail their Initiative test must choose to move as their Hold action, and will enter play with a Blast marker for failing the Initiative test. Formations that are in reserve may not carry out any game functions or use special abilities they may have [Comment: Aside from some exceptions of course, such as Teleport — as already mentioned in at least one of the FAQs].

**Victory conditions**

The Ork player must destroy all three locations that make up the water purifying plant within 12 turns in order to win (see Destroying the water purifying plant below).

**Special rules**

**Imperial command structure**

The Imperial forces were ordered to defend their positions to the last man; the troops that made up commands Two and Three (that is, on the outlying tables) were ordered not to fall back towards the water purifying plant under any circumstances. Because of this, they are not allowed to leave the tables that they set up on during the game. If they do so, they are eliminated. Imperial aircraft are allowed to leave the table to rearm and refuel, but may only carry out missions on their assigned table.

**Destroying the water purifying plant**

The Ork player must destroy the water purifying plant in order to win. The plant is made up of three key locations, each of which must be destroyed for the Orks to win. These locations are: the water holding tanks, the pumping station, and the control complex. Each of these locations will need to be represented by a suitable model, which is set up on Table One by the Imperial player when he deploys his forces. The water holding tanks and the pumping station must be set up within 15cm of the control complex.

Each location can be targeted as if it were an enemy formation. They may be assaulted, but don’t bother working out the result of the assault (that is, just roll to see how much damage the attackers cause). Locations never receive Blast markers, and can’t be broken, etcetera. Details of how the Orks can destroy each location are described below.

**Water holding tanks**: There are six holding tanks. Each is treated as an armoured vehicle with a save of 4+. One hit is all that is needed to destroy each holding tank.

**Pumping station**: The pumping station is a robust building that is treated as a war engine target with a 4+ save, a damage capacity of 6 and Reinforced Armour.

**Control complex**: The control complex is underground. To destroy it, Ork troops must enter the complex and kill all of the technicians that are there. Ork units can enter the complex by launching an assault and moving inside (remove the units from the table). Only units that can enter buildings may enter the complex. If part of the assaulting formation remains outside, then at least one unit outside needs to stay within 5cm of the entrance in order to maintain formation coherency. All units that enter the complex are allowed to attack with their Close Combat or Firefight values. They must score a total of six hits to kill all of the technicians. Imperial defenders are not allowed to enter the complex (it’s off limits!). Ork units in the complex may leave by measuring their move back onto the table from the complex entrance.
Scenarios

Blizzards

The battlefield around the water purifying plant was swept by blizzards and pitted with hidden crevices. To represent these factors, the Imperial player must roll a D6 at the start of each turn:

<table>
<thead>
<tr>
<th>D6</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Table One is hit by a blizzard</td>
</tr>
<tr>
<td>2</td>
<td>Table Two is hit by a blizzard</td>
</tr>
<tr>
<td>3</td>
<td>Table Three is hit by a blizzard</td>
</tr>
<tr>
<td>4</td>
<td>The Ork player may choose which table is hit by a blizzard</td>
</tr>
<tr>
<td>5</td>
<td>The Imperial player may choose which table is hit by a blizzard</td>
</tr>
<tr>
<td>6</td>
<td>All tables are hit by blizzards</td>
</tr>
</tbody>
</table>

Where a table is hit by a blizzard the following rules apply:

- Any weapons shooting at units on the blizzard-swept table suffer a -1 to hit modifier.
- All units on the blizzard-swept table that fight in an assault suffer a -1 modifier to any to-hit rolls made with Firefight values.
- Formations must treat all terrain other than roads as Dangerous Terrain (representing hidden crevices covered that the units fails to see because of the blizzard).

Scenario: Assault!

A scenario for assaults against static defences in Epic. By Miles Holmes.

The Assault scenario was developed for two reasons; to simulate a static defence type of battle common throughout history, and second, to have an excuse to use all the cool Forge World terrain like bunkers and pillboxes! The Assault scenario allows players to choose between playing defender in a heavily fortified and dug-in position, or take on the role of attacker, commanding superior numbers, tasked with smashing through enemy lines. This scenario introduces the following new special rules: Fortifications, Concealment, and Preliminary Bombardment, all of which are specific to this scenario.
Forces

The defender chooses an army to a points total between 2,000 and 5,000 points using the tournament army lists. The attacker then chooses an army to a total 150% the size of the defender's. As an example, if the defender's army was 2,000 points, the attacker would add an additional 1,000 points, for a total of 3,000 points.

The defender may then choose an additional 25% of their force's total in points as fortifications from the list below. This is a bonus allotment of points, and is not drawn from army point totals, nor may it be used to purchase any units other than those shown on the fortifications list. To continue the example given above, a defender with an army of 2,000 points in size could select up to 500 points from the fortifications list. Note that neither side may have forces in excess of 5000 points, so for this reason, it is recommended that the defender's army be between 2000 and 3,000 points.

Fortification List (up to 25% of defenders point total)

Entrenchment by formation

Note: All eligible units in the formation must entrench if entrenchment is purchased for a formation. Where infantry has transport, they may begin in transport and forego entrenchment.

Infantry stand: +2 points
Vehicle: +2 points
War Engine: +5 points

Obstacles

0–4 Razor wire: 25 points for 5 stands  
  *Razor wire is depicted on a stand that is 10cm long by no more than 2cm wide.*
0–2 Tank traps: 50 points for 5 stand  
  *Tank traps are depicted by a 10cm long, 2cm wide stand.*
0–3 Minefield: 50 points for 2 stands  
  *Any combination of either anti-tank or anti-personnel mines.*

Pill boxes: Any 4 of the stands chosen from below:

Battlecannon: +20 points
Twin lascannon: +15 points
Twin heavy bolter: +10 points
Bunker: 35 points each  
  *A bunker is represented by a terrain feature no more than 5cm by 5cm size.*

Gaming area

For this scenario, we assume the game to be played on a 6' x 4' table. Set up the gaming table in any mutually agreeable manner. Once this has been done, determine which table edge belongs to the defender by rolling using Strategy ratings. The winner chooses the short edge the defender will deploy on. The attacker takes the opposing short edge.

The attacker places an objective on the defending player's short table edge, and two objectives within the defending players deployment zone. They must be at least 30cm from any table or deployment zone edges, and at least 30cm from each other.

The defender next designates concealed formations and fortifications (see concealment). The defender then deploys all concealment markers and formations in a deployment zone that spans the defender's short table edge up to the halfway point of the table (3' x 4' area). The defender may hold any formations he wishes off table to bring on as reserves, teleportation, etc. The defender will be eligible to bring on reserves any turn after the first turn.
Scenarios

The attacker now deploys his entire force in a deployment zone from along his short edge up to 15cm forward. Formations that consist of units with the Scout ability may be set up as garrisons for this mission. The attacker may hold any formations he wishes off table for reserves, teleportation, planetfall, etc. All are eligible to enter play from turn 1 onwards. The attacker then conducts a preliminary bombardment, if applicable (see Preliminary bombardment on page 142). Apply any results.

The attacker automatically gains initiative to begin turn 1, but must still take an Initiative check for whichever formation is nominated to take the first action.

Victory conditions

The game will last between 4 to 6 turns. The attacker can claim victory if by the end of turn 4, 5 or 6 he has achieved the Blitzkrieg and both Take and Hold objectives while the defender has achieved one or less of his objectives. The defender can claim victory if he achieves the Defend the Flag and Break Their Spirit objectives by the end of turn 4, 5, or 6, as long as the attacker has achieved one or less of his objectives. Either player can claim a minor victory if by turn 6 they have achieved at least one objective and their opponent has not. Any other result by turn 6 is a draw.

Assault special rules

Fortifications

The defender has had time to fortify their position, making it harder for enemy forces to advance, and giving friendly troops improved cover, support and concealment. Fortifications include the following options: Entrenchment, Bunkers, Piliboxes, Razor wire, Tank traps and Minefields. The defending player may purchase these options from the list below, spending an additional 25% of the agreed points total for their army. While the rules described below describe largely Imperial style fortifications, each and every army could adapt their own version of each, for equal point values and effect. For example, a Tyranid force might use Spore Mines for minefields, barbed strangler vines for razor wire, and burrow rather than entrench! Players should have fun making their own army's unique fortifications.

Entrenchment

Entrenchment is not so much a particular type of fortification as the simple act of a formation trying damned hard to get something in between them and the enemy, be it hastily dug holes, piled up earth or something more elaborate. Entrenchment allows a formation to conceal itself and create cover even in open terrain. The first effect of entrenching a formation is to give it cover where none is present. For infantry, this counts as buildings (4+ cover save), and also provides a -1 penalty to be hit. For armoured and light vehicles, entrenching allows them to receive the hull down bonus against shooting, and also a cover save of 5+. War engines may entrench, but are too large to be eligible for concealment. Only formations that have fully entrenched are eligible for concealment (see below) in open terrain. Obviously, flyers do not entrench, nor can skimmers. Small trenches, defence lines, fox holes or even a simple marker can be made to show formations are entrenched.
Unlike more complex trenches or earthworks, entrenched positions are considered to be temporary and likely to collapse if the defenders leave them. If the formation moves from entrenchments, they may no longer claim entrenched status.

Razorwire

Razorwire represents infantry obstacles erected to prevent the movement of infantry or channel it into kill zones. Razorwire is typically represented by barbed wire, but any terrain feature that would appear to impede infantry movement will suit the purpose.

<table>
<thead>
<tr>
<th>Terrain</th>
<th>Infantry</th>
<th>Vehicle</th>
<th>War Engine</th>
</tr>
</thead>
<tbody>
<tr>
<td>Razorwire</td>
<td>Dangerous</td>
<td>None*</td>
<td>None</td>
</tr>
</tbody>
</table>

Notes: Vehicles with the Walker ability treat the razor wire as though they are infantry (though such vehicles do still receive their special Walker re-roll for the Dangerous Terrain test). Similarly, mounted infantry still count as infantry, and hence are affected by the razorwire. Infantry with the Jump Packs ability may leap over razor wire, but if they contact razor wire treat as normal infantry.

Tank traps

Tank traps represent erections designed to prevent or channel the movement of vehicles.

<table>
<thead>
<tr>
<th>Terrain</th>
<th>Infantry</th>
<th>Vehicle</th>
<th>War Engine</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tank traps</td>
<td>6+ cover save</td>
<td>Impassable</td>
<td>Impassable</td>
</tr>
</tbody>
</table>

Notes: War engines, such as Titans, that can step over terrain are unaffected by tank traps. Against vehicles with the Skimmer or Walker abilities, they have no effect. Against any infantry, they do not impede movement whatsoever, and in fact, infantry in base contact with such stands may claim a cover bonus in the same way as when contacting a friendly vehicle unit (6+ cover save), as noted in the profile above.

Armoured Bunkers

Bunkers come in a variety of forms and serve an equal variety of roles. Primarily, bunkers are structures designed to hold troops defending a position. They are heavily fortified with thick plascrete walls and reinforced support beams. The most heavily armoured of bunkers can be colossal structures, able to withstand a heavy pounding even from enemy war engines.

Modelling Note: The bunkers made by Forge World are perfect in this role. Unlike the smaller bunkers, or command bunkers we’ve covered in previous articles, these armoured bunkers represent really durable, top notch defences, and so are a little tougher. If you want to use some of the other types of bunker in the game as well, you should feel free to do so — just make it clear to your opponent which bunker is which.
Scenarios

Armoured Bunker datasheet

<table>
<thead>
<tr>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
</tr>
</thead>
<tbody>
<tr>
<td>War Engine</td>
<td>Immobile</td>
<td>3+</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

_Thick Rear Armour, Transport(2), DC3. Critical hit effect: partial collapse; bunker Armour value reduced by 1._

- Upon deployment, bunkers are initially attached to a formation of the defending player's choice. The formation is not obliged to maintain coherency with the bunkers, however, and may move from them, allowing other formations to move into them.
- Bunkers count as war engines, so they may not conceal, and the formation attached to them is therefore ineligible as well.
- Any infantry without the _Mounted_ ability may be placed in a bunker. In addition, up to two stands may be placed on the roof of the bunker. This provides them the fortifications cover save of 3+. Troops within a bunker may fire normally, and participate in a firefight.
- A formation that has engaged a formation with bunkers cannot target units inside the bunker, only the bunker itself or those units on top. If during a firefight or close combat a formation defending bunkers becomes Broken and withdraws, the bunkers take no additional hits, and may now be claimed by the winning formation. As with any war engine, bunkers do lend their starting DC for determining numbers in an engagement!

