

EPIC ARMAGEDDON COMPENDIUM

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SEQUENCE OF PLAY				
Strategy Phase	Both players roll a D6 + their armies Strategy rating, the winner chooses to go first or second			
Action Phase	Players alternate carrying out actions with their units			
End Phase	Both players alternate rallying formations that are broken or have blast markers, and then check victory conditions			
ACTIONS				
Advance	May make 1 Move then Shoot			
Engage	May make 1 "charge" Move then fight an Assault			
Double	May make 2 Moves then Shoot with a -1			
March	May make 3 Moves			
Marshal	May Shoot with a -1 then Regroup OR make 1 Move then Regroup (roll 2D6 and remove number of BM equal to highest roll)			
Overwatch	Formation enters Overwatch			
Sustained Fire	May make 1 Shoot with a +1			
Hold	May make 1 Move OR Shoot OR Regroup (only available to Formations that fail an Action Test)			
Special	See the Unit or Scenario's special rules			
ACTION TEST MODIFIERS			RALLY TEST MODIFIERS	
Formation has at least 1 Blast Marker	-1		Formation is Broken	-2
Trying to retain the Initiative	-1		There are enemy units within 30cm	-1
TERRAIN EFFECTS TABLE				
Terrain	Infantry	Vehicle	War Engine	
Buildings	4+ Cover Save	Impassable	Impassable	
Cliffs	Impassable	Impassable	Impassable	
Fortifications	3+ Cover Save (see rules)	See rules	Impassable	
Jungle	4+ Cover Save	Impassable	Dangerous	
Marsh	6+ Cover Save, Dangerous	Dangerous	Dangerous	
Open ground, hill slopes	No Effect	No Effect	No Effect	
River	6+ Cover Save, Dangerous	Impassable	No Effect	
Roads	See rules	See rules	See rules	
Ruins, rubble	4+ Cover Save	Dangerous	Dangerous	
Scrub	6+ Cover Save	No Effect	No Effect	
Woods	5+ Cover Save	Dangerous	Dangerous	
BARRAGE TABLE				
Barrage points	Extra Templates	Extra Blast Markers	AP	AT
1	None	None	6+	6+
2	None	None	5+	6+
3	None	None	4+	5+
4-5	One	None	4+	5+
6-7	One	One	4+	5+
8-9	Two	One	4+	5+
10-12	Two	Two	4+	5+
13-15	Two	Three	4+	5+
16-18	Two	Four	4+	5+
ASSAULT MODIFIERS				
For each kill you have inflicted during the assault				+1
You have more units than the opposing formation *				+1
You have more than twice as many units as the opposing formation *				+1
Your formation has no Blast markers **				+1
The opposing formation has more Blast markers **				+1
For each Inspiring unit				+1
* Count the total number of units remaining in the charging formation against the total number of units remaining in the defending formation. Don't include units from other formations that were lending supporting fire.				
** Count broken enemy formations as having as many Blast markers as units.				
VICTORY CONDITIONS				
Blitzkrieg	Capture the objective on your opponent's table edge, i.e. the first objective each player sets up			
Break Their Spirit	Destroy, not break, your opponent's most valuable formation. If a number are the same value, destroy any one of them			
Defend The Flag	Control all 3 objectives in your half of the table			
Take And Hold	Capture 2 objectives in your opponents half of the table			
They Shall Not Pass	No unbroken enemy formations in your half of the table			

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0.0 EPIC ARMAGEDDON – STANDARD SCENARIO

FORCES

- 2000pts – 5000pts

TABLE SIZE

- Min: 150x90cm;
- Max: 240x150cm.

TERRAIN

- Divide the table into 60cm square areas;
- Select 2 terrain features per square areas (12 terrain features on a 120x180cm);
- River = 1 terrain feature for each square area it runs through – 1 bridge of 1 ford every 30cm;
- Place 0-4 terrain features in each 60cm square;
- Add as many roads as necessary.

DEPLOYMENT ZONE

- Highest strategy rating chooses deployment zone (roll a dice in case of a tie);
- Deployment zone = table edge OR corner (half way up each long and short edge).

OBJECTIVE MARKERS

- Place objectives in turns, starting with highest strategy rating (roll a dice in case of a tie);
- 1st objective against own table edge;
- 2nd and 3rd objectives in opponent's table edge, at least 30cm away from opponent's table edge and from any other objectives.

DEPLOYMENT

1. Set up spacecraft;
2. Set up formations entering play via planetfall;
3. Set up garrisons (up to 2 garrisons may be placed on *Overwatch*):
 - Highest strategy rating chooses who goes first (roll in case of a tie);
 - Garrisons are set up in own table edge with at least one unit within 15cm of an objective);
 - Garrisons :
 - Formations where half or more of the units are *Scouts*, **OR**
 - Formations where no more than one unit has a move greater than 15cm and where none of the units are War Engines, **OR**
 - Formations including units with a speed of 0cm;
4. Designate formations kept in reserve;
5. Set up remaining formations within 15cm of their own table edge, starting with highest strategy rating (roll a dice in case of a tie).

VICTORY CONDITIONS

- Achieve 2 or more goals at the end of the 3rd or 4th turn **AND**
- Achieve more goals than your opponent.

CAPTURE/CONTEST OBJECTIVES

- 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;
- Units from broken formations or from formations that have rallied that end phase can not capture or contest objectives.
- Aircraft which have landed may not capture an objective on the same turn that it lands. However, a landed aircraft may immediately contest an objective.

GOALS

- **Blitzkrieg**: Capture the objective on your opponent's table edge, i.e. the first objective each player sets up;
- **Break Their Spirit**: Destroy, not break, your opponent's most valuable formation. If a number are the same value, destroy any one of them;
- **Defend The Flag**: Control all 3 objectives in your half of the table;
- **Take And Hold**: Capture 2 objectives in your opponents half of the table;
- **They Shall Not Pass**: No unbroken enemy formations in your half of the table.

TIE AT THE END OF 4TH TURN

- If neither player has won at the end of the 4th or any subsequent turn, both players roll a D6:
 - If both roll the same number, then the game carries for another turn;
 - If the players roll different numbers, then the game ends in a tiebreak.

VICTORY POINTS

- Formation destroyed = full points value of the formation;
- Formation broken and reduced to half strength or less = full points value of the formation;
- Formation reduced to half strength or less but not broken = half the value of the formation;
- Formation broken but above half strength = half the value of the formation.

1.0 EPIC GAME RULES

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

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

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

1.0.1 What you will need to play

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

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

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

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

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

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

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

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

1.1 UNITS

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

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

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

1.1.1 Unit Types

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

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

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

1.1.2 Stands

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

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

1.1.3 Unit datasheets¹

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

Type: What target type the unit belongs to.

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

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

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

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

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

Range: The range of the weapon in centimetres.

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

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

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

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

1.2 FORMATIONS

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

1.2.1 Formations

All units must be organised into formations at the start of the game. The scenarios included in these rules will tell you what formations each side may use. If you are

¹

1.1.3 Unit Datasheets

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

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

devising your own scenario then you must decide what formations the units taking part will fight in before the battle begins.

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

1.2.2 Initiative values

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

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

1.3 BLAST MARKERS

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

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

Blast Marker Table		
Blast Markers	Result	Effects
Each BM	Unit <i>suppressed</i>	May not shoot
1 BM per unit	Formation <i>broken</i>	Withdraw

DESIGN CONCEPT – Blast Markers

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

1.4 SEQUENCE OF PLAY

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

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

1.4.1 Sequence of play

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

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

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

1.4.2 Abilities used at start of turn/action¹

Some units have special abilities that are specified as taking effect at the beginning of the turn. These effects

¹

1.4.2 Beginning of Turn

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

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

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

DESIGN CONCEPT – Ties

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

1.5 THE STRATEGY PHASE

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

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

1.6 THE ACTION PHASE

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

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

There are three steps to carrying out an action:

I – Nominate a formation.

II – Declare which action it will carry out.

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

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

1.6.1 Actions

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

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

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

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

March: The formation may make three moves.

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

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

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

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

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

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

1.6.2 The action test¹

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

¹

1.6.2 The Action Test

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

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

To pass an action test, you must roll equal to or over the formation's initiative value on a D6. If the formation passes the action test, it may carry out the stated action. If the formation fails the test, it can still carry out a hold action (even if the player nominated something else), but the formation receives a Blast marker. There is a -1 modifier to the action test if the formation has one or more Blast markers, and a further -1 modifier if the formation is trying to retain the initiative (see 1.6.4).

1.6.4 Retaining the initiative

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

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

Example of Play: Actions

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

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

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

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

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

Action Test Table		
Formation has at least 1 BM		-1
Formation is trying to retain the initiative		-1
Result	Actions	Notes
Pass Action Test	Any	Player may attempt to retain the initiative.
Fail Action Test	Hold	Formation receives 1 BM. Player may not attempt to retain the initiative.

1.7 MOVEMENT¹

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

1.7.1 Multiple moves

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

1.7.2 Other units

Enemy units may never move over or through each other. With the exception of infantry, a friendly unit may never move directly over another friendly unit. You can move over infantry units with other units, as the stationary infantry are assumed to get out of the way. Note that 'moving over' refers to the model itself, not the unit's base.

1.7.3 Zones of control²

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

Units may not enter an enemy zone of control while they move, unless they are undertaking an engage action and use their charge move to get into base contact with the nearest enemy unit whose zone of control they have entered. Once a unit has been contacted by an engaging

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1.7: Movement

Q: Can units move off the gaming table?

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

2

1.7.3: Zones of Control

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

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

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

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

enemy unit, it loses its own zone of control for the rest of that engage action (including the ensuing assault). This will allow other units to move round it. Units are never allowed to cross directly over an enemy unit, even if it has lost its zone of control.

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

1.7.4 Formations¹

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

1.7.5 Transport vehicles²

Many formations include transport vehicles that can be used to carry other units that belong to the same

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1.7.4: Formations

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

A: This is covered specifically in section 1.7.4 of the movement rules. Coherency applies at the end of each move made by a formation. If a formation is out of coherency when it takes an action, then it must choose an action that allows it to make a move.

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1.7.5: Transport Vehicles

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

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

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

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

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

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

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

A: Yes.

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

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

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

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

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

A: Yes.

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

A: You can play it either way. If it looks like being an issue for you, then bring it up in the five minute warm-up period at the start of the game.

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

A: No, the normal rules would apply (i.e. the units get their saves), as the rules do not say otherwise. As a rule of thumb you should stick with the core game rule unless an exception is specifically noted.

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

A: No, apply the normal rules.

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

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

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

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

1.8 TERRAIN

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

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

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

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

1.8.1 Dangerous terrain test

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

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

DESIGN CONCEPT – Terrain conventions

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

1.8.2 Cover to hit modifiers

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

1.8.3 Infantry cover saves

Certain terrain is noted as giving infantry a cover save. While in such terrain, the infantry receive the cover save listed on the Terrain table in addition to the -1 to hit modifier for being in cover. The cover save can be used instead of their normal armour save whenever they have

to take an armour save. Note that they can use one or the other of these saves against a hit, not both.

1.8.4 Terrain effects

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

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

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

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

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

Terrain effects table			
Terrain	Infantry	Vehicle	War Engine
Buildings	4+ Cover Save	Impassable	Impassable
Cliffs	Impassable	Impassable	Impassable
Fortifications	3+ Cover Save (see rules)	See rules	Impassable
Jungle	4+ Cover Save	Impassable	Dangerous
Marsh	6+ Cover Save, Dangerous	Dangerous	Dangerous
Open ground, hill slopes	No Effect	No Effect	No Effect
River	6+ Cover Save, Dangerous	Impassable	No Effect
Roads	See rules	See rules	See rules
Ruins, rubble	4+ Cover Save	Dangerous	Dangerous
Scrib	6+ Cover Save	No Effect	No Effect
Woods	5+ Cover Save	Dangerous	Dangerous

1.9 SHOOTING¹

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

1.9.1 Picking a target

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

1.9.2 Who may shoot?²

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

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

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

Suppressed units: One unit that has a line of fire and is within range may not shoot for each Blast marker on the formation. Units are suppressed 'from the back to the front' of a formation, with the front and the back being determined by the location of the target formation. The units that are the furthest away from any units in the target formation are suppressed first, on the basis that

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Section 1.9: Shooting

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

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

Q: Can you withhold fire for later turns?

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

2

1.9.2: Who May Shoot.

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

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

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

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

A: Only if it can shoot (only units in a position to shoot can be suppressed).

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

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

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

A: Yes.

troops lurking at the rear are more likely to keep their heads down than the more gung ho chaps at the front! If several units are equally far away from the target formation, then the controlling player may choose which to suppress.

SPECIAL RULE – Weapon Fire Arcs

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

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

DESIGN CONCEPT – Shooting conventions

The following principles apply to shooting:

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

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

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

1.9.3 Shooting procedure

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

I – Place one Blast marker on the target formation.

II – Roll to hit.

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

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

1.9.4 Place Blast marker¹

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

1.9.5 Roll to hit²

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

To Hit Modifier Table	
Target is in cover *	-1
Attacker is carrying out a <i>Double</i> or <i>Marshall</i> action	-1
Attacker is carrying out a <i>Sustained Fire</i> action	+1
*The attacker can choose to ignore the cover modifier if it applies to some units in the target formation but not to others. However, you can't score hits on units in cover unless you take the -1 to hit modifier.	

SPECIAL RULE – 7+ to hit

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

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

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1.9.4 Place Blast Marker

Q: A formation fires at a target but has no weapons that can affect the target (for instance a formation that only has AP weapons fires at a vehicle formation): does the target still get a Blast Marker for taking fire?

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

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

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

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

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

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1.9.5 Roll To Hit

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

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

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

A: Yes it can.

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

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

1.9.6 Allocate hits & make saving throws¹

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

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

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

¹

1.9.6 Allocate Hits & Make Saving Throws

Q: Are modifiers to an Armour Save cumulative? For example, is a Sniper firing at a unit in Crossfire a -2 to the unit's Armour save or just a -1?

A: All modifiers apply unless the rules specifically say something different. So the total Armour Save modifier would be -2.

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

A: Units that do not require a LOF in order to shoot are suppressed if they are within range of the enemy, even if they don't have a LOF to the target.

Q: Consider an armoured formation with 4 LVs and 4 AVs. The LVs are closer to the enemy formation that is shooting. The enemy formation shoots and scores 4 AP hits and 4 AT hits. How are these hits allocated:

a) AT hits are allocated first, so each LV gets one hit, and then the AP, in total two hits per LV and none for the AVs?

b) AP hits are allocated first, and then AT, resulting in one hit on each of the LVs and one each on the AVs?

A: The intent of the hit allocation rule is that you must allocate hits out to strike as many units as possible. In a situation such as that described the only way to achieve this is to allocate the AP hits first and the AT second. If the formation consisted of 4 infantry instead of 4 tanks, the AT hits would need to be allocated first.

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

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

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

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

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

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

1.9.7 Check to see if target breaks

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

Example of Play: Shooting

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

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

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

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

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

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

1.9.8 Barrages²

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

²

1.9.8 Barrages

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

A: Yes.

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

A: Yes.

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

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

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

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

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

a normal attack is that the barrage covers a substantial area and so may hit several units.

To fire a barrage, first take a Barrage template (see 1.0.1) and place it on the table where you want the barrage to land. Each weapon contributing to the barrage must be within range and have a line of fire to at least one unit under the template. Weapons that are not in range or do not have a line of fire to an enemy unit that falls under the template may not fire at all this turn. You are allowed to place templates over your own units, or units from several enemy formations if you wish but all units under the templates – friend and foe alike – are attacked. Any formation that is attacked receives a Blast marker for ‘coming under fire’ (see 1.9.4).

Next, refer to the data sheet to work out the total number of Barrage points. The whole formation fires at once, so the number of Barrage points for each weapon that is in range and has a line of fire is added together. When you have worked out the total number of barrage points refer to the barrage table below. Note that a formation may only fire one barrage per turn – a single formation may not fire separate barrages at different targets.

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

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

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

Indirect Fire: Some weapons that can fire barrages are noted as having the indirect fire ability. Units armed with indirect fire weapons are allowed to fire indirectly if their formation takes a *Sustained Fire* action. Units belonging to a formation that fails the action test may shoot normally as part of their hold action, but may not fire indirectly.

Units firing an indirect barrage receive the +1 modifier for taking a *Sustained Fire* action. In addition, no line of fire is required for an indirect barrage, as it is assumed that the barrage is fired high in the air so that the shots

rain down on the target and ignore any intervening terrain. Co-ordinates for the barrage are provided by ‘spotters’ that are either in other friendly formations that do have a line of fire, or from orbiting spy satellites or planes. Finally, the high trajectory used by weapons firing indirectly greatly increases their range, but means they cannot fire at targets that are too close by. To represent this, weapons firing indirectly double their range, but have a minimum range of 30cm.

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

Barrage Table				
Barrage points	Extra templates	Extra Blast markers	To Hit Roll	
			AP	AT
1	None	None	6+	6+
2	None	None	5+	6+
3	None	None	4+	5+
4-5	One	None	4+	5+
6-7	One	One	4+	5+
8-9	Two	One	4+	5+
10-12	Two	Two	4+	5+
13-15	Two	Three	4+	5+
16-18	Two	Four	4+	5+

1.10 OVERWATCH¹

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

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

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

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

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

Formations remain on overwatch until they either shoot, or they undertake a new action in the following turn.

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

Example of Play: Overwatch

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

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

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

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

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

¹

1.10: Overwatch

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

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

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

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

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

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

1.11 CROSSFIRE¹

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

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

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

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

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

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

Example of Play: Crossfire

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

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

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

¹ 1.11 Crossfire

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

A: The second formation is not preobligated to shoot (i.e., it just needs to be a 'threat').

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

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

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

A: Yes.

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

A: Yes. The firing formation needs to be within 30cm of the target so this isn't possible with Indirect Fire.

warband, so the five Blast markers inflicted by the Land Raiders are just enough to break the warband.

1.12 ASSAULTS

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

1.12.1 Assault procedure

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

I – Choose target formation

II – Make charge move

III – Make counter-charges

IV – Resolve attacks

V – Work out result

VI – Loser withdraws

VII – Winner consolidates

1.12.2 Choose target formation²

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

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

1.12.3 Make Charge move³

A formation undertaking an engage action is allowed to make **one** move (not a double distance move as is the case in many sets of wargame rules, not least many Games Workshop games), and then fights an assault

² 1.12.2 Choose Target Formation.

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

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

³ 1.12.3 Make Charge Move

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

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

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

against the enemy formation that was chosen as the target of the charge. This move is known as the *charge move*.

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

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

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

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

1.12.4 Counter charges¹

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

Defending units that are not already in base contact with an enemy unit are allowed to counter charge. Units with a speed of 30cm or more may make a counter charge move of 10cm. Units with a speed of 25cm or less may make a counter charge move of 5cm. Counter charges happen

after the engaging formation has finished moving and any overwatch shots have been taken, but before the combat is resolved. All the normal charge move rules apply, and defending formations must still be in a legal formation after the counter charge moves have been made (ie, all units must be within 5cm of another unit from their formation). Embarked units may dismount.

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

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

DESIGN CONCEPT – Assaults

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

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

One final point that needs to be made here is that an assault only occurs if a formation takes an engage action. This means it is possible for enemy formations to end up very close to each other (less than 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.

¹
1.12.4 Counter Charges

Q: Does a counter charge during an Assault or Withdrawal after an Assault count as an activation? Does either of these actions stop me from activating a formation later in the game if they were not activated before the Assault?

A: A counter charge is part of the Assault and as such does not change the activation status of the formation doing the counter charge. A Withdrawal is done by units that lose an Assault and are broken, and as such the formation cannot do anything further that turn so it couldn't be activated in any case.

Q: If one of my formations is charged in an Assault do I counter charge only units from the assaulting formation or do I counter charge the nearest enemy unit even if it is in a supporting formation that is not part of the Assault?

A: A counter charging unit may engage enemy units from supporting formations, as long as they were the closest enemy units.

Q: Does the formation coherency rule still apply during a counter charge?

A: Yes. The coherency rules apply to counter charging units.

Q: If the closest enemy unit is already engaged (it has two units in base-to-base contact with it) do I still need to Counter-charge that unit or can I Counter-charge another enemy unit?

A: If the closest enemy is already fully engaged, you may carry on the counter charge and try to contact the next closest enemy unit.

Q: Does a counter-charge trigger Overwatch?

A: No. The 'move' referred to in the OW rule refers to moves made as part of an action, as described in section 1.7.

DESIGN CONCEPT – Assault Weapons and Small Arms

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

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

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

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

1.12.5 Resolve attacks¹

In an assault *both* sides attack. Attacks are assumed to take place simultaneously, so resolve all of the attacks for both sides units before removing any casualties.

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

¹ 1.12.5 Resolve Attacks

Q: In an Assault, can you allocate hits to units in a formation that are not within 15cm of an enemy unit?

A: No. Hits in an Assault can only be allocated to units that are within 15cm of an enemy unit.

Q: Do the Cover Save and Cover to-hit modifier apply in Assaults?

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

Q: Can the crossfire bonus be used in an assault?

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

Q: If units are assaulted/engaged while in cover, do enemy attacking with FF values get a -1 modifier (cover) to hit?

A: No. Modifiers never apply to a unit's FF or CC values when determining if they hit in an Assault.

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

A: Yes.

weapons may only attack if in base contact with the enemy.

Roll a D6 for each unit that may attack. Note that Blast markers do not suppress units from formations involved in an assault – it is assumed that the proximity of the enemy means that everyone joins in out of sheer desperation if nothing else! Compare the dice roll to the unit's close combat value if it's in contact with the enemy, or its firefight value if it's within 15cm of the enemy but not in base contact. If the dice roll is equal to or greater than the relevant value, then a hit is scored on the enemy. No modifiers ever apply to these dice rolls.

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

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

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

1.12.6 Supporting Fire²

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

²

1.12.6 Supporting Fire

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

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

Q: Is supporting fire affected by suppression?

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

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

Assault Modifiers (cumulative)	
For each kill you have inflicted during the assault	+1
You have more units than the opposing formation *	+1
You have more than twice as many units as the opposing formation *	+1
Your formation has no Blast markers **	+1
The opposing formation has more Blast markers **	+1
<p>* 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.</p> <p>** Count broken enemy formations as having as many Blast markers as units.</p>	

1.12.7 Work out result¹

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

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

In the case of a tied dice roll, fight a second assault using any surviving units, starting with step 1.12.5 (ie, roll dice, allocate hits, make saves and resolve the combat all over again with any survivors). Units from both sides are allowed to make a counter charge move before the second round is fought, with the attacker moving his counter charging units first (see 1.12.4). If a second round is fought then any casualties from the first round carry

¹ 1.12.7 Work Out Result

Q: What happens if a combat round in an Assault is a draw, do you immediately fight another round? And this round is also a draw do you fight a third successive round (and so on)?

A: Yes. An Assault has to result in one side winning. You would continue to fight Assaults until one side or the other had won the Assault.

Q: If you charge an 'intermingled formation' consisting of a broken formation and a non-broken one, and you win by 3 pips, do we kill off the entire routed formation BEFORE assessing the extra 3 casualties on the non-broken formation?

A: No. The extra casualties go on before the loser breaks.

Q: In a game we have an Assault that results in a tie. Consequently we must fight another round of combat. Both sides do their counter-charge move but at the end of the move neither formation has any units within 15cm of an enemy unit. Do we resolve this round of combat (even though no casualties could be caused) or is the Assault consider over because there are no units within 15cm of an enemy unit?

A: You would need to resolve the new Assault round, even though no actual fighting took place. So work out the results as per 1.12.7 and don't forget to include the casualties from the first round of the Assault when determining the winner of this second round.

Q: In section 1.12.8 it states In addition, the losing formation suffers a number of extra hits equal to the difference between the two sides' results score. Do these hits apply to only those units that were within 15cm of an enemy or are they applied to any unit in the losing formation?

A: The hits are applied to any unit in the losing formation and **not** just those that were within 15cm of an enemy. Assume that the units within 15cm get hacked down and those further away dissolve into a panic stricken rout.

over when working out the result of the combat. If a further tie results, fight again (and again, and again if need be) until a clear winner is determined.

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

1.12.8 Loser withdraws

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

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

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

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

1.12.9 Winner consolidates²

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

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

² 1.12.9 Winner consolidates

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

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

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

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

1.12.10 Intermingled formations

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

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

1.13 REGROUPING & BROKEN FORMATIONS

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

1.13.1 Regrouping

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

1.13.2 Becoming broken¹

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

Remove all of the Blast markers from a formation when it breaks, and mark it in some way to show that it is broken.

¹ 1.13.2 Becoming Broken

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

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

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

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

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

1.13.3 Withdrawals²

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

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

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

1.13.4 Blast markers and Broken formations³

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

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

2

1.13.3 Withdrawals

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

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

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

A: Yes.

3

1.13.4 Blast markers and Broken formations

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

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

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

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

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

1.14 THE END PHASE¹

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

1.14.1 Rallying formations²

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

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

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

Rally Test Modifiers (cumulative)	
Formation is broken	-2
Enemy units within 30cm	-1

1.14.2 Check victory conditions

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

SPECIAL RULE – Rounding

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

1

1.14 The End Phase

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

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

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

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

2

1.14.1 Rallying Formations

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

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

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

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

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

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

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

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

2.0 SPECIALIST UNITS & WEAPONS

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

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

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

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

2.1 SPECIALIST UNITS¹

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

2.1.1 Characters²

Certain units are noted as being *characters*. These units represent important individuals rather than groups of soldiers or the crew of a vehicle or war engine. Because of this they are not represented by a separate model on the tabletop, and are instead *added* to another unit in the army. The unit the character is added to receives any weapons and abilities that the character has noted on their datasheet. For example, Space Marine Chaplains are characters that are armed with a Power Weapon (assault weapon, macro-weapon, extra attack (+1)), and have the

¹

2.1 Specialist units

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

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

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

A: While the special abilities are generally categorized into “Specialist Units” and “Specialist Weapons” there are some abilities that can apply to either the unit or to a specific weapon. If the special ability appears in the weapon description, it applies only to attacks by that specific weapon. If the special ability appears in the “Notes” section of the datasheet, it should be applied to all actions by the unit.

For example, if an Assault Weapon is described as First Strike that ability only applies to CC attacks from that weapon, while a unit described as First Strike in the Notes would apply the ability to all assault attacks - CC, FF and any “extra attacks” ability the unit might have.

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

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

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

A: No. Special abilities of offboard units may not be used. A specific exception is made for abilities used to affect the activation of the formation they are in.

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

²

2.1.1 Characters

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

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

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

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

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

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

invulnerable save and *inspiring* abilities. Any unit they are added to will count as having all of these things in addition to their normal weapons and abilities. Note that characters can be added to any type of unit, including vehicles and war engines.

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

2.1.2 Commander¹

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

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

If the test is passed then all three formations may take an engage action. Treat the three formations as if they were a single formation for all rules purposes for the duration of the assault. A 2D6 roll is used to resolve a combined assault. If the attackers lose then each formation is broken. If they win then each formation receives a number of Blast markers equal to the casualties it suffered in the combat.

1

2.1.2 Commander

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

A: As the sub-clause about each formation taking a number of BM equal to the kills they suffered comes after the earlier statement about 'a single formation for the duration of the Assault', it overrules it. So each formation would only take a number of BMs equal to the number of kills inflicted on it.

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

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

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

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

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

Q: The Commander rules state "A 2D6 roll is used to resolve a combined assault." Does this mean that a combined assault rolls 2D6 and adds the results together for the assault or does it follow the normal procedure of rolling 2D6 and taking the highest?