Pillboxes

Pillboxes are similar to bunkers in that they are fortified structures designed to withstand an attack and support troops defending a position. As a terrain feature, they are perfectly represented by the Forge World pillboxes, though any similar effect on a 3cm by 3cm stand is fine also.

Pillboxes are units that join formations in the following manner. At the beginning of the game, they are attached to a formation on deployment, being placed in coherency as any other unit.

Each group of pillboxes may be spread out over one or more detachments in deployment, they are not required to maintain any coherency among themselves, nor do they count as a formation on their own. Following deployment, any formation that has units within 15cm of the pillbox, may count it as being part of that detachment, participating in any shooting that formation may make, Overwatch, Sustained Fire, and so on. Where several formations are in proximity of a pillbox, the owning player nominates which formation the pillbox will attach to. Note that control may change from turn to turn as formations manoeuvre in and out of proximity.

During the game, a pillbox with no formations within 15cm is 'out of command' and may take no action. It may still be fired upon, however. Pillboxes may entrench, at no extra cost, so long as the formation they deploy with has entrenched.

Any pillboxes involved in a losing a close combat or firefight are destroyed, as they cannot withdraw.

Pillboxes come in three varieties of crewed weapons; battle cannon, twin lascannon, and twin heavy bolter.

_**Pillbox datasheet**_

<table>
<thead>
<tr>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pillbox AV</td>
<td>Immobile</td>
<td>4+</td>
<td>6+</td>
<td>5+</td>
<td>Battlecannon</td>
<td>75cm</td>
<td>AP4+/AT4+</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Twin Lascannon</td>
<td>45cm</td>
<td>AT4+</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Twin Heavy Bolter</td>
<td>30cm</td>
<td>AP4+</td>
</tr>
</tbody>
</table>

_Reinforced Armour_

Minefields

Minefields are, like razor wire or tank traps, an obstacle placed to limit or channel the movement of enemy forces. They are also a surprise in most cases, in that the enemy does not know they are there until it is too late.

_Minefields Effects table_

<table>
<thead>
<tr>
<th>Terrain</th>
<th>Infantry</th>
<th>Vehicle</th>
<th>War Engine*</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minefield</td>
<td>Dangerous</td>
<td>Dangerous</td>
<td>Dangerous</td>
</tr>
</tbody>
</table>
Notes: Skimmer units are free to move over minefields without penalty. Jump Packs troops are free to fly over minefields without penalty. Each casualty caused by a minefield will place a Blast marker on the formation.

Concealment

Forces defending a position will have the opportunity to hide their precise location. This makes an attack far riskier, as the defenders are nearly certain to get off the first few key shots, and the attackers must move in blind, able only to guess where to manoeuvre key units. To use concealment, a force must first generate numbered concealment markers. A defending force has as many concealment markers as it has formations, plus D3. Thus, a force with 5 formations would have 5+D3 concealment markers.

Next, for any units that wish to conceal; secretly assign a concealment marker number to them. You do not have to conceal formations if you do not wish to. Certain formations, namely those with war engines, are unable to conceal at all. Assigning a marker to a single minefield allows it to conceal. Pillboxes may be concealed along with formations by being noted as included with that formation to begin the game.

Once concealing formations or fortifications have been noted, deploy forces and all markers as normal. A formation may only conceal in terrain features that provide it with cover. Note that the purchase of entrenchment for a formation achieves this condition in open terrain.

Once a marker is in place, it represents an area that attacker intelligence believes is of some note. Excess concealment markers not assigned to any formations or fortifications are placed as decoys. Concealment markers cannot be fired upon or engaged in any way. The only way for opposing formations to interact with them is to spot. Formations that are concealed are considered to be on Overwatch. This carries over from turn to turn, and the formation is not required to activate on any turn. During the turn, when the defending player has the initiative, they may choose to pass on a concealed formation, or activate a visible one. When no such formations remain, the defender is done for the turn. Concealed formations or fortifications can be revealed in the following ways:

- voluntarily by the defender, through firing on Overwatch
- voluntarily by the defender, by dropping Overwatch orders during the Rally phase
- involuntarily by attacker, through spotting
- involuntarily by attacker, through Preliminary bombardment on the facing page

If a concealed formation chooses to use Overwatch shooting during a turn, place one unit within 5cm of the concealment marker, and all remaining units within 20cm of the first unit, in unit coherency, and in eligible concealing terrain. If for any reason there are units that cannot be placed within these conditions, they are lost from play. Once units are placed, complete the Overwatch shooting action. The formation is similarly placed if the defender wishes to conduct a Flak attack.

If a concealed formation chooses to drop Overwatch in the Rally phase, reveal the formation at this time in the same manner, with the same restrictions as if you had revealed the unit with Overwatch shooting. If a unit carries Overwatch into the next turn, it must stick to that order until the next Rally phase.

Enemy forces may attempt to spot concealed units by approaching concealment markers visible on the table. It may be imagined that troops doing so are using careful observation and speculative fire to flush out the foe. A formation attempting to spot must be at least 45 cm from a concealment marker and may not fire. A formation attempting to reveal the contents of a concealment marker does so by making an Initiative roll at the end of their move with these modifiers:

<table>
<thead>
<tr>
<th>Formation</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>31-45 cm away from marker</td>
<td>-3</td>
</tr>
<tr>
<td>16-30 cm away from marker</td>
<td>-2</td>
</tr>
<tr>
<td>15 cm or less from marker</td>
<td>no penalty</td>
</tr>
<tr>
<td>Contains Scout units</td>
<td>+1</td>
</tr>
<tr>
<td>Moved at Double or March</td>
<td>-1</td>
</tr>
</tbody>
</table>
If the Initiative roll is successful, the object assigned to the spotted marker must be placed on the table immediately. If it is a formation, reveal it with the normal procedure, units may be placed within enemy zone of control, but once placed the enemy units must be moved directly back along their original path out of zone of control. Any units that cannot be placed within these restrictions are lost. In addition, place one Blast marker on the revealed formation, and remove its Overwatch status. If the marker reveals a minefield, place it anywhere up to 5cm away from the marker, and within enemy zones of control if you wish. Resolve Dangerous Terrain checks immediately for any eligible units that have just moved onto this obstacle. may also be revealed this way by the defending player as though they were on Overwatch (that is, triggered by enemy movement). A concealment marker placed as a decoy that has been spotted is removed from play.

If the Initiative roll is failed, the marker remains in position with no additional effects.

Finally, formations can be revealed through a preliminary bombardment (see Preliminary bombardment below).

---

**Preliminary bombardment**

An attacking force will soften up the area it intends to hit with artillery, air or orbital strikes just prior to the assault, in order to suppress defending troops, break up their fortifications and flush out their concealed elements. The rules here are also an abstraction of speculative artillery fire as the attacker moves in.

In this scenario, the procedure for generating a preliminary bombardment is simply this; total the Barrage Points in the attacker's forces, flyers barrage points included.

After the defender assigns concealment markers to formations and fortifications and then deploys them, the attacker conducts the preliminary bombardment. The attacker allocates one dice for each Barrage Point in his force to any of the defender's formations or groups of fortifications (see Fortifications on page 138), of which the attacker was made aware before deployment. Once a dice has been allocated to a formation or fortification group, choose another, and another, until none remain. You may allocate Barrage Points to concealed formations, fortification groups (not pillboxes or bunkers, however, as they are assigned to a formation) and also visible formations.

Aircraft and reserve formations are not assigned Barrage Points. If after all eligible formations or groups are assigned barrage points you still have Barrage Points left to allocate, you may begin to double, or even triple up, following the same procedure.
Example: Preliminary bombardment (1)

The attacker has 6 Barrage Points in his forces. Before the defender sets up, he informs the attacker that he has three infantry companies and a fortification group — a minefield.

The defender then deploys his forces. He conceals two of the infantry companies and the minefields placing only concealment markers for each. The last infantry company is deployed normally.

Not knowing where precisely they are, the attacker allocates a single Barrage Point to each formation, and one to the fortification group. He has 2 Barrage Points remaining. He allocates 1 more barrage point to the fortification group, and 1 more Barrage Point to a concealed infantry company.

When the attacker has no remaining dice to allocate, roll them on the designated targets. For each roll of 1, a formation or a Fortification group suffers D6 hits, with armour and cover saves allowed. Razorwire and tank traps have one hit each, no save, while minefields have three hits, no save, for the purposes of preliminary bombardment. If a formation suffers any casualties in this manner, remove the casualties from play.

A formation hit in this manner must make an Initiative check immediately. If it fails, it is no longer concealed, and must be revealed before the game starts as though it had been spotted. This means it will also begin play with a single Blast marker. If it passes, the formation or fortification group remains concealed. Concealed fortification groups (minefields) use the Initiative rating of the army that placed them for this test.

Example: Preliminary bombardment (2)

The bombardment manages to roll a 1 on one of the concealed infantry companies, and also on the fortification group. Rolling another D6 on the infantry company, a 4 is rolled. Four units of the defenders choice take hits.

Two of these units fail their cover save, and are removed from play. The remainder must now take an Initiative test. They fail, and must be immediately revealed on the table as if they had been spotted, including taking a Blast marker. The fortification group is also hit, and a further D6 roll results in a 2. One of the two minefields in the group is able to absorb the hits, and is not removed from play.

Now an Initiative check is made, and passed. The minefield remains concealed.
Optional extra attacker special rules

These rules describe Imperial forces, but could be adapted to any army. Try them out for fun.

**Imperial Sappers**

As from Baran Siegemasters army list, 0–1 support formations available to an Imperial Guard attacker. [250 points for eight units which may be split up and added to one or more companies in the army, or fielded as a single formation in their own right. If split up, each unit of Sappers adds +30 points to the value of the formation it is added to.]

*Imperial Sappers datasheet*

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>CC</th>
<th>FF</th>
<th>Weapons</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sappers</td>
<td>INF</td>
<td>15cm</td>
<td>6+</td>
<td>5+</td>
<td>5+</td>
<td>Heavy Flamer and (15cm) (Small Arms) Ignore Cover (Base) (Assault Weapons)</td>
<td>15cm</td>
<td>AP4+, Ignore Cover</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Melta Bombs (base contact)</td>
<td></td>
<td>Extra Attacks (+1), Macro-Weapon</td>
</tr>
</tbody>
</table>

Notes: Walker

**Or**

**Engineers**

Units with the *Engineer* ability may engage fortifications that are not concealed. At least one *Engineer* unit must come in base contact with the fortification. To resolve the engagement, simply roll the CC value for any stands in base contact with the fortification. If the *Engineer* units score sufficient hits, the fortification is neutralised or destroyed.

- Bunkers and minefields have a starting Damage Capacity of 3. All other fortification stands have a DC of 1.
- Minefields can ‘fight back’ in effect — engineers may fall victim to the mines as they attempt to remove them. So, treat minefields as though they have a CC value of 6+ — roll against any units in contact with a minefield and remove casualties if applicable.

*Imperial Guard Upgrades table*

<table>
<thead>
<tr>
<th>Formation</th>
<th>Units</th>
<th>Points cost</th>
<th>Upgrades</th>
</tr>
</thead>
<tbody>
<tr>
<td>0–1</td>
<td>Six stands of Guardsmen with Engineer ability</td>
<td>150</td>
<td>3 Chimera transport vehicles: +75 points</td>
</tr>
</tbody>
</table>
**Scenario: Planetfall**

(Content from Fanatic magazine.)

Damn you private! Bring 'em down, bring 'em down before it's too late…

Colonel Stainer, Armageddon Primus

Landing forces from orbit in order to gain a foothold on a planet has led to some of the bloodiest battles in the Imperium’s long history. A defending force must fight tenaciously to stem the attacker’s advance, while the assaulting forces try to expand and protect their landing zone.

**Forces**

Both players pick armies to an agreed points total between 2,000 to 5,000 points using the Tournament Army lists, as modified below. 2,000 points per side is really the minimum that can be used for a good game. Note that players need to specifically select forces that can undertake or fend off a planetary assault. Although it is possible for any army be the attacker, the scenario works best with Space Marines as the attacking force.