A: Any form of combined assault (due to a *Commander*, combined assaults with War Engines, formations declared Intermingled or formations drawn into combat due to countercharges) rolls 2D6 and takes the highest as normal.

2.1.3 Fearless²

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

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

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

2.1.4 Infiltrator³

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

2.1.5 Inspiring

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

2.1.6 Invulnerable Save

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

2

2.1.3 Fearless

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

A: No. Apply the normal rules.

3

2.1.4 Infiltrator

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

A: No. As it states in the rulebook the double movement is only when the Infiltrator charges.

2.1.7 Jump Packs

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

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

2.1.8 Leader¹

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

2.1.9 Light Vehicle²

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

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

2.1.10 Mounted

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

2.1.11 Reinforced Armour³

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

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

2.1.12 Scout⁴

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

2.1.13 Skimmer⁵

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

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

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

A skimmer that has popped up, ‘pops down’ at the conclusion of the action. Skimmers on overwatch do not pop down until after they make their overwatch attack.

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2.1.8 Leader

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

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

² 2.1.9 Light Vehicle

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

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

³ 2.1.11 Reinforced Armour

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

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

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

A: No.

⁴ 2.1.12 Scout

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

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

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

A: No.

5

2.1.13 Skimmer

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

A: No.

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

A: Yes it does.

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

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

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

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

Skimmers with a transport capacity may not embark or disembark units while they are popped up, and if they are destroyed while they are popped up then any units on board will be destroyed with no save.

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

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

2.1.14 Sniper¹

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

2.1.15 Supreme Commander²

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

2.1.16 Thick Rear Armour

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

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2.1.14 Sniper

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

A: Yes.

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

A: The Invulnerable Save is a second bonus save and therefore is not modified by any modifiers or special effects.

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

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

2

2.1.15 Supreme Commanders

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

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

2.1.17 Teleportation³

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

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

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

2.1.18 Walker

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

SPECIAL RULE – Re-rolls

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

3

2.1.17 Teleportation

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

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

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

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

2.2 SPECIALIST WEAPONS

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

2.2.1 Anti-aircraft weapons

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

2.2.2 Disrupt¹

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

2.2.3 Extra Attacks

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

1

2.2.2 Disrupt

Q: If an Imperial Guard Artillery Co. contains Basilisks and Manticores (with the Disrupt ability) does a barrage fired from this formation use the Disrupt rules since not all of the units in it have the Disrupt ability?

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

Q: Do hits stopped by Shields still cause an additional BM if the weapon had the Disrupt ability? Similarly do hits on Grot units by Disrupt weapons cause an additional BM?

A: Shields and Grots negate the BM caused by an attack, but are lost themselves in the process. This means that they **do** negate the BM inflicted by Disrupt weapons. The same would hold true for any unit that do not generate a Blast Marker when they are destroyed.

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

Q: Do the effects of the Disrupt ability apply to hits generated as a result of a Transport being destroyed by the Disrupt weapon? So if I destroy a Rhino with a Nightspinner and it contained two Marine units do the potential hits on the Marines count as having the Disrupt ability?

A: No. The Disrupt ability does not apply to damage inflicted on transported units when their Transport is destroyed.

2.2.4 First Strike²

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

2.2.5 Ignore Cover

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

2.2.6 Macro-weapons

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

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

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

Assaults: In an assault, some small arms and assault weapons that are allowed extra attacks can have the

2

2.2.4 First Strike

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

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

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

A: Yes.

macro-weapon ability as well. In this case the macro-weapon ability *only* applies to the extra attacks.

Allocating Hits: If an attacking formation scores hits both with normal weapons and weapons with the macroweapon ability, then the opposing player must allocate and make any saves for the normal hits first, and then allocate and make any saves for the macro-weapon hits.

2.2.7 One-Shot¹

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

2.2.8 Slow Firing²

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

2.2.9 Titan Killer

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

1

2.2.7 One-Shot

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

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

2

2.2.8 Slow Firing

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

A: Yes.

3.0 WAR ENGINES

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

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

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

3.1 WAR ENGINE MOVEMENT

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

3.1.1 War Engine formations

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

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

3.1.2 War Engine Zones of Control¹

War engines have a zone of control like any other unit. In an assault they only lose their zone of control once they

have been charged by a number of units equal to their starting damage capacity.

3.1.3 Transport War Engines²

Some war engines are capable of transporting other units. These war engines are an exception to the rule that transport vehicles may only carry units from their own formation. Instead a war engine transport vehicle can carry units from another formation, as long as the entire formation can fit inside the war engine, and as long as the entire formation mounts up as part of the same move. Note that a war engine may carry other units from its own formation using the normal rules (see 1.7.5).

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

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

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

For example, a war engine could take a double action and disembark any troops it was carrying at the end of its move. The war engine and the disembarked units could then shoot together at a target formation, but all shooting would suffer the -1 modifier for shooting while taking a double action. Alternatively a war engine could take an

2

3.1.3 Transport War Engines

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

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

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

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

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

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

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

1

3.1.2 War Engine Zones of Control

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

A: Yes to both questions.

engage action and dismount any transported units at the end of its charge move. It and the disembarking units would be treated as a single formation for the purposes of resolving the assault, as if they were making a combined assault (see 2.1.2, paragraph 3).

3.2 WAR ENGINE SHOOTING¹

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

3.2.1 Allocating hits to War Engines²

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

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

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

¹
3.2 War Engine Shooting

Q: Is it only Titan Killer and Macro Weapon attacks that can hurt a Titan?
A: Titans and other War Engines may be affected by AT attacks. MW and TK weapons are just more effective against the massive armours of most Titans and War Engines.

²
3.2.1 Allocating Hits to War Engines

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

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

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

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

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

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

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

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

3.2.2 War Engine Damage Capacity

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

3.2.3 Critical hits³

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

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

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

3.2.4 Blast markers⁴

Every time a war engine loses a point of damage then the formation it is part of receives one Blast marker. If a war engine is destroyed by the effect of a critical hit then the formation it belongs to receives a number of extra Blast markers equal to the damage capacity the war engine would have had remaining were it not destroyed. For example, if a previously undamaged Baneblade in a Super Heavy Tank Company were destroyed by a single critical hit then the company would receive three Blast markers.

It requires a number of Blast markers equal to a war engine's starting damage capacity to suppress or break a war engine. Add the starting damage capacity of any functioning war engines in a formation together in order to find out how many Blast markers are required to break the formation. If the formation includes units that are not

³
3.2.3 Critical Hits

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

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

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

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

⁴
3.2.4 Blast markers

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

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

war engines, then add the starting damage capacity of any functioning war engines in the formation to the number of other non-war engine units to find the formation's break point. For example, an Ork formation with a Battlefortress (DC3) and six Boyz would be broken by $3+6 = 9$ Blast markers. War engines rally using the normal rules.

A broken war engine is assumed to have a number of Blast markers equal to its starting damage capacity for all rules purposes. If there are any enemy units within 15cm of the war engine after it makes a withdrawal then it suffers one extra point of damage (no save allowed) for each enemy unit that is within 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 normally.

3.2.5 Titan Killer weapons

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

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

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

Example: A formation of Shadowwords scores 3 Titan Killer (D3) hits against a pair of Warhounds. The first hit is allocated and the roll for damage is 2. The first Warhound counts as having 2 hits allocated to it. Because it has 3 Damage Capacity, the front Warhound can still be allocated an additional hit. The second Titan Killer hit is therefore applied to the front Warhound. The die is again a 2. Multiple Titan Killer hits don't "spill over" to other units in the formation, so the lead Warhound will take all 4 hits. As the number of hits allocated exceeds the Damage Capacity of the lead Warhound the final Titan Killer hit will be allocated to the second Warhound. Note that even if the lead Warhound had been damaged and the 2 points of Titan Killer damage from the first shot would be enough to destroy it, damage is only applied *after* allocation. The Warhound would remain in play until all hits were allocated exactly as above. Once allocation was complete, the damage would be applied and the Warhound removed.

3.3 WAR ENGINE ASSAULTS¹

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

3.3.1 Charge move

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

The rule that no more than two units may move into base contact with an enemy unit when they charge does not apply to war engines. Instead a war engine may be charged by up to two enemy units per point of its' starting damage capacity (ie, a Baneblade with a DC of 3 could be contacted by up to six enemy units).

3.3.2 Close Combat and Firefight attacks

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

3.3.3 Result Rolls

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

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3.3 War Engine Assaults

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

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

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

A: Yes.

Q: If my Warhound is charging a formation that is 25cm away, but between the Warhound and the target is another formation, can the Warhound barge the other detachment out of the way on its way in?

A: No.

4.0 AEROSPACE OPERATIONS

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

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

4.1 AEROSPACE UNITS

In Epic there are two types of aerospace unit:

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

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

4.1.1 Aerospace Formations¹

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

4.2 AIRCRAFT²

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

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

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

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

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4.1.1 Aerospace Formations

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

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

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4.2 Aircraft

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

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

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

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

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

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

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

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

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

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

4.2.1 Aircraft approach moves

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

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

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

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

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

Fighter-Bombers: Fighter-bombers manoeuvre as bombers when making an approach move if they are carrying out a ground attack action (because they are

laden down with bombs or rockets), and behave like fighters under any other circumstances.

4.2.2 Aircraft attacks¹

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

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

4.2.3 Anti-aircraft attacks²

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

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

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

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4.2.2 Aircraft attacks

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

A: Yes.

2

4.2.3 Anti-aircraft attacks

For Flyer transport War Engine rules see also 3.2.1

Q: If an air Transport gets attacked by Flak during an Air Assault can it still jink and still participate in the Assault?

A: Yes. The rule for jinking (4.2.3) does not specify any other effect of jinking other than the aircraft losing its attack so there would be no other effect of jinking other than this.

Q: How are landed aircraft attacked by other units? Can you use AA weapons against them?

A: No. While landed, the aircraft counts for all rules purposes as a ground unit, not an aircraft.

Q: What happens to units that are in a landed aircraft when it is destroyed? The relevant rule phrase: 'If the transport is destroyed while carrying ground units, then any transported troops are lost with it (no saves in this case!)'

A: While landed it doesn't count as a aircraft, so apply the normal rules for destroyed transports.

4.2.4 Flak attacks¹

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

Flak attacks may not be carried out by units belonging to a formation that is marching or broken. This aside, flak attacks are a 'free' or bonus attack, and making a flak attack does not stop the unit attacking again later in the same turn. What's more, a flak weapon can make any number of flak attacks per turn against different aircraft formations, as long as it does not attack the same aircraft formation more than once in a turn. Flak units in formations which have taken a move action during the turn fire with a -1 to-hit modifier during the end phase.

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

Ground units that are armed with AA weapons can shoot at enemy aircraft as they move past them. To represent this, they may shoot at an aircraft formation that moved within their weapon range during their approach or disengagement move, even if the aircraft is no longer within weapon range when the attack is made. Attacks made against disengaging aircraft are resolved when the

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4.2.4 Flak attacks

Q: If a formation has Blast Markers and wants to fire its AA weapon(s) at an enemy air formation, but the only unit that has the range or the LOF to that enemy is the AA unit, is the AA unit suppressed?

A: All ground units are considered to have an LOF to air units so all the units in the formation, not just the AA unit, would be considered to have an LOF to the aircraft formation. If the AA unit is the only unit in the formation that is in range of the aircraft then it would be suppressed. If other units in the formation were in range then they could be considered valid Suppression targets, not just the AA unit. Note that a unit can be suppressed when firing at an aircraft even if it has no AA attack value.

Q: If an IG Infantry Company with a Hydra upgrade has one Blast Marker, can the Hydra fire at aircraft?

A: The normal Suppression rules apply when making Flak attacks. However, please note that any units in the formation may be suppressed, even if they don't have AA weapons, just so long as they are within range and LOF of the aircraft unit with at least one weapon. Apply suppression 'from back to front' as normal.

Q: Ork Fighta Bombers make a ground attack. When my Hydra battery fires its Flak attack only one of the three Hydras are in range of the Fighta Bombers. I shoot with that one. When the Fighta Bombers disengage at the end of the turn the aircraft come within range of the other two Hydras in the formation. Am I permitted to fire the other two Hydras because those units did not previously shoot at that enemy formation?

A: Yes. The rules in 4.2.4 specify that a unit cannot fire on an aircraft more than once so in this case the other two Hydra units would be allowed to fire if the aircraft came into range when they disengaged but not the first Hydra which had already fired on them during the approach move.

Q: A formations of Ork Fighta Bombers attacks a formation that has a Hydra attached to it. The Fighta Bombers are also intercepted by two Thunderbolts. What is the order of fire for the Thunderbolts, Hydras, Fighta Bombers AA and Fighta Bombers ground attack?

A: Each formation is allowed to make its Flak attacks after each new air unit has finished its approach move. The attacks would then be resolved in the reverse order that they were initiated following the rule of approach, flak, attack. So the Fighta Bombers would get a Flak attack at the end of the Thunderbolts approach move, the Fighta Bombers would then take fire from the Hydras, the Thunderbolts would get their air attack and then the remaining Fighta Bombers would finish their ground attack.

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

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

aircraft reaches the edge of the table, before it is removed to 'fly back to base'. Units that shot at an aircraft formation as it approached may not shoot at them again as they disengage.

4.2.5 Transporting ground units²

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

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

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

Landing: Aircraft with a transport capability can land after making their approach move and having being fired upon by any enemy flak. If the aircraft lands in dangerous terrain it must take a dangerous terrain test. After the aircraft has landed, any units being transported may disembark and are placed within 5cm of the transport aircraft (skimmers and units with jump packs can be placed within 15cm, to represent them dropping from the aircraft as it comes in to land). Alternatively, the aircraft may pick up any friendly units within 5cm, assuming they will fit on board of course. After embarking or disembarking any units, the aircraft may carry out its ground attack. Note that the limitations that apply to units disembarking from a war engine transport vehicle also apply to units disembarking from an aircraft (ie, they can't take an action on the turn they disembark but can shoot with the aircraft – see 3.1.3).

Once landed, the aircraft is treated in all ways as a ground unit with a speed of 0 (ie, it may not move) It may not carry out an action on the turn it lands. If it is involved in an assault and loses then it is automatically destroyed. Once landed, the aircraft may make a disengagement move and exit the table in the end phase of any turn, including the one it landed in.

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4.2.5 Transporting ground units

Q: Can an aircraft land in an enemy ZOC?

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

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

A: They can be deployed on any turn.

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

A: No.

Q: Can aircraft like Marauders land?

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

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

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

Air Assault: Transport aircraft may choose to land as described above, and then it and any units that disembark are allowed to fight an assault instead of shooting. If this option is chosen then the aircraft and any units that disembark may enter enemy zones of control as if they were charging. The aircraft and any units that disembark are treated as a single formation for the duration of the assault, in the same manner as units disembarking from a war engine taking an engage action (see 3.1.3). If the aircraft loses the assault it is destroyed, but any units that have disembarked may withdraw normally.

4.2.6 Disengagement moves

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

4.2.7 Blast markers

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

Aircraft formations collect Blast markers under the following circumstances:

- Any aircraft formation that suffers any attacks (from ground flak or being intercepted) receives one Blast marker for ‘coming under fire’. The formation can only receive one Blast marker during the approach move and another Blast marker during the disengagement move, no matter how many different units from however many different formations attack it.
- The aircraft receives one Blast marker for each aircraft unit that is shot down or point of damage that is suffered if it is a war engine.
- The aircraft receives an extra Blast marker if it exits from any table edge other than its own table edge, to represent the possibility of it being attacked while flying back over enemy territory.

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

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

Aircraft that land are affected by any Blast markers they have picked up normally, and are allowed to rally in the

end phase. Any additional Blast markers they pick up will be ‘carried off’ with them if they later take off again.

4.3 SPACECRAFT¹

Most armies have access to spacecraft that can be used to land ballistic entry vehicles and unleash potentially devastating orbital attacks. Each type of spacecraft an army can use has its own datasheet with details of the drop pods and weapons carried by the spacecraft.

The spacecraft of the 41st Millennium are huge. Even a small Imperial Lunar class Cruiser would be over 5 metres long if we made an Epic scale model of it. Because of this neither side is allowed to include more than one spacecraft in their army.

Spacecraft can carry out orbital bombardments, pin-point attacks and land units with the planetfall ability when they take an action. They may carry out all three of these things as part of the same action if they have the ability – their huge crew allows them to carry out a multitude of tasks.

4.3.1 Planning spacecraft operations

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

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

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

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

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

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4.3 Spacecraft

Q: Do Spacecraft count for the *Break Their Spirit* goal if they are the most expensive formation in an army?

A: No. Spacecraft (or any off-board units or formations) do not count towards goals.

the spacecraft model, while the orbital bombardment would hit a point 45cm and 30cm to the left of the model.

4.3.2 Carrying out the operation

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

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

4.3.3 Orbital bombardment¹

If a spacecraft can carry out an orbital bombardment this will be noted on its datasheet.

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

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

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

4.3.4 Pin-point attacks

Pin-point attacks may be made on enemy war engines (war engines are the only things big enough for a spacecraft to pick out on the battlefield). Pick a target anywhere on the table and then attack it with any pinpoint attacks the spacecraft may have. You may target different war engines with each pin-point attack if you wish, or concentrate all of the attacks on a single target. Note that you do not need to record the co-ordinates of pin-point attacks.

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4.3.3 Orbital bombardment

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

A: Yes.

4.4 PLANETFALL²

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

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

You can make a planetfall on the turn the spacecraft transporting the units enters play. Carry out the planetfall after carrying out any bombardments and/or pin-point attacks. Take one of the units with the planetfall ability and place it anywhere on the table that is within 15cm of the drop zone co-ordinates recorded at the start of the game (see 4.3.1). The unit then scatters 2D6cm in a random direction (we recommend using a Games Workshop scatter dice to determine the direction, but any mutually agreeable method will do). Any units being transported are allowed to disembark immediately on landing, or stay on board and disembark later. Landing does not count as movement for the purposes of triggering enemy overwatch fire. Disembarking triggers overwatch fire as normal.

²

4.4 Planetfall

Q: Do the Space Marine and Chaos Space Marine Drop Pod figures represent an actual unit or are they just a marker to indicate a landing location?

A: They are just used to represent the location of the Planetfall.

Q: Let's say I have Battle Kroozer. I also happen to have four Ork Landas. Do all have to land within 15cm of same drop zone marker or is it possible to set up multiple drop zones? Or is only way to have multiple drop zone markers to get multiple spacecraft?

A: Each transport formation may have its own drop zone. In this example there could be up to four drop zones, one for each Landa. If you use multiple drop zones, you will need to record clearly which Landa is allocated to each drop zone.

Q: Can Flak attacks be made against units using Planetfall?

A: No.

Q: Can units transported by Planetfall (for example Assault troops in a Thunderhawk) disembark as soon as the transporting unit lands?

A: The intent of the Planetfall rule is that units landing via Planetfall get to land *for free* at the start of the turn, and then function as if they had been on the table since the start of the turn. This means that they can take their action later in the turn, as they won't have used it up yet – they are literally counted as having done nothing during the current turn.

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

Q: If a formation fails to activate and they are still in the a vehicle that entered play using the rules for planetfall, can they deploy in a chain up to 15cm from the vehicle and then make a move (as part of the Hold Action they can take) or can they only move as per the regular activation/order rules?

A: There is one critical point to make before I answer the question: the special rules that apply to Space Marine drop pods do not apply to other units using the planetfall rules; they only apply to drop pods. Units in drops pods may not choose to stay on board (they must disembark on landing) and only units in drop pods get to deploy up to 15cm from the unit they landed in; units disembarking from other planetfall vehicles must disembark normally, using the normal rules.

Q: Does Planetfall trigger Overwatch?

A: Landing does not count as movement for the purposes of triggering enemy overwatch fire. Disembarking triggers overwatch fire as normal.

Carry on doing this until all of the units with the planetfall ability that are on the spacecraft have landed. Units that end up out of formation due to scattering as they land must move back into a legal formation when they next take an action (see 1.2.1 and 1.6.1).

Units entering play by planetfall are destroyed if they land off the table. If the unit lands on terrain that is impassable or dangerous for it, or on top of any sort of unit (friend or foe), or in an enemy zone of control, then it is assumed that on-board automatic guidance systems will divert it towards a safe landing point and the unit is moved by the opposing player to the nearest area of clear ground where it can land.

Units that land by planetfall may take an action later in the turn. In effect the units land from the spacecraft when the spacecraft takes its action, and can take an action of their own later in the same turn. Remember that any formations that have landed by planetfall and scattered out of formation must move back into a legal formation when they take an action. Aircraft that land by planetfall are treated in the same manner as a landed aircraft (see 4.2.5), and they may take off again later in the game.

5.0 TOURNAMENT GAMING

5.1 EPIC TOURNAMENT GAME RULES

The Epic tournament game rules are designed to be used in conjunction with the Epic tournament army lists. They will allow two players to fight an evenly balanced battle with little or no preparation. They are ideal for pickup games at clubs or shows, and provide an evenly balanced contest in tournaments.

In many ways, tournament games represent the most 'basic' form of game play, and are designed to be as easy and accessible as possible in order to allow Epic players to play games with the minimum of fuss. Because of this, the tournament rules require little or no preparation other than picking forces from the army lists, while the army lists are designed to work with the packaged range of Epic miniatures produced by Games Workshop, making it easy for players to put together an army.

5.1.1 Forces

Both players pick armies to an agreed points total between 2,000 to 5,000 points using the tournament army lists. It is possible to play games using the tournament rules for larger or smaller games than this, but please note that the army lists have been balanced assuming that armies will fall within this range, and this means that larger or smaller games may be slightly unbalanced.

5.1.2 Set-up

Set up the terrain for the game in any mutually agreeable manner. If one player sets up the terrain then his opponent may choose where to deploy. If you set up the terrain as a joint effort or it was set up by a tournament organiser then the player with the higher strategy rating may choose the table edge he sets up on. If both players have the same strategy rating, then dice to see who gets the choice of table edge. You can pick a long edge, or a corner (half way up each long and short edge). The opponent sets up on the opposite edge or corner.

The tournament game rules have been designed to be played on tables that are 90-150cm wide by 150-240cm long (that's 3-5 feet by 5-8 feet for you non-metric types!) The ideal size is round-about 120cm by 180cm (4 feet by 6 feet). It is possible to play games on tables that are wider or longer than this, but this may favour certain armies and could lead to an unbalanced game.

5.1.3 The Five Minute Warm Up

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

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

DESIGN CONCEPT – Tournament terrain

The tournament game rules will work on any type of terrain. However, especially dense or extremely sparse terrain will favour some armies or troop choices over others. An Ork army with a lot of Boyz will do well on a table covered with lots of terrain, for example, while an Ork army with lots of buggies and gunwagons will do better on a table with sparse terrain. In addition, certain terrain features can favour one army over another. Having a river running the length of the table will favour an army with a lot of skimmers and aircraft, etc.

Because of this, we recommend you use the following guidelines when setting up terrain for tournament games. These are not a set of hard and fast rules, but if they are used will ensure a well-balanced game no matter what army or units are taken.

- *We recommend the use of terrain features when playing tournament games in preference to modular terrain.*
- *Terrain features can be of pretty much any type, but should be roughly 15-30cm across. Hills can be up to twice this size. See below for a note of how to deal with rivers and roads.*
- *Divide the table into 60cm (2 foot) square areas. The total number of terrain features placed should be equal to twice the number of 60cm square areas. For example, if you were playing on a 120x180cm, you would have six areas and should place 12 terrain features.*
- *Within the limits above, place between 0-4 features in each 60cm square.*
- *The terrain may include one river. Rivers count as a terrain feature for each area that they run through. They need to enter on one table edge and leave from another, and should not be greater in length than the shortest table edge. For example, on a 120x180cm table, the river should not be more than 120cm long. There should be a bridge or ford every 30cm along the river.*
- *Roads may be added after all terrain features have been placed. Any number of roads may be used. They need to enter on one table edge and either exit from another or end at a terrain feature.*

5.1.4 Place Objective Markers

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

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

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

You capture an objective if you have a unit within 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. Units from broken formations or from formations that have rallied that end phase cannot capture or contest objectives. Aircraft which have landed may not capture an objective on the same turn that it lands. However, a landed aircraft may immediately contest an objective.

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

5.1.5 Setup Spacecraft & Garrisons

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

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

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

Players take it in turns to set up one garrison at a time, starting with the player with the higher strategy rating. Garrisons must be set up so that they have at least one unit within 15cm of an objective in the player's own half of the table. No units may be set up in the opponent's half of the table or in impassable terrain. Units may be set up in dangerous terrain (it's assumed that they took their time getting into position in order to do so safely!).

Each player may start up to two of their garrisoned formations on Overwatch (declared as they are set up). These formations represent sentries deployed as a trip wire and to provide security at the objectives. They are assumed to have gone on Overwatch in their previous Action phase. That Overwatch is 'carried over' into the first turn.

5.1.6 Set-up Remaining Formations

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

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

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

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

5.1.7 Victory Conditions

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

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

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

Break Their Spirit: You achieve this goal by destroying (not breaking) the formation worth the most points in the opposing army. If several formations are tied for the most points, you achieve this goal by destroying any one of them.

Defend The Flag: You achieve this goal if you control all three objectives in your half of the table.

Take And Hold: You achieve this goal by capturing a total of two objectives in your opponent's half of the table.

They Shall Not Pass: You achieve this goal if there are no unbroken enemy formations in your half of the table.

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If neither player has won at the end of the fourth or any subsequent turn then both players roll a D6 to see if the game carries on another turn or ends in a tiebreak.

If both players roll the same number then the game carries on for another turn and the players must roll again at the end of the next turn to see if the game ends or carries on another turn, and so on.

If the players roll different numbers then the game ends in a tiebreak. Each player scores a number of *victory points* equal to the full points value of any enemy formations that have been completely destroyed, plus the full points value of any enemy formations that are broken *and* have been reduced to half strength or less, plus half the value of any formation reduced to half strength or less but is not broken, plus half the value of any formation that is broken but is above half strength. Whoever has the higher points score is the winner. For the purpose of this rule, a formation's 'strength' is equal to the number of units in the formation plus the (remaining) damage capacity of any war engines.

6.0 FORCES AND ARMY LISTS

List of abbreviations used in this section, in alphabetical order:

Type

AC	Aircraft
AV	Armoured Vehicle
B	Bomber
CH	Character
F	Fighter
FB	Fighter-Bomber
INF	Infantry
LV	Light Vehicle
SC	Spacecraft
WE	War Engine

Weapons

AA	Antiaircraft
AP	Antipersonal
AT	Antitank
EA (+X)	Extra Attacks (+X)
Flame	Flame Template
Fwd	Forward Arc
FxF	Fixed Forward Arc
IF	Indirect Fire
LF	Left Fire Arc
MW	Macro-Weapon
RF	Right Fire Arc
TK	Titan Killer

Others

CC	Close Combat
DC	Damage Capacity
FF	Firefight

6.1 SPACE MARINES

6.1.1 Space Marines Special Rules

6.1.1.1 "And They Shall Know No Fear..."

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

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

6.1.1.2 Space Marines Transports

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

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

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

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

6.1.1.3 White Scars Transports (White Scars only)

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

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

Alternately, you may choose to deploy the White Scars force with drop pods. If you choose to do this, all

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

6.1.1.4 Scions of Iron Transports (Scions of Iron only)

Replaces 6.1.1.2 for Scions of Iron armies

The Scions of Irons are highly mobile army and never leave without transports. Because of this the points cost of the a detachment includes enough Rhino transport vehicles to transport it. The number of Rhinos will always be the minimum needed to carry the formation, you can't take any extras along to cover the any losses nor can you take less than what is required to carry the detachment.