All of the attacker’s forces must either be aircraft and units transported in them, or be capable of entering play using the rules for Planetfall (see Making a planetfall on page 94). This means that the attacker will probably need to include a spacecraft in their army, and a way of getting units from the spacecraft to the planet’s surface. The attackers may include Transport Barges in their army if they wish to (see New units on the facing page). Each Transport Barge costs 100 points and is counted against the allocation of points allowed for aircraft in the army.

In this scenario the attacker is allowed to take up to two spacecraft for their army if they wish. If they do so then only one may be used on any single turn. If, for any reason, both arrive over the table on the same turn then one must ‘sheer off’ and cannot be used at all. The attacker may choose which spacecraft will shear off if this should happen. In addition, any restrictions on a spacecraft’s datasheet about which turn they can be used on is ignored when playing the Planetfall scenario.
The defender is not allowed to include a spacecraft in their army, as it is assumed that the attackers have gained at least temporary sub-orbital supremacy above the planet’s surface. Instead the defender may take up to one defence laser battery per 1,000 points in their army (ie, a 2,000 points army could include up to two defence laser batteries). Each battery taken costs 50 points.

**New units**

The following new units may be used in the Planetfall scenario. Note that neither of these units is included in the Epic range (at least at present) and so they will need to be represented by suitable ‘stand-in’ or scratch-built models.

**Transport Barge**

Transport barges are unarmed orbital landing craft that are used to transport troops and equipment from orbiting spacecraft to a planet’s surface.

They are not really designed for use on ‘hot’ landing zones, being lightly armoured and very vulnerable to enemy fire. However, desperate commanders have been known to use them to land troops straight into a battlezone.

<table>
<thead>
<tr>
<th>Transport Barge datasheet</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name</td>
</tr>
<tr>
<td>Transport Barge WE/AC</td>
</tr>
</tbody>
</table>

**Defence Laser Battery**

Many planet’s are defended by massive batteries of weapons designed to engage orbiting spacecraft. Although it is rare for the defence batteries to do serious damage to an attacking spacecraft, their mere presence can slow down and hinder suborbital attacks. Most defence batteries are housed in heavily fortified bunkers, designed to be able to withstand anything less than a direct hit from a spacecraft’s weapon batteries.

<table>
<thead>
<tr>
<th>Defence Laser Battery datasheet</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name</td>
</tr>
<tr>
<td>Defence Laser Battery WE</td>
</tr>
</tbody>
</table>

**Gaming area**

Set up the terrain for the game in any mutually agreeable manner. It is recommended that the guidelines for terrain set-up included in the Tournament Game rules (see Tournament terrain on page 113) are also used with the Planetfall scenario. Once the terrain has been placed, set up objectives as described in the Tournament Game rules (see T3: Place objective markers on page 114).

**Deployment**

The defender must split his army into two parts. Each must include at least one formation. The attacker is then allowed to choose which of these two parts is deployed on the table at the start of the battle. The other part is kept back ‘in reserve’. (The attacker is allowed to choose in order to represent his ability to land his troops on the weakest area of the defender’s line).
The defender sets up all of the formations from the part of his army that the attacker chose, anywhere on the table that is at least 15cm from a table edge. Aircraft are not deployed at this time, and must be held back to enter play using the rules for aircraft (Aerospace operations: Aircraft on page 78). All other units in the part of the army chosen by the attacker must be deployed, including units with the Teleport ability (which will stop them being able to teleport). Note that units from this part of the army may not be held back to enter play in transport aircraft.

No other units are set up on the table at the start of the game. The attacker’s forces may enter play using the aircraft or planetfall rules. The defender’s reserves enter in aircraft or as described at Reserve formations below.

**Reserve formations**

All of the reserve formations in the defender’s army are assumed to be advancing towards their table edge as quickly as possible. At the start of each turn, each player is allowed to bring on one or more formations, as listed below.

- **First turn arrivals**: Any formation where the slowest unit in the formation has a Speed value greater than 30cm.
- **Second turn arrivals**: Any formation where the slowest unit in the formation has a Speed value greater than 15cm.
- **Third turn arrivals**: Any remaining formations.
- **Any turn**: Aircraft and units being transported in aircraft, formations that can teleport.

Formations must deploy on their turn of arrival. Each reserve formation enters play on a randomly selected table edge. The defending player must randomly select which edge the formation will appear on, and then place a unit from the reserve formation anywhere on that edge. He should then do the same for the next reserve formation entering play this turn, and so on. The unit shows where the rest of the units in the formation will enter play during the turn. If several formations want to enter play at the same point (along a road, for example) simply place the units in a row one in front of the other, and measure their movement from the rearmost unit in the row. If you prefer, you can place counters or tokens instead of units, just a long as you know which token corresponds to which formation.

Reserve formations move onto the table in the Action phase. Formations that fail their Action test must choose to move as their Hold action, and will enter play with a Blast marker for failing the Action test. All formations must enter play on the turn of arrival; you may not keep them back off the table.

**Victory conditions**

The attacker wins by having captured any four objectives in the End phase of any turn. An objective is captured if the attacker has units within 15cm of it, and the defender does not. If the attacker has not won by the end of the fourth turn, then the defender wins the game if the attacker has not captured at least two objectives. Any other result is a draw.

---

**Scenario: Hit 'n' Run**

(Content from Fanatic magazine.)

An exciting Epic Scenario. By Pete Jones & Simon Kind

This scenario details a surgical strike against a lightly garrisoned industrial or military complex, where the attacking force must strike quick and hard to destroy key installations before reinforcements arrive for the defender. Although it sounds like a job for the Space Marines, it can be played using any army as the strike-force can planetfall, air-land, or arrive on the table in vehicles or on foot. The key to the scenario for the attacker is to attack fast, hit hard, then run! The defender must do their best to hold-on until reinforcements arrive, then annihilate the attacker once and for all. Sound like fun? Read on...
Scenarios

Forces

Both sides have equal points available to spend on their forces, although at least 25% should be spent on infantry, as they alone can garrison the complex for the defender and destroy the installations for the attacker. It is recommended that you use the tournament army lists when selecting your forces. Players using planetfall must purchase a spaceship as part of their army.

The defender may purchase one fixed AA gun per 1000 points, at a cost of 50 points per gun. Each gun must be placed on an installation and may shoot at aircraft as per the usual rules. They have an AA value of 5+, a range of 30cm and an armour save of 4+ (counting as armoured vehicles). AA guns cannot move during the game and will be destroyed if the installation takes damage or is destroyed.

The battlefield

Place one installation for every 500 points spent on your forces, for example, three installations should be placed for an army costing between 1001 and 1500 points, four for 1501 to 2000, etc. The installations can be placed anywhere on the table, but none may be placed closer than 30cm to the table-edge. Feel free to use as much or as little additional terrain as you like.

Deployment

The defender may deploy up to 25% of his forces on the table, with the remainder off-table for use as reinforcements later on in the game. The on-table troops should deploy so that at least one unit from each formation is within 15cm of an installation. You must choose formations with the most infantry with which to garrison the installations. These formations begin the game on overwatch.

The attacker will arrive on-table within 15cm either side of one of the table corners (attacking players choice) by taking Action tests for each formation as normal. A failed initiative roll [Action test] means the formation must move on to the table as its action. Aircraft that fail an Action test on the first and subsequent turns are treated as per the usual rules [Aircraft actions on page 79]. Troops arriving by planetfall use the usual rules [Making a planetfall on page 94].

Objectives

The objective for the attacker is to destroy as many installations as possible, then extricate his forces from the table. In order to destroy an installation, you must engage the installation in close-combat using infantry and they must be in, on, or in base-contact with it. This means an installation cannot be damaged by shooting or in a firefight (otherwise they would've just called in an air strike, wouldn't they?!).

An installation must be clear of enemy units before it can be assaulted. When carrying out an assault against a formation in an installation and the enemy formation is destroyed or forced to withdraw, you may then assault the installation in the same turn. Units make their consolidation move as normal, then you roll CC attacks (FF attacks have no effect) against the installation. It doesn't attack back and there is no need to roll for the result of the 'assault'.

Formations may assault more than one installation at a time provided that units remain in formation. In addition, units within a formation may attack an installation and an enemy formation as part of the same assault provided that the installation is clear of enemy troops. This could occur when a formation contains both infantry and armoured vehicles, where the infantry attack the installation and the armoured vehicles attack an enemy formation.

Installations have a damage capacity of 4 and an armour save of 4+, although you don't roll any attacks against the attacking formation. When an installation takes one or more hits, roll for a critical hit — even if it is destroyed. For each score of six, roll another D6 and compare the result to the following table:

1 Red Alert! The installation becomes unstable and all troops must evacuate by making a consolidation move or choosing to break and making a withdrawal move. Any units that cannot evacuate are destroyed. No troops may enter the installation for the remainder of the game. The installation isn't destroyed, but any hits already taken are counted at the end of the game.
2–5 **Ka-Boom!** The installation explodes, with all occupants taking one saveable hit. Any formations within 5cm of the installation take one Blast marker.

6 **“Oh $%*%!”** The reactor in the installation explodes, killing all occupants. Any units within 5cm of the installation each take one saveable hit, plus a Blast marker for coming under fire!

As well as attempting to destroy installations, the attacker must extricate as many of his formations from the battlefield as possible. To do this, a formation must exit one of the table edges. No units may enter the zone-of-control of enemy units when carrying out this move. Broken formations may exit the table as part of their withdrawal move. Once off the table, formations may not return, with the exception of aircraft.

The objective for the defender is to protect the installations and prevent them from being destroyed. Destroying enemy formations or significantly reducing their numbers by attrition will earn additional victory points.

The game is limited to 4 turns, after which time both players roll one die each. If the scores are equal, play another turn, otherwise the game ends. Should the attacker have no land-based formations remaining on the table at the end of any turn, the game will end immediately.

### Reinforcements

The defender can start deploying reinforcements as follows:

<table>
<thead>
<tr>
<th>Formations</th>
<th>Turn</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aircraft (except when transporting troops)</td>
<td>May arrive from the 1st turn</td>
</tr>
<tr>
<td>Transport aircraft and <em>Teleport</em> units</td>
<td>May arrive from the 2nd turn</td>
</tr>
<tr>
<td>Formations where the lowest Speed value is 25cm</td>
<td>May arrive from the 2nd turn</td>
</tr>
<tr>
<td>All other formations</td>
<td>May arrive from the 3rd turn</td>
</tr>
</tbody>
</table>

Note that units being transported are not counted when calculating the minimum move of a formation. Make an Action test for each formation as normal. A failed test means that the formation must move on to the table as its action.

Formations, including aircraft, will arrive on a random table-edge, but you may choose the point at which they appear.

### Victory conditions

Victory points are awarded to players at the end of the game.

<table>
<thead>
<tr>
<th>Attacker Conditions</th>
<th>Victory Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>per installation destroyed</td>
<td>5 points</td>
</tr>
<tr>
<td>per installation damaged</td>
<td>1 point per damage capacity reduced</td>
</tr>
<tr>
<td>per formation extricated, more than 50% strength*</td>
<td>the total points of the formation divided by 100</td>
</tr>
<tr>
<td>per formation extricated, 50% strength or less*</td>
<td>half the total points of the formation divided by 100</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Defender Conditions</th>
<th>Victory Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>per undamaged installation</td>
<td>5 points</td>
</tr>
<tr>
<td>per damaged installation</td>
<td>1 point per damage capacity remaining</td>
</tr>
<tr>
<td>per enemy formation destroyed*</td>
<td>the total points of the formation divided by 100</td>
</tr>
<tr>
<td>per enemy formation at less than 50% strength*</td>
<td>half the total points of the formation divided by 100</td>
</tr>
</tbody>
</table>

* Note this doesn’t include formations of aircraft.

To determine the strength of a formation, count the number of units, not the points. Round up any fractions when dividing the cost of formations by 100. The player with the most points wins the scenario and if a player wins by 50% or more, it’s a stunning victory! Note that when playing Tyranids, just count Synapse and Independent Creatures, not broods, when calculating the cost of formations.
Conclusion

After playing this scenario a few times, it certainly adds an extra dimension to a standard pick-up game. As the attacker, you need to think about conserving your forces and making the most of them in order to get a good result. It is the first time you will see an Ork player turn his back on your troops as his Grotz, Boyz and Nobz get stuck in to the business of creating much carnage and mayhem!