Note that Terminators must take either Teleport or Land Raider upgrade. They may not start the game as foot infantry.

6.1.1.5 Thunderhawk Transporter (Scions of Iron only)

The entire Thunderhawk Transporter detachment is counted as one War Engine for War Engine transport rule (eg. one transported detachment can be split to multiple aircrafts within one Thunderhawk Transporter detachment).

6.1.1.6 Imperial Void Shields

Imperial Titans are protected by void shield generators. The number of void shields each Titan has is noted on the Titan's datasheet.

Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, nor allocate Blast markers. Once all of the shields have been knocked down, the Titan may be damaged normally and you may make saving throws against any hits that are scored.

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Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the Titan.

Void shields that have been knocked down can be repaired. Each Titan can repair one downed void shield in the end phase of each turn. In addition, if a Titan regroups it can use the dice roll to either repair the void shield or remove Blast markers (eg, if you rolled a 2 you could repair 2 shields, remove 2 Blast markers or repair 1 shield and remove 1 Blast marker).

6.1.2. Space Marines Forces

6.1.2.1 Codex Space Marines - Official

CHARACTERS	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Captain	CH	--	--	--	--	Power Weapon	(contact)	(Assault Weapons), MW, EA (+1)
	NOTES	<i>Invulnerable Save, Leader, Commander</i>						
Chaplain	CH	--	--	--	--	Power Weapon	(contact)	(Assault Weapons), MW, EA (+1)
	NOTES	<i>Invulnerable Save, Leader, Inspiring</i>						
Librarian	CH	--	--	--	--	Power Weapon Smite	(contact) (15cm)	(Assault Weapons), MW, EA (+1) (Small Arms), MW, EA (+1)
	NOTES	<i>Invulnerable Save, Leader</i>						
Supreme Commander	CH	--	--	--	--	Power Weapon	(contact)	(Assault Weapons), MW, EA (+1)
	NOTES	<i>Invulnerable Save, Leader, Supreme Commander</i>						

INFANTRY	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Assault	INF	30 cm	4+	3+	5+	Chainswords Bolt pistols	(contact) (15 cm)	(Assault Weapons) (Small Arms)
	NOTES	<i>Jump Packs</i>						
Bike	INF	35 cm	4+	3+	4+	Chainswords Bolters	(contact) (15 cm)	(Assault Weapons) (Small Arms)
	NOTES	<i>Mounted</i>						
Devastator	INF	15 cm	4+	5+	3+	2x Missile Launcher	45 cm	AP5+/AT6+
	NOTES							
Scouts	INF	15 cm	5+	4+	5+	Shotguns Heavy Bolter	(15 cm) 30 cm	(Small Arms) AP5+
	NOTES	<i>Scout, Infiltrator</i>						
Tactical	INF	15 cm	4+	4+	4+	Bolters Missile Launcher	(15 cm) 45 cm	(Small Arms) AP5+/AT6+
	NOTES							
Terminator	INF	15 cm	4+	3+	3+	Power Weapons Storm Bolters 2x Assault Cannon	(contact) (15 cm) 30 cm	(Assault Weapons), MW, EA (+1) (Small Arms) AP5+/AT5+
	NOTES	<i>Reinforced Armour, Teleport, Thick Rear Armour</i>						

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ARMoured VEHICLES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Dreadnought	AV	15 cm	3+	4+	4+	Missile Launcher Twin Lascannon OR Power Fist Assault Cannon	45 cm 45 cm (contact) 30 cm	AP5+/AT6+ AT4+ (Assault Weapons), MW, EA (+1) AP5+/AT5+
	NOTES	Walker A Dreadnought is armed with a Missile Launcher & Twin Lascannon OR a Power Fist & Assault Cannon, not both – select one option before the game.						
Drop Pod	AV	0 cm	5+	--	--	Deathwind	15 cm	AP5+/AT5+
	NOTES	Planetfall, Transport (may carry one formation that includes only Tactical, Devastator and Dreadnought units) Deathwind: After the drop pod lands, its Deathwind attacks all enemy units within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cm of the drop pod or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the drop pod. Drop pods may not be used to claim a crossfire.						
Hunter	AV	30 cm	5+	6+	6+	Hunter-Killer	60 cm	AT4+/AA4+
	NOTES							
Land Raider	AV	25 cm	4+	6+	4+	Twin Heavy Bolter 2x Twin Lascannon	30 cm 45 cm	AP4+ AT4+
	NOTES	Reinforced Armour, Thick Rear Armour, Transport (may carry 1 Terminator unit OR 2 of the following units: Tactical, Devastator & Scout)						
Predator Annihilator	AV	30 cm	4+	6+	5+	2x Lascannon Twin Lascannon	45 cm 45 cm	AT5+ AT4+
	NOTES							
Predator Destructor	AV	30 cm	4+	6+	4+	2x Heavy Bolter Autocannon	30 cm 45 cm	AP5+ AP5+/AT6+
	NOTES							
Razorback	AV	30 cm	5+	6+	5+	Twin Heavy Bolter OR Twin Lascannon	30 cm 45 cm	AP4+ AT4+
	NOTES	Transport (may carry 1 of the following units: Tactical, Devastator & Scout) A Razorback is armed with either a Twin Heavy Bolter OR a Twin Lascannon, not both – select one option before the game.						
Rhino	AV	30 cm	5+	6+	6+	Storm Bolter	(15 cm)	(Small Arms)
	NOTES	Transport (may carry 2 of the following units: Tactical, Devastator & Scout)						
Vindicator	AV	25 cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+, Ignore Cover
	NOTES							
Whirlwind	AV	30 cm	5+	6+	5+	Whirlwind	45 cm	1 BP, Indirect Fire
	NOTES							

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LIGHT VEHICLES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Attack Bike	LV	35 cm	4+	5+	4+	Heavy Bolter	30 cm	AP5+
	NOTES							
Land Speeder	LV	35 cm	4+	6+	5+	Multi-melta	(15 cm) AND 15 cm	(Small Arms), MW MW5+
	NOTES	<i>Skimmer, Scout</i>						
Land Speeder Tornado	LV	35 cm	4+	6+	5+	Assault Cannon Heavy Bolter	30 cm 30 cm	AP5+/AT5+ AP5+
	NOTES	<i>Skimmer, Scout</i>						
Land Speeder Typhoon	LV	35 cm	4+	6+	5+	Twin Typhoon Missile Heavy Bolter	45 cm 30 cm	AP3+/AT5+ AP5+
	NOTES	<i>Skimmer, Scout</i>						

AIRCRAFT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Marauder Bomber	AC	B	4+	--	--	2x Twin Heavy Bolter Bomb Racks Twin Lascannon	15 cm 15 cm 45 cm	AA5+ 3 BP, FxF AT4+/AA4+, FxF
	NOTES							
Thunderbolt Fighter	AC	F	6+	--	--	Stormbolters Multilaser Underwing Rockets	15 cm 30 cm 30 cm	AP4+/AA5+, FxF AP5+/AT6+/AA5+, FxF AT4+, FxF
	NOTES							
Landing Craft	AC/WE	B	4+	5+	3+	Storm Bolters 3x Twin Heavy Bolter 2x Twin Lascannon	(15 cm) 15 cm 45 cm	(Small Arms) AP4+ AT4+
	NOTES	<i>DC 4, Planetfall, Fearless, Reinforced Armour, Transport (may carry 12 of the following units: Tactical, Assault, Devastator, Scout, Bike, Terminator & Dreadnought. Terminators and Dreadnoughts take up two spaces each. In addition, the Landing Craft can carry 4 Land Raiders or 6 of the following units: Rhino, Razorback, Hunter, Whirlwind, Predator, Vindicator)</i> <u>Critical Hit Effect:</u> The Landing Craft's magazine explodes, destroying the drop ship and anybody on board. Any units within 5cm of the Landing Craft suffer one hit.						
Thunderhawk Gunship	AC/WE	B	4+	6+	4+	Twin Heavy Bolter Twin Heavy Bolter 2x Twin Heavy Bolter Battle Cannon	15 cm 15 cm 30 cm 75 cm	AP4+/AA5+, RF AP4+/AA5+, LF AP4+/AA5+, FxF AP4+/AT4+, FxF
	NOTES	<i>DC 2, Planetfall, Reinforced Armour, Transport (may carry 8 of the following units: Tactical, Assault, Devastator, Scout, Bike, Terminator & Dreadnought. Terminators and Dreadnoughts take up two spaces each.)</i> <u>Critical Hit Effect:</u> the Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all on board.						

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SPACECRAFT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Battle Barge	SC	--	--	--	--	Orbital Bombardment	--	14 BP, MW
	NOTES	Transport (may carry 60 of the following units: Space Marine Tactical, Assault, Devastator, Scout, Bike, Terminator or Dreadnought units; plus 60 of the following units: Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators; plus 9 Thunderhawks and enough Drop Pods or Landing Craft to carry any other units on board) <u>Slow and steady</u> ; may not be used on the first two turns of a battle unless the scenario specifically says otherwise.						
Strike Cruiser	SC	--	--	--	--	Orbital Bombardment	--	5 BP, MW
	NOTES	Transport (may carry 20 of the following units: Space Marine Tactical, Assault, Devastator, Scout, Bike, Terminator or Dreadnought units; plus 20 of the following units: Rhinos, Land Raiders, Razorbacks, Hunters, Whirlwinds, Predators or Vindicators; plus 6 Thunderhawks and enough Drop Pods or Landing Craft to carry any other units on board)						

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

6.1.2.2 White Scars - Official

WHITE SCARS	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Bike	INF	35 cm	4+	3+	4+	Sabres Bolters	(contact) (15 cm)	(Assault Weapons) (Small Arms)
	NOTES	Mounted, Walker						

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6.1.2.3 Scions of Iron (v1.3.4) - Experimental

SCIONS OF IRON	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Land Raider Crusader	AV	25 cm	4+	5+	5+	Frag Launchers 2x Hurricane Bolters Twin Assault Cannon	(contact) (15 cm) 30 cm	(Assault Weapons) (Small Arms), EA (+1) AP4+/AT4+
	NOTES	Reinforced Armour, Thick Rear Armour, Transport (may carry 2 Terminator units OR 3 of the following units: Tactical, Devastator & Scout)						
Land Raider Helios	AV	25 cm	4+	6+	5+	Whirlwind Launcher 2x Twin Lascannon	45 cm 45 cm	1 BP, Indirect Fire AT4+
	NOTES	Reinforced Armour, Thick Rear Armour, Transport (may carry 1 of the following units: Tactical, Devastator & Scout)						
Land Raider Prometheus	AV	25 cm	4+	6+	4+	4x Twin Heavy Bolter	30 cm	AP4+
	NOTES	Reinforced Armour, Thick Rear Armour, Transport (may carry 1 Terminator unit OR 2 of the following units: Tactical, Devastator & Scout) A character added to the Prometheus may replace the '5cm' restriction with 'any formation on table' in Commander and Supreme Commander abilities.						
Landing Craft	AV/WE	Bomber	4+	5+	3+	Storm Bolters 3x Twin Heavy Bolter 2x Twin Lascannon	(15 cm) 15 cm 45 cm	(Small Arms) AP4+ AT4+
	NOTES	DC 4, Planetfall, Fearless, Reinforced Armour, Transport (may carry 12 Space Marine infantry units, Attack Bikes & Dreadnoughts. Terminators and Dreadnoughts take up two spaces each. In addition, the Landing Craft can carry 4 vehicles based on the Land Raider or 6 based on the Rhino, or one of the following combinations: 3 Land Raiders and 1 Rhino, 2 Land Raiders and 3 Rhinos, or 1 Land Raider and 4 Rhinos) <u>Critical Hit Effect:</u> The Landing Craft's magazine explodes, destroying the drop ship and anybody on board. Any units within 5cm of the Landing Craft suffer one hit.						
Thunderhawk Gunship (Close Air Support)	AV/WE	Bomber	4+	--	--	Twin Heavy Bolter Twin Heavy Bolter 2x Twin Heavy Bolter 2x Hellfire Missiles Turbo Laser	15 cm 15 cm 30 cm 30 cm 45 cm	AP4+/AA5+, RF AP4+/AA5+, LF AP4+/AA5+, FxF AT4+, FxF 2x AP5+/AT3+, FxF
	NOTES	DC 2, Reinforced Armour <u>Critical Hit Effect:</u> the Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground.						
Thunderhawk Gunship (Saturation Bombing)	AV/WE	Bomber	4+	--	--	Bombs Twin Heavy Bolter Twin Heavy Bolter 2x Twin Heavy Bolter Battle Cannon	15 cm 15 cm 15 cm 30 cm 75 cm	2 BP, FxF, Ignore Cover AP4+/AA5+, RF AP4+/AA5+, LF AP4+/AA5+, FxF AP4+/AT4+, FxF
	NOTES	DC 2, Reinforced Armour <u>Critical Hit Effect:</u> the Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground.						
Thunderhawk Transporter	AV/WE	Bomber	5+	6+	5+	2x Twin Heavy Bolter Defence Mount	15 cm	AP4+/AA4+
	NOTES	DC 2, Planetfall, Reinforced Armour, Transport (may carry 1 Land Raider or 2 of the following units: Hunter, Predator, Razorback, Rhino, Vindicator, & Whirlwind, plus any infantry units carried in the transported vehicles) <u>Critical Hit Effect:</u> the Thunderhawk's control surfaces are damaged. The pilot loses control and the Thunderhawk crashes to the ground, killing all on board.						

6.1.3 Space Marines Army Lists

6.1.3.1 Codex Astartes - Official

Codex Astartes armies have a **Strategy rating of 5**. All Space Marine and Titan Legion formations have an **Initiative rating of 1+**. Imperial Navy formations have an **Initiative rating of 2+**. The ‘And They Shall Know No Fear’ rule applies to all Space Marine formations (see 6.1.1.1).

SPACE MARINE DETACHMENTS			
DETACHEMENT	UNITS	UPGRADES	COST
Tactical	6 Tactical units plus transport	Commander, Dreadnought, Razorback, Hunter, Vindicator	300
Assault	4 Assault units	Commander, Vindicator	175
Devastator	4 Devastator units plus transport	Commander, Dreadnought, Razorback, Hunter, Land Raider	250
Terminator	4 Terminator units	Commander, Dreadnought, Vindicator, Land Raider	350
Scout	4 Scout units plus transport	Commander, Razorback, Sniper	150
Bike	5 Bikes	Commander, Attack Bike	200
Land Speeder	5 Land Speeders	Commander, Tornado/Typhoon	200
Land Raider	4 Land Raiders	Commander, Vindicator, Hunter	350
Predator	4 Predators (Annihilator, Destructor or any combination of the two)	Commander, Vindicator, Hunter	275
Vindicator	4 Vindicators	Commander, Hunter	275
Whirlwind	4 Whirlwinds	Commander, Hunter	300
Thunderhawk	1 Thunderhawk Gunship	--	200
Landing Craft	1 Landing Craft	--	350
Strike Cruiser	1 Strike Cruiser	Battle Barge	200

TITAN LEGION BATTLEGROUPS			
<i>No more than 1/3 of your points may be spent on War Engines and Aircraft</i>			
NAME	FORMATION	NOTES	COST
Warhound	1 or 2 Warhound Class Titans	275 points for 1 Warhound 500 points for 2 Warhounds	275 500
Reaver	1 Reaver Class Titan	--	650
Warlord	1 Warlord Class Titan	--	850

SPACE MARINE UPGRADES		
DETACHEMENT	UNITS	COST
Attack Bike	Replace any number of Bike units with 1 Attack Bike each	Free
Battle Barge	Replace Strike Cruiser with Battle Barge	150
Commander	Add 1 Space Marine Commander character to a unit in the formation. The Commander may be a Captain, Librarian or Chaplain. One SM Commander in the army may be a Supreme Commander (+50 points)	50 (+50)
Dreadnought	Add 1 or 2 Dreadnoughts (+50 points each)	Var.
Hunter	Add 1 Hunter	75
Land Raider	Add up to 4 Land Raiders (+100 points each)	Var.
Razorback	Add any number of Razorbacks, up to the number required to transport the formation (+25 points each)	Var.
Sniper	1 Scout unit gains the <i>Sniper</i> ability	25
Tornado/Typhoon	Replace any number of Land Speeders with 1 Land Speeder Tornado (+10 points) or Typhoon (+25 points) each	Var.
Vindicator	Add 1 or 2 Vindicators (+75 points each)	Var.

IMPERIAL NAVY AIRCRAFT			
<i>No more than 1/3 of your points may be spent on War Engines and Aircraft</i>			
NAME	FORMATION	NOTES	COST
Thunderbolt	2 Thunderbolt Fighters	--	150
Marauder	2 Marauder Bombers	--	250

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6.1.3.2 White Scars - Official

White Scars armies have a **Strategy rating of 5**. All Space Marine and Titan Legion formations have an **Initiative rating of 1+**. Imperial Navy aircraft have an **Initiative rating of 2+**. The ‘And They Shall Know No Fear’ rule applies to all Space Marine formations (see 6.1.1.1).

WHITE SCARS DETACHMENTS			
DETACHEMENT	UNITS	UPGRADES	COST
Tactical	6 Tactical units plus transport	Commander, Razorback	300
Assault	4 Assault units	Commander	175
Terminator	4 Terminator units plus transport	Commander	675
Scout	4 Scout units plus transport	Commander, Razorback, Sniper	150
Bike	8 White Scars Bikes	Commander, Attack Bike	375
Land Speeder	5 Land Speeders	Commander, Tornado/Typhoon	200
Predator	4 Predators (Annihilator, Destructor or any combination of the two)	Commander, Vindicator, Hunter	275
Whirlwind	4 Whirlwinds	Commander, Hunter, Vindicator	300
Thunderhawk	1 Thunderhawk Gunship	--	200
Landing Craft	1 Landing Craft	--	350
Strike Cruiser	1 Strike Cruiser	Battle Barge	200

TITAN LEGION BATTLEGROUPS			
<i>No more than 1/3 of your points may be spent on War Engines and Aircraft</i>			
NAME	FORMATION	NOTES	COST
Warhound	1 or 2 Warhound Class	275 points for 1 Warhound	275
	Titans	500 points for 2 Warhounds	500

WHITE SCARS UPGRADES		
DETACHEMENT	UNITS	COST
Attack Bike	Replace any number of Bike units with 1 Attack Bike each	Free
Battle Barge	Replace Strike Cruiser with Battle Barge	150
Commander	Add 1 Space Marine Commander character to a unit in the formation. The Commander may be a Captain, Librarian or Chaplain. One SM Commander in the army may be a Supreme Commander (+50 points)	50 (+50)
Hunter	Add 1 Hunter	75
Razorback	Add any number of Razorbacks, up to the number required to transport the formation (+25 points each)	Var.
Sniper	1 Scout unit gains the <i>Sniper</i> ability	25
Tornado/Typhoon	Replace any number of Land Speeders with 1 Land Speeder Tornado (+10 points) or Typhoon (+25 points) each	Var.
Vindicator	Add 1 or 2 Vindicators (+75 points each)	Var.

IMPERIAL NAVY AIRCRAFT			
<i>No more than 1/3 of your points may be spent on War Engines and Aircraft</i>			
NAME	FORMATION	NOTES	COST
Thunderbolt	2 Thunderbolt Fighters	--	150
Marauder	2 Marauder Bombers	--	250

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6.1.3.3 Scions of Iron (v1.3.4) - Experimental

Scions of Iron armies have a **Strategy rating of 5**. All Space Marine and Titan Legion formations have an **Initiative rating of 1+**. Imperial Navy formations have an **Initiative rating of 2+**. The ‘And They Shall Know No Fear’ rule applies to all Space Marine formations (see 6.1.1.1).

SCIONS OF IRON DETACHMENTS			
DETACHEMENT	UNITS	UPGRADES	COST
Armour	4 Predators of either type or 4 Vindicators	Armour, Commander, Hunter, Supreme Commander	275
Bike	4 Bike units	Attack Bike, Commander, Land Speeder	175
Heavy Tactical	2 Land Raiders or Land Raider Crusaders and 4 Tactical units	Commander, Hunter, Land Raider, Supreme Commander	350
Helios	4 Land Raider Helios	Commander, Hunter	450
Land Raider	4 Land Raiders	Commander, Hunter, Land Raider, Supreme Commander	350
Landing Craft	1 Landing Craft	--	350
Scout	4 Scout units and 2 Rhinos	Commander, Land Speeder, Razorback, Sniper	150
Strike Cruiser	1 Strike Cruiser	Battle Barge	150
Tactical	2 Vindicators or Predators of either type, 4 Tacticals and 2 Rhinos	Armour, Commander, Hunter, Razorback, Supreme Commander	325
Terminator	4 Terminator units (must purchase either Land Raider or Teleport upgrade)	Commander, Land Raider, Supreme Commander, Teleport	325
Thunderhawk Transporter	2 Thunderhawk Transporters	Thunderhawk Transporter	250
Whirlwind	4 Whirlwinds	Commander, Hunter	300

TITAN LEGION BATTLEGROUPS			
<i>No more than 1/3 of your points may be spent on War Engines and Aircraft 0-2 Titan formations allowed</i>			
NAME	FORMATION	NOTES	COST
Warhound	1 or 2 Warhound Class Titans	275 points for 1 Warhound 500 points for 2 Warhounds	275 500
Reaver	1 Reaver Class Titan	--	650
Warlord	1 Warlord Class Titan	--	850

SCIONS OF IRON UPGRADES		
<i>Each upgrade may only be taken once per detachment</i>		
DETACHEMENT	UNITS	COST
Armour	Add 1 or 2 units from the following list: Predator Annihilator, Predator Destructor, Vindicator (75 points for 1 unit; 125 points for 2 units)	Var.
Attack Bike	Replace any number of Bike units with 1 Attack Bike each	Free
Battle Barge	Replace Strike Cruiser with Battle Barge	100
Commander	Add 1 Space Marine Commander character to a unit in the formation. The Commander may be a Captain, Librarian or Chaplain. Cannot be taken with the Supreme Commander upgrade	50
Hunter	Add 1 Hunter	75
Land Raider	Add up to 4 Land Raiders (175 points for 2 Land Raiders or Land Raider Crusaders; 225 for 2 Land Raider Helios)	Var.
Land Speeder	Add up to 3 Land Speeders (35 points per Land Speeder; 50 points per Land Speeder Tornado; 60 per Land Speeder Typhoon)	75
0-1 Supreme Commander	Add <i>Supreme Commander</i> to a Land Raider (+100 points) or replace 1 unit with Land Raider Prometheus with <i>Supreme Commander</i> (+125 points if replacing a Predator or Vindicator; +100 points if replacing a Land Raider or Land Raider Crusader). Cannot be taken with the Commander upgrade.	Var.
Razorback	Replace any number of Rhinos with one or two Razorbacks each (25 points per Razorback)	Var.
Sniper	1 Scout unit gains the <i>Sniper</i> ability	25
Teleport	Allows Terminators to be teleported	25
Thunderhawk Transporter	Add 1 or 2 Thunderhawk Transporters (100 points each)	Var.

SCIONS OF IRON AIRCRAFT			
<i>No more than 1/3 of your points may be spent on War Engines and Aircraft</i>			
NAME	FORMATION	NOTES	COST
Thunderhawk Gunship (Saturation Bombing)	1 Thunderhawk Gunship (Saturation Bombing)	--	250
Thunderhawk Gunship (Close Air Support)	1 Thunderhawk Gunship (Close Air Support)	--	250

IMPERIAL NAVY AIRCRAFT			
<i>No more than 1/3 of your points may be spent on War Engines and Aircraft 0-2 Imperial Navy formations allowed</i>			
NAME	FORMATION	NOTES	COST
Thunderbolt	2 Thunderbolt Fighters	--	150
Marauder	2 Marauder Bombers	--	250

6.2 IMPERIAL GUARD

6.2.1 Imperial Guard Special Rules

6.2.1.1 Commissars

A Steel Legion Imperial Guard army may include 1 Commissar character per 500 points or part thereof in the army. The Commissars do not cost any points.

Commissar units may be added to the army at the start of the battle before either side sets up. If the army includes a Supreme Commander then the first Commissar must be attached to the Supreme Commander's formation. Any further Commissars may be attached to any other Steel Legion formations.

You may not include more than one Commissar per formation. You may not add a Commissar to a Navy or Titan Legion formation. If you have more Commissars than formations any excess is lost.

6.2.1.2 Fortified Positions (*Baran Siegemasters only*)

A Siege Regiment army regiment is allowed to purchase one set of fortified positions for its troops to occupy for each Regimental HQ or Infantry company included in the army.

Fortified positions must be set up after Objectives, but before Spacecraft and Garrisons are deployed. They may be set up anywhere a vehicle may deploy in the Siegemasters half of the table. You may split up a set of fortified positions as desired, as long as the rules for formation coherence are adhered to. For example, you could split up trenches into several lines, as long as there are 5cm 'links' between the different parts of the position. Fortified positions count as having a move of zero, and may 'garrison' (eg, they can be set up in positions that garrison units can be set up in). It goes without saying that they may not be transported, and any players that were considering transporting them onto the table should be deeply ashamed of themselves!

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

6.2.1.3 Regimental HQ (*Baran Siegemasters only*)

When playing Grand Tournament games, a Siegemaster army must include a Regimental HQ. The enemy count as having achieved the 'Break Their Spirit' victory condition by destroying this formation or by destroying the most expensive formation in the army.

6.2.1.4 Amphibious (*Minervan Legion only*)

The Armoured Legions of Minerva are able to convert many of their vehicles on the fly to amphibious use. For every 1000 points, the Minervan player may designate one Armored Company as Amphibious. Amphibious companies ignore the Terrain Effects of Marshes and Rivers count as Dangerous Terrain (instead of Impassable). The designation of specific formations as Amphibious must be made prior to placing any units on the game table.

6.2.1.5 Imperial Void Shields

Imperial Titans are protected by void shield generators. The number of void shields each Titan has is noted on the Titan's datasheet.

Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, nor allocate Blast markers. Once all of the shields have been knocked down, the Titan may be damaged normally and you may make saving throws against any hits that are scored.

Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the Titan.

Void shields that have been knocked down can be repaired. Each Titan can repair one downed void shield in the end phase of each turn. In addition, if a Titan regroups it can use the dice roll to either repair the void shield or remove Blast markers (eg, if you rolled a 2 you could repair 2 shields, remove 2 Blast markers or repair 1 shield and remove 1 Blast marker).