Scenario: Siegeline

This new scenario is a variant of the standard Tournament game, which allows players to use the terrain and units described at Defensive terrain features on page 167 and Imperial siege warfare units on page 171. It pits a powerful attacking force against a smaller defender occupying a fortified position. The attackers need to overrun the defenders in their defensive positions, avoiding minefields, tank traps and razor wire as they go. The defenders must desperately hold their ground and pray that their reinforcements arrive in time to save the day.

Setup

Set up the terrain for the game in any mutually agreeable manner. If one player set 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 roll dice to see who gets the choice of table edge. You can pick a long edge, or a short edge, or a corner (halfway up each long and short edge). The opponent sets up on the opposite edge. Once the terrain is set up you should take a five minute warm-up period to discuss the Epic rules, as you would in a tournament game [T1: The five minute warm-up on page 113].

Forces

Both players pick armies to an agreed points total between 2,000 to 5,000 points using the tournament army lists. Before the armies are selected randomly decide who will be the attacker and who the defender. The attacker picks their army as they would for a normal tournament game (but see the note below for attacking Imperial Guard armies). The defender is allowed to purchase fortified positions and orbital defence batteries for his army, but may not take any spacecraft.

Fortified positions and orbital defence batteries

The defender in the Siegeline scenario is allowed to purchase any number of fortified positions for his troops to occupy. In addition he may include up to three Orbital Defence Batteries as part of his defending force.

<table>
<thead>
<tr>
<th>Defender's Fortification Options table</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Fortified Positions</strong></td>
</tr>
<tr>
<td>125 points</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td><strong>0–3 Orbital Defence Batteries</strong></td>
</tr>
<tr>
<td>50 points</td>
</tr>
</tbody>
</table>
Fortified positions and Orbital Defence Batteries are set up after terrain is set up, and before the coordinates for spacecraft attacks have been decided. They may only be deployed in positions where a vehicle unit would be allowed to deploy. You may split up the different elements of your 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.

Once set up fortified positions may be used by any unit. They may be captured and used by enemy units too. Each Orbital Defence Battery counts as a ‘formation’ for the purpose of the game rules, but is never allowed to take an action.

**Imperial Guard armies**

Imperial Guard armies taking part in a Siegeline scenario have the option of using some of the new units described at *Imperial siege warfare units* on page 171. The choices available vary depending on whether the Guard are attacking or defending.

- **Attacking:** If the Imperial Guard are the attackers, then any Regimental HQ formations or Steel Legion Mechanised Infantry formations may replace their Chimera with one Hellbore, or four Moles (one for the Commander), or four Gorgons (one for the Commander). If the formation includes an Ogryn upgrade with Chimera transport vehicles, then the Chimera may be exchanged for a single Gorgon or Mole for them to be carried in, but only as long as the Ogryns use the same transport vehicle as the rest of the formation.

- **Defending:** If the Imperial Guard are defending they may take a Tarantula formation as a Support formation. The formation consists of six Tarantulas and costs 100 points.

**Place objective markers**

After any fortified positions and Orbital Defence Batteries are set up, 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 roll to see who places the first Objective marker.

All the objectives must be set up in the defender’s half of the table, at least 15cm away any table edge and 15cm 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 15cm of it in the End phase and your opponent does not. An objective is contested if both sides have a unit within 15cm of it in the End phase. Objectives that have been 'garrisoned' count as having been captured from the start of the game. Units from Broken formations can capture objectives but not contest them.

Once an objective is captured it remains so even if your units move off, and will remain captured until the opponent has a unit within 15cm of it in the End phase.

**Set up formations**

If the attacker is using spacecraft then they are set up now before any other units (see *Planning spacecraft operations* on page 92).

The defender is then allowed to set up garrison units. No more than half (rounding fractions up) of the defender's formations may be set up as garrisons, and in addition any formations that are set up as garrisons must be:

- Formations where half or more of the units (rounding up) are Scout units OR
- Formations where no more than one of the units has a Speed value of greater than 15cm, and where none of the units are war engines OR
- A formation that includes units with a Speed value of 0 [or 'immobile']
Garrisons may be set up anywhere in the defending player's half of the table. No units may set up 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!).

All of the remaining formations in the defending player's army are assumed to be in reserve just off their table edge, and will not be able to enter play until turn two or later (see the rules for 'Defensive Reserves' below).

All of the attacker's formations apart from aircraft and the units transported in aircraft or spacecraft must be set up within 30cm of the attacker's table edge.

Defensive reserves

Any defending formations that are not set up as garrisons at the start of the game are assumed to be set up nearby 'in reserve'. Note that this includes any aircraft in the defender's army. Reserves are released according to the Defensive Reserves Schedule table below. Until released, reserve formations may not be used in any way.

<table>
<thead>
<tr>
<th>Turn</th>
<th>Reserves Released</th>
</tr>
</thead>
<tbody>
<tr>
<td>One</td>
<td>Formations made up exclusively of fighter aircraft.</td>
</tr>
<tr>
<td>Two</td>
<td>All aircraft and skimmer formations, and any formations transported in them.</td>
</tr>
<tr>
<td>Three</td>
<td>All remaining formations except those made up exclusively of units with a Speed of 15cm or less.</td>
</tr>
<tr>
<td>Four</td>
<td>All remaining formations.</td>
</tr>
</tbody>
</table>

Aircraft formations and any units transported in them enter play normally. Other formations must enter play anywhere along the defender's table edge in the Action phase of the turn that they are released; formations that fail their Initiative [Action] test must choose to move as their Hold action, and will enter play with a Blast marker for failing the Initiative [Action] test. Note that reserve formations must enter play on the turn they are released; you may not keep them 'in reserve'.

Victory conditions

You must check to see if the either player has won at the end of each game turn, starting from the end of the third game turn. Look up the number of objectives controlled by the attacker on the table below to see if either player has won:

<table>
<thead>
<tr>
<th>Turn</th>
<th>Defender Wins</th>
<th>Carry On</th>
<th>Attacker Wins</th>
</tr>
</thead>
<tbody>
<tr>
<td>Three</td>
<td>0–1</td>
<td>2–3</td>
<td>4–6</td>
</tr>
<tr>
<td>Four</td>
<td>0–2</td>
<td>3</td>
<td>4–6</td>
</tr>
<tr>
<td>Five</td>
<td>0–3</td>
<td>4</td>
<td>5–6</td>
</tr>
<tr>
<td>Six</td>
<td>0–4</td>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>Seven</td>
<td>0–5</td>
<td>-</td>
<td>6</td>
</tr>
</tbody>
</table>

Related information

Defensive terrain features .................................................. 167
Imperial siege warfare units ............................................... 171
Scenario: Ill Met by Fog Lights

**Designer's note:** This is a redux of the 'Ill Met by Moonlight' scenario (from the booklet of the same name). My friend and I thought the scenario was a nice idea and we gave it a try. We had a fun game in the end, but we did find that it needed some tweaks to make it clearer and to fix some gaps and oddities in the gameplay. Full credit to those who came up with the original concept — but you should find this variant a bit easier to get along with. Enjoy!

*Eric Weston*

One cold, foggy night. Two opposing forces, unaware of each other, heading for two different destinations. Fate decrees that the enemy columns will meet each other head-on, just before dawn…

“CONTACT! CONTACT! Hostile force of unknown size on the road ahead!” Vanguard units light up the swirling fog with explosions and tracer rounds while they alert their main forces and await further orders. Main forces rush to deploy from their columns. It's going to be a busy morning!

**Forces**

Agree a points total with your opponent. Armies of between 3,000 to 5,000 points each should work well for this scenario. We played with 4,000 points (Biel-Tan Eldar versus Codex Space Marines).

**Tip:** Think about your army choices — if there is a big difference between the overall speeds of the two armies then the slower army may find itself boxed in and unable to reach many of the objectives.

Use the tournament army lists to pick formations for your armies up to the agreed total — but note the following:

- Your army must include at least one formation that is suitable to be the **vanguard** that you will deploy before the game starts. The vanguard must be a formation that is worth no more than 250 points, and should contain at least 50% units with the **Scout** ability if at all possible.
- It is probably best (and more consistent with the narrative) to disallow all of the following:
  - Spacecraft.
  - The special abilities **Planetfall**, **Self-Planetfall** and **Tunneller**.
  - Static/objective portals, such as the Eldar Wraithgate and the Necron Tomb Complex. (Mobile portals, such as the Eldar Storm Serpent and the Necron Monolith, are probably okay — though perhaps risky without the usual static portal as an indestructible backup option!)
  - Aircraft and use of the **Teleport** ability are allowed, but such formations will not be able to join the battle on the first turn.
  - For obvious reasons, you may not choose static units that can't move onto the table to deploy!

**Set up the battlefield**

A standard 120cm by 180cm (4’ x 6’) gaming table is ideal for the playing area to represent your battlefield.

Set up terrain as you prefer, but be sure to include the pivotal road that runs across the centre of the table. Add other terrain features as you like to make it interesting and to provide some cover. Use the map below as a guide.

Place seven objective markers as shown on the map. That is:

- Three markers on the central road — one at each end, and one in the middle which is also the centre point of the playing area.
- Four markers away from the centre point — each 30cm towards the short edges and 20cm towards the long edges.
Initial deployment (vanguards)

This scenario does not use deployment zones. Instead, each player gets a long table edge with an Entry Point where the central road meets that table edge.

Determine which player gets to choose their table edge (and Entry Point) in a similar way to deployment zones in the tournament rules:

- If one player set up the terrain then the other player may choose the long table edge that they prefer.
- If both players set up the terrain as a joint effort, or if the terrain was set up by a third party, then the player whose army has the higher Strategy Rating may choose the long table edge that they prefer.
- If both player's armies have the same Strategy Rating, roll dice to see who gets to choose their table edge.

The other player gets the remaining (opposite) long table edge (and Entry Point).

Then, starting with the player that chose their table edge, each player must set up a single eligible vanguard formation on the table. Units in your vanguard formation must be at least 10cm away from your opponent's half of the table and at least one unit in the formation must touch the central road.

Start the game

Proceed with the game turn and the sequence of play as normal.
Play

Special rule: Poor visibility

A foggy night gives way to a bleak dawn. To represent the poor visibility and hasty response of both sides, apply restrictions in the early game turns as follows:

**Turn 1: Night — fog**
- You may not use aerospace units.
- You may not use the *Teleport* or *Indirect Fire* abilities.
- Your formations may only shoot at ranges up to 15cm.

**Turn 2: Dawn — thick mist**
- Apply a -1 modifier for all shooting at ranges greater than 15cm.

**Turn 3 onward: Morning — overcast**
- Normal visibility, usual rules apply.

Special rule: Deploy formations from your column

Normally, during the Action phase you must take an action with every formation that you have on the table. In this scenario, you must also take an action with each formation in your column, to deploy them — until you run out of formations that have enough movement to do so during the current Action phase.

Activate formations in any order you like, but when you activate a formation that is in your column use the following rules to deploy it.

**Tip:** Choose carefully when you activate, and think about the order in which you wish to deploy formations from your column. Movement restrictions in the rules that follow limit your options and you may even find that you can’t deploy all of your formations in the first turn!

Actions to deploy formations from your column

When you activate a formation to deploy from your column, you may only choose one of the following actions. Do not take an Action test — you pass automatically (your formations are already in motion to leave the column, with general orders to spread out and react to the situation they find on the battlefield):

- Double
- Engage (you might choose this if a foolhardy enemy gets very close to your Entry Point)

You may not retain the initiative with a formation in the column. But you may activate a formation in the column first and then attempt to retain the initiative with a valid formation that is already on the table in the usual way (apply the -1 modifier to the Action test as normal).

**Designer’s note:** We weren’t sure how the writers of the original scenario intended for deployment and Action tests to play out. We also thought that it might unbalance the game too much if we subject the bulk of an army to Action tests before their formations are even on the table — especially for armies that are characterised by poor Initiative values.

Complete moves to deploy your formation as follows:

1. Work out the total movement allowance available to the formation, as follows. In each Action phase:
   a. The first formation you deploy from your column gets its full movement allowance for the action you chose, as normal.
Scenarios

b. Deduct 5cm from the total movement allowance of the next formation you deploy from the column, and another 5cm for each formation thereafter (because they are further back in the column). So for example, your fourth formation from the column gets 15cm less movement than it would usually get from a normal Double or Engage action.
c. If this formation will not have enough movement to deploy onto the table after the deduction then you must choose another formation that can, if there are any left.