6.2.2 Imperial Guard Forces

6.2.2.1 Steel Legion - Official

CHARACTERS	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Commissar	CH	--	--	--	--	Power Weapon	(contact)	(Assault Weapons), MW, EA (+1)
	NOTES	Leader, Fearless, Inspiring						
INFANTRY	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Commander	INF	15 cm	6+	5+	5+	Chainswords Lasguns Autocannon	(contact) (15 cm) 45 cm	(Assault Weapons) (Small Arms) AP5+/AT6+
	NOTES	Commander						
Infantry	INF	15 cm	--	6+	5+	Lasguns Autocannon	(15 cm) 45 cm	(Small Arms) AP5+/AT6+
	NOTES	Only one unit in every two has an autocannon. Count up the number of IG Infantry units in the formation that can fire at the target formation and divide by two (rounding up) to find the number of autocannon shots you may take.						
Ogryns	INF	15 cm	3+	4+	5+	Ogryn Combat Weapons Ripper Guns	(contact) (15 cm)	(Assault Weapons), MW, EA (+1) (Small Arms)
	NOTES							
Rough Riders	INF	20 cm	6+	4+	6+	Power Lance Chainswords Las pistols	(contact) (contact) (15 cm)	(Assault Weapons), First Strike, EA (+1) (Assault Weapons) (Small Arms)
	NOTES	Mounted, Scout, Infiltrator						
Snipers	INF	15 cm	--	6+	5+	Sniper Rifles	30 cm	AP5+
	NOTES	Sniper, Scout						
Storm Troopers	INF	15 cm	5+	5+	4+	Hellguns Plasma Guns	(15 cm) 15 cm	(Small Arms) AP5+/AT5+
	NOTES	Scout						
Support Squad	INF	15 cm	--	6+	4+	2x Autocannon	45 cm	AP5+/AT6+
	NOTES							
Supreme Commander	INF	15 cm	5+	4+	5+	Power Weapon Lasguns Autocannon	(contact) (15 cm) 45 cm	(Assault Weapons), MW, EA (+1) (Small Arms) AP5+/AT6+
	NOTES	Supreme Commander						
LIGHT VEHICLES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Sentinel	LV	20 cm	6+	6+	5+	Multilaser	30 cm	AP5+/AT6+
	NOTES	Scout, Walker						

ARMoured VEHICLES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Basilisk	AV	20 cm	5+	6+	5+	Heavy Bolter Earthshaker	30 cm 120 cm	AP5+ AP4+/AT4+ OR 1 BP, Indirect Fire
	NOTES	May either shoot normally or fire a barrage. May only use the Indirect Fire special ability when firing barrages.						
Bombard	AV	20 cm	6+	6+	5+	Heavy Bolter Siege Mortar	30 cm 45 cm	AP5+ 2 BP, Ignore Cover, Slow Firing, Indirect Fire
	NOTES							
Chimera	AV	30 cm	5+	6+	5+	Heavy Bolter Multilaser	30 cm 30 cm	AP5+ AP5+/AT6+
	NOTES	Transport (may carry 1 Ogryn unit OR any 2 of the following units: Supreme Commander, Commander, Infantry, Stormtroopers, Fire Support, Snipers)						
Deathstrike	AV	20 cm	6+	6+	5+	Heavy Bolter Deathstrike Missile	30 cm Unlimited	AP5+ MW2+, TK(D6), One-Shot, Indirect Fire
	NOTES							
Griffon	AV	30 cm	6+	6+	5+	Heavy Bolter Heavy Mortar	30 cm 30 cm	AP5+ 1 BP, Indirect Fire
	NOTES							
Hellhound	AV	30 cm	4+	6+	3+	Heavy Bolter Inferno Cannon	30 cm 30 cm	AP5+ AP3+, Ignore Cover
	NOTES							
Hydra	AV	30 cm	6+	6+	5+	Heavy Bolter 2x Twin Hydra Autocannon	30 cm 45 cm	AP5+ AP4+/AT5+/AA5+
	NOTES							
Leman Russ	AV	20 cm	4+	6+	4+	2x Heavy Bolter Lascannon Battle Cannon	30 cm 45 cm 75 cm	AP5+ AT5+ AP4+/AT4+
	NOTES	Reinforced Armour						
Leman Russ Demolisher	AV	20 cm	4+	6+	3+	2x Plasma Cannon Demolisher Lascannon	30 cm 30 cm 45 cm	AP4+/AT4+, Slow Firing AP3+/AT4+, Ignore Cover AT5+
	NOTES	Reinforced Armour						
Leman Russ Vanquisher	AV	20 cm	4+	6+	4+	2x Heavy Bolter Lascannon Vanquisher	30 cm 45 cm 75 cm	AP5+ AT5+ AP4+/AT2+
	NOTES	Reinforced Armour						

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ARMoured VEHICLES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Manticore	AV	20 cm	6+	6+	5+	Heavy Bolter Siege Mortar	30 cm 150 cm	AP5+ 2 BP, Disrupt, Slow Firing, Indirect Fire
	NOTES							
Valkyrie	AV	35 cm	5+	6+	5+	2x Rocket Pod 2x Heavy Bolter Multilaser	30 cm 30 cm 30 cm	1 BP, Disrupt, One-Shot AP5+ AT5+
	NOTES	<i>Skimmer, Scout, Transport (may carry 2 Storm Trooper units)</i>						
Vulture	AV	35 cm	5+	6+	5+	Heavy Bolter Twin Autocannon 2x Hellstrike	30 cm 45 cm 120 cm	AP5+ AP4+/AT5+ AT2+, One-Shot
	NOTES	<i>Skimmer, Scout</i>						

AIRCRAFT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Marauder Bomber	AC	B	4+	--	--	2x Twin Heavy Bolter Bomb Racks Twin Lascannon	15 cm 15 cm 45 cm	AA5+ 3 BP, FxF AT4+/AA4+, FxF
	NOTES							
Thunderbolt Fighter	AC	F	6+	--	--	Stormbolters Multilaser Underwing Rockets	15 cm 30 cm 30 cm	AP4+/AA5+, FxF AP5+/AT6+/AA5+, FxF AT4+, FxF
	NOTES							

SPACECRAFT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Emperor Class Battleship	SC	--	--	--	--	Orbital Bombardment	--	8 BP, MW
	NOTES	<i>Slow and steady (may not be used on turns one and two of a battle unless the scenario specifically states otherwise)</i>						
Lunar Class Cruiser	SC	--	--	--	--	Orbital Bombardment Pin-point Attack	-- --	3 BP, MW MW2+, TK(D3)
	NOTES							

WAR ENGINES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Baneblade	WE	15 cm	4+	6+	4+	3x Twin Heavy Bolter Demolisher Autocannon 2x Lascannon Main Battle Cannon	30 cm 30 cm 45 cm 45 cm 75 cm	AP4+ AP3+/AT4+, Ignore Cover, FxF AP5+/AT6+ AT5+ AP3+/AT3+
	NOTES	DC 3, Reinforced Armour <u>Critical Hit Effect:</u> The Baneblade's magazine explodes. The Baneblade is destroyed, and any units within 5cm of the model suffer a hit on a roll of 6+						
Shadowsword	WE	15 cm	4+	6+	5+	2x Heavy Bolter Volcano Cannon	30 cm 90 cm	AP5+ MW2+, TK(D3), FxF
	NOTES	DC 3, Reinforced Armour <u>Critical Hit Effect:</u> The Volcano Cannon's energy coils explode. The Shadowsword is destroyed, and any units within 5cm of the model suffer a hit on a roll of 6+						

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

6.2.2.2 Baran Siegemasters - Official

INFANTRY	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Siege Infantry	INF	15 cm	--	6+	5+	Lasgun Heavy Stubber	(15 cm) 30 cm	(Small Arms) AP6+
	NOTES							
Sappers	INF	15 cm	6+	5+	5+	Melta Bombs Heavy Flamer	(contact) (15 cm) AND 15 cm	(Assault Weapons), MW, EA (+1) Ignore Cover AP4+, Ignore Cover
	NOTES	<i>Walker</i>						
Rapier Laser Destroyer	INF	10 cm	--	--	5+	Rapier Laser Destroyer	45 cm	AP6+/AT4+
	NOTES							
Thudd Gun	INF	10 cm	--	--	5+	Thudd Gun	45 cm	AP4+/AT6+, Indirect Fire
	NOTES							

LIGHT VEHICLES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Blitzen AA Gun	LV	0 cm	--	--	6+	Blitzen Cannon	60 cm	AP6+/AT5+/AA5+
	NOTES							
Bruennhilde	LV	15 cm	6+	--	6+	Heavy Stubber	30 cm	AP6+
	NOTES	<i>Transport (may carry 1 of the following units: Blitzen AA Gun, Götterdämmerung Howitzer, Thudd Gun or Rapier Laser Destroyer)</i>						
Götterdämmerung Howitzer	LV	0 cm	--	--	6+	Howitzer	90 cm	1 BP, Indirect Fire
	NOTES							

ARMoured VEHICLES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Ragnarok	AV	15 cm	4+	6+	4+	2x Heavy Stubber Ragnarok Battlecannon	30 cm 60 cm	AP6+ AP4+/AT4+
	NOTES	<i>Reinforced Armour, Walker</i>						
Siegfried	AV	30 cm	5+	6+	5+	Multilaser	30 cm	AP5+/AT6+
	NOTES	<i>Scout</i>						

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

6.2.2.3 Minervan Legion - Experimental

CHARACTERS	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Armoured Regimental Commissar	CH	--	--	--	--	Upgraded Guns	(15 cm)	(Small Arms), EA (+1)
	NOTES	<i>Inspiring, Fearless</i>						
Supreme Commander	CH	--	--	--	--	Upgraded Guns	(15 cm)	(Small Arms), EA (+1)
	NOTES	<i>Supreme Commander</i>						

ARMoured VEHICLES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Chimera (Mars Pattern)	AV	30 cm	5+	6+	5+	Heavy Bolter 0-1 Multilaser OR 0-1 Twin Heavy Bolter OR 0-1 Heavy Flamer	30 cm 30 cm 30 cm (15 cm) AND 15 cm	AP5+ AP5+/AT6+ AP4+ (Small Arms), Ignore Cover AP4+, Ignore Cover
	NOTES	<i>Transport (may carry 2 infantry units) Must choose either 1 Multilaser OR 1 Twin Heavy Bolter OR 1 Heavy Flamer</i>						
Leman Russ Conqueror	AV	30 cm	4+	6+	5+	Conqueror Cannon Lascannon	45 cm 45 cm	AP5+/AT5+ AT5+
	NOTES	<i>Reinforced Armour</i>						
Leman Russ Executioner	AV	20 cm	4+	6+	5+	Lascannon Plasma Destroyer	45 cm 60 cm	AT5+ MW4+
	NOTES	<i>Reinforced Armour</i>						
Leman Russ Exterminator	AV	20 cm	4+	6+	3+	2x Heavy Bolter Lascannon Twin Autocannon	30 cm 45 cm 45 cm	AP5+ AT5+ AP4+/AT5+
	NOTES	<i>Reinforced Armour</i>						
Leman Russ Tank Destroyer	AV	20 cm	4+	6+	6+	Laser Destroyer	75 cm	AT4+, TK(1)
	NOTES	<i>Reinforced Armour</i>						
Leman Russ Thunderer Siege Tank	AV	20 cm	4+	6+	5+	Demolisher Cannon	30 cm	AP3+/AT4+, Ignore Cover
	NOTES	<i>Reinforced Armour, Thick Rear Armour</i>						
Medusa Self-Propelled Assault Gun	AV	20 cm	6+	6+	5+	Heavy Bolter Medusa Siege Gun	30 cm 30 cm	AP5+ MW4+, Ignore Cover
	NOTES							
Salamander Commander	AV	35 cm	6+	6+	5+	Heavy Flamer Heavy Bolter	(15 cm) AND 15 cm 30 cm	(Small Arms), Ignore Cover AP4+, Ignore Cover AP5+
	NOTES	<i>Commander, Leader, Scout</i>						
Salamander Scout	AV	35 cm	6+	6+	5+	Heavy Bolter Autocannon	30 cm 45 cm	AP5+ AP5+/AT6+
	NOTES	<i>Scout</i>						

EPIC ARMAGEDDON COMPENDIUM v2.0

WAR ENGINES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Stormblade	WE	15 cm	4+	6+	4+	Heavy Bolter 2x Twin Heavy Bolter 2x Lascannon Plasma Blastgun	30 cm 30 cm 45 cm 45 cm	AP5+ AP4+ AT5+ 2x MW2+, Slow-Firing, FxF
	NOTES	DC 3, Reinforced Armour <u>Critical Hit Effect:</u> The Stormblade's plasma generator ignites. The Stormblade is destroyed, and any units within 5cm suffer a hit on a roll of 6+						
Stormhammer	WE	15 cm	4+	6+	3+	4x Twin Heavy Bolter 4x Lascannon 2x Twin Snub Battle Cannon	30 cm 45 cm 45 cm	AP4+ AT5+ AP3+/AT3+
	NOTES	DC 3, Reinforced Armour <u>Critical Hit Effect:</u> The Stormhammer's magazine explodes. The Stormhammer is destroyed, and any units within 5cm suffer a hit on a roll of 6+						
Stormsword	WE	15 cm	4+	6+	4+	2x Heavy Flamer Heavy Bolter 2x Twin Heavy Bolter Siege Cannon	15 cm 30 cm 30 cm 30 cm	AP4+, Ignore Cover AP5+ AP4+ 3 BP, Disrupt, Ignore Cover, FxF
	NOTES	DC 3, Reinforced Armour <u>Critical Hit Effect:</u> The Stormsword's cannon munitions detonate. The Stormsword is destroyed, and any units within 5cm suffer a hit on a roll of 6+						

6.2.3 Imperial Guard Army Lists

6.2.3.1 Steel Legion - Official

Steel Legion Imperial Guard armies have a **Strategy rating of 2**. Steel Legion Imperial Guard formations and Imperial Navy aircraft have an **Initiative rating of 2+**. All Titans have an **Initiative rating of 1+**.

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

STEEL LEGION COMPANY UPGRADES		
<i>Up to three different upgrades may be added to each Company</i>		
UPGRADE	UNITS	COST
Tank Squadron	3 Leman Russ or 3 Leman Russ Demolishers	200
Hellhound Squadron	3 Hellhounds	150
Fire Support Platoon	4 Support Squad units*	100
Infantry Platoon	6 Infantry units*	100
Griffon Battery	3 Griffons	100
Flak	1 Hydra	50
Ogryns	2 Ogryn units*	50
Sniper	1 or 2 Sniper units (+25 each)*	Var.
* These units' formations may have Armageddon pattern Chimera transport vehicles. Each Chimera costs 25 points. You must take enough to transport the whole formation if any are taken, but you may not take more than necessary to transport the formation.		

STEEL LEGION SUPPORT FORMATIONS		
<i>Up to two may be taken per Steel Legion Company</i>		
FORMATION	UNITS	COST
Vulture Squadron	4 Vultures	300
Storm Trooper Platoon	8 Storm Trooper units (may have 4 Valkyrie transport vehicles for +150 points)	200 (+150)
Artillery Battery	3 units of the same type chosen from the following list: Basilisk, Bombard, Manticore	250
Super-Heavy Tank Platoon	1 Baneblade or 1 Shadowword	200
0-1 Deathstrike Missile Battery	2 Deathstrike Missile Launchers	200
0-1 Orbital Support	1 Imperial Navy Lunar class cruiser OR 1 Emperor class Battleship	150 250
Flak Battery	3 Hydras	150
Rough Rider Platoon	6 Rough Rider units	125
Sentinel Squadron	4 Sentinels	100

IMPERIAL NAVY AIRCRAFT			
<i>No more than 1/3 of your points may be spent on War Engines and Aircraft</i>			
NAME	FORMATION	NOTES	COST
Thunderbolt	2 Thunderbolt Fighters	--	150
Marauder	2 Marauder Bombers	--	250

TITAN LEGION BATTLEGROUPS			
<i>No more than 1/3 of your points may be spent on War Engines and Aircraft</i>			
NAME	FORMATION	NOTES	COST
Warhound	1 or 2 Warhound Class Titans	275 points for 1 Warhound 500 points for 2 Warhounds	275 500
Reaver	1 Reaver Class Titan	--	650
Warlord	1 Warlord Class Titan	--	850

6.2.3.2 Baran Siegemasters - Official

Baran Siegemaster armies have a **Strategy rating of 1**. Baran Siegemaster formations and Imperial Navy aircraft formations have an **Initiative rating of 2+**.

SIEGE REGIMENT COMPANIES		
COMPANY	UNITS	COST
1 Siegemasters Regimental HQ	1 Supreme Commander unit and 9 Siege Infantry units	225
Siegemasters Infantry Company	1 Commander unit and 9 Siege Infantry units	175

SIEGE REGIMENT UPGRADES		
<i>Three may be taken per Siegemasters Regimental HQ or Infantry Company</i>		
UPGRADE	UNITS	COST
Siege Infantry Platoon	6 Siege Infantry units	75
Rapier Platoon	3 Rapier Laser Destroyer units	75
Thudd Gun Platoon	3 Thudd Gun units	75
Hellhound Squadron	3 Hellhounds	125
Griffon Battery	3 Griffons	100
Snipers	1 or 2 Sniper units (+25 each)*	Var.

SIEGE REGIMENT FORTIED POSITIONS		
<i>One may be taken per Siegemasters Regimental HQ or Infantry Company</i>		
FORMATION	UNITS	COST
Fortified Positions	Up to 500 mm of trenches and 500 mm of razor wire, plus up to 6 gun emplacements or bunkers	100

SIEGE REGIMENT SUPPORT FORMATIONS		
<i>Two may be taken per Siegemasters Regimental HQ or Infantry Company</i>		
UPGRADE	UNITS	COST
Siege Regiment Artillery Company	9 Götterdämmerung Howitzer units, plus 9 gun emplacements	425
Rough Rider Platoon	6 Rough Rider units	150
Light Tank Platoon	6 Siegfried light tanks	150
Heavy Tank Platoon	6 Ragnarok heavy tanks	300
Siege Regiment Artillery Battery	3 Götterdämmerung Howitzer units, plus 3 Bruennhilde transporters	150
Siege Regiment AA Battery	3 Blitzen AA gun units, plus 3 Bruennhilde transporters OR 3 gun emplacements	100
Super-Heavy Tank Platoon	1 Baneblade or 1 Shadowsword	200
Bombard Battery	3 Bombards	250
0-1 Deathstrike Missile Battery	2 Deathstrike Missile Launchers	200
0-1 Sapper Platoon	8 Sapper units (may be split up and added to 1 or more Infantry companies in the army, or be fielded as a single formation in their own right)	250

IMPERIAL NAVY AIRCRAFT			
<i>No more than 1/4 of your points may be spent on Aircraft</i>			
NAME	FORMATION	NOTES	COST
Thunderbolt	2 Thunderbolt Fighters	--	150
Marauder	2 Marauder Bombers	--	250

6.2.3.3 Minervan Legion - Experimental

Minervan Legion armies have a **Strategy rating of 2**. Minervan Legion formations and Imperial Navy aircraft formations have an **Initiative rating of 2+**. Titan Legion formations have an **Initiative value of 1+**.

MINERVAN ARMoured COMPANIES		
COMPANY	UNITS	COST
Tank Company	10 Leman Russ variants (up to 2 may be rare Leman Russ Variants)	625
Super-Heavy Tank Company	3 of the following Super-Heavy Tanks (in any combination): Baneblade, Shadowsword, Stormblade, Stormhammer, Stormsword	500
Self-Propelled Artillery Company	9 units of the same type chosen from the following list: Basilisk, Bombard, Manticore	650

ARMoured COMPANY UPGRADES		
<i>Up to three different upgrades may be added to each Company</i>		
UPGRADE	UNITS	COST
Flak Support	1 or 2 Hydras	50 ea.
Griffon Battery	3 Griffons	100
Hellhound Squadron	3 Hellhounds	150
Salamander Command Vehicle	1 Salamander Command Vehicle	25
0-1 Supreme Commander	1 Supreme Commander character upgrade	100
Tank Squadron	3 Leman Russ variants (may not include rare variants)	200

LEMAN RUSS VARIANTS	
<i>When selecting Leman Russ tanks, apply these modifiers to basic cost of the formation for each tank chosen Tanks marked with an asterisk * are Rare Variants</i>	
VARIANT	COST
Leman Russ Conqueror	-10
Leman Russ Demolisher *	Free
Leman Russ Destroyer	+50
Leman Russ Executioner *	Free
Leman Russ Exterminator	-10
Leman Russ	Free
Leman Russ Thunderer	-20
Leman Russ Vanguisher *	+25

MINERVAN LEGION SUPPORT FORMATIONS		
<i>Up to two may be taken per Steel Legion Company</i>		
FORMATION	UNITS	COST
Assault Gun Platoon	3 Medusas	150
0-1 Deathstrike Missile Battery	2 Deathstrike Missile Launchers	200
Mechanized Platoon	10 Infantry units plus 5 Chimeras – may be armed differently within a single formation (may add a Salamander Command Vehicle for +25 points)	300
0-1 Orbital Support	1 Imperial Navy Lunar class cruiser OR 1 Emperor class Battleship	150 250
Salamander Scout Platoon	3 Salamander Scout Vehicles (may add a Salamander Command Vehicle for +25 points)	100
Self-Propelled Artillery Platoon	3 units of the same type chosen from the following list: Basilisk, Bombard, Manticore	250
Self-Propelled Flak Battery	3 Hydras	150
Storm Trooper Platoon	8 Storm Trooper units (may have 4 Valkyrie transport vehicles for +150 points)	200 (+150)
Super-Heavy Tank Platoon	1 Baneblade, Shadowsword, Stormblade, Stormhammer or Stormsword	200
Tank Platoon	6 Leman Russ variants (may include 1 rare variant)	400
Vulture Squadron	4 Vultures	300

IMPERIAL NAVY AIRCRAFT			
<i>No more than 1/3 of your points may be spent on War Engines and Aircraft</i>			
NAME	FORMATION	NOTES	COST
Thunderbolt	2 Thunderbolt Fighters	--	150
Marauder	2 Marauder Bombers	--	250

TITAN LEGION BATTLEGROUPS			
<i>No more than 1/3 of your points may be spent on War Engines and Aircraft</i>			
NAME	FORMATION	NOTES	COST
Warhound	1 or 2 Warhound Class Titans	275 points for 1 Warhound 500 points for 2 Warhounds	275 500
Reaver	1 Reaver Class Titan	--	650
Warlord	1 Warlord Class Titan	--	850

6.3 ADEPTUS MECHANICUS

6.3.1 Titan Legions Special Rules

6.3.1.1 Imperial Void Shields

Imperial Titans are protected by void shield generators. The number of void shields each Titan has is noted on the Titan's datasheet.

Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, nor allocate Blast markers. Once all of the shields have been knocked down, the Titan may be damaged normally and you may make saving throws against any hits that are scored.

Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the Titan.

Void shields that have been knocked down can be repaired. Each Titan can repair one downed void shield in the end phase of each turn. In addition, if a Titan regroups it can use the dice roll to either repair the void shield or remove Blast markers (eg, if you rolled a 2 you could repair 2 shields, remove 2 Blast markers or repair 1 shield and remove 1 Blast marker).

6.3.1.2 Warhound Weapon Systems

When selecting Warhound weapon systems, if two of the same type of weapon are selected for a Warhound Titan, it must pay a 25pt surcharge.

For example, if a Warhound with two Vulcan Megabolters is selected (275pts), its total cost will be 300pts, due to the 25pt surcharge. This rule compensates for the increased effectiveness that comes from having such an optimised weapons load.

6.3.1.3 Warheads

Support missiles may take a single Warhead from the "Warhead Type" list. Warmonger Titan may choose any combination of 8 Warheads from the "Warhead Type" list.

In tournaments, Warheads must be chosen when the army list is written, not when the opponent's army is seen.

6.3.1.4 Knight Shield (House Hyperion only)

Most Knights benefit from a powerful directional energy field, strong enough to withstand the heaviest Titan-grade weaponry.

This shield gives a Knight a separate 4+ saving throw, which may be used if (and only if) the Knight is hit by a weapon with the Titan-Killer Special Rule. Make a single saving throw per hit with a Titan Killer weapon, rather than one for each point of damage.

A Knight may not use its shield in two circumstances:

- 1 - Against close combat attacks
- 2 - When caught in a crossfire

6.3.2 Adeptus Mechanicus Forces

6.3.2.1 Adeptus Mechanicus - Gryphonne IV Planetary Defence Forces (v1.09) - Experimental

CHARACTERS	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Adeptus Mechanicus Tech Lord	CH	--	--	--	--	Augmentations	(contact)	(Assault Weapons), MW, EA (+1)
	NOTES	Supreme Commander, Fearless						

INFANTRY	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Mole Mortar	INF	15 cm	--	--	6+	Mole Mortar	30 cm	AP5+, Indirect Fire, Disrupt, Ignore Cover
	NOTES	Mounted						
Prætorian Combat Servitors	INF	15 cm	3+	4+	5+	Augmentations Autocannon	(contact) 45 cm	(Assault Weapons), MW, EA (+1) AP5+/AT6+
	NOTES	Fearless, Invulnerable Save						
Rapier Laser Destroyer	INF	10 cm	--	--	5+	Rapier Laser Destroyer	45 cm	AP6+/AT4+
	NOTES							
Skitarii	INF	15 cm	5+	5+	5+	Heavy Bolter	30 cm	AP5+
	NOTES	Supreme Commander, Fearless						
Skitarii Tech Priest	INF	15 cm	4+	4+	4+	Augmentations Heavy Bolter	(contact) 30 cm	(Assault Weapons), MW, EA (+1) AP5+
	NOTES	Leader, Commander, Invulnerable Save						

LIGHT VEHICLES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Sentinel	LV	20 cm	6+	6+	5+	Multilaser	30 cm	AP5+/AT6+
	NOTES	Scout, Walker						

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ARMoured VEHICLES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Basilisk	AV	20 cm	5+	6+	5+	Heavy Bolter Earthshaker	30 cm 120 cm	AP5+ AP4+/AT4+ OR 1 BP, Indirect Fire
	NOTES	May either shoot normally or fire a barrage. May only use the Indirect Fire special ability when firing barrages.						
Bombard	AV	20 cm	6+	6+	5+	Heavy Bolter Siege Mortar	30 cm 45 cm	AP5+ 2 BP, Ignore Cover, Slow Firing, Indirect Fire
	NOTES							
Chimera	AV	30 cm	5+	6+	5+	Heavy Bolter Multilaser	30 cm 30 cm	AP5+ AP5+/AT6+
	NOTES	Transport (may carry 1 Ogryn unit OR any 2 of the following units: Supreme Commander, Commander, Infantry, Stormtroopers, Fire Support, Snipers)						
Deathstrike	AV	20 cm	6+	6+	5+	Heavy Bolter Deathstrike Missile	30 cm Unlimited	AP5+ MW2+, TK(D6), One-Shot, Indirect Fire
	NOTES							
Forge Knight	AV	20 cm	4+	4+	5+	Manipulators Arc Lance	(contact) 30 cm	(Assault Weapons), MW, EA (+1) AT4+
	NOTES	Reinforced Armour, Invulnerable Save, Walker, Infiltrator						
Hellhound	AV	30 cm	4+	6+	3+	Heavy Bolter Inferno Cannon	30 cm 30 cm	AP5+ AP3+, Ignore Cover
	NOTES							
Hydra	AV	30 cm	6+	6+	5+	Heavy Bolter 2x Twin Hydra Autocannon	30 cm 45 cm	AP5+ AP4+/AT5+/AA5+
	NOTES							
Leman Russ	AV	20 cm	4+	6+	4+	2x Heavy Bolter Lascannon Battle Cannon	30 cm 45 cm 75 cm	AP5+ AT5+ AP4+/AT4+
	NOTES	Reinforced Armour						
Leman Russ Demolisher	AV	20 cm	4+	6+	3+	2x Plasma Cannon Demolisher Lascannon	30 cm 30 cm 45 cm	AP4+/AT4+, Slow Firing AP3+/AT4+, Ignore Cover AT5+
	NOTES	Reinforced Armour						
Leman Russ Executioner	AV	20 cm	4+	6+	5+	Lascannon Plasma Destroyer	45 cm 60 cm	AT5+ MW4+
	NOTES	Reinforced Armour						
Leman Russ Vanquisher	AV	20 cm	4+	6+	4+	2x Heavy Bolter Lascannon Vanquisher	30 cm 45 cm 75 cm	AP5+ AT5+ AP4+/AT2+
	NOTES	Reinforced Armour						
Manticore	AV	20 cm	6+	6+	5+	Heavy Bolter Siege Mortar	30 cm 150 cm	AP5+ 2 BP, Disrupt, Slow Firing, Indirect Fire
	NOTES							

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WAR ENGINES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Baneblade	WE	15 cm	4+	6+	4+	3x Twin Heavy Bolter Demolisher Autocannon 2x Lascannon Main Battle Cannon	30 cm 30 cm 45 cm 45 cm 75 cm	AP4+ AP3+/AT4+, Ignore Cover, FxF AP5+/AT6+ AT5+ AP3+/AT3+
	NOTES	DC 3, Reinforced Armour <u>Critical Hit Effect:</u> The Baneblade's magazine explodes. The Baneblade is destroyed, and any units within 5cm of the model suffer a hit on a roll of 6+						
Gorgon Siege Transporter (Gryphon IV pattern)	WE	20 cm	4+	6+	5+	2x Twin Heavy Stubber 2x Twin Heavy Bolters OR Gorgon Mortars	30 cm 30 cm 30 cm	AP5+ AP4+ BP2, Indirect Fire, One-Shot, FxF
	NOTES	DC 3, Reinforced Armour, Walker, Transport (may carry up to 10 infantry units. Praetorian Combat Servitors take up two spaces each) The Gorgon may have either "Gorgon Mortars" or "2x Twin Heavy Bolters", not both <u>Critical Hit Effect:</u> The Gorgon is immobilized. A further critical hit will destroy the Gorgon						
Ordinatus Majoris	WE	10 cm	5+	6+	4+	2x Heavy Bolter 2x Lascannon	30 cm 45 cm	AP5+ AT5+
	NOTES	DC 4, 4 Void Shields, Reinforced Armour, Inspiring Select 2 identical Battle Titan weapons or a single Ordinatus weapon (the weapon(s) selection is carried on a fixed forward arc) <u>Critical Hit Effect:</u> The Ordinatus's plasma reactor explodes in a roiling blast of energy. It is destroyed and all units within 15cm suffer a hit on a 5+. Any friendly formations with line of sight to the explosion receive 1 Blast marker						
Ordinatus Minoris	WE	15 cm	5+	6+	5+	2x Twin Heavy Bolter	30 cm	AP4+
	NOTES	DC 2, 2 Void Shields, Reinforced Armour Select 1 Battle Titan weapon, which is carried on a fixed forward arc <u>Critical Hit Effect:</u> The Ordinatus's plasma reactor explodes in a roiling blast of energy. It is destroyed and all units within 15cm suffer a hit on a 5+						
Shadowsword	WE	15 cm	4+	6+	5+	2x Heavy Bolter Volcano Cannon	30 cm 90 cm	AP5+ MW2+, TK(D3), FxF
	NOTES	DC 3, Reinforced Armour <u>Critical Hit Effect:</u> The Volcano Cannon's energy coils explode. The Shadowsword is destroyed, and any units within 5cm of the model suffer a hit on a roll of 6+						
Stormblade	WE	15 cm	4+	6+	5+	2x Twin Heavy Bolter Heavy Bolter 2x Lascannon Plasma Blastgun	30 cm 30 cm 45 cm 45 cm	AP4+ AP5+ AT5+ 2x MW2+, Slow-Firing, FxF
	NOTES	DC 3, Reinforced Armour <u>Critical Hit Effect:</u> The Stormblade's plasma generator detonates, and any units within 5cm suffer a hit on a roll of 6+						
Stormsword	WE	15 cm	4+	6+	4+	2x Heavy Flamer 2x Twin Heavy Bolter Heavy Bolter Siege Cannon	15 cm 30 cm 30 cm 45 cm	AP4+, Ignore Cover AP4+ AP5+ 3 BP, Disrupt, Ignore Cover, FxF
	NOTES	DC 3, Reinforced Armour <u>Critical Hit Effect:</u> The Stormsword's cannon munitions detonate. The Stormsword is destroyed, and any units within 5cm of the model suffer a hit on a roll of 6+						

AIRCRAFT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Marauder Bomber	AC	B	4+	--	--	2x Twin Heavy Bolter Bomb Racks Twin Lascannon	15 cm 15 cm 45 cm	AA5+ 3 BP, FxF AT4+/AA4+, FxF
	NOTES							
Thunderbolt Fighter	AC	F	6+	--	--	Stormbolters Multilaser Underwing Rockets	15 cm 30 cm 30 cm	AP4+/AA5+, FxF AP5+/AT6+/AA5+, FxF AT4+, FxF
	NOTES							

SPACECRAFT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Adeptus Mechanicus Battleship	SC	--	--	--	--	Orbital Bombardment Pin-point Attack	-- --	6 BP, MW MW2+, TK(D3)
	NOTES	<i>Slow and steady (may not be used on turns one and two of a battle unless the scenario specifically states otherwise)</i>						
Adeptus Mechanicus Lunar Class Cruiser	SC	--	--	--	--	2x Pin-point Attack	--	MW2+, TK(D3)
	NOTES							

ORDINATUS WEAPONS			
WEAPON	RANGE	FIREPOWER	NOTES
Hellfire Missiles (<i>Golgotha</i>)	Unlimited	6x 2 BP	Indirect Fire, MW, One-Shot
Nova Cannon (<i>Armageddon</i>)	100 cm	4x MW3+	TK(D3)
Sonic Disruptor (<i>Mars</i>)	100 cm	10 BP	Ignore Cover, Disrupt

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6.3.2.2 War Gryphons Titan Legion (v3.13b) - Experimental

TITAN UPGRADES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Carapace Multilasers	CH	--	--	--	--	Carapace Multilasers	30 cm	2x AP5+/AT5+/AA5+
	NOTES							
Legate	CH	--	--	--	--	--	--	--
	NOTES	Supreme Commander						
Sacred Icon	CH	--	--	--	--	--	--	--
	NOTES	Inspiring						
Veteran Princeps	CH	--	--	--	--	--	--	--
	NOTES	Commander, Leader						

TITANS	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Imperator Titan	WE	15 cm	4+	4+	3+	Leg Bastions Tertiary Armament Hellstorm Cannon 4x Battle Cannon Quake Cannon Defence Laser Plasma Annihilator	-- (15 cm) 60 cm 75 cm 90 cm 90 cm 90 cm	Count as a Corvus Assault Pod (Small Arms), EA (+2) 10 BP, Fwd AP4+/AT4+ 3 BP, MW, FxF MW2+/AA4+, TK(D3) 4x MW2+, TK(D3), Slow-Firing, Fwd
	NOTES	DC 12, 8 Void Shields, Fearless, Reinforced Armour, Walker, Inspiring May step over units and impassable or dangerous terrain that is lower up to 2cm wide and less than 3cm tall. <u>Critical Hit Effect:</u> The Imperator's plasma reactor has been damaged. Roll a D6 for the Imperator in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Imperator, on a roll of 2-3 the Imperator 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 Imperator will be hit on a roll of 4+						
Warmonger Titan	WE	15 cm	4+	4+	5+	Fire Control Centre Leg Bastions Tertiary Armament Head Gun 4x Hydra Autocannon Vengeance Cannon 8x Doomstrike Missile	-- -- (15 cm) 45 cm 45 cm 90 cm Unlimited	Once per turn, re-roll one failed to-hit roll on one of the Warmonger Titan's weapon systems Count as a Corvus Assault Pod (Small Arms), EA (+2) AP4+/AT4+, FxF 2x AP4+/AT5+/AA5+ 2x MW2+, TK(D3), Fwd Warhead
	NOTES	DC 12, 8 Void Shields, Fearless, Reinforced Armour, Walker, Inspiring May step over units and impassable or dangerous terrain that is lower up to 2cm wide and less than 3cm tall. <u>Critical Hit Effect:</u> The Warmonger's plasma reactor has been damaged. Roll a D6 for the Warmonger in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warmonger, on a roll of 2-3 the Warmonger 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 Warmonger will be hit on a roll of 4+						

TITANS	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Warlord Titan	WE	15 cm	4+	2+	3+	May select 4 weapons from the Scout Titan and Battle Titan weapons lists. Carapace weapons have a Fixed Forward Arc. Arm weapons have a Forward Arc.		
	NOTES	DC 8, 6 Void Shields, Fearless, Reinforced Armour, Thick Rear Armour, Walker May step over units and impassable or dangerous terrain that is up to 2cm wide and less than 2,5cm tall. <u>Critical Hit Effect:</u> 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+						
Reaver Titan	WE	20 cm	4+	3+	3+	May select 3 weapons from the Scout Titan and Battle Titan weapons lists. Carapace weapons have a Fixed Forward Arc. Arm weapons have a Forward Arc.		
	NOTES	DC 6, 4 Void Shields, Fearless, Reinforced Armour, Walker May step over units and impassable or dangerous terrain that is up to 2cm wide and less than 2cm tall. <u>Critical Hit Effect:</u> The Reaver's plasma reactor has been damaged. Roll a D6 for the Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cm of the Reaver will be hit on a roll of 5+						
Warhound Titan	WE	30 cm	5+	4+	4+	May select 2 weapons from the Scout Titan weapons lists. Arm weapons have a Forward Arc.		
	NOTES	DC 3, 2 Void Shields, Fearless, Reinforced Armour, Walker May step over units and impassable or dangerous terrain that is up to 2cm wide and less than 1,5cm tall. The plasma blastgun may either fire one shot and still have one shot 'in reserve' for next turn, or fire two shots and not shoot next turn at all. <u>Critical Hit Effect:</u> The Warhound is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally)						

AIRCRAFT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Lysander Fighter	AC	F	6+	--	--	Stormbolters Heavy Bolter	15 cm 30 cm	AP4+/AA5+, FxF AP5+/AA6+, FxF
	NOTES							

SCOUT TITAN WEAPONS			
WEAPON	RANGE	FIREPOWER	NOTES
Inferno Gun	30 cm	3 BP	Ignores Cover
Plasma Blastgun	45 cm	2x MW2+	Slow-Firing
Vulcan Megabolter	45 cm	4x AP3+/AT5+	
Turbolaser Destructor	60 cm	4x AP5+/AT3+	
BATTLE TITAN WEAPONS			
WEAPON	RANGE	FIREPOWER	NOTES
Carapace Landing Pad	--	--	Allows BP weapons to use Indirect Fire
Corvus Assault Pod	--	--	- May carry 10 infantry units (Skitarii, Steel Legion Infantry, Space Marine Tactical, Assault, Devastator, etc.) - Certain units take up 2 slots each (Prætorian Combat Servitors, Ogryns and Space Marine Terminators) - Infantry units with the <i>Mounted</i> special rule may not be transported within the Corvus Assault Pod
Close Combat Weapon (arm only)	(contact)	(Assault Weapons)	TK(D3), EA (+3)
Laser Burner	(contact) OR (15 cm)	(Assault Weapons) (Small Arms)	EA (+4) EA (+2)
Melta-Cannon	(15 cm) AND 30 cm	(Small Arms) MW2+	TK(D3), EA (+1) TK(D3)
Carapace Multi-Lasers	30 cm	2xAP5+/AT6+/AA5+	
Plasma Cannon	45 cm	3x MW2+	Slow-Firing
Apocalypse rocket Launcher	60 cm	3 BP	
Gatling Blaster	60 cm	4x AP4+/AT4+	
Laser Blaster	60 cm	6x AP5+/AT3+	
Plasma Destructor	75 cm	4x MW2+	Slow-Firing
Volcano Cannon	90 cm	MW2+	TK(D3)
Quake Cannon	90 cm	3 BP	MW
Support Missile (carapace only)	Unlimited	Warhead	Indirect Fire, One-Shot
WARHEADS			
WEAPON	RANGE	FIREPOWER	NOTES
Vortex Missile	Unlimited	3 BP	TK(1)
Warp Missile	Unlimited	MW2+	TK(D3), Ignores Shields and Powerfields
Deathstrike Missile	Unlimited	MW2+	TK(D6)
Barrage Missile	Unlimited	10 BP	Disrupt

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6.3.2.3 House Hyperion Knightworld (v1.02) - Experimental

CHARACTERS	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Seneschal	CH	--	--	--	--	-	--	--
	NOTES	Inspiring, Leader, Commander						

INFANTRY	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Levy Infantry	INF	15 cm	--	6+	5+	Heavy Stubber	30 cm	AP6+
	NOTES							
Aspirants	INF	20 cm	6+	4+	6+	Power Lance Chainswords Laspistols	(contact) (contact) (15 cm)	(Assault Weapons), First Strike, EA (+1) (Assault Weapons) (Small Arms)
	NOTES	Mounted, Scout, Infiltrator						

LIGHT VEHICLES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Ballista AA Gun	LV	0 cm	--	--	6+	Ballista Cannon	60 cm	AP6+/AT5+/AA5+
	NOTES							
Trebuchet Howitzer	LV	0 cm	--	--	6+	Howitzer	90 cm	1 BP, Indirect Fire
	NOTES							

WAR ENGINES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Knight Baron	WE	20 cm	4+	3+	3+	Shock Lance Power Lance Baron Cannon	(15 cm) (15 cm) 45 cm	(Small Arms), First Strike, EA (+1) (Small Arms), MW, First Strike, EA (+1) 2x AP4+/AT4+
	NOTES	DC 2, Knight Shield, Reinforced Armour, Thick Rear Armour, Walker, Fearless, Inspiring, Supreme Commander <u>Critical Hit Effect:</u> The Baron is instantly destroyed						
Knight Castellan	WE	15 cm	4+	5+	4+	Gatling Autocannon Light Quake Cannon	45 cm 90 cm	2x AP4+/AT6+ 2 BP, MW
	NOTES	DC 2, Reinforced Armour, Knight Shield, Walker <u>Critical Hit Effect:</u> The Castellan is instantly destroyed						
Knight Crusader	WE	15 cm	4+	5+	4+	Crusader Lascannon Light Quake Cannon	45 cm 90 cm	2x AP6+/AT4+ 2 BP, MW
	NOTES	DC 2, Reinforced Armour, Knight Shield, Walker <u>Critical Hit Effect:</u> The Crusader is instantly destroyed						

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WAR ENGINES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Knight Errant	WE	30 cm	4+	3+	5+	Power Gauntlet Shock Lance Thermal Cannon	(contact) (15 cm) (15 cm) AND 30 cm	(Assault Weapons), MW, EA (+1) (Small Arms), First Strike, EA (+1) (Assault Weapons), MW, EA (+1) MW4+
	NOTES	DC 1, Reinforced Armour, Knight Shield, Walker						
Knight Lancer	WE	30 cm	4+	5+	3+	Shock Lance Power Lance Knight Cannon	(15 cm) (15 cm) 45 cm	(Small Arms), First Strike, EA (+1) (Small Arms), MW, EA (+1) AP4+/AT4+
	NOTES	DC 1, Reinforced Armour, Knight Shield, Walker						
Knight Paladin	WE	20 cm	4+	4+	4+	Heavy Chainsword Shock Lance Knight Cannon Autocannon	(contact) (15 cm) 45 cm 45 cm	(Assault Weapons), MW, EA (+1) (Small Arms), First Strike, EA (+1) AP4+/AT4+ AP5+/AT6+
	NOTES	DC 1, Reinforced Armour, Knight Shield, Walker						
Knight Warden	WE	15 cm	4+	6+	4+	2x Multilaser 0-1x Frag Launcher 0-1x Battle Cannon	30 cm 45 cm 75 cm	AP5+/AT6+ 1 BP AP4+/AT4+
	NOTES	DC 2, Reinforced Armour, Thick Rear Armour, Knight Shield, Walker A Knight Warden may have either a Battle Cannon or a Frag Launcher, but not both <u>Critical Hit Effect:</u> The Warden is instantly destroyed						

6.3.3 Adeptus Mechanicus Army Lists

6.3.3.1 Adeptus Mechanicus - Gryphon IV Planetary Defence Forces (v1.09) - Experimental

Adeptus Mechanicus armies have a **Strategy rating of 2**. All formations have an **Initiative rating of 2+**, except Titans which have an **Initiative rating of 1+**.

ADEPTUS MECHANICUS CORE FORMATIONS		
FORMATION	UNITS	COST
Cataphract Tank Company	10 Leman Russ Tanks <i>May replace 1 Leman Russ with a Vanquisher or Executioner for +25 Points, or a Super-Heavy Tank for +150 Points</i>	625
Ordinatus Majoris	1 Ordinatus Majoris <i>Select its weapon from the War Gryphons army list, or the list below</i>	400
Ordinatus Minoris Company	3 Ordinatus Minoris <i>Select their weapons from the War Gryphons army list</i>	450
Skitarii Demi-Century	9 Skitarii units and 1 Tech Priest unit	300
Super-Heavy Tank Company	3 Super-Heavy Tanks <i>Baneblade, Shadowsword, Stormblade & Stormsword, in any combination</i>	500

ADEPTUS MECHANICUS CORE FORMATION UPGRADES		
<i>Each Core Formation may select up to three upgrades</i>		
UPGRADE	UNITS	COST
Anti-Aircraft	1 to 3 Hydras	50 ea.
Anti-Infantry	3 Hellhounds	150
Anti-Tank	3 Leman Russ or 3 Leman Russ Demolishers	200
Fire Support	4 Rapier Laser Destroyer units or 4 Mole Mortar units	100
Heavy Transportation	1 to 3 Gorgons	75 ea.
Infantry Support	5 Skitarii units	100
Light Transportation	Enough Chimeras to carry the entire formation (upgrades included)	25 ea.
Prætorians	2 or 4 Prætorian Combat Servitors units	50 ea.
0-1 Tech Lord	1 Tech Lord character upgrade (may only be added to a Tech Priest unit)	100

ORDINATUS WEAPONS		
WEAPON	UNITS	COST
Armageddon	Nova Cannon	150
Golgotha	Hellfire Missiles	150
Mars	Sonic Disruptor	100

ADEPTUS MECHANICUS SUPPORT FORMATIONS		
<i>Two may be taken per Core Formation in the army</i>		
FORMATION	UNITS	COST
Artillery	3 Artillery units (Basilisk, Manticore, Bombard) OR 9 Artillery units (Basilisk, Manticore, Bombard)	250 650
0-1 Deathstrike Missile Battery	2 Deathstrike Missile Launchers	200
Flak	3 Hydras	150
Forge Knights	6 Forge Knights	400
Orbital Support	1 Adeptus Mechanicus Cruiser OR 1 Adeptus Mechanicus Battleship	150 300
Ordinatus Minoris	1 Ordinatus Minoris <i>Select its weapon from the War Gryphons army list</i>	200
Prætorians	5 Prætorian Combat Servitors units	250
Sentinel Squadron	4 Sentinels	100
Super-Heavy Tank	1 Super-Heavy Tank <i>Baneblade, Shadowsword, Stormblade or Stormsword</i>	200

ALLIES		
<i>Up to 50% of the army may be selected from the Allies section</i>		
FORMATION	UNITS	COST
Thunderbolt	2 Thunderbolt Fighters	150
Marauder	2 Marauder Bombers	250
Reaver	1 Reaver Class Titan (<i>see War Gryphons list</i>)	Var.
Warhound	1 or 2 Warhound Class Titans (<i>see War Gryphons list</i>)	Var.
Warlord	1 Warlord Class Titan (<i>see War Gryphons list</i>)	Var.

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6.3.3.2 War Gryphons Titan Legion Army List (v3.13b) - Experimental

War Gryphons armies have a **Strategy rating of 3**. Titans have an **Initiative rating of 1+**. All other formations have an **Initiative rating of 2+**.

TITAN FORMATIONS		
FORMATION	UNITS	COST
Emperor Battle Titan	1 Emperor Titan (<i>either Imperator or Warmonger configuration</i>)	1250
Reaver Battle Titan	1 Reaver Titan	575
Warlord Battle Titan	1 Warlord Titan	725

TITAN WEAPONS	
SCOUT TITAN WEAPONS	COST
Inferno Gun, Vulcan Megabolter, Plasma Blastgun	Free
Turbolaser Destructor	25
BATTLE TITAN WEAPONS	COST
Titan Close Combat Weapon, Laser Burner, Corvus Assault Pod, Carapace Landing Pad	Free
Plasma Cannon, Gatling Blaster, Apocalypse Rocket Launcher	25
Melta Cannon, Laser Blaster (Triple Turbolaser), Volcano Cannon	50
Plasma Destructor, Support Missile, Quake Cannon	75

TITAN UPGRADES	
UPGRADES	COST
Carapace Multi-Lasers (<i>Battle Titans only</i>)	25
0-1 Legate (<i>Battle Titans only</i>)	50
Sacred Icon (<i>Battle Titans only</i>)	50
Veteran Princeps	25

SUPPORT FORMATIONS		
<i>Two may be taken per Titan Formation in the army</i>		
FORMATION	UNITS	COST
Forge Knights	6 Forge Knights	400
Lysander Fighter	1 Lysander Fighter (<i>0-1 per Warmonger Titan</i>)	Free
Marauder Squadron	2 Marauder Bombers	250
0-1 Orbital Support	1 Adeptus Mechanicus Cruiser <i>OR</i> 1 Adeptus Mechanicus Battleship	150 300
Recon Platoon	4 Sentinels	100
Skitarii Demi-Century	9 Skitarii units and 1 Tech Priest unit (<i>0-1 per Corvus Assault Pod</i>)	300
Thunderbolt Squadron	2 Thunderbolt Fighters	150
Warhound Scout Titan	1 Warhound Titan	275
Warhound Titan Pack	2 Warhound Titans	500

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6.3.3.2 House Hyperion Knightworld Army List (v1.02) - Experimental

House Hyperion armies have a **Strategy rating of 3**. All formations have an **Initiative rating of 2+**, except Titans which have an **Initiative rating of 1+**.

HOUSE HYPERION CORE FORMATIONS		
FORMATION	UNITS	COST
Errants	3 Knights Errant	250
Lancers	3 Knights Lancer	250
Paladins	3 Knights Paladin	250

HOUSE HYPERION CORE FORMATION UPGRADES		
<i>Each Core Formation may select two upgrades</i>		
UPGRADE	UNITS	COST
0-1 Baron	Add 1 Baron Knight	200
Errants	Add 3 Knights Errant	200
Lancers	Add 3 Knights Lancer	200
Paladins	Add 3 Knights Paladin	200
Seneschal	Add 1 Seneschal character upgrade	50

HOUSE HYPERION SUPPORT FORMATIONS		
<i>One may be taken for each Core Formation in the army</i>		
FORMATION	UNITS	COST
Aspirants	6 Rough Rider units	150
Castellans	3 Knights Castellan	500
Crusaders	3 Knights Crusader	500
Serf Ballistas	3 Ballista AA Guns	100
Serf Levy	10 Levy Infantry units	150
Serf Trebuchets	3 Trebuchet Howitzer	125
Wardens	3 Knights Warden	250

ALLIES		
<i>Up to 1/3 of the army may be selected from the Allies section</i>		
FORMATION	UNITS	COST
Marauder Squadron	2 Marauder Bombers	250
0-1 Ordinatus Majoris	1 Ordinatus Majoris <i>Select its weapons from the War Gryphons or the Adeptus Mechanicus army lists</i>	400
Ordinatus Minoris	1 Ordinatus Minoris (0-1 Ordinatus Minoris per 1000 points in the army) <i>Select its weapon from the War Gryphons army list</i>	200
Reaver Titan	1 Reaver Titan (<i>see War Gryphons list</i>)	Var.
Skitarii Demi-Century	5 Skitarii units (may take 3 Chimeras for +75 points)	125
Thunderbolt Squadron	2 Thunderbolt Fighters	150
Warhound Scout Titan	1 Warhound Titan	275
Warhound Titan Pack	2 Warhound Titans	500

6.4 ORKS

6.4.1 Ork Special Rules

6.4.1.1 Power of the Waaagh!

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

6.4.1.2 Mob Rule

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

6.4.1.3 Ork Powerfields

Some Ork war engines are protected by banks of power fields. The number each war engine has is noted on its datasheet. Power fields work in exactly the same manner as Imperial Void Shields (see 6.1.1.3 or 6.2.1.5), with the sole exception that they may not be repaired once they have been knocked down by a hit, and will instead remain down for the remainder of the battle.

6.4.1.4 Orks

WARLORD

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

BATTLEFORTRESSES & GUNFORTRESSES

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

ORK FORMATIONS

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

Type: The name of the formation.

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

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

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

6.4.2 Ork Forces

6.4.2.1 Ghazghkull's Warhorde - Official

CHARACTERS	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Oddboy	CH	--	--	--	--	Supa-Zzap-Gun OR Soopagun	60 cm 60 cm	MW3+, TK(D3) 2 BP, MW
	NOTES	Ork Oddboyz can be one of two types: Big Meks or Slavers. Both are Characters. A Big Mek can be added to a gunwagon or gunfortress and upgrades one of the big gunz on the vehicle into a Soopagun or Supa-Zzap-Gun with the characteristics shown above. A Slaver may added to a big gun and upgrades the weapons on the unit into a Soopagun or Supa-Zzap-Gun with the characteristics above.						
Warlord	CH	--	--	--	--	Big Choppas	(contact)	(Assault Weapons), MW, EA (+1)
	NOTES	Supreme Commander						

INFANTRY	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Big Gunz	INF	10 cm	--	6+	5+	Big Gun	45 cm	AP5+/AT5+
	NOTES							
Boyz	INF	15 cm	6+	4+	6+	Choppas Shootas Big Shoota	(contact) (15 cm) 30 cm	(Assault Weapons) (Small Arms) AP6+/AT6+
	NOTES							
Grotz	INF	15 cm	--	6+	6+	Shootas	(15 cm)	(Small Arms)
	NOTES	Formations that include at least 1 Ork unit don't receive Blast markers for Grot units that are killed, and don't count Grot units that are lost in an assault when working out who has won the combat.						
Kommandos	INF	15 cm	6+	4+	6+	Choppas Shootas Big Shoota	(contact) (15 cm) 30 cm	(Assault Weapons) (Small Arms) AP6+/AT6+
	NOTES	Scout, Infiltrator						
Nobz	INF	15 cm	4+	3+	5+	Big Choppas Shootas 2x Big Shoota	(contact) (15 cm) 30 cm	(Assault Weapons), EA (+1) (Small Arms) AP6+/AT6+
	NOTES	Leader						
Stormboyz	INF	30 cm	6+	4+	6+	Choppas Shootas	(contact) (15 cm)	(Assault Weapons) (Small Arms)
	NOTES	Scout, Jump Packs						
Warbikes	INF	35 cm	5+	4+	6+	Twin Sawn-off Big Shoota	15 cm	AP5+/AT5+
	NOTES	Mounted						

LIGHT VEHICLES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Deth Kopta	LV	35 cm	4+	6+	5+	Twin Big Shoota	30 cm	AP5+/AT6+
	NOTES	<i>Skimmer</i>						
Skorcha	LV	35 cm	5+	6+	4+	Skorcha	15 cm	AP4+, Ignore Cover
	NOTES							
Warbuggy/Wartrak	LV	35 cm	5+	5+	5+	Twin Big Shoota	30 cm	AP5+/AT6+
	NOTES							

ARMoured VEHICLES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Battlewagon	AV	30 cm	5+	6+	5+	2x Twin Big Shoota	30 cm	AP5+/AT6+
	NOTES	<i>Transport (may carry any 2 of the following units: Boyz, Kommandos, Nobz, Warlord. Alternatively, one of the two units transported may be a Big Gun. May carry 1 Grot in addition to any other units)</i>						
Dreadnought	AV	15 cm	4+	4+	5+	Kombat Klawz 2x Big Shoota	(contact) 30 cm	(Assault Weapons), MW, EA (+1) AP6+/AT6+
	NOTES	<i>Walker</i>						
Flakwagon	AV	30 cm	5+	5+	5+	Flak Gun	30 cm	2x AP6+/AT6+/AA6+
	NOTES	<i>Transport (may carry any 1 of the following units: Boyz, Kommandos, Grots, Nobz, Big Gun)</i>						
Gunwagon	AV	30 cm	5+	5+	5+	Big Gun	45 cm	AP5+/AT5+
	NOTES	<i>Transport (may carry any 1 of the following units: Boyz, Kommandos, Grots, Nobz, Big Gun)</i>						
Killa Kan	AV	15 cm	5+	5+	6+	Kombat Klawz Big Shoota	(contact) 30 cm	(Assault Weapons), MW, EA (+1) AP6+/AT6+
	NOTES	<i>Walker</i>						
Stompa	AV	15 cm	4+	4+	4+	0-1x Kombat 'Ammer 2-3x Big Gun	(contact) OR 30 cm 45 cm	(Assault Weapons), MW, EA (+1) AP5+/AT6+ AP5+/AT5+
	NOTES	<i>Walker, Reinforced Armour May be armed with 3 big guns or 2 big guns and 1 Kombat 'Ammer. The Kombat 'Ammer may shoot and be used as an assault weapon. It only has the Macro-weapon and Extra Attack abilities when used in an assault.</i>						

EPIC ARMAGEDDON COMPENDIUM v2.0

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

EPIC ARMAGEDDON COMPENDIUM v2.0

AIRCRAFT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Fighta-Bommer	AC	FB	6+	--	--	Heavy Shootas Tankbusta Rokkits	15 cm 30 cm	AP5+/AA5+ AT4+
	NOTES							
Landa	AC/WE	B	5+	4+	6+	Gun Turrets Tankbusta Rokkits	15 cm 30 cm	D6+3x AP5+/AA6+ AT4+, FxF
	NOTES	DC 3, Reinforced Armour, Planetfall, Transport (may carry 10 of the following units: Boyz, Kommandos, Stormboyz, Nobz, Attack Bikes, Buggies, Skorchas, Deth Koptas, Killa Kans, Dreadnoughts. All light vehicles and Dreadnoughts (but not Killa Kans) take up 2 spaces each. In addition it may also carry 4 Grots) <u>Critical Hit Effect:</u> The Landa's pilot is killed and the Landa crashes to the ground, killing all on board.						