2. Bring your formation onto the table at your Entry Point (the road) and then complete their movement. For each move that is fully on a road, your units gain a bonus allowance of +5cm, as normal. Or, you may immediately move your units off-road if you wish, subject to available movement allowance.

Tip: It is possible that not all your formations in the column will enter the playing area on turn 1 because you run out of formations with enough movement. Bring them on next turn, in the same way as described above.

Victory conditions

Conditions for winning

Instead of the usual mix of goals for tournament objectives, you have one simple goal in this scenario — control more objectives than your opponent. Whichever player controls the most objective markers at the end of the game is the winner.

Use the usual tournament rules for capturing objectives.

Tie breaking

To resolve a tie, use the rules explained in the victory conditions for tournament games.

Related information

Capturing objectives, ................................................................. 119
Victory conditions for tournament games, ................................ 117
More stuff to enhance your games.

In this section:

Forces, datasheets and army lists ................................................................. 157
Optional rules ................................................................................................. 159
Further resources .......................................................................................... 173
Quick reference .............................................................................................. 174

Forces, datasheets and army lists

Information about how to select your forces.

About the army lists

Unless you are playing some sort of special scenario that says otherwise, you will normally choose your forces from the established army lists. The army lists are designed to work with the range of models produced by Games Workshop for Epic, and will produce a closely balanced game when used along with the tournament game rules.

Although each army list is based on one particular fighting force, they are typical of many other similar armies. As long as you have the right units, feel free to use the army list to represent a force you invent with a unique name, back story and colour scheme. Just make sure your opponent is clear which army list you are using for your force.

Each army list has a unique name and consists of four sections:

- **Forces.** Tells you which datasheets the army uses (depending on the publication you are using, the datasheets may be included with the list or in a separate part of the publication).
- **Using the army list.** Tells you how to use the army list. Outlines the different types of formation in the army and how you can select them from the list.
- **Special rules.** The special rules that apply to the army list.
- **The list.** Describes the formations that you can choose in the army, the units that make up each formation, and the points value for each formation and any optional upgrades. It also includes the army’s Strategy Rating and the Initiative value for formations in the army.

How to find army lists

Here are some resources to help you find army lists.
The original printed rule books by Games Workshop are no longer in production, but you can often find them on auction sites like eBay:

- **Epic: Armageddon** covers the core Space Marine, Imperial Guard Steel Legion and Ork armies.
- **Epic: Swordwind** covers Eldar Biel-Tan Craftworld, Imperial Guard Baran Seigemasters and Warlord Snagga-Snagga's Feral Ork Horde.

Tip: These books also contain appendices with sections on how to use models that are no longer in production from older versions of Epic in your games.

Fan communities maintain lists that cover all the above and more, and are now your best option (especially if you want to join any related tournaments). They include many updates, refinements and additions to the original lists. They also cover just about all of the models that were available in the Epic range, and more besides.

The main places to look are:

- [http://www.net-armageddon.org/page/army-lists](http://www.net-armageddon.org/page/army-lists)
- [http://epic-uk.co.uk/wp/army-lists/](http://epic-uk.co.uk/wp/army-lists/)

Tip: Army list builder tools

There are some convenient tools online that use these army lists as their source. These tools make it much quicker for you to select your army, calculate points totals, and to produce a print-out:

- [http://brumbaer.de/Epic/AGen/index.html](http://brumbaer.de/Epic/AGen/index.html)

How to use non-standard models or 'proxies'

The Counts As rule below makes it easy for you to use non-standard models or 'proxies' in your games. This is meant to make it as easy as possible for you and your opponent to use all of the models in your collection without gaining an unfair advantage by doing so. As long as you use the rules in this spirit you will find your games all the better for it.

Special rule: The Counts As rule (1)

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 get some of the old metal Ork Squiggoth 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 Squiggoth and have a similar function.

Or, you may decide 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 allows you to do so.
Special rule: The Counts As rule (2)

However, if you decide to use the Counts As rule, then there are three very important things to bear in mind:

1. Before the game starts, tell your opponent that you will use the Counts As rule, and what you will count as what.
2. The Counts As rule means to let you find a use for all the models in your collection — not to let you fine-tune your army for every game that you play. So, you may not use the Counts As rule for units that are actually covered in the army lists. This is 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.

**Example:** If you have a model of a Land Speeder and you want to use it, 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 Tomado, or a Predator, or any other unit.

3. If you decide that any model counts as something in your army, then all of that type of model must count as the same thing in your army.

**Example:** If you decide that your old Squiggoth model is a Battlewagon, then all the Squiggoth models in your army must be Battlewagons — you can't have one Squiggoth as a Battlewagon and one as a Gunwagon, for example.

Optional rules

Alternative objectives

(Content from Fanatic magazine.)

Alternative objectives for your Epic games. By David McLeod.

Objectives are one of those things, that make an Epic game so lively. In the grand tournament game, objectives don't represent anything in particular — there are these mysterious little patches of ground that must be fought for that often leave the ordinary grunt in the mud asking just what it is that constitutes military intelligence. Nevertheless, the objective is there and by the Emperor they are going to take it!

You can fiddle around a lot when making scenarios, coming up with interesting and varied reasons for the armies to be there and fighting each other, or you can just use the regular objective rules and trust that there is something there that matters. But sometimes it is fun, and challenging not to have any idea what problems your troops will have to surmount to claim the victory. I would suggest that your first time doing something weird with objectives that you go all out and use them as much as possible! I know people say don't dive in head first but honestly, lets have some courage! It's fun and will let you try out a lot of them quickly to see if you like the way it changes your focus in the game. The first time or two I'd recommend writing the rules for the objectives out on card and keeping them close at hand near the objectives so you don't forget to use the rules!

When playing a campaign you may want to use scenarios to define the events in a game. Doing so makes writing a weekly bulletin for your gaming group much easier.
"The Howling Griffons Third Company defeated the Cadian 21st Armoured by capturing the third and fourth objectives late in the game."

This does not sound nearly as interesting to other people (who may not have a clue as to the game mechanics work) as:

"The Howling Griffons Third Company defeated the Cadian 21st Armoured by deploying quickly to their flank and then using strategically placed beacons to teleport Terminator squads in to wipe out the Third Company in a furious fight over the poison marshes and the Cadian's fuel dumps."

**Special objectives**

What follows is a set of special conditions, and new ways of using objectives, which I have developed with my gaming group for use in our games of Epic.

**Using these rules**

Of course, like any good set of ideas there are a million and one ways to play using the objectives that I have outlined. The best is to use one of the objectives listed below as a basis for an idea of your own, build that special set piece of terrain to represent it, and then play your game.

Perhaps when arranging a game you could decide ahead of time which objectives each player will use. Each player can make three rolls and pick the ones they like the best to place (though the player should have to build models for the objectives!). The players could place objectives as normal and roll to see what each one is as they are placed, or after all the objectives are placed. You could deploy your armies and then roll for what the objectives are. Players could choose to use a special rule such as rolling a dice when an objective is placed and on a 1–3 the placing player chooses a type, and a 4–6 the other player chooses (recommended for players with a lot of experience with the following rules!) or have a third person (a game judge or umpire) decide or roll before the game what the objectives will be.

Alternatively you can use these rules to provide a little more variety to the GT game without the need for players to make up rules/scenarios. Just follow the instructions and play it out. If you want to be really daring, have each player write down which two objectives they want to place in their opponent's side (not the table edge objectives), and then place objectives but roll a D6 with a roll of 5+ changing the objective from what the player wrote down to a random type.

**11–16 Buildings**

Unless noted all building are only captured by entering them and when there are no other enemy units within 5cm of the building.

**11 Blockhouse.** A 12cm x 8cm x 6cm blockhouse. Formations fully inside may not be subject to supporting attacks.

**12 Shack.** Has a 12cm square base and is 24cm+ tall. Light construction. 5+ Cover Save.

**13 Reinforced Building.** Is 5cm x 5cm x 10cm tall and counts as reinforced fortification (-2 to hit units inside, 3+ Cover). Enemy formations must be within 5cm to capture.

**14 Booby-trapped Building.** 15cm x 15cm base. Booby-trapped. Infantry count this objective as dangerous terrain. Formations must have one or more units inside the building to claim control.

**15 Unstable Building.** 10cm x 15cm on the base and is unstable. Roll a D6 whenever a formation inside the building is shot at or engaged. On a 6 all infantry inside the building are removed as casualties and the building replaced by rubble.

**16 Megalithic Building.** Has a 20cm x 30cm base and must be at least 10cm tall. The player that places this objective must define two zones inside the building. Holding one zone counts as an objective, holding both counts as a goal.
21–26 Target of Opportunity

These objectives may be captured as usual but in the end phase the player in control of the objective may choose to demolish it. Remove the objective. A player can only remove an objective in his opponent's half. Neither side may claim a demolished objective. Destroying two of your opponent's Targets of Opportunity counts as a goal.

21 Communications Tower. Opponent suffers -1 on Initiative on aircraft and spacecraft operations while you control this objective.

22 Fuel/Munitions Dump. Special Rule: Leader (for controlling formation). Any unit within 2D6cm takes a hit on a 6+ if this objective is demolished.

23 Diplomatic/Official Entourage. Moves 3D6cm in the End phase after the Rally tests (player whose side it is deployed in decides direction).

24 Stranded Commander. Moves 10cm after Rally tests. Controlling player decides direction. If neither player is in control, objective does not move.

25 Outpost. Counts as a bunker (fortified). Place one stand of infantry inside (chosen by your opponent). The stand will count as Fearless when deployed. The unit must be killed to claim the objective. Counts as claimed by owning player until the unit is killed.

26 Cultural Icon. Something with a lot of glass preferably... Any formation that demolishes this objective is worth double Victory Points. If this makes the formation the most valuable in terms of Victory Points, they will count for the purposes of the Break Their Spirit goal.

31–33 Special Terrain Feature

Special terrain features are extraordinary positions that provide huge advantages to controlling formations. To control a special terrain feature you must have one unit from a formation within the feature and no enemy units within 5cm of it.

31 Crater. Crater is the same size as the Orbital Blast template (surprise!). Counts as cover, Infantry receive a 4+ Cover Save, Tanks a 3+ Cover Save.

32 Gully. 5cm x 15cm Gully. Counts as cover for infantry, 5+ Save. May not be claimed by formations without infantry.

33 Sniper Position. Any infantry unit occupying the position counts as cross-firing any formation it shoots at.

34 Alien Colony. 10cm radius. 4+ Cover for armoured vehicles, light vehicles and infantry. Counts as dangerous terrain, no re-rolls allowed. After Rally tests place one Blast marker on any formation with a unit in the alien colony.

35 Knoll. Small hill 15cm in diameter. Vehicles count the knoll as cover, all units treat it as difficult ground. Roll a dice during deployment. On a roll of a 6 the knoll is also 'Grassy' and provides the same advantages as Sniper Position (above).

36 Cavern Entrance. Must be a hill at least 20cm x 30cm long with a cave entrance approximately 6cm wide — you can add this entrance to a hill already on the table, if available. Units within cave entrance are immune to indirect fire, orbital bombardments. Formations of up to 30 units may enter the cavern which counts as difficult terrain for armoured vehicles but entering and leaving the cavern. Units in the cavern can only be attacked by engaging them in a combat. In this case, all units count as being within 15cm of the opening, owning player sets up units off-table showing order of units front to back for casualty purposes. During these combats, the cave provides a 5 + Cover Save for infantry.

41–46 Pretty Plain Lookin’

These are objectives that look normal but are something a little better. Place markers for this objective type as usual. All special rules for an 'ordinary' objective only apply to a controlling formation.

41 Alien Energy Field. Roll a D3 in each strategy phase. The number rolled is the To Hit modifier this objective provides.
42 'Something strange is going on...' Roll a D6 for any formation controlling or contesting this objective. On a 1 something weird happens and a unit disappears without a trace. Remove one unit within 15cm of the objective (owning player's choice).

43 'Something is making people crazy here...' Controlling formations count as Fearless, but count as cross-fired if they are shot at. These effects only apply to infantry.

44-46 Nothin' Special. Really. Actually totally ordinary!

51–56 Something Wrong With the Orders...

When something is wrong with the orders the objective doesn't make sense to the attacker. Count objectives as normal except where stated.

51 Inaccurate Coordinates. When the player deploys a garrison formation on this objective both the objective and the garrison may move 30cm in any direction (though not into the opponent's half of the table). This only works once!

52 Invisible to the Naked Eye. If this objective is in terrain increase the Saving throw by 1, any formation using it to garrison may deploy on Overwatch.

53 Arrived Early. Player may garrison 0–1 reserve formation with this objective.

54 Wasted Resources. Player must garrison their "Break Their Spirit" formation at this objective. Normal restrictions for garrisons do not apply. If they have more than one "Break Their Spirit" formation they must deploy them all!

55 Infiltrators. When this result is rolled the placing player may choose to deploy one formation consisting entirely of units with the Scout ability within 15cm of the objective before the next objective is placed.

56 'Is that Map right?' Scatter the objective three times (use Scatter dice), 3D6cm each time. This may result in it being off-table (place on nearest board edge) or in enemy half of the table. Roll again on the 51–56 range on this table.

61–66 The Best Laid Plans...

These objectives represent exceptionally nasty things that the attacking army may have planned in conjunction with that objective. Count as regular objectives except where noted.

61 Deathtrap. Any formation moving through or ending a move within range of this objective must take D6 Dangerous Terrain tests (must be applied to units in range of objective only).

62 Out of Control Automated Defences. Roll a D6 whenever a unit finishes a move within range of this objective. If a 1 is rolled the objective attacks like a single Death Wind Drop Pod (see Space Marines rules) and will hit any unit, friend or foe in range.

63 Trap. Placing player may choose to detonate this objective in an End phase before any rally tests are made. There is no need to have a friendly formation within range in order to detonate the trap - it can be assumed that it is remotely operated. Roll a D6 when the trap is detonated. On a 1 or 2 the charges are duds and have no effect. On a 3 or more, the trap counts as a 'Target of Opportunity' for the player and will inflict a hit on a 4+ to any unit within range when detonated.

64 Orbital Beacon. Any spacecraft firing an orbital bombardment may fire without scattering if the first template is centred on this objective.

65 Teleport Homers. Any teleporting formation belonging to the player who placed this objective will arrive without having to check for Blast markers.

66 War is Hell! Roll a D6:

- 1–3 Roll once on the Best Laid Plans (61–66) table (re-rolling 6s), once on the Building (11–16) table, and once on the Something Went Wrong With the Orders (51–56) table. This objective has the characteristics of all
Determine Roll

- 4–6 Roll once on the Best Laid Plans (61–66) table (re-rolling 6s), once on the Special Terrain Feature (31–36) table, and once on the Target of Opportunity (21–26) table. This objective has the characteristics of all three rolls.

A final note...

Now that you've seen the objective tables it's worth pointing out that some of them will be much bigger modelling projects to tackle than others. For example, playing the 'Stranded Commander' Target of Opportunity objective will require only a single model of the right type painted up on a coin sized base, but some are much harder. At the moment I've spent over sixty hours building a massive cathedral to use as my megalithic building because I want it to be a centrepiece for special games such as the finale of a campaign or a Titan slug-fest. Whatever you choose to do it is worth the time and patience of turning all that built up pile of scavenged material into fantastic objectives to play your battles on!

Related information

T3: Place objective markers .......................................................... 114
Victory conditions for tournament games ........................................... 117
Capturing objectives ........................................................................ 119

Hostile Environment

[Content from Fanatic magazine]

Weather effects in Epic Armageddon. By Miles Holmes.

Designer's note: Before we begin a note from Jervis: I recommend you roll at the start of each turn and on a ‘1’ then one randomly chosen effect applies that turn only. I don’t recommend using the changing conditions rule.

A challenge that has faced commanders of past, present (and of course a certain dark, far future) is the ability to not only coordinate military objectives in the face of adversity by the enemy but also from the sometimes chaotic environment in which they must make war. Entire armies have been defeated by hard winters, or stopped dead by climates they were not equipped to travel, for example. In this article, optional rules for including extreme weather conditions in games of Epic Armageddon are introduced. While it can be assumed that normal games of epic allow for varying weather conditions, in which forces simply soldier on, these rules focus on particularly nasty spells of weather that can disrupt military operations in one way or another.

Using weather is relatively simple, and consists of the following four steps:

1. Determine Climate
2. Randomise or roll strategy ratings to determine prevailing weather condition
3. Roll to determine if prevailing conditions are persistent or unstable
4. Play game

Climate

First, determine the type of battle-zone being played in to figure the type of climate it belongs to. Climate will define the types of adversity the environment can impose upon forces. Players can define climate by mutual agreement, or by simply matching to the terrain they are using to play with.

Once a climate has been determined, randomize which unusual weather condition will begin the battle from the selection available to the climate being fought in. Do this just prior to the beginning of the game, after the armies have deployed.
As an alternate, use a strategy rating roll to decide which weather condition will commence the game, representing the winning commander’s ability to use prevailing weather conditions to their advantage in choosing the time for battle! If this alternate solution is used, the losing player may decide the result of the Changing conditions roll, without rolling the D6.

<table>
<thead>
<tr>
<th>Climate Type</th>
<th>Worlds where this climate is predominant</th>
<th>Typical battle-zones</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tropical</td>
<td>death worlds, primordial, feral</td>
<td>rain forest, jungle swamps</td>
</tr>
<tr>
<td>Dry</td>
<td>barren worlds, dead, hive worlds</td>
<td>deserts, rocky, ash wastes</td>
</tr>
<tr>
<td>Temperate</td>
<td>agri-worlds, cardinal worlds, verdant</td>
<td>grasslands, deciduous forest</td>
</tr>
<tr>
<td></td>
<td>worlds</td>
<td></td>
</tr>
<tr>
<td>Cold</td>
<td>frontier worlds, hive worlds</td>
<td>plains, coniferous forests, moorlands</td>
</tr>
<tr>
<td>Polar</td>
<td>frozen worlds, penal colonies</td>
<td>tundra, arctic</td>
</tr>
</tbody>
</table>

**Extreme weather types, by climate**

**Tropical**: Tropical climates may observe the following types of unusual weather patterns: Extreme Precipitation (monsoons); Fog; Heavy Precipitation; Storms: Electromagnetic

**Dry**: Dry climates may observe the following types of unusual weather patterns: Heat; Extreme Heat; High winds; Storms: Sand

**Temperate**: Temperate climates may observe the following types of unusual weather patterns: Fog; Heat; Heavy Precipitation; Storms: Electromagnetic

**Cold**: Cold climates may observe the following types of unusual weather patterns: Fog; Heavy Precipitation; Cold; Storms: Electromagnetic; Storms: Snow

**Polar**: Polar climates may observe the following types of unusual weather patterns: Cold; Extreme Cold; High Winds; Storms: Snow; Storms: Blizzard

Once an unusual weather type has been determined based upon the climate options, refer to the description and effects of the appropriate weather.

**Extreme weather game effects**

1. **Fog**

   **Description**: Visibility becomes severely impaired as either low-lying clouds or pollution of some kind fills the atmosphere. On some worlds this may be naturally occurring (toxic or benign) gas pockets or man made gaseous waste, as is common on hive worlds.

   **Effect**: Visibility reduced to 30cm. All ranged attacks are at -1 to hit. Add +1 Blast marker when a formation receives Blast markers from any ranged attack or failed Initiative check.

2. **High winds**

   **Description**: High winds scour the surface at speeds of 100 kph or more. While most ground units are not overly disrupted, flyers and skimmers find such weather treacherous.

   **Effect**: Any skimmers moving on double or triple treat each move as if on dangerous terrain. Flyers are at -1 to Initiative [Comment: Should state `-1 to Action test' throughout], and also treat their approach and disengagement moves as if on dangerous terrain.

3. **Heat**

   **Description**: High Temperatures beat down from the sun, making infantry easier to exhaust, and prone to errors in judgement. Even troops with environmental protection find their equipment prone to breakdown or malfunction.

   **Effect**: Any infantry formation given a triple treats each move as if on dangerous terrain. Orders to formations of equal to or more than 50% infantry are at -1 initiative.
4. Extreme Heat

**Description:** Dangerously high temperatures from multiple suns or particularly arid zones can be fatal to infantry, and even strenuous on machines, pushed to operate outside their optimal environment.

**Effect:** Any infantry formation given a double or triple treats each move as if on dangerous terrain. Orders to formations are at -1 Initiative. Vehicles and war engines given triple moves treat each move as if on dangerous terrain. Flyers are exempt.

5. Cold

**Description:** Low Temperatures reduce infantry performance; they become sluggish and slow to react the less active they are. Even troops with environmental protection find their equipment prone to malfunction, as it must work harder to sustain them.

**Effect:** Any infantry formations given Sustained Fire, Overwatch or Marshal orders suffer -1 to their Initiative.

6. Extreme Cold

**Description:** Very low temperatures become a hazard to infantry and vehicles alike, as either is prone to freezing with inactivity!

**Effect:** Any infantry, vehicles or war engines given Sustained Fire, Overwatch or Marshal orders suffer -1 to Initiative for their orders and must roll as if they were in dangerous terrain. Flyers are exempt.

7. Heavy Precipitation

**Description:** Sustained rain showers pour down over several days, leaving the ground soaked and spongy.

**Effect:** Ground vehicles become susceptible to becoming bogged. Non skimmer type vehicles or war engines moving on double or triple orders treat each move as though on dangerous terrain. Walkers may still re-roll movement.

8. Extreme Precipitation

**Description:** Monsoon level rain floods the landscape, causing mudslides, flash floods and playing havoc with co-ordinated movement. Visibility is low, and vehicles and men alike are susceptible to being washed away in the rain.

**Effect:** Any non-skimmer vehicle or infantry units move as if on dangerous terrain. Units 'moving carefully' (5cm) may re-roll this. Visibility is limited to 60cm.

9. Storms: Snow

**Description:** Snow blows across the landscape, making for hard going for those on the ground.

**Effect:** Vehicles and Infantry formations other than skimmers or jump packs may not make triple moves, and are at -1 to Initiative for a Double order. Visibility is at 60cm.

10. Storms: Blizzard

**Description:** High winds and a severe snowstorm rage across the landscape. Forces become bogged down and chaos threatens to topple the chain of command. Visibility becomes extremely limited. Blizzards are always a random length condition (see below).

**Effect:** All formations are at -1 Initiative. Triple moves cannot be made and double moves are treated as if on Dangerous terrain. Visibility is at 30 cm. Flyers are at -1 Initiative and must treat approach and disengagement moves as if on dangerous terrain. Blast markers accumulated in any manner are automatically doubled.

11. Storms: Sand

**Description:** Sand and cyclonic winds scour the landscape, threatening to engulf forces. Forces become bogged down, sometimes lost entirely and chaos threatens to topple the chain of command. Visibility becomes extremely limited. While this is the most extreme of weather conditions known, it is also limited in duration, blowing itself out
in short order. A sandstorm is always an unstable condition (see below).

**Effect:** All formations are at -1 Initiative. Visibility is limited to 30cm. Doubles and triple orders may not be given, and all units (flyers included) must make a dangerous terrain test for any movement. Blast markers accumulated in any manner are automatically doubled.

12. **Storms: Electromagnetic**

**Description:** Similar to Heavy Precipitation, with the difference that thunderstorms rage and pound the earth with lightning strikes.

**Effect:** Ground vehicles become susceptible to becoming bogged. Vehicles moving on double or triple orders treat each move as though on dangerous terrain. Walkers may still re-roll movement. Lightning strikes affect gameplay as follows; each turn, roll a D6. That is the number of lightning strikes hitting the area. Each player will then roll that many dice. Each 6 rolled is a ground formation hit or disrupted by lightning strikes. Randomly determine which formations are effected, and then apply D3 Blast markers to them.

**Changing conditions**

As in reality, weather can be, well, unpredictable! Once the prevailing weather condition has been determined, roll a D6 once both sides have set up, and determined the weather condition to begin the game.

1–2 Weather conditions random length: roll at end of each turn: weather ends on 4+
3–4 Weather conditions are unstable - roll at end of each turn: weather changes* on 4+
5–6 Weather conditions are persistent for entire game.

*Randomize a new weather type from the climate category chosen at the beginning of the game.

**Visibility**

In a typical game of epic, even where forces are well out of line of sight, they are still visible to either player, assumedly by way of powerful scanning devices or intelligence gathering. While such scans still make it possible to identify targets, extreme weather conditions can obscure the landscape so much that it makes it impossible to actually see targets until they are very close. Even if they know they are there, troops are not likely to waste ammunition firing at targets until they actually have something to aim at.