SPACECRAFT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Battlekroozer	SC	--	--	--	--	Orbital Bombardment	--	D6+3 BP, MW
	NOTES	Transport (may carry up to 12 Ork Landas plus the troops carried in them) Slow and steady (may not be used on the first or second turn of a game unless the scenario specifically states otherwise)						
Kill Kroozer	SC	--	--	--	--	Orbital Bombardment	--	D6+1 BP, MW
	NOTES							

6.4.2.2 Burning Death Speed Freeks - Official

INFANTRY	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Mekboy Bad Ork Bikeboy	INF	40 cm	5+	4+	5+	Choppa Blades Sawn-off Custom Blasta	(contact) (15 cm) AND 15 cm	(Assault Weapons), MW, EA (+1) (Small Arms), MW, EA (+1) MW5+
	NOTES	Mounted, Invulnerable Save, Supreme Commander						

LIGHT VEHICLES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Ork Trukk	LV	35 cm	5+	6+	--	--	--	--
	NOTES	Transport (may carry any 1 of the following units: Boyz, Nobz, Grots, Big Gunz. Units other than Big Gunz may shoot while being transported)						

ARMoured VEHICLES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Mekboy Speedsta	AV	35 cm	5+	6+	5+	Kustom Kannon	45 cm	MW4+
	NOTES	D3 Power Field						

6.4.2.3 Feral Orks - Official

CHARACTERS	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Warlord	CH	--	--	--	--	Big Choppas	(contact)	(Assault Weapons), MW, EA (+1)
	NOTES	Supreme Commander						
Wyrdboy	CH	--	--	--	--	Fist of Gork	45 cm	MW5+/AA5+, MW
	NOTES							

EPIC ARMAGEDDON COMPENDIUM v2.0

INFANTRY	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Boarboyz	INF	20 cm	5+	4+	6+	Choppas Shootas	(contact) (15 cm)	(Assault Weapons) (Small Arms)
	NOTES	<i>Mounted, Infiltrator</i>						
Madboyz	INF	15 cm	6+	4+	6+	Choppas Shootas	(contact) (15 cm)	(Assault Weapons) (Small Arms)
	NOTES	<i>Fearless</i>						
Squig Katapult	INF	10 cm	--	6+	5-	Squig Katapult	45 cm	1 BP
	NOTES	<i>Disrupt</i>						
Wildboyz	INF	15 cm	6+	4+	--	Choppas	(contact)	(Assault Weapons)
	NOTES							

LIGHT VEHICLES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Junkatrukk	LV	25 cm	5+	5+	6+	Big Shoota	30 cm	AP6+/AT6+
	NOTES	<i>Transport (may carry 1 Grot plus any 1 of the following units: Boyz, Nobz, Wildboyz. Units may shoot while being transported)</i>						
Squiggoth	LV	20 cm	4+	4+	5+	Teeth & Horns 2x Twin Big Shoota Big Gun	(contact) 30 cm 45 cm	(Assault Weapons), MW, EA (+D3) AP5+/AT6+ AP5+/AT5+
	NOTES	<i>Reinforced Armour, Thick Rear Armour, Transport (may carry any 4 of the following units: Boyz, Nobz, Wildboyz. May carry 2 Grotz in addition to any other units)</i>						

WAR ENGINES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Orkeosaurus	WE	15 cm	4+	4+	5+	Goring Tusks 4x Twin Big Shoota 2x Big Gun	(contact) OR (contact) 30 cm 45 cm	(Assault Weapons), MW, EA (+D3) (Assault Weapons), TK(D3), EA (+1) AP5+/AT6+ AP5+/AT5+
	NOTES	<i>DC 6, Reinforced Armour, Thick Rear Armour, Transport (may carry any 12 of the following units: Boyz, Nobz, Wildboyz. May carry 6 Grotz in addition to any other units)</i> <i>Critical hit effect: The shot enrages the Orkeosaurus. It immediately rampages 3D6cm in a random direction, stopping immediately if it encounters impassable terrain or another unit or once the move has finished. If it stops because it moved into another unit, then the unit suffers a hit that counts as having been inflicted by a macro-weapon. If it crashes into impassable terrain then the Orkeosaurus is killed</i>						
Steam Gargant	WE	15 cm	4+	4+	4+	0-2x Mega-Choppa Fist of Gork 0-2x Soopagun	(contact) 45 cm 60 cm	(Assault Weapons), TK(D3), EA (+1) MW5+/AA5+, MW 2 BP, MW
	NOTES	<i>DC 4, Reinforced Armour, Walker, Fearless.</i> <i>May not have more than two Soopaguns or Mega-Choppas in total (one on each arm).</i> <i>Critical Hit Effect: The Steam Gargant's boiler blows up. The Steam Gargant is destroyed and all units within 2D6cm suffer a hit.</i>						

6.4.3 Ork Army Lists

6.4.3.1 Ghazgkhull's Warhorde - Official

Ork armies have a **Strategy rating of 3**. All Ork formations have an **Initiative rating of 3+** and use the “Power of the Waaagh!” and “Mob Rule” special rules. No more than 1/3 of your points may be spent on Gargants and Aircraft.

GHAZGKHULL MAG URUK THRAKA'S WARHORDE			
FORMATION	CORE UNITS	EXTRA UNITS	COST (NORMAL/BIG/*UGE)
Warband	6 Boyz units 2 Nobz units 2 Grotz units	- Any number of the following for +25 points each: Boyz (+ an optional free Grot per Boyz unit), Stormboyz, Kommandos, Buggies, Warbikes, Skorchas, Big Gunz, Killa Kans - Any number of the following for +35 points each: Battlewagonz, Deth Koptas, Dreadnoughts, Flakwagonz, Gunwagonz - Up to 2 Nobz for +35 points each - Up to 1 Oddboy character for +50 points - Any number of Stompas for +75 points each - Any number of Battlefortress for +125 points each - Any number of Gunfortress for +135 points each	200/350/500
Stormboyz	6 Stormboyz units	- Any number of the following for +25 points each: Stormboyz, Kommandos, Buggies, Warbikes, Skorchas - Any number of Deth Koptas for +35 points each	150/--/--
Kult of Speed	Any 8 of the following units: Buggies, Warbikes, Skorchas	- Any number of the following for +25 points each: Buggies, Warbikes, Skorchas - Any number of the following for +35 points each: Deth Koptas, Flakwagonz, Gunwagonz - Up to 1 Oddboy character for +50 points	200/350/500
Blitz Brigade	Any 4 of the following units: Gunwagons, Deth Koptas, Flakwagonz	- Any number of the following for +25 points each: Buggies, Warbikes, Skorchas - Any number of the following for +35 points each: Gunwagonz, Deth Koptas, Flakwagonz - Up to 1 Oddboy character for +50 points - Up to 1 Gunfortress for +135 points each	150/250/350
Mekboy Stompamob	3 Stompas	- Any number of Killa Kanz for +25 points each - Any number of the following for +35 points each: Dreadnoughts, Flakwagonz - Any number of Stompas for +75 points each - Up to 1 Supa-Stompa for 275 points	225/400/575
Mekboy Gunzmob	5 Big Gunz units	- Any number of Big Gunz for +25 points each - Any number of the following for +35 points each: Battlewagonz, Flakwagonz - Up to 1 Nobz for +35 points - Up to 1 Oddboy character for +50 points	125/225/325
Fighta Squadron	3 Fighta-Bommers	- Up to 6 Fighta-Bommers for +50 points each	150/--/--
Ork Landa	1 Ork Landa	--	200/--/--
Kill Kroozer	1 Kill Kroozer	- May be upgraded to Ork Battlekroozer for +50 points	200/--/--
Gargant	1 Gargant	--	650/--/--
Great Gargant	1 Great Gargant	--	850/--/--

6.4.3.2 Burning Death Speed Freeks - Official

Ork armies have a **Strategy rating of 3**. All Ork formations have an **Initiative rating of 3+** and use the “Power of the Waaagh!” and “Mob Rule” special rules. No more than 1/3 of your points may be spent on Aircraft.

BURNING DEATH SPEED FREES			
FORMATION	CORE UNITS	EXTRA UNITS	COST (NORMAL/BIG/UGE)
Speed Freeks Warband	1 Nobz unit 3 Boyz units 4 Trukks + any 4 of the following units: Buggies, Warbikes, Skorchas	- Any number of the following for +25 points each: Boyz (+ an optional free Grot per Boyz unit), Stormboyz, Buggies, Warbikes, Skorchas, Big Gunz - Any number of the following for +35 points each: Battlewagonz, Deth Koptas, Flakwagonz, Gunwagonz - Up to 1 each of the following units: Nobz (+35 points), Mekboy Speedsta (+50 points)	200/375/550
Kult of Speed	Any 8 of the following units: Buggies, Warbikes, Skorchas	- Any number of the following for +25 points each: Buggies, Warbikes, Skorchas - Any number of the following for +35 points each: Gunwagonz, Deth Koptas, Flakwagonz - Up to 1 Mekboy Speedsta for +50 points	200/350/500
Blitz Brigade	Any 4 of the following units: Gunwagons, Deth Koptas, Flakwagonz	- Any number of the following for +25 points each: Ork Boyz, Buggies, Warbikes, Skorchas - Any number of the following for +35 points each: Gunwagonz, Deth Koptas, Flakwagonz - Up to 1 each of the following units: Nobz (+35 points), Mekboy Speedsta (+50 points), Gunfortress (+135 points)	150/250/350
Warbike Outriders	5 Warbike units	- No extra units allowed. - All units in the formation receive the <i>Scout</i> ability for free	150/250/350
Fighta Squadron	3 Fighta-Bommers	- Up to 6 Fighta-Bommers for +50 points each	150/--/--
Ork Land	1 Ork Landa	--	200/--/--
Kill Kroozer	1 Kill Kroozer	- May be upgraded to Ork Battlekroozer for +50 points	200/--/--
Fortress Mob	Any 2 of the following units: Battlefortress, Gunfortress	- Any number of the following for +25 each: Ork Boyz - Any number of the following for +35 points each: Flakwagonz - Up to 1 each of the following units: Nobz (+35 points), Battlefortress (+125 points), Gunfortress (+135 points)	275/475/675

6.4.3.3 Feral Orks - Official

Ork armies have a **Strategy rating of 3**. All Ork formations have an **Initiative rating of 3+** and use the “Power of the Waaagh!” and “Mob Rule” special rules.

FERAL ORK HORDE			
FORMATION	CORE UNITS	EXTRA UNITS	COST (NORMAL/BIG/UGE)
Warband	6 Boyz units 2 Nobz units 2 Grotz units	- Any number of the following for +25 points each: Boyz (+ an optional free Grot per Boyz unit), 2 Wildboyz (note: you get 2 Wildboyz units for 25 points), Boarboyz - Up to 1 Nob for +35 points - Any number of Squiggoths for +50 points each - Up to 3 Squig Katapults for +25 points each - Up to 1 Wyrdboy character for +50 points - Up to 1 Orkeosaurus for +175 points	200/350/500
Wildboyz	6 Wildboyz units 2 Nobz units	- Any number of the following for +25 points each: 2 Wildboyz (note: you get 2 Wildboyz units for 25 points), Boarboyz - Up to 1 Nob for +35 points - Any number of Squiggoths for +50 points each - Up to 3 Squig Katapults for +25 points each - Up to 1 Wyrdboy character for +50 points - Up to 1 Orkeosaurus for +175 points	150/250/350
Boarboyz Horde	5 Boarboyz units	- Any number of Boarboyz for +25 each - Up to 1 Wyrdboy character for +50 points	100/175/250
Trappas	6 Wildboyz	- Up to 1 Nob for +35 points - All units in the formation receive the <i>Scout</i> ability for free	150/--/--
Junka Brigade	6 Junkatrukks 6 Ork Boyz units	- Any number of the following for +25 points each: 1 Junkatrukk <u>and</u> 1 Boyz unit - Up to one Junkatrukk and one Nobz unit for +50 points - Up to one Wyrdboy character for +50 points	175/300/--
0-1 Madboyz Horde	5 Big Gunz units	- Up to 6 extra Madboyz for +15 points each - Up to 3 Wyrdboy character for +50 points	100/--/--
0-1 Steam Gargant	1 Steam Gargant	--	200/350/500

6.5 ELДАР

6.5.1 Eldar Special Rules

6.5.1.1 *Farsight*

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

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

6.5.1.2 *Hit and Run Tactics*

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

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

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

6.5.1.3 *Eldar Technology*

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

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

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

Webway Portals: Webway portals are used by the Eldar to safely travel through the Warp. Each webway portal included in the army allows the Eldar player to pick up to three other formations, and keep them back on the Craftworld. Any formation's that are kept on the

Craftworld may enter play via the Webway Portal, by taking an action that allows them to make a move, and then measuring their first move from the position that a webway portal occupies on the tabletop. Note that the formation may appear through any portal, not just the one that was 'used' to allow the formation to be kept off-board. No more than one formation may travel through each webway portal each turn. In the GT scenario reserve formations with multiple deployment options must be designated as to deployment method during setup – webway, air transport or teleport.

6.5.1.4 *May Not Garrison*

The Eldar are a highly mobile army, and rarely have enough forces to try to take and hold ground. Because of this, instead of maintaining a heavily garrisoned front line, they will usually rely on a screen of Rangers and War Walkers to warn of the approach of any enemy forces. Meanwhile the bulk of the highly mobile Eldar army will be held back in reserve, where it will be ready to move quickly to any threatened sector. This tactic allows the Eldar to hold large areas of ground with relatively few troops.

To represent these tactics, only Eldar Rangers and War Walkers are allowed to garrison objectives in the Grand Tournament game scenario.

6.5.1.5 *Eldar Avatar (Grand Tournament scenario)*

In Grand Tournament games the Avatar must start off the table. At the start of any turn (including the first) they may be set up on the table within 15cm of a Farseer (this represents the Farseer summoning the Avatar to the battlefield). In the End Phase of the turn the Avatar returns to the Webway and is removed from play. Once the Avatar has left they may not return. Note that if there are no Farseers in play then the Avatar may not be used (as there will not be a Farseer that can summon them).

6.5.1.6 *Eldar Wraithgate (Grand Tournament scenario)*

The Wraithgate functions both as a Webway portal and as an objective for rules purposes. It may not be attacked or destroyed.

Important Note: Wraithgates are one of the smallest type of Webway portal, and may only be used by formations made up exclusively of infantry, light vehicles, and armoured vehicle units that have the Walker ability; formations that include any other type of unit may not use a Wraithgate to enter play.

6.5.1.7 The Path Less Travelled (Ulthwé only)

Ulthwé has less followers on the Path of the Warrior than any other Craftworld. Because of this Ulthwé armies may only take one Aspect Warrior Troupe per Warhost in the army.

6.5.1.8 Black Guardians (Ulthwé only)

Ulthwé's need for long standing Guardian hosts have lead to veteran Guardian hosts. It is these veteran Guardians that has earned the reputation given to Ulthwé Black Guardians. Because of their rarity you may only have one Ulthwé Black Guardian Warhost in every three Warhost taken (round fractions up).

Important note: Ulthwé Black Guardians often have more elaborate markings on their armour which were added during their long use. They should be identifiably distinct from the standard Guardians in the army.

6.5.1.9 The Living Few (Iyanden only)

Iyanden suffers with a depleted population which has driven them, in times of need, to raising Spirit Warriors to fight in their stead. As a result, Iyanden Craftworld Eldar Armies may not have more individual Eldar Guardian Warhosts, Aspect Warrior, Ranger, or Windrider Troupes than they have Spirit Warrior Warhosts.

6.5.1.10 Trailblazing (Alaitoc only)

Replaces 6.5.1.4 for Alaitoc armies

Like other Eldar armies, the forces of Alaitoc are highly mobile and rarely have enough forces to try to take and hold ground. Instead of maintaining a heavily garrisoned front line, they will usually rely on a screen of Rangers and War Walkers to warn of the approach of any enemy forces. Meanwhile, the bulk of the highly mobile Eldar army will be held back in reserve, where it will be ready

to move quickly to any threatened sector. This tactic allows the Eldar to hold large areas of ground with relatively few troops.

To represent these tactics, only Alaitoc Ranger Warhosts, Pathfinder Troupes, and War Walkers Troupes are allowed to garrison objectives in the Grand Tournament game scenario.

6.5.1.11 Falcons of Alaitoc (Alaitoc only)

The contact between Alaitoc and their Rangers who have left the Craftworld remain closer than other Craftworlds. Because of this Alaitoc often provide Falcons to assist their Rangers. Falcons in an Alaitoc army are allowed to transport a single Ranger or Patherfinder unit instead of thier normally transportable units.

All other normal transport rules apply.

6.5.2 Eldar Forces

6.5.2.1 Biel-Tan Craftworld - Official

AVATAR	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Avatar	WE	15 cm	3+	2+	4+	Court of the Young King Wailing Doom	(contact) (contact) AND 30 cm	(Assault Weapons), MW, EA (+1) (Assault Weapons), MW, EA (+1) MW5+
	NOTES	DC 3, Commander, Inspiring, Fearless, Walker, Invulnerable Save <u>Critical Hit Effect:</u> With a ghastly wail the Avatar falls to the ground, twitches and lies still. All Eldar formations with a unit with a line of fire to the Avatar are so shaken by this that they receive a Blast marker						

CHARACTERS	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Autarch	CH	--	--	--	--	Autarch CC Weapon Autarch FF Weapon	(contact) (15 cm)	(Assault Weapons), MW, EA (+1) (Small Arms), EA (+1)
	NOTES	Supreme Commander, Inspiring, Invulnerable Save						
Exarch	CH	--	--	--	--	Exarch CC Weapon Exarch FF Weapon	(contact) (15 cm)	(Assault Weapons), MW, EA (+1) (Small Arms), EA (+1)
	NOTES	Inspiring Exarchs added to Dire Avenger, Howling Banshee, Striking Scorpion, or Shining Spear units have an Exarch close combat weapon. Exarchs added to Fire Dragon, Swooping Hawk, Warp Spider or Dark Reaper units have an Exarch ranged weapon						

INFANTRY	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Farseer	INF	15 cm	4+	4+	5+	Witch Blades Shuriken Pistols	(contact) (15 cm)	(Assault Weapons), MW, EA (+1) (Small Arms)
	NOTES	Farsight, Commander, Invulnerable Save						
Guardians	INF	15 cm	--	6+	4+	Shuriken Catapults	(15 cm)	(Small Arms)
	NOTES							
Guardian Heavy Weapon Platform	INF	15 cm	--	6+	5+	Scatter Laser	30 cm	AP5+/AT5+
	NOTES							
Guardian Support Weapon Platform	INF	15 cm	--	6+	6+	D-Cannon	30 cm	MW5+
	NOTES							
Jetbikes	INF	35 cm	5+	6+	4+	Shuriken Catapults	(15 cm)	(Small Arms)
	NOTES	Skimmer, Mounted						
Rangers	INF	15 cm	5+	6+	5+	Shuriken Pistols Long Rifles	(15 cm) 30 cm	(Small Arms) AP5+
	NOTES	Scout, Sniper						
Wraithguard	INF	15 cm	4+	4+	4+	Wraithcannon	(15 cm) AND 15 cm	(Small Arms), MW, EA (+1) 2x MW5+
	NOTES	Fearless, Reinforced Armour						

INFANTRY	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Dark Reapers	INF	15 cm	5+	6+	3+	Reaper Missile Launcher	45 cm	2x AP5+
	NOTES							
Dire Avengers	INF	15 cm	5+	5+	4+	Shuriken Catapults	(15 cm)	(Small Arms), EA (+1)
	NOTES							
Fire Dragons	INF	15 cm	5+	5+	4+	Fusion Guns	(15 cm) AND 15 cm	(Small Arms), MW MW5+
	NOTES							
Howling Banshees	INF	15 cm	5+	2+	5+	Banshee Masks Shuriken Pistols	(contact) (15 cm)	(Assault Weapons), First Strike (Small Arms)
	NOTES							
Shining Spears	INF	35 cm	4+	4+	5+	Power Lances	(contact)	(Assault Weapons), Lance
	NOTES	<i>Skimmer, Mounted</i>						
Swooping Hawks	INF	35 cm	5+	5+	4+	Lasblasters	(15 cm)	(Small Arms)
	NOTES	<i>Scout, Jump Packs, Teleport</i>						
Striking Scorpions	INF	15 cm	4+	4+	5+	Mandiblasters Shuriken Pistols	(contact) (15 cm)	(Assault Weapons), EA (+1) (Small Arms)
	NOTES							
Warp Spiders	INF	15 cm	4+	5+	4+	Death Spinner	(15 cm)	(Small Arms)
	NOTES	<i>Jump Packs, First Strike, Infiltrator</i>						
LIGHT VEHICLES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Vyper Jetbike	LV	35 cm	4+	6+	5+	Scatter Laser	30 cm	AP5+/AT5+
	NOTES	<i>Skimmer</i>						
War Walker	LV	20 cm	6+	5+	5+	Scatter Laser Bright Lance	30 cm 30 cm	AP5+/AT5+ AT5+, Lance
	NOTES	<i>Walker, Scout, Reinforced Armour</i>						

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ARMoured VEHICLES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Falcon	AV	35 cm	5+	6+	4+	Scatter Laser Falcon Pulse Laser	30 cm 45 cm	AP5+/AT5+ 2x AT4+
	NOTES	Skimmer, Transport (may transport 1 of the following units: Autarch, Farseer, Guardian, Striking Scorpions, Howling Banshees, Fire Dragons, Dire Avengers, Dark Reapers)						
Fire Prism	AV	35 cm	5+	6+	5+	Prism Cannon	60 cm	AP4+/AT2+, Lance
	NOTES	Skimmer						
Firestorm	AV	35 cm	5+	6+	4+	Firestorm Battery	45 cm	2x AP5+/AT5+/AA4+
	NOTES	Skimmer						
Night Spinner	AV	35 cm	5+	6+	5+	Nightspinner	45 cm	1 BP, Disrupt, Indirect Fire
	NOTES	Skimmer						
Wave Serpent	AV	35 cm	5+	6+	4+	Twin Shuriken Cannon	30 cm	AP4+
	NOTES	Skimmer, Reinforced Armour, Transport (May transport 1 Wraithguard or any 2 of the following units: Autarch, Farseer, Guardians, Guardian Heavy Weapon Platform, Striking Scorpions, Howling Banshees, Fire Dragons, Dire Avengers, Dark Reapers)						
Wraithlord	AV	15 cm	4+	3+	4+	Power Fists Bright Lance	(contact) 30 cm	(Assault Weapons), MW, EA (+1) AT5+, Lance
	NOTES	Walker, Fearless, Reinforced Armour						

WAR ENGINES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Cobra	WE	25 cm	5+	6+	5+	Shuriken Cannon Cobra D-Cannon Eldar Missile Launcher	30 cm 30 cm 45 cm	AP5+ 2 BP, TK(D3+1), FxF AP5+/AT6+/AA6+
	NOTES	DC 3, Skimmer, Reinforced Armour <u>Critical Hit Effect:</u> The Cobra's gravitic drives implode, sucking nearby troops into an energy maelstrom. The Cobra is destroyed and any models within 5cm of the model suffer one hit on a roll of 6						
Scorpion	WE	25 cm	5+	6+	5+	Shuriken Cannon Scorpion Twin Pulsars	30 cm 60 cm	AP5+ 2x MW2+
	NOTES	DC 3, Skimmer, Reinforced Armour <u>Critical Hit Effect:</u> The Scorpion's gravitic drives implode, sucking nearby troops into an energy maelstrom. The Scorpion is destroyed and any models within 5cm of the model suffer one hit on a roll of 6						
Storm Serpent	WE	25 cm	5+	6+	4+	Scatter Laser Storm Serpent Pulse Laser	30 cm 45 cm	AP5+/AT5+ 2x AT3+
	NOTES	DC 3, Skimmer, Reinforced Armour, Wraithgate Webway Portal IMPORTANT NOTE: Wraithgates are one of the smallest type of Webway portal, and may only be used by formations made up exclusively of infantry, light vehicles, and armoured vehicle units with the Walker ability; formations that include any other type of unit may not use a Wraithgate to enter play. <u>Critical Hit Effect:</u> The Storm Serpent's gravitic drives implode, sucking nearby troops into an energy maelstrom. The Storm Serpent is destroyed and any models within 5cm of the model suffer one hit on a roll of 6						
Void Spinner	WE	25 cm	5+	6+	5+	Voidspinner Array	60 cm	3 BP, Disrupt, Indirect Fire
	NOTES	DC 3, Skimmer, Reinforced Armour <u>Critical Hit Effect:</u> The Void Spinner's gravitic drives implode, sucking nearby troops into an energy maelstrom. The Void Spinner is destroyed and any models within 5cm of the model suffer one hit on a roll of 6						