Limited visibility affects formations in the following ways:

1. All direct fire weapons (i.e. any ranged attack that requires LOS) limit their range to the visibility range listed by weather type they are experiencing. Fog, for example, limits LOS to 30cm.
2. Artillery weapons used to fire indirectly at formations halve (rounding up) any hits caused, unless a friendly formation has the target within LOS. Effectively they must “spot” for them to get a precise fix on their location.

**A final note**

While the weather effects listed above are a good start, and broadly representative of many Imperial worlds, they are certainly not complete. The universe is a big place, and there are many different planets, some with bizarre weather conditions this list may not have been considered. (Such as the acid clouds on the surface of Calth, in the Ultramar system!)

Players should feel free to add to the climate categories with new weather conditions they have devised, or even create new climate categories altogether! One of the things that make strategy games like Epic continually entertaining is the flavour and depth to the gaming experience. When players must consider many different imaginative elements to achieve their objectives, it keeps them thinking about new tactics, never letting them get too comfortable with past successes. Weather is certainly a great way to shake things up!
Defensive terrain features

[Content from Fanatic magazine.]

For over a month now the Warlord and his Boyz had been cooped up inside this fortress. The humies had them besieged, his messengers never seemed to come back and none of the other Warlords ever showed signs of coming to help him. Nab Badun had become thoroughly fed up with this state of affairs.

You’d have thought the ladz would be up for a scrap, but no, not a squeak, not a sausage, not a single Snotling! He had resolved to sort the situation out himself. Between him and the ladz they had come up with a master plan. They would break out. With this in mind he had gathered all his Boyz, the entire warband was here, da Chargerz and good ol’ Naffgu’s Shooty Boyz. They would punch out through the humie lines and just keep on goin’ — there had to be some Orks out there somewhere.

Since the dawn of time, armies have attempted to place obstacles on the battlefield to channel the movements of their opponents to their advantage. This simple tactic remains unchanged in the 41st millennium. Imperial and alien armies alike use a variety of means to make it difficult for an attacking army to overrun a defensive position. In this section we list the most common forms of this type of ‘defensive terrain’.

The following rules are optional with no point values given, and therefore are only usable in scenario or campaign games. Of course there is nothing to stop you playing a tournament game across a battlefield that just happens to have unoccupied trenches, old minefields or any of the other terrain features described below upon it, but if you do this then we recommend you set up the features in a way that is fair to both players.

Hasty barricades

The quickest form of defensive position to set up is a barricade of sandbags, rubble, crates, boxes, barrels, old furniture, commandeered civilian vehicles, and anything else that is to hand! Used primarily to protect infantry, they also serve to divert, delay, or harass the movement of vehicles.

Tip: Hobby note — hasty barricades

Forge World sell some beautiful Epic scale barricade models, which they refer to as the defence line set or the "road block" as part of Road Set 2. Otherwise, use a small piece of cardboard made to look like a wall or little chips glued together to look like sandbags.

<table>
<thead>
<tr>
<th>Hasty Barricades terrain effects table</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Type</strong></td>
</tr>
<tr>
<td>Hasty barricade</td>
</tr>
</tbody>
</table>

167
Trenches and earthworks

The easiest way for infantry to fortify a position is to start digging a trench, and then either pile up the earth to create an earthwork, or climb into the trench itself. A trench or earthwork can be anything from a fairly shallow hole in the ground, deep enough to hide a soldier from view and provide them with cover when they come under fire, through to well-crafted defence lines designed for use over a prolonged period of time. Trenches and earthworks are usually built in a ‘zig-zag’ pattern, to avoid the possibility of an enemy getting to one end of the trench and from there being able to shoot along its entire length. When built for use in a prolonged siege there will often be two or more lines of trenches, joined together by ‘communication trench’ that allow troops to move from one trench line to the next without having to expose themselves to enemy fire.

**Tip: Hobby note — trenches and earthworks**
See the article in *Fanatic* magazine 4 for information on how to model trench lines.

<table>
<thead>
<tr>
<th>Type</th>
<th>Infantry</th>
<th>Vehicle</th>
<th>War Engine</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trench or earthwork</td>
<td>4+ Cover Save</td>
<td>Dangerous</td>
<td>No Effect</td>
</tr>
</tbody>
</table>

Gun emplacements

Gun emplacements are similar to trenches in many ways, except that they are designed to protect vehicles or artillery pieces. Gun emplacements can either be small positions designed to hold a single vehicle or artillery piece, or larger positions designed to hold several such units. A trench line will often incorporate gun emplacements along its length.

**Tip: Hobby note — gun emplacements**
See the article in *Fanatic* magazine 4 for information on how to model gun emplacements.

<table>
<thead>
<tr>
<th>Type</th>
<th>Infantry</th>
<th>Vehicle</th>
<th>War Engine</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gun emplacement</td>
<td>4+ Cover Save</td>
<td>4+ Cover Save</td>
<td>No Effect</td>
</tr>
</tbody>
</table>

Gun emplacements provide vehicles with a Cover Save that works in the same manner as an infantry Cover Save (see *Infantry cover saves* on page 24).

Bunkers

Bunkers are fortified buildings designed to provide their occupants with as much protection as possible. They can range in size from small buildings constructed from logs and earth, through to large fortifications made of steel and concrete capable of holding an entire formation. In some cases a series of connected bunkers will be built and linked together so as to create a massive fortified position capable of holding hundreds or even thousands of men.

**Tip: Hobby note — bunkers**
See the article in *Fanatic* magazine 4 for information on how to model bunkers.

<table>
<thead>
<tr>
<th>Type</th>
<th>Infantry</th>
<th>Vehicle</th>
<th>War Engine</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bunker</td>
<td>3+ Cover Save</td>
<td>Dangerous</td>
<td>Impassable</td>
</tr>
</tbody>
</table>
Command bunkers

Sometimes bunkers are constructed to hold vital communications gear or weapons rather than troops. These positions are more like an immobile vehicle than a piece of defensive terrain, as the gear or weapons housed in them cannot be moved. They can range in size from small communication relay stations, through to large complexes holding an army's entire command staff.

Tip: Hobby note — command bunkers

A set of Epic objectives that can be used as bunkers is available via mail order from your local direct sales team.

Small Command Bunker datasheet

<table>
<thead>
<tr>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>Close Combat</th>
<th>Firefight</th>
<th>Weapon</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Amoured Vehicle</td>
<td>Immobile</td>
<td>4+</td>
<td>6+</td>
<td>6+</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

Reinforced Armour: No units may enter the bunker or gun position — it is off limits!

Large Command Bunker datasheet

<table>
<thead>
<tr>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>Close Combat</th>
<th>Firefight</th>
<th>Weapon</th>
<th>Range</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>War Engine</td>
<td>Immobile</td>
<td>4+</td>
<td>6+</td>
<td>6+</td>
<td>Varies (see below)</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

[Comment: Not sure what this is meant to refer to.]


Orbital defence battery

Many planets are defended by massive batteries of weapons designed to engage orbiting spacecraft. Although it is rare for the defence batteries to do serious damage to an attacking spacecraft, their mere presence can slow down and hinder sub-orbital attacks. Most defence batteries are housed in heavily fortified bunkers, designed to be able to withstand anything less than a direct hit from a spacecraft's weapon batteries.

Tip: Hobby note — orbital defence batteries

See the article in Fanatic magazine 4 for information on how to model orbital defence batteries.

Orbital Defence Battery datasheet

<table>
<thead>
<tr>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>Close Combat</th>
<th>Firefight</th>
<th>Weapon</th>
</tr>
</thead>
<tbody>
<tr>
<td>War Engine</td>
<td>Immobile</td>
<td>4+</td>
<td>-</td>
<td>-</td>
<td>Defence Laser (see below)</td>
</tr>
</tbody>
</table>

Damage Capacity 3. Critical Damage Effect: Internal explosions destroy the battery's command centre, rendering it inoperable (counts as destroyed).

Reinforced Armour. Fearless. May not take actions. However, each defence laser battery in play subtracts -1 from the Action test rolls of enemy spacecraft. No units may enter the bunker — it's off limits!
Razorwire

Razor wire is a generic term that covers a wide range of linear obstacles designed to slow down or stop infantry before they can reach a defensive position. The most common form is razor or barbed wire, but armies will also use wooden stakes, trenches filled with acid or lava, and in a prolonged campaign have even been known to grow swathes huge of stumbleweed or blood moss in front of their positions in order to disrupt an attack.

**Tip: Hobby note — razorwire**

See the article in *Fanatic* magazine 4 for information on how to model razor wire. In addition Games Workshop make razor wire for *Warhammer 40,000* that can be placed on a standard infantry base.

<table>
<thead>
<tr>
<th>Razorwire terrain effects table</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Type</strong></td>
</tr>
<tr>
<td>Razorwire</td>
</tr>
</tbody>
</table>

Minefields

Minefields represent explosive devices, buried under the ground or left lying on the surface, that are designed to detonate when any infantry, vehicle or war engine moves within range. They are usually made up of numerous small explosive devices, but in some rare cases will consist of a single huge weapon designed to devastate a wide area when triggered.

**Tip: Hobby note — minefields**

To represent mines take a 2cm x 2cm stand or piece of card, add a sign marked with a skull and crossbones, and perhaps a small crater or two. The minefield covers a circular area 15cm in radius centred on the Minefield counter. Or see the article in issue 4 of *Fanatic* magazine.

<table>
<thead>
<tr>
<th>Minefields terrain effects table</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Type</strong></td>
</tr>
<tr>
<td>Minefield</td>
</tr>
</tbody>
</table>

Tank traps

Tank traps are man-made obstacles or deep ditches designed to stop or slow the movement of vehicles, in much the way that razorwire slows infantry. When well constructed it is impossible for a vehicle to move through a set of tank traps, forcing it to detour round them.

**Tip: Hobby note — tank traps**

Forge World sell "tank traps" and "road blocks" in Epic scale as part of Road Set 2. Other means include using old Epic flag poles cut down to half their length and placed together in a "jack" style. Tank ditches can be modelled using the same methods as used for modelling trenches (see *Trenches and earthworks* on page 168).

<table>
<thead>
<tr>
<th>Tank Traps terrain effects table</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Type</strong></td>
</tr>
<tr>
<td>Tank traps</td>
</tr>
</tbody>
</table>
Related information

Scenario: Siegeline................................................................. 150
Imperial siege warfare units............................................... 171

Imperial siege warfare units

[Content from Fanatic magazine.]

Although all races take part in siege warfare, the Imperium utilises a number of vehicles and weapon systems specifically designed for either attacking or defending fortified positions. Some of the more commonly used Imperial siege warfare units are described in this section. Please note that several of these vehicles appear in the Collectors' Models section at the back of the Epic rulebook. The rules below replace those in the back of the Epic Armageddon rulebook when there is a difference.

Tarantula Sentry Gun System

Sentry guns are automated weapon systems, utilising simple logic engines and infused with the Machine Spirit to allow them to operate without a controller.

Many veterans refer to sentry guns as 'Tarantulas'; the origins of this name are unknown. Whatever their name, sentry guns are automated weapons systems, utilising simple logic engines and infused with the Machine Spirit to allow them to operate without a controller. Once placed, set and armed the weapon will remain active until it runs out of ammunition or is destroyed.

They are used in a variety of roles, often placed to cover approaches to key positions, such as roadblocks, or to defend a perimeter from surprise attacks. They are well liked by the troops, as sentry guns free them from long lonely cold nights on guard duty. The advantage of a sentry gun is that, unlike normal sentries, they never doze off or reminisce about the girls back home!

There are many types of sentry gun, the most common by far are those equipped with twin-linked heavy bolters or twin-linked lascannons, deployed in anti-personnel and anti-tank roles respectively.

As a relatively light support weapon, Tarantulas can be carried in the back of a Chimera or Rhino and are also often used by Storm Troopers and Drop Troops, rapidly deployed from the rear of a Valkyrie. They can even be packed in crates and air-dropped on a grav-chute into a battle zone.

Many Space Marine Chapters also keep a small supply of sentry weapons in their armoury, finding them especially useful for routine guard duties due to their relative lack of manpower.

Other fighting forces of the Imperium also make use of sentry guns of one kind or another. Arbites use them for crowd control and riot suppression as well as for defending their precincts.

Tarantulas are only deployed for static defence, their lack of mobility severely restricting their use during fluid battle.

Tip: Hobby note — Tarantula

You can create a Tarantula by using the turrets from the Space Marine Razorback box set. Simply glue them to a base.
**Gorgon Close Assault Vehicle**

The Gorgon is a large, slab-sided vehicle with thick armour and monstrous tracks. It is used to carry infantry under heavy fire, such as in a siege or when attacking an enemy defence line. In many ways it is like a mechanical version of a heavily protected medieval siege tower full of combat troops and bristling with weapons.

The Gorgon is armed with short-ranged mine launchers which lob large barrel-shaped charges a short distance ahead of its advance to clear out enemy troops.

**Tip: Hobby note — Gorgon**

The Gorgon can be represented by a Chimera with a dozer blade attached to the front.

---

**Mole and Hellbore tunnellers**

The Hellbore is the largest of the tunnelling troop transporters known collectively as tunnellers or miners. These subterranean machines tunnel their way underground, bypassing enemy troops and fortifications and emerging behind the lines. Tunnellers can move over the ground surface as well as underground, but as they only move slowly overland it is usual to move them to battlefields on huge transporter vehicles. Although transporters don’t have weapons and cannot move, they continue to act as guidance stations for the tunnellers.

The Hellbore may move along the surface of the ground, ploughing a deep furrow in its wake. The Hellbore is so huge that it is almost unstoppable in close combat, grinding infantry and lighter vehicles into the ground as it advances!

The Mole is the intermediate sized tunneller, carrying a single platoon of Imperial Guard tactical troops. All Moles carry special communication equipment which allows them to relay orders to the troops they carry.

**Tip: Hobby note — tunnellers**

Unfortunately there is no easy way to represent these models other than by scratch-building them, or by getting hold of the old ‘classic’ Citadel Miniatures representing the vehicles, or by using ‘standins’ from your model collection.
**Mole Tunneller datasheet**

<table>
<thead>
<tr>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>Close Combat</th>
<th>Firefight</th>
<th>Weapon</th>
<th>Range</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured Vehicle</td>
<td>15cm</td>
<td>4+</td>
<td>6+</td>
<td>6+</td>
<td>None</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

*Reinforced Armour. Tunneller. Transport (may carry two Ogryn units OR any four of the following units: Imperial Guard units: Supreme Commander, Commander, Infantry, Storm Troopers, Fire Support, Snipers)*

**Hellbore Tunneller datasheet**

<table>
<thead>
<tr>
<th>Type</th>
<th>Speed</th>
<th>Armour</th>
<th>Close Combat</th>
<th>Firefight</th>
<th>Weapon</th>
<th>Range</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>War Engine</td>
<td>15cm</td>
<td>4+</td>
<td>4+</td>
<td>4+</td>
<td>None</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

*Reinforced Armour. Tunneller. Transport (may carry fourteen of the following Imperial Guard units: Supreme Commander, Commander, Infantry, Storm Troopers, Fire Support, Snipers, Ogryns)*

**Related information**

Scenario: Siegeline ................................................................. 150
Defensive terrain features .............................................................................. 167

**Further resources**

There are lots of relevant resources available on the Internet; I have collated links to many of the best here:

- [https://thehobby.zone/resources/useful-links/useful-links-epic/](https://thehobby.zone/resources/useful-links/useful-links-epic/) — includes links to sources for terrain and proxy miniatures, tactics articles, fan-created supplements, and other things

Facebook groups with specific focus on various editions of Epic, including Epic Armageddon:

- **EPIC SPACE MARINE 40K MIDDLEHAMMER**: [https://www.facebook.com/groups/SMEPIC40K/](https://www.facebook.com/groups/SMEPIC40K/)
- **Adeptus Titanicus, Epic (All Editions!), and Aeronautica Imperialis Group**: [https://www.facebook.com/groups/300383749973062/](https://www.facebook.com/groups/300383749973062/)
Quick reference
All the most important tables and lists, in one place.

Actions and Blast markers (ground formations)

**Actions table**

**Advance.** You may make one move and then shoot.

**Engage.** You may make one charge move and then fight an assault.

**Double.** You may make two moves and then shoot with a -1 to hit modifier.

**March.** You may make three moves, but the formation may not shoot or add supporting fire to any nearby assaults this turn.

**Marshal.** You may either shoot with a -1 to hit modifier and then regroup or make one move and then regroup*. If the formation is incoherent then you must choose to move.

**Overwatch.** You may not move the formation, but instead you have it take up overwatch. You may not choose this action if the formation is incoherent.

**Sustained Fire.** You may not move the formation (not even to turn units in place), but you can shoot with a +1 to hit modifier. You may not choose this action if the formation is incoherent.

**Hold.** You must take this action when you fail an Action test for your formation — no other option is allowed. You may make one move or shoot or regroup*. If the formation is incoherent then you must choose to move.

*A regroup allows you to remove some of the Blast markers affecting the formation (roll two D6 and remove a number of Blast markers equal to whichever score is highest).

**Action Test Modifiers table**

<table>
<thead>
<tr>
<th>State</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>The formation has at least one Blast marker</td>
<td>-1</td>
</tr>
<tr>
<td>You are trying to retain the initiative with the formation</td>
<td>-1</td>
</tr>
</tbody>
</table>

**Blast Marker table**

<table>
<thead>
<tr>
<th>Condition</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>For each Blast marker</td>
<td>One unit is Suppressed and may not shoot</td>
</tr>
<tr>
<td>The formation has as many Blast markers as it has units remaining, or more</td>
<td>The formation is Broken and must withdraw</td>
</tr>
</tbody>
</table>

Actions and Blast markers (aircraft formations)

**Aircraft actions table**

**Interception.** You may use your Fighters or Fighter-Bombers to attack enemy aircraft that are already in the play area.

**Ground Attack.** You may use your aircraft to attack enemy ground units.

**Combat Air Patrol.** You may ready your Fighters or Fighter-Bombers to interrupt an enemy ground attack.

**Stand Down.** You must take this action when you fail an Action test for your aircraft formation — no other option is allowed. The formation remains outside the play area (in reserve) and may do nothing this turn. You can attempt a new action next turn as normal.
Aircraft Action Test Modifiers table

<table>
<thead>
<tr>
<th>Condition</th>
<th>Modifiers (cumulative)</th>
</tr>
</thead>
<tbody>
<tr>
<td>For each Blast marker on the formation</td>
<td>-1</td>
</tr>
<tr>
<td>You are trying to retain the initiative with the formation</td>
<td>-1</td>
</tr>
</tbody>
</table>

Terrain effects and shooting

Terrain Effects table

<table>
<thead>
<tr>
<th>Terrain</th>
<th>Infantry</th>
<th>Vehicle</th>
<th>War Engine</th>
</tr>
</thead>
<tbody>
<tr>
<td>Buildings</td>
<td>4+ Cover Save</td>
<td>Impassable</td>
<td>Impassable</td>
</tr>
<tr>
<td>Cliffs</td>
<td>Impassable, See rules</td>
<td>Impassable</td>
<td>Impassable</td>
</tr>
<tr>
<td>Fortifications</td>
<td>3+ Cover Save, See rules</td>
<td>See rules</td>
<td>Impassable</td>
</tr>
<tr>
<td>Jungle</td>
<td>4+ Cover Save</td>
<td>Impassable</td>
<td>Dangerous</td>
</tr>
<tr>
<td>Marsh</td>
<td>6+ Cover Save, Dangerous</td>
<td>Dangerous</td>
<td>Dangerous</td>
</tr>
<tr>
<td>Open ground, hills</td>
<td>No Effect</td>
<td>No Effect</td>
<td>No Effect</td>
</tr>
<tr>
<td>River</td>
<td>6+ Cover Save, Dangerous</td>
<td>Impassable</td>
<td>No Effect</td>
</tr>
<tr>
<td>Roads</td>
<td>See rules</td>
<td>See rules</td>
<td>See rules</td>
</tr>
<tr>
<td>Ruins, rubble</td>
<td>4+ Cover Save</td>
<td>Dangerous</td>
<td>Dangerous</td>
</tr>
<tr>
<td>Scrub</td>
<td>6+ Cover Save</td>
<td>No Effect</td>
<td>No Effect</td>
</tr>
<tr>
<td>Woods</td>
<td>5+ Cover Save</td>
<td>Dangerous</td>
<td>Dangerous</td>
</tr>
</tbody>
</table>

To Hit Modifiers table

<table>
<thead>
<tr>
<th>Condition</th>
<th>Modifiers (cumulative)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Target is in cover</td>
<td>-1*</td>
</tr>
<tr>
<td>The shooting formation is carrying out a Double or Marshal action</td>
<td>-1</td>
</tr>
<tr>
<td>The shooting formation is carrying out a Sustained Fire action</td>
<td>+1</td>
</tr>
</tbody>
</table>

*You 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.

7+ To Hit table

<table>
<thead>
<tr>
<th>Required score</th>
<th>D6 roll needed</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>6 followed by 4, 5 or 6</td>
</tr>
<tr>
<td>8</td>
<td>6 followed by 5 or 6</td>
</tr>
<tr>
<td>9</td>
<td>6 followed by 6</td>
</tr>
<tr>
<td>10</td>
<td>Cannot hit</td>
</tr>
</tbody>
</table>

For example, to score 8+ you must roll a 6 followed by a roll of 5 or 6.

Barrage table

<table>
<thead>
<tr>
<th>Barrage Points (BPs)</th>
<th>Extra Barrage templates</th>
<th>Extra Blast markers</th>
<th>To hit rolls</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td>AP</td>
</tr>
<tr>
<td>1</td>
<td>None</td>
<td>None</td>
<td>6+</td>
</tr>
<tr>
<td>2</td>
<td>None</td>
<td>None</td>
<td>5+</td>
</tr>
<tr>
<td>3</td>
<td>None</td>
<td>None</td>
<td>4+</td>
</tr>
<tr>
<td>4–5</td>
<td>One</td>
<td>None</td>
<td>4+</td>
</tr>
<tr>
<td>6–7</td>
<td>One</td>
<td>One</td>
<td>4+</td>
</tr>
<tr>
<td>8–9</td>
<td>Two</td>
<td>One</td>
<td>4+</td>
</tr>
<tr>
<td>Barrage Points (BPs)</td>
<td>Extra Barrage templates</td>
<td>Extra Blast markers</td>
<td>To hit rolls</td>
</tr>
<tr>
<td>----------------------</td>
<td>-------------------------</td>
<td>---------------------</td>
<td>-------------</td>
</tr>
<tr>
<td>10–12</td>
<td>Two</td>
<td>Two</td>
<td>4+ 5+</td>
</tr>
<tr>
<td>13–15</td>
<td>Two</td>
<td>Three</td>
<td>4+ 5+</td>
</tr>
<tr>
<td>16–18</td>
<td>Two</td>
<td>Four</td>
<td>4+ 5+</td>
</tr>
</tbody>
</table>

**Assaults**

**Assault Modifiers table**

<table>
<thead>
<tr>
<th>Condition</th>
<th>Modifiers (cumulative)</th>
</tr>
</thead>
<tbody>
<tr>
<td>For each kill you have inflicted during the assault</td>
<td>+1</td>
</tr>
<tr>
<td>You have more units than the opposing formation</td>
<td>+1*</td>
</tr>
<tr>
<td>You have more than twice as many units as the opposing formation</td>
<td>+1*</td>
</tr>
<tr>
<td>Your formation has no Blast markers</td>
<td>+1**</td>
</tr>
<tr>
<td>The opposing formation has more Blast markers</td>
<td>+1**</td>
</tr>
<tr>
<td>For each unit with the <em>Inspiring</em> ability</td>
<td>+1</td>
</tr>
</tbody>
</table>

* 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.

**Rallying**

**Rally Test Modifiers table**

<table>
<thead>
<tr>
<th>Condition</th>
<th>Modifiers (cumulative)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Formation is Broken</td>
<td>-2</td>
</tr>
<tr>
<td>There are enemy units within 30cm</td>
<td>-1</td>
</tr>
</tbody>
</table>

**Tournaments**

**Tournament Game Goals table**

- **Blitzkrieg (Blitz)**. Capture the objective on your opponent’s board edge.
- **Break Their Spirit (BTS)**. Destroy the enemy formation worth the most points.
- **Defend the Flag (DTF)**. Control all three objectives in your table half.
- **Take and Hold (T&H)**. Capture two objectives in your opponent’s table half.
- **They Shall Not Pass (TSNP)**. No unbroken enemy formations in your table half.