TITANS	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Phantom Titan	WE	25 cm	5+	3+	3+	2x Eldar Missile Launcher 1-2x Titan Pulsar 0-1x Power Fist	45 cm 75 cm (contact) OR (15 cm) OR 30 cm	AP4+/AT5+/AA5+ 2x MW3+, TK(1) (Assault Weapons), TK(D3), EA (+2) (Small Arms), EA (+3) 6x AP4+/AT4+
	NOTES	DC 6, Holofield, Reinforced Armour, Walker, Jump Packs, Fearless, Leader May be armed with 2 Pulsars <u>or</u> 1 Pulsar and 1 Power Fist. The Phantom's weapons may fire all around due to the Titan's exceptional manoeuvrability May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide <u>Critical Hit Effect:</u> The holofield projector mounted in the Phantom Titan's wings is badly damaged and will no longer work. The Phantom Titan loses its holofield save for the rest of the battle. Any further critical hits will cause an additional point of damage						
Revenant Scout Titan	WE	35 cm	5+	4+	4+	2x Revenant Pulse Laser 2x Eldar Missile Launcher	45 cm 45 cm	2x MW4+ AP5+/AT6+/AA6+
	NOTES	DC 3, Holofield, Walker, Jump Packs, Fearless The Revenant's weapons may fire all around due to the Titan's exceptional manoeuvrability May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide <u>Critical Hit Effect:</u> The Revenant Titan's holofield generator is destroyed. It may no longer take holofield saves. Any further critical hits will destroy the Titan						
Warlock Titan	WE	25 cm	5+	3+	3+	2x Eldar Missile Launcher 1x Psychic Lance 0-1x Titan Pulsar 0-1x Power Fist	45 cm (15 cm) 30 cm 75 cm (contact) OR (15 cm) OR 30 cm	AP4+/AT5+/AA5+ (Small Arms), Ignore Cover, TK(D3), EA (+2) 3 BP, Disrupt, Ignore Cover, TK (D3) 2x MW3+, TK(1) (Assault Weapons), TK(D3), EA (+2) (Small Arms), EA (+3) 6x AP4+/AT4+
	NOTES	DC 6, Holofield, Reinforced Armour, Walker, Jump Packs, Fearless, Leader, Inspiring, Farsight May be armed with 1 Psychic Lance <u>and</u> 1 Pulsar or 1 Power Fist. The Warlock's weapons may fire all around due to the Titan's exceptional manoeuvrability May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide <u>Critical Hit Effect:</u> The holofield projector mounted in the Warlock Titan's wings is badly damaged and will no longer work. The Warlock Titan loses its holofield save for the rest of the battle. Any further critical hits will cause an additional point of damage						

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AIRCRAFT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Nightwing Interceptor	AC	F	4+	--	--	Twin Shuriken Cannons Bright Lances	30 cm 30 cm	AP4+/AA5+, FxF AT4+/AA5+, Lance, FxF
	NOTES							
Phoenix Bomber	AC	FB	5+	--	--	Nightspinners Twin Shuriken Cannons Phoenix Pulse Laser	15 cm 30 cm 45 cm	1 BP, Disrupt, FxF AP4+/AA5+, FxF 2x AT4+, FxF
	NOTES	Reinforced Armour						
Vampire Raider	AC/WE	B	5+	6+	4+	Scatter Laser 2x Vampire Pulse Laser	30 cm 45 cm	AP5+/AT5+/AA5+, FxF 2x AT4+, FxF
	NOTES	DC 2, Reinforced Armour, Planetfall, Transport (may transport eight of the following units: Autarch, Farseer, Guardians, Striking Scorpions, Howling Banshees, Fire Dragons, Dire Avengers, Swooping Hawks, Warp Spiders, Dark Reapers, Heavy Weapon Platform, Support Weapon Platform, Wraithguard, Rangers) <u>Critical Hit Effect:</u> The Vampire's control surfaces have been damaged and it is destroyed						

SPACECRAFT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Dragonship	SC	--	--	--	--	Orbital Bombardment OR 2x Pin-point Attack	-- --	8 BP, MW MW2+, TK(D3)
	NOTES	Transport (May carry up to 12 Vampires and the units being transported on them) You must decide which weapon system the Dragonship will have at the start of the battle, when you record the turn it will arrive on. Write down the weapon system to be used alongside the turn of arrival.						
Wraithship	SC	--	--	--	--	Orbital Bombardment OR Pin-point Attack	-- --	4 BP, MW MW2+, TK(D3)
	NOTES	You must decide which weapon system the Dragonship will have at the start of the battle, when you record the turn it will arrive on. Write down the weapon system to be used alongside the turn of arrival.						

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6.5.2.2 Ulthwé Craftworld (v3.3) - Experimental

AVATAR	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Avatar	WE	15 cm	3+	2+	4+	Wailing Doom	(contact) AND 30 cm	(Assault Weapons), MW, EA (+1) MW5+
	NOTES	DC 3, Commander, Inspiring, Fearless, Walker, Invulnerable Save <u>Critical Hit Effect:</u> With a ghastly wail the Avatar falls to the ground, twitches and lies still. All Eldar formations with a unit with a line of fire to the Avatar are so shaken by this that they receive a Blast marker						

CHARACTERS	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Spear of Khaine	CH	--	--	--	--	Singing Spear	(contact) OR (15 cm)	(Assault Weapons), MW, EA (+1) (Small Arms), EA (+1)
	NOTES	The Spear of Khaine represents Warlocks accompanying the Ulthwé Avatar into battle						

INFANTRY	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Seer Council	INF	15 cm	4+	4+	4+	Witch Blades Eldar Psychic Powers	(contact) (15 cm)	(Assault Weapons), MW, EA (+1) (Small Arms), MW, EA (+1)
	NOTES	Farsight, Invulnerable Save, Reinforced Armour, Supreme Commander. Counts as a Farseer						

6.5.2.3 Iyanden Craftworld (v3.3) - Experimental

AVATAR	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Avatar	WE	15 cm	3+	2+	4+	Wailing Doom	(contact) AND 30 cm	(Assault Weapons), MW, EA (+1) MW5+
	NOTES	DC 3, Commander, Inspiring, Fearless, Walker, Invulnerable Save <u>Critical Hit Effect:</u> With a ghastly wail the Avatar falls to the ground, twitches and lies still. All Eldar formations with a unit with a line of fire to the Avatar are so shaken by this that they receive a Blast marker						

CHARACTERS	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Spirit Seer	CH	--	--	--	--	Singing Spear	(contact) OR (15 cm)	(Assault Weapons), MW, EA (+1) (Small Arms), EA (+1)
	NOTES	Invulnerable Save, Farsight A Spiritseer adds +1 to the Initiative rolls of any Spirit Warrior formation they are part of						
Wraith Seer	CH	--	--	--	--	Singing Spear	(contact) OR (15 cm)	(Assault Weapons), MW, EA (+1) (Small Arms), EA (+1)
	NOTES	Supreme Commander, Invulnerable Save, Farsight Counts as a Farseer A Wraith Seer adds +1 to the Initiative rolls of any Spirit Warrior formation they are part of						

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6.5.2.4 Alaitoc Craftworld (v2.4) - Experimental

AVATAR	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Avatar	WE	15 cm	3+	2+	4+	Wailing Doom	(contact) AND 30 cm	(Assault Weapons), MW, EA (+1) MW5+
	NOTES	DC 3, Commander, Inspiring, Fearless, Walker, Invulnerable Save <u>Critical Hit Effect:</u> With a ghastly wail the Avatar falls to the ground, twitches and lies still. All Eldar formations with a unit with a line of fire to the Avatar are so shaken by this that they receive a Blast marker						

INFANTRY	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Pathfinders	INF	20 cm	5+	6+	5+	Shuriken Pistols Long Rifles	(15 cm) 30 cm	(Small Arms) AP5+
	NOTES	Scout, Sniper, Invulnerable Save, Teleport						

6.5.2.5 Saim-Hann Craftworld (v6.3) - Experimental

AVATAR	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Avatar	WE	15 cm	3+	2+	4+	Wailing Doom	(contact) AND 30 cm	(Assault Weapons), MW, EA (+1) MW5+
	NOTES	DC 3, Commander, Inspiring, Fearless, Walker, Invulnerable Save <u>Critical Hit Effect:</u> With a ghastly wail the Avatar falls to the ground, twitches and lies still. All Eldar formations with a unit with a line of fire to the Avatar are so shaken by this that they receive a Blast marker						

CHARACTERS	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Mounted Farseer	CH	--	--	--	--	Witch Blade	(contact)	(Assault Weapons), MW, EA (+1)
	NOTES	Commander, Invulnerable Save, Farsight Counts as a Farseer						

INFANTRY	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Wild Riders	INF	35 cm	4+	4+	5+	Eldar Close Combat Weapons Shuriken Catapults	(contact) (15 cm)	(Assault Weapons), EA (+1) (Small Arms)
	NOTES	Skimmer, Mounted, Leader						

AIRCRAFT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Vampire Hunter	AC/WE	B	5+	--	--	Scatter Laser Hunter Twin Pulsar Twin Eldar Missile Launcher	30 cm 30 cm 45 cm	AP5+/AT5+/AA5+, FxF 2x MW2+, FxF AP4+/AT5+/AA5+
	NOTES	DC 2, Reinforced Armour <u>Critical Hit Effect:</u> The Vampire Hunter's control surfaces have been damaged and it is destroyed						

6.5.3 Eldar Army Lists

6.5.3.1 Biel-Tan Craftworld - Official

Biel-Tan armies have a **Strategy rating of 4**. Biel-Tan Avatars, Aspect Warriors and Titans have an **Initiative rating of 1+**. All other formations have an **Initiative rating of 2+**.

BIEL-TAN CRAFTWORLD INDIVIDUALS			
FORMATION	UNITS	NOTES	COST
0-1 Avatar	1 Avatar escorted by the Court of the Young King (counts as one unit).	See 6.5.1.5	Free
0-1 Wraithgate	Replace one of the Objective markers in the Eldar half of the table with a Wraithgate	See 6.5.1.6	50
0-1 Autarch	Add 1 Autarch character to any Aspect Warriors unit	Counts as one of the Exarchs in the Aspect Warrior formation	75
BIEL-TAN CRAFTWORLD HOSTS			
FORMATION	UNITS	NOTES	COST
Aspect Warrior Warhost	8 Aspect Warriors units chosen from the following list: Dark Reapers, Dire Avengers, Fire Dragons, Howling Banshees, Shining Spears, Striking Scorpions, Swooping Hawks, Warp Spiders	All units apart from Swooping Hawks, Warp Spiders and Shining Spears may be transported in Wave Serpents and/or Falcons if desired. If you choose to take this option then you must take exactly enough transport vehicles to carry the units that require transport, without any spare transport spaces being 'left over'. Each Wave Serpent taken costs +50 points. Each Falcon costs +65 points. In addition the formation may include up to 2 Exarch character upgrades for +25 points each.	300
Eldar Guardian Warhost	1 Farseer unit and 7 Guardian units	Up to 3 Guardians may be replaced with Heavy Weapon Platforms at no additional cost. In addition the formation may include the following upgrades: 3 Support Weapon Platforms (+50 points); 2-3 Wraithguards units (+50 points each); 3 Wraithlords (+175 points) Alternatively, the formation may be mounted in four Wave Serpents for +200 points. If this option is taken then the formation is not allowed to take any other upgrades.	150
BIEL-TAN CRAFTWORLD TROUPES			
<i>The army may include up to three troupes chosen from the following list for each Aspect Warrior or Guardian Warhost included in the army</i>			
FORMATION	UNITS	NOTES	COST
Engines of Vault	1-3 tanks from the following list: Scorpion, Cobra, Storm Serpent, Void Spinner	250 points per tank	Var.
Rangers	4 Rangers units	Add 0-4 Eldar Rangers for +25 points each	100
Shields of Vault	3 Nightspinners	Any Nightspinner may be replaced with a Firestorm at no additional cost	175
Swords of Vault	5-6 tanks from the following list: Falcon, Fire Prism	50 points per Falcon, 65 points per Fire Prism. 0-2 Falcons may be replaced with Firestorms at no additional cost	Var.
War Walkers	6 War Walkers	--	200
Windriders	6 Jetbikes units	Any number of Jetbikes may be replaced with Vypers at no additional cost	200
BIEL-TAN CRAFTWORLD SPACECRAFT, AIRCRAFT & TITANS			
<i>Up to a third of the army's points may be spent on units chosen from the following list</i>			
FORMATION	UNITS	NOTES	COST
0-1 Eldar Spacecraft	1 Eldar Spacecraft	1 Wraithship for 150 points OR 1 Dragonship for 300 points	Var.
Nightwings	3 Nightwing Interceptors	--	300
Phoenix	3 Phoenix Bombers	--	400
Vampire	1 Vampire Raider	--	200
Revenant Titans	2 Revenant Titans	--	650
Phantom Titan	1 Phantom Titan	--	750
Warlock Titan	1 Warlock Titan	--	850

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6.5.3.2 Ulthwé Craftworld (v3.3) - Experimental

Ulthwé armies have a **Strategy rating of 5**. Ulthwé Avatars, Aspect Warriors, Black Guardians and Titans have an **Initiative rating of 1+**. All other formations have an **Initiative rating of 2+**.

ULTHWE CRAFTWORLD INDIVIDUALS			
FORMATION	UNITS	NOTES	COST
0-1 Avatar	1 Avatar (may be accompanied by the Spear of Khaine for +50 points.)	See 6.5.1.5	Free
0-1 Wraithgate	Replace one of the Objective markers in the Eldar half of the table with a Wraithgate	See 6.5.1.6	50
0-1 Seer Council	Replace any Farseer unit with a Seer Council unit	--	100
ULTHWE CRAFTWORLD HOSTS			
<i>The army may include only one Ulthwé Black Guardian Warhost in every three Warhost taken (rounding fractions up)</i>			
FORMATION	UNITS	NOTES	COST
Eldar Guardian Warhost	1 Farseer unit and 7 Guardian units	Up to 3 Guardians may be replaced with Heavy Weapon Platforms at no additional cost. In addition the formation may include the following upgrades: 3 Support Weapon Platforms (+50 points); 2-3 Wraithguards units (+50 points each); 3 Wraithlords (+175 points) Alternatively, formations consisting only of Guardians, Heavy Weapon Platforms, Farseers, and Seer Council may be mounted in 4 Wave Serpents for +200 points.	150
Black Guardian Warhost	2 Farseer units and 6 Guardian units	Up to 3 Guardians may be replaced with Heavy Weapon Platforms at no additional cost in points. In addition the formation may include the following upgrades: 3 Support Weapon Platforms (+50 points); 3 War Walkers (+100 points) Alternatively, formations consisting only of Guardians, Heavy Weapon Platforms, Farseers, and Seer Council may be mounted in 4 Wave Serpents for +200 points. Up to 2 Wave Serpents may be replaced with 2 Falcons each at an additional cost of +75 points per pair. You may also add 3 Jetbikes or Vyper Jetbikes, in any combination, for +100 points.	200
ULTHWE CRAFTWORLD TROUPE			
<i>The army may include up to two troupes chosen from the following list for each Warhost included in the army</i>			
<i>The army may include only one Aspect Warrior Troupe per Warhost in the army</i>			
FORMATION	UNITS	NOTES	COST
Aspect Warrior Troupe	4 Aspect Warriors units chosen from the following list: Dark Reapers, Dire Avengers, Fire Dragons, Howling Banshees, Shining Spears, Striking Scorpions, Swooping Hawks, Warp Spiders	All units apart from Swooping Hawks, Warp Spiders and Shining Spears may be transported in Wave Serpents and/or Falcons if desired. If you choose to take this option then you must take exactly enough transport vehicles to carry the units that require transport, without any spare transport spaces being 'left over'. Each Wave Serpent taken costs +50 points. Each Falcon costs +65 points. In addition the formation may include 1 Exarch character upgrade for +25 points.	175
Engines of Vault	1-3 tanks from the following list: Scorpion, Cobra, Storm Serpent	250 points per tank	Var.
Rangers	4 Rangers units	Add 0-4 Eldar Rangers for +25 points each	100
Shields of Vault	3 Nightspinners	Any Nightspinner may be replaced with a Firestorm at no additional cost	175
Swords of Vault	5-6 tanks from the following list: Falcon, Fire Prism	50 points per Falcon, 65 points per Fire Prism. 0-2 Falcons may be replaced with Firestorms at no additional cost	Var.
War Walkers	6 War Walkers	--	200
Windriders	6 Jetbikes units	Any number of Jetbikes may be replaced with Vypers at no additional cost	200
ULTHWE CRAFTWORLD SPACECRAFT, AIRCRAFT & TITANS			
<i>Up to a third of the army's points may be spent on units chosen from the following list</i>			
FORMATION	UNITS	NOTES	COST
0-1 Eldar Spacecraft	1 Eldar Spacecraft	1 Wraithship for 150 points OR 1 Dragonship for 300 points	Var.
Nightwings	3 Nightwing Interceptors	--	300
Phoenix	3 Phoenix Bombers	--	400
Vampire	1 Vampire Raider	--	200
Revenant Titans	2 Revenant Titans	--	650
Phantom Titan	1 Phantom Titan	--	750
Warlock Titan	1 Warlock Titan	--	850

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6.5.3.3 Iyanden Craftworld (v3.3) - Experimental

Iyanden armies have a **Strategy rating of 4**. Iyanden Avatars, Aspect Warriors and Titans have an **Initiative rating of 1+**. All other formations have an **Initiative rating of 2+**. "The Living Few" special rule (see 6.5.1.9) applies to all formations marked “*”.

IYANDEN CRAFTWORLD INDIVIDUALS			
FORMATION	UNITS	NOTES	COST
0-1 Avatar	1 Avatar	See 6.5.1.5	Free
0-1 Wraithgate	Replace one of the Objective markers in the Eldar half of the table with a Wraithgate	See 6.5.1.6	50
0-1 Supreme Commander	Add 1 Autarch character to any Aspect Warriors unit <i>OR</i> Replace 1 Spirit Seer with 1 Wraith Seer	Autarch (+75 points). Counts as one of the Exarchs in the Aspect Warrior formation. Wraith Seer (+100 points)	Var.
IYANDEN CRAFTWORLD HOSTS			
<i>The army may not include more individual Eldar Guardian Warhostd than they have Spirit Warrior Warhosts</i>			
FORMATION	UNITS	NOTES	COST
Spirit Warrior Warhost	1 Spirit Seer character and 6 Wraithguards units	The Spirit Warhost may select one of the following options: Add 3 Wraithlords for +175 points <i>OR</i> Add 6 Wave Serpents for +300 points	350
Eldar Guardian Warhost *	1 Farseer unit and 7 Guardian units	Up to 3 Guardians may be replaced with Heavy Weapon Platforms at no additional cost. In addition the formation may include the following upgrades: 3 Support Weapon Platforms (+50 points); 2-3 Wraithguards units (+50 points each); 3 Wraithlords (+175 points) Alternatively, formations consisting only of Guardians, Heavy Weapon Platforms and Farseers may be mounted in 4 Wave Serpents for +200 points.	150
IYANDEN CRAFTWORLD TROUPES			
<i>The army may include up to three troupes chosen from the following list for each Warhost included in the army</i> <i>The army may not include more individual Aspect Warrior, Ranger, or Windrider Troupes than they have Spirit Warrior Warhosts</i>			
FORMATION	UNITS	NOTES	COST
Aspect Warrior Troupe *	4 Aspect Warriors units chosen from the following list: Dark Reapers, Dire Avengers, Fire Dragons, Howling Banshees, Shining Spears, Striking Scorpions, Swooping Hawks, Warp Spiders	All units apart from Swooping Hawks, Warp Spiders and Shining Spears may be transported in Wave Serpents and/or Falcons if desired. If you choose to take this option then you must take exactly enough transport vehicles to carry the units that require transport, without any spare transport spaces being ‘left over’. Each Wave Serpent taken costs +50 points. Each Falcon costs +65 points. In addition the formation may include 1 Exarch character upgrade for +25 points.	175
Engines of Vault	1-3 tanks from the following list: Scorpion, Cobra, Storm Serpent	250 points per tank	Var.
Rangers *	4 Rangers units	Add 0-4 Eldar Rangers for +25 points each	100
Shields of Vault	3 Nightspinners	Any Nightspinner may be replaced with a Firestorm at no additionnal cost	175
Spirit Warrior Troupe	6 Wraithlords	--	350
Swords of Vault	5-6 tanks from the following list: Falcon, Fire Prism	50 points per Falcon, 65 points per Fire Prism. 0-2 Falcons may be replaced with Firestorms at no additional cost	Var.
War Walkers	6 War Walkers	--	200
Windriders *	6 Jetbikes units	Any number of Jetbikes may be replaced with Vypers at no additional cost	200
IYANDEN CRAFTWORLD SPACECRAFT, AIRCRAFT & TITANS			
<i>Up to a third of the army's points may be spent on units chosen from the following list</i>			
FORMATION	UNITS	NOTES	COST
0-1 Eldar Spacecraft	1 Eldar Spacecraft	1 Wraithship for 150 points <i>OR</i> 1 Dragonship for 300 points	Var.
Nightwings	3 Nightwing Interceptors	--	300
Phoenix	3 Phoenix Bombers	--	400
Vampire	1 Vampire Raider	--	200
Revenant Titans	2 Revenant Titans	--	650
Phantom Titan	1 Phantom Titan	--	750
Warlock Titan	1 Warlock Titan	--	850

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6.5.3.4 Alaitoc Craftworld (v2.4) - Experimental

Alaitoc armies have a **Strategy rating of 4**. Alaitoc Avatars, Aspect Warriors and Titans have an **Initiative rating of 1+**. All other formations have an **Initiative rating of 2+**.

ALAITOC CRAFTWORLD INDIVIDUALS			
FORMATION	UNITS	NOTES	COST
0-1 Avatar	1 Avatar	See 6.5.1.5	Free
0-1 Wraithgate	Replace one of the Objective markers in the Eldar half of the table with a Wraithgate	See 6.5.1.6	50
0-1 Autarch	Add 1 Autarch character to any Aspect Warriors unit	The Autarch does <i>not</i> count as the formation's Exarch	75
ALAITOC CRAFTWORLD HOSTS			
FORMATION	UNITS	NOTES	COST
Alaitoc Ranger Warhost	4 Rangers units	The Ranger Warhost may select <u>one</u> of the following options: Add 4 additionnal Rangers units (free) <i>OR</i> Add 3 War Walkers (free) <i>OR</i> Add 4 Falcons (+200 points)	200
Eldar Guardian Warhost	1 Farseer unit and 7 Guardian units	Up to 3 Guardians may be replaced with Heavy Weapon Platforms at no additional cost. In addition the formation may include the following upgrades: 3 Support Weapon Platforms (+50 points); 2-3 Wraithguards units (+50 points each); 3 Wraithlords (+175 points) Alternatively, formations consisting only of Guardians, Heavy Weapon Platforms and Farseers may be mounted in 4 Wave Serpents for +200 points.	150
ALAITOC CRAFTWORLD TROUPE			
<i>The army may include up to three troupes chosen from the following list for each Warhost included in the army</i>			
FORMATION	UNITS	NOTES	COST
Aspect Warrior Troupe	6 Aspect Warriors units chosen from the following list: Dark Reapers, Dire Avengers, Fire Dragons, Howling Banshees, Shining Spears, Striking Scorpions, Swooping Hawks, Warp Spiders	All units apart from Swooping Hawks, Warp Spiders and Shining Spears may be transported in Wave Serpents and/or Falcons if desired. If you choose to take this option then you must take exactly enough transport vehicles to carry the units that require transport, without any spare transport spaces being 'left over'. Each Wave Serpent taken costs +50 points. Each Falcon costs +65 points. In addition the formation may include 1 Exarch character upgrade for +25 points.	225
Engines of Vaul	1-3 tanks from the following list: Scorpion, Cobra, Storm Serpent	250 points per tank	Var.
Pathfinders	4 Pathfinders units	Add 0-4 Eldar Rangers for +25 points each	100
Shields of Vaul	3 Nightspinners	Any Nightspinner may be replaced with a Firestorm at no additionnal cost	175
Swords of Vaul	5-6 tanks from the following list: Falcon, Fire Prism	50 points per Falcon, 65 points per Fire Prism. 0-2 Falcons may be replaced with Firestorms at no additional cost	Var.
War Walkers	6 War Walkers	--	200
Windriders	6 Jetbikes units	Any number of Jetbikes may be replaced with Vypers at no additional cost	200
ALAITOC CRAFTWORLD SPACECRAFT, AIRCRAFT & TITANS			
<i>Up to a third of the army's points may be spent on units chosen from the following list</i>			
FORMATION	UNITS	NOTES	COST
0-1 Eldar Spacecraft	1 Eldar Spacecraft	1 Wraithship for 150 points <i>OR</i> 1 Dragonship for 300 points	Var.
Nightwings	3 Nightwing Interceptors	--	300
Phoenix	3 Phoenix Bombers	--	400
Vampire	1 Vampire Raider	--	200
Revenant Titans	2 Revenant Titans	--	650
Phantom Titan	1 Phantom Titan	--	750
Warlock Titan	1 Warlock Titan	--	850

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6.5.3.5 Saim-Hann Craftworld (v6.3) - Experimental

Saim-Hann armies have a **Strategy rating of 3**. Saim-Hann Avatars, Aspect Warriors and Titans have an **Initiative rating of 1+**. All other formations have an **Initiative rating of 2+**.

SAIM-HANN CRAFTWORLD INDIVIDUALS			
FORMATION	UNITS	NOTES	COST
0-1 Avatar	1 Avatar	See 6.5.1.5	Free
0-1 Wraithgate	Replace one of the Objective markers in the Eldar half of the table with a Wraithgate	See 6.5.1.6	50
0-1 Wild Rider Chieftain	Add 1 Autarch character to any Wild Riders unit		75
SAIM-HANN CRAFTWORLD HOSTS			
FORMATION	UNITS	NOTES	COST
Wild Rider Clan Warhost	1 Wild Riders unit and 6 Jetbikes units	The formation may include the following upgrades: Jetbikes (3 Jetbikes units for +100 points OR 6 Jetbikes units for +200 points); 3 Shining Spears units for +100 points; 1 Mounted Farseer character for +50 points. Any number of Jetbike units in the formation may be replaced with Vypers at no additional cost.	250
Shining Spear Warhost (0-1 Shining Spear Warhost per Wild Rider Clan Warhost)	8 Shining Spears units	The formation may include up to two Exarch character upgrades for +25 points each	300
SAIM-HANN CRAFTWORLD TROUPES			
<i>The army may include up to two troupes chosen from the following list for each Warhost included in the army</i>			
FORMATION	UNITS	NOTES	COST
Aspect Warrior Troupe	6 Aspect Warriors units chosen from the following list: Dark Reapers, Dire Avengers, Fire Dragons, Howling Banshees, Shining Spears, Striking Scorpions, Swooping Hawks, Warp Spiders	All units apart from Swooping Hawks, Warp Spiders and Shining Spears <i>must</i> be transported in Wave Serpents and/or Falcons if desired. You must take exactly enough transport vehicles to carry the units that require transport, without any spare transport spaces being 'left over'. Each Wave Serpent taken costs +50 points. Each Falcon costs +65 points. In addition the formation may include 1 Exarch character upgrade for +25 points.	225 +upgrades
Engines of Vault	1-3 tanks from the following list: Scorpion, Cobra, Storm Serpent	250 points per tank	Var.
Guardian Troupe	6 Guardians units and 3 Wave Serpents	Up to 2 Guardians units may be replaced with Heavy Weapon Platforms at no additional cost. The formation may replace 2 Guardians units with Wraithguards units and add an additional Wave Serpent for +125 points.	250
Rangers	4 Rangers units	Add 0-4 Eldar Rangers for +25 points each	100
Shields of Vault	3 Nightspinners	Any Nightspinner may be replaced with a Firestorm at no additional cost	175
Swords of Vault	5-6 tanks from the following list: Falcon, Fire Prism	50 points per Falcon, 65 points per Fire Prism. 0-2 Falcons may be replaced with Firestorms at no additional cost	Var.
SAIM-HANN CRAFTWORLD SPACECRAFT, AIRCRAFT & TITANS			
<i>Up to a third of the army's points may be spent on units chosen from the following list</i>			
FORMATION	UNITS	NOTES	COST
0-1 Eldar Spacecraft	1 Eldar Spacecraft	1 Wraithship for 150 points OR 1 Dragonship for 300 points	Var.
Nightwings	3 Nightwing Interceptors	--	300
Phoenix	3 Phoenix Bombers	--	400
Vampire Hunters	2 Vampire Hunters	--	500
Revenant Titans	2 Revenant Titans	--	650

6.6 CHAOS

6.6.1 Chaos Special Rules

6.6.1.1 Initiative and Strategy Rating

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

6.6.1.2 Factions

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

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

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

6.6.1.3 Summoned Units

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

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

At the start of that formation's action, before the action test dice roll is made, the formation may summon daemonic units from the Daemon Pool. Summoning allows you to call 2D3 summoning points worth of daemonic units to the battlefield (the number of summoning points it costs to summon a unit will be listed on its data sheet, but as a general rule greater daemons cost 8 summoning points and all other units cost 1 summoning point each). Summoning points must be used to summon daemonic units from the Daemon Pool and summoned units are brought into play immediately. If for any reason any summoning points generated are not used, they are lost and may not be carried over into subsequent turns. You may only summon as many daemons as you have left in your Daemon Pool. Left over daemonic units may be summoned during a later turn. Daemonic units that are destroyed are removed from play and are not put back into the Daemon Pool. Broken formations or formations that have not bought a Daemonic Pact may not summon daemons.

Players may only have one greater daemon of a given faction in the army on the board at one time. For example, if you already have a summoned Bloodthirster on the board you are not allowed to summon another Bloodthirster until that first greater daemon has been removed from play. Summoned units must be set up with their base within 5cm of any non-daemonic unit from their formation, (i.e. you cannot place a 'chain' of summoned units). They may not be set up in the Zone of Control of an enemy unit or in impassable terrain. The type of unit that can be summoned depends on the summoning formation's faction, as follows:

Khorne

Bloodthirster (Greater Daemon), Bloodletters

Nurgle

Great Unclean One (Greater Daemon), Plaguebearers

Slaanesh

Keeper of Secrets (Greater Daemon), Daemonettes

Tzeentch

Lord of Change (Greater Daemon), Flamers

Any faction

Daemonic Beasts

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

Summoned units remain on the battlefield until the end phase of the turn in which they are summoned. In the end of the rally phase, after formations have attempted to

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rally, all summoned units in the formation are removed from the board and placed back into the Daemon Pool unless the formation has a unit with Daemonic Focus (see 6.6.1.5). Greater Daemons that are returned to the Daemon Pool keep the same DC they had when they left the battlefield. They do not heal back to full DC, so when summoned again they will have that same DC. Summoned units that are destroyed are not put back into the Daemon Pool. Note that this may lead to the formation breaking if the number of Blast Markers on the formation is greater than the number of units left in play after the summoned units have been removed. When a formation breaks any summoned units in the formation are lost in the warp and considered destroyed. They do not go back into the Daemon Pool.

6.6.1.4 Augment Summoning

Some Chaos units are noted as having Augment Summoning (+x). Units with this ability add a number of summoning points equal to "x" when the formation they are in summons daemons (see 6.6.1.3). For example, a unit noted as having Augment Summoning (+2D3) would allow a formation with a Daemon Pack to roll 4D3 for Summoning Points as opposed to the usual 2D3.

6.6.1.5 Daemonic Focus

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

6.6.1.6 Chaos Warlord (Black Legion only)

One Chaos Lord character in the army must be upgraded to a Chaos Warlord character. This additional upgrade does not cost any additional points.

6.6.1.7 Chaos Lord Upgrade (Black Legion only)

The Chaos Lord upgrade can only be applied to one of the Core units of a Black Legion Formation. For example, the Chaos Lord (or Chaos Warlord) upgrade for a Black Legion Retinue could only be added to the Chaos Space Marine units in that formation. It could not be added to any units, such as Obliterators or Cult Marines purchased as an upgrade.

6.6.1.8 Arch-Heretic (The Lost and the Damned only)

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

6.6.2. Chaos Forces

6.6.2.1 Black Legion - Official

CHARACTERS	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Champion of Chaos	CH	--	--	--	--	Daemon Artifact Daemonic Bolt	(contact) (15cm)	(Assault Weapons), First Strike, EA (+1) (Small Arms), First Strike, EA (+1)
	NOTES	Invulnerable Save, Augment Summoning (+2D3) A Champion of Chaos is outfitted depending on the faction of the formation they are attached to: Khorne, Nurgle and Undivided Champions wield the Daemon Artifact Slaanesh and Tzeentch Champions are equipped with the Daemonic Bolt						
Icon Bearer	CH	--	--	--	--	--	--	--
	NOTES	Leader, Daemonic Focus, Invulnerable Save						
Chaos Space Marine Lord	CH	--	--	--	--	Daemon Weapon Warp Bolt	(contact) (15cm)	(Assault Weapons), MW, EA (+1) (Small Arms), MW, EA (+1)
	NOTES	Chaos Space Marine Lords can be one of three types: Chaos Warlord, Sorcerer Lord or Chaos Lord All are Characters and have the Commander, Leader and Invulnerable Save abilities Chaos Warlords and Chaos Lords carry a Daemon Weapon. Sorcerer Lords have the Warp Bolt weapon instead of the Daemon Weapon Chaos Warlords also have the Supreme Commander ability						

INFANTRY	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Berzerkers	INF	15 cm	4+	2+	5+	Chainaxes Bolt Pistols	(contact) (15cm)	(Assault Weapons) (Small Arms)
	NOTES	Fearless						
Bikes	INF	35 cm	4+	3+	4+	Chainswords Bolters	(contact) (15cm)	(Assault Weapons) (Small Arms)
	NOTES	Mounted						
Chosen	INF	15 cm	4+	3+	3+	Power Weapons Combi-Bolters 2x Reaper Autocannon	(contact) (15cm) 30 cm	(Assault Weapons)MW, EA (+1) (Small Arms) AP4+/AT6+
	NOTES	Reinforced Armour, Thick Rear Armour, Teleport						
Daemon Prince	INF	15/30 cm	3+/4+	3+	3+	Possessed Weapon Warp Blast	(contact) (15cm)	(Assault Weapons), MW, EA (+2) (Small Arms), MW, EA (+2)
	NOTES	Commander, Leader, Fearless, Reinforced Armour, Teleport The Daemon Prince may have wings: he counts as having Jump Packs and his speed is increased to 30 cm, but his armour value is reduced to 4+ If taken as a replacement for a Warlord then the Daemon Prince also counts as a Supreme Commander						
Havocs	INF	15 cm	4+	5+	3+	2x Autocannon	45 cm	AP5+/AT6+
	NOTES							
Noise Marines	INF	15 cm	4+	4+	3+	Sonic Blasters Blastmaster	(15 cm) 30 cm	(Small Arms) AP5+/AT6+, Disrupt
	NOTES	Fearless						

INFANTRY	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Obliterators	INF	15 cm	4+	3+	2+	3x Body Weapons	45 cm	AP5+/AT5+/AA5+
	NOTES	<i>Reinforced Armour, Thick Rear Armour, Invulnerable Save, Fearless, Teleport</i>						
Plague Marines	INF	15 cm	3+	3+	4+	Plague Knives Bolters	(contact) (15cm)	(Assault Weapons) (Small Arms)
	NOTES	<i>Fearless</i>						
Raptors	INF	30 cm	4+	3+	4+	Chainswords Melta Weapons	(contact) (15cm)	(Assault Weapons) (Small Arms)
	NOTES	<i>Jump Packs</i>						
Space Marines	INF	15 cm	4+	4+	4+	Bolters Autocannon	(15cm) 45 cm	(Small Arms) AP5+/AT6+
	NOTES	<i>Reinforced Armour, Fearless</i>						
Thousand Sons	INF	15 cm	4+	5+	4+	Bolters	(15cm)	(Small Arms)
	NOTES	<i>Reinforced Armour, Fearless</i>						

ARMoured VEHICLES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Defiler	AV	15 cm	4+	4+	3+	Battle Claws Defiler Heavy Flamer Twin Lascannon Defiler Cannon	(contact) (15 cm) AND 15 cm 45 cm 75 cm OR 75 cm	(Assault Weapons), MW, EA (+1) (Small Arms), Ignore Cover, EA (+1) AP4+, Ignore Cover AT4+ AP4+/AT4+ 1 BP, Indirect Fire
	NOTES	<i>Fearless, Invulnerable Save, Walker</i>						
Dreadclaw	AV	0 cm	5+	--	--	Deathwind	15 cm	AP5+/AT5+
	NOTES	<i>Planetfall, Transport (may carry one formation that contains no mounted infantry, light vehicles or armoured vehicles other than Dreadnoughts) Deathwind: After the Dreadclaw lands, its Deathwind attacks all enemy units within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cm of the Dreadclaw or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the Dreadclaw. Once all units have been placed, the Dreadclaw is removed.</i>						
Dreadnought	AV	15 cm	3+	4+	4+	Power Fist Twin Autocannon	(contact) 45 cm	(Assault Weapons), MW, EA (+1) AP4+/AT5+
	NOTES	<i>Fearless, Walker</i>						
Land Raider	AV	25 cm	4+	6+	4+	Twin Heavy Bolter 2x Twin Lascannon	30 cm 45 cm	AP4+ AT4+
	NOTES	<i>Reinforced Armour, Thick Rear Armour, Transport (may transport 1 Chosen or 2 of the following units: Space Marines, Berzerkers, Noise Marines, Plague Marines, Thousand Sons, Havocs)</i>						
Predator	AV	30 cm	4+	6+	4+	2x Heavy Bolter Twin Lascannon	30 cm 45 cm	AP5+ AT4+
	NOTES							
Rhino	AV	30 cm	5+	6+	6+	Combi-Bolter	(15 cm)	(Small Arms)
	NOTES	<i>Transport (may transport 2 of the following units: Space Marines, Berzerkers, Noise Marines, Plague Marines, Thousand Sons, Havocs)</i>						

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WAR ENGINES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Death Wheel	WE	30 cm	4+	5+	3+	2x Reaper Autocannon 2x Reaper Autocannon Battle Cannon Battle Cannon	30 cm 30 cm 75 cm 75 cm	AP4+/AT6+, LF AP4+/AT6+, RF AP4+/AT4+, LF AP4+/AT4+, RF
	NOTES	DC 4, 2 Void Shields, Reinforced Armour, Fearless <i>Critical Hit Effect:</i> The Death Wheel's gyroscopic stabiliser is damaged. The Death Wheel rolls 3D6cm in a random direction (stopping if it contacts impassable terrain or another war engine) inflicting a hit on any unit run over or into, and then tips over and is destroyed						
	WE	15 cm	4+	4+	4+	2x Twin Reaper Autocannon 2x Twin Reaper Autocannon Decimator Cannon	30 cm 30 cm 45 cm	AP3+/AT5+, LF AP3+/AT5+, RF 3 BP, MW, Ignore Cover, FxF
	NOTES	DC 3, Reinforced Armour, Fearless <i>Critical Hit Effect:</i> The Decimator's boiler explodes. The Decimator is destroyed, and any units within 5cm of the model suffer a hit on a D6 roll of 6						
AIRCRAFT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Hell Talon	AC	FB	5+	--	--	Incendiary Bombs Twin Lascannon Havoc Launcher	15 cm 45 cm 45 cm	2 BP, FxF AT4+/AA4+, FxF AP5+/AT6+, FxF
	NOTES							
	AC	F	6+	--	--	Stormbolters Heavy Bolter	15 cm 30 cm	AP5+/AA5+, FxF AP5+/AA6+, FxF
	NOTES							
SPACECRAFT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Despoiler Class Battleship	SC	--	--	--	--	Orbital Bombardment 3x Pin-point Attack	-- --	3 BP, MW MW2+, TK (D3)
	NOTES	Slow and Steady May carry up to forty units that can be deployed with Dreadclaws						
	SC	-	--	--	--	Orbital Bombardment Pin-point Attack	-- --	3 BP, MW MW2+, TK (D3)
	NOTES	May carry up to twenty units that can be deployed with Dreadclaws						

TITANS	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Banelord Titan	WE	15 cm	4+	2+	4+	Doomfist Tail Battlehead Hellstrike Cannon 6x Havoc Missile	(contact) AND 30 cm (contact) AND 75 cm (15 cm) 60 cm 60 cm	(Assault Weapons), TK (D3), EA (+2) 4x AP4+/AT4+, FxF (Assault Weapons), EA (+1) AP4+/AT4+ (Small Arms), EA (+2), FxF 3 BP, MW, Ignore Cover, FxF 2 BP, One-Shot, Indirect Fire, Fwd
	NOTES	DC 8, 6 Void Shields, Reinforced Armour, Thick Rear Armour, Walker, Fearless May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. <u>Critical Hit Effect:</u> The Banelord is driven into a daemonic rage and immediately moves 3D6cm in a random direction. If this move takes the Banelord into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If the Titan rampages into or over any units then they will take a hit on a D6 roll of 4+ (make saving throws for the units normally)						
Feral Titan	WE	30 cm	5+	4+	5+	Battlehead Hellmouth Death Storm	(15 cm) 30 cm 45 cm	(Small Arms), EA (+2), FxF 3 BP, MW, Ignore Cover, Fwd 4x AP4+/AT4+, Fwd
	NOTES	DC 3, 2 Void Shields, Reinforced Armour, Walker, Fearless <u>Critical Hit Effect:</u> The Feral is caught off-balance and staggers. Move it D6cm in a random direction. If this move takes the Feral into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally)						
Ravager Titan	WE	20 cm	4+	3+	4+	Tail Battlehead 2x Death Storm Doomburner	(contact) AND 75 cm (15 cm) 45 cm 45 cm	(Assault Weapons), EA (+1) AP4+/AT4+ (Small Arms), EA (+2), FxF 4x AP4+/AT4+, Fwd MW2+, TK (1), Ignore Cover, FxF
	NOTES	DC 6, 4 Void Shields, Reinforced Armour, Walker, Fearless May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide. <u>Critical Hit Effect:</u> The Ravager's plasma reactor has been damaged. Roll a D6 for the Ravager in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Ravager, on a roll of 2-3 the Ravager suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes, any units within 5cms of the Ravager will be hit on a roll of 5+						

6.6.2.2 Chaos Daemons - Official

LESSER DAEMONS	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Bloodletters	INF	15 cm	4+	4+	--	Hellblades	(contact)	(Assault Weapons), EA (+1)
	NOTES	Invulnerable Save, Summoning cost 1						
Daemonettes	INF	15 cm	4+	3+	--	Daemonic Talons	(contact)	(Assault Weapons)
	NOTES	First Strike, Invulnerable Save, Summoning cost 1						
Daemonic Beasts	INF	20 cm	4+	3+	--	Claws and Fangs	(contact)	(Assault Weapons)
	NOTES	Infiltrator, Invulnerable Save, Summoning cost 1						
Flamers	INF	15 cm	5+	5+	4+	Flames of Tzeentch	(contact) AND (15 cm)	(Assault Weapons) (Small Arms), EA (+1)
	NOTES	Invulnerable Save, Summoning cost 1						
Plaguebearers	INF	15 cm	3+	3+	5+	Plague Swords Plague of Flies	(contact) (15 cm)	(Assault Weapons) (Small Arms)
	NOTES	Invulnerable Save, Summoning cost 1						

GREATER DAEMONS	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Bloodthirster	WE	30 cm	4+	3+	--	Axe of Khorne Bloodthirster's Whip	(contact) (contact)	(Assault Weapons), TK (1), EA (+2) (Assault Weapons), TK(+1), EA (+1)
	NOTES	DC 3, Reinforced Armour, Invulnerable Save, Walker, Jump Packs, Inspiring, Fearless, Summoning cost 8 Critical Hit Effect: The Daemon is hurled back into the warp. It will drag any other units within 5cm back with on a roll of 6						
Great Unclean One	WE	15 cm	4+	4+	4+	Nurgling Swarm Stream of Corruption	(contact) (15 cm) AND Flame	(Assault Weapons), EA (+1) (Small Arms), Ignore Cover, EA (+1) AP4+/AT5+
	NOTES	DC 4, Reinforced Armour, Invulnerable Save, Walker, Inspiring, Fearless, Summoning cost 8 Critical Hit Effect: The Daemon is hurled back into the warp. It will drag any other units within 5cm back with on a roll of 6						
Keeper of Secrets	WE	15 cm	4+	3+	4+	Lash of Torment Gaze of Slaanesh	(contact) (15 cm) AND 30 cm	(Assault Weapons), MW, First Strike, EA (+1) (Small Arms), MW, First Strike, EA (+1) 3x MW4+
	NOTES	DC 3, Reinforced Armour, Invulnerable Save, Walker, Inspiring, Fearless, Summoning cost 8 Critical Hit Effect: The Daemon is hurled back into the warp. It will drag any other units within 5cm back with on a roll of 6						
Lord of Change	WE	30 cm	4+	5+	3+	Bedlam Staff Withering Gaze	(contact) (15 cm) AND 45 cm	(Assault Weapons), MW, EA (+1) (Small Arms), MW, EA (+1) 2x MW3+
	NOTES	DC 3, Reinforced Armour, Invulnerable Save, Walker, Jump Packs, Inspiring, Fearless, Summoning cost 8 Critical Hit Effect: The Daemon is hurled back into the warp. It will drag any other units within 5cm back with on a roll of 6						

6.6.2.3 The Lost and the Damned - Official

CHARACTERS	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Arch-Heretic	CH	--	--	--	--	--	--	--
	NOTES	Supreme Commander						
Icon Bearer	CH	--	--	--	--	--	--	--
	NOTES	Leader, Daemonic Focus, Invulnerable Save						
INFANTRY	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Big Mutants	INF	15 cm	3+	4+	4+	Big Weapons 2x Heavy Stubber	(contact) 30 cm	(Assault Weapons) AP6+
	NOTES							
Chaos Hounds	INF	30 cm	6+	4+	--	Fangs	(contact)	(Assault Weapons)
	NOTES							
Chaos Marine Aspiring Champion	INF	15 cm	4+	4+	4+	Daemon Weapon Bolters Heavy Weapons	(contact) (15 cm) 30 cm	(Assault Weapons), MW, EA (+1) (Small Arms) AP6+/AT6+
	NOTES	Invulnerable Save, Commander, Leader						
Chaos Spawn	INF	15 cm	3+	3+	--	Horrific Mutations	(contact)	(Assault Weapons)
	NOTES	Invulnerable Save, Fearless						
Cultists	INF	15 cm	--	5+	6+	Firearms Heavy Weapons	(15 cm) 30 cm	(Small Arms) AP6+/AT6+
	NOTES							
Daemon Prince	INF	15/30 cm	3+/4+	3+	3+	Possessed Weapon Warp Blast	(contact) (15cm)	(Assault Weapons), MW, EA (+2) (Small Arms), MW, EA (+2)
	NOTES	Commander, Leader, Fearless, Reinforced Armour, Teleport The Daemon Prince may have wings: he counts as having Jump Packs and his speed is increased to 30 cm, but his armour value is reduced to 4+ If taken as a replacement for a Warlord then the Daemon Prince also counts as a Supreme Commander						
Demagogue	INF	15 cm	6+	6+	5+	Daemon Weapon Firearms Arcane Powers Heavy Weapons	(contact) (15 cm) 30 cm 30 cm	(Assault Weapons), MW, EA (+1) (Small Arms) MW6+ AP6+/AT6+
	NOTES	Invulnerable Save, Augment Summoning (+2D3)						
Mutants	INF	15 cm	6+	4+	6+	Assorted Weapons Firearms	(contact) (15 cm)	(Assault Weapons) (Small Arms)
	NOTES							
Plague Zombies	INF	10 cm	5+	6+	--	Claws and Teeth	(contact)	(Assault Weapons)
	NOTES	Infiltrator, Fearless Infestation: treat placement just like Teleport, but after placing one unit roll 3D6 to see how many total stands of Plague Zombies there are, then roll for Blast Markers as usual for Teleporting (design note: This represents an infestation of Plague Zombies that has been released upon the enemy) Plague Zombies may contest objectives in games but may not hold objectives						

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Light Vehicles	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower
Land Transporter	LV	30 cm	5+	6+	6+	Heavy Weapons	30 cm	AP6+/AT6+
	Notes	Transport (May transport 2 of the following units: Demagogue, Aspiring Chaos Marine Champion, Daemon Prince, Chaos Spawn, Cultists, Mutants, Traitor Fire Support, Big Mutants, Chaos Hounds – Daemon Princes, Chaos Spawn and Big Mutants take up 2 transport spaces each)						

Armoured Vehicles	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower
Contagion Tower	AV	15 cm	5+	5+	5+	Vomit Cannon Plague Catapult	30 cm 45 cm	AP4+/AT6+, Disrupt 1 BP, Disrupt, Indirect Fire
	Notes	Invulnerable Save, Fearless						
Daemon Engine	AV	25 cm	4+	3+	5+	Daemons Blades/Spikes Blood Cannons	(contact) 30 cm	(Assault Weapons), EA (+D3) 2x AP4+/AT5+
	Notes	Reinforced Armour, Fearless						
Daemon Knight	AV	30 cm	4+	5+	4+	Castigator Cannon	45 cm	3x AP3+/AT5+
	Notes	Scout, Walker, Invulnerable Save, Fearless						
Defiler	AV	15 cm	4+	4+	3+	Battle Claws Defiler Heavy Flamer Twin Lascannon Defiler Cannon	(contact) (15 cm) AND 15 cm 45 cm 75 cm OR 75 cm	(Assault Weapons), MW, EA (+1) (Small Arms), Ignore Cover, EA (+1) AP4+, Ignore Cover AT4+ AP4+/AT4+ 1 BP, Indirect Fire
	Notes	Fearless, Invulnerable Save, Walker						
Hellfire	AV	15 cm	4+	6+	4+	Hellfire Cannon	75 cm	MW4+
	Notes	Invulnerable Save, Fearless						
Silver Tower	AV	20 cm	4+	6+	4+	Arcane Cannons Beam of Power	45 cm 60 cm	3x AP4+/AT4+ MW5+
	Notes	Skimmer, Invulnerable Save, Fearless						

Aircraft	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower
Doomwing	AC	F	6+	--	--	Flame Cannon	15 cm	AP4+/AT5+/AA5+, Ignore Cover, FxF
	Notes	Invulnerable Save						
Firelord	AC	B	4+	--	--	Flame Cannon Firestorm Bombs Twin Lascannon	15 cm 15 cm 45 cm	AP4+/AT5+/AA5+, Ignore Cover, FxF D3 BP, Ignore Cover, FxF AT4+/AA4+, FxF
	Notes	Invulnerable Save						

WAR ENGINES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Lord of Battles	WE	25 cm	4+	2+	4+	Chain Fist Death Storm 2x Battle Cannon	(contact) 45 cm 75 cm	(Assault Weapons), MW, EA (+3) 4x AP4+/AT4+ AP4+/AT4+
	NOTES	DC 6, Reinforced Armour, Thick Rear Armour, Fearless <u>Critical Hit Effect:</u> The Lord of Battles is driven into a daemonic rage and immediately moves 3D6cm in a random direction. If this move takes the Lord of Battles into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If the Lord of Battles rampages into or over any units then they will take a hit on a D6 roll of 4+ (make saving throws for the units normally)						
Questor	WE	35 cm	5+	5+	3+	2x Castigator Cannon 2x Battle Cannon	45 cm 75 cm	3x AP3+/AT5+ AP4+/AT4+
	NOTES	DC 3, 2 Void Shields, Reinforced Armour, Walker, Fearless May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide <u>Critical Hit Effect:</u> The Questor is caught off-balance and staggers. Move D6cm in a random direction. If this move takes the Questor into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally)						
Plague Tower	WE	15 cm	4+	4+	4+	Plague Mortar 2x Battle Cannon Rot Cannon	60 cm 75 cm 90 cm	3xD3 BP, Disrupt, FxF AP4+/AT4+ AP3+/AT5+, Ignore Cover, FxF
	NOTES	DC 6, Reinforced Armour, Fearless, Transport (may transport 16 of the following units: Arch Heretic, Daemon Prince, Chaos Spawn, Cultists, Mutants, Big Mutants, Chaos Hounds, Daemonic Beasts, Plague Bearers, Great Unclean One – Chaos Spawns, Big Mutants, Daemon Princes and Great Unclean Ones take up 2 transport spaces each) <u>Critical Hit Effect:</u> Internal explosions cause an extra point of damage and kill D3 selected passengers (no saves allowed). The player may choose which units are killed						
Subjugator	WE	35 cm	5+	5+	3+	Hellblades 2x Battle Cannon	(contact) 75 cm	(Assault Weapons), TK(D3), EA (+2) AP4+/AT4+
	NOTES	DC 3, 2 Void Shields, Reinforced Armour, Walker, Fearless May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide <u>Critical Hit Effect:</u> The Subjugator is caught off-balance and staggers. Move D6cm in a random direction. If this move takes the Subjugator into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally)						

6.6.3 Chaos Army Lists

6.6.3.1 Black Legion - Official

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

BLACK LEGION FORMATIONS			
FORMATION	UNITS	UPGRADES	COST
0-1 Raptor Cult	1 Chaos Lord and from 4 to 8 Raptor units	Daemonic Pact	40 ea.
0-2 Chosen	1 Chaos Lord and from 4 to 6 Chosen units	Dreadnought, Defilers, Land Raiders, Dreadclaws, Obliterators, Daemonic Pact, Chaos Champion, Icon Bearer, Daemon Prince	65 ea.
Retinue	1 Chaos Lord and 8 Space Marines units	Rhinos, Havocs, Dreadnought, Defilers, Dreadclaws, Cult Marines, Land Raiders, Obliterators, Daemonic Pact, Chaos Champion, Icon Bearer, Daemon Prince	275
Forlorn Hope (0-1 per Retinue)	4 Space Marines <i>Space Marines in the formation receive the Scout ability for free</i>	Dreadclaws, Rhinos, Daemonic Pact	125
Bike Company	1 Chaos Lord and 8 Bikes units	Daemonic Pact, Icon Bearer	300
Armoured Company	4 to 8 units from the following list: Predator, Land Raider	Defilers <i>Predators cost 50 points each, Land Raiders cost 75 points each</i>	Var.
Daemon Pool	Any number of Daemons	-- <i>Lesser Daemons cost 20 points each, Greater Daemons cost 75 points each</i>	Var.

CHAOS TITAN LEGIONS & WAR ENGINES			
<i>No more than 1/3 of your points may be spent on War Engines and Aircraft</i>			
FORMATION	UNITS	UPGRADES	COST
0-2 Assault Company	1 to 3 units from the following list: Death Wheel, Decimator	Defilers <i>Decimators cost 225 points each, Death Wheels cost 275 points each</i>	Var.
Banelord Titan	1 Banelord Titan	--	850
Ravager Titan	1 Ravager Titan	--	625
Feral Titan	1 Feral Titan	--	325

BLACK LEGION UPGRADES		
<i>Each formation can only take a maximum of four upgrades Each upgrade may only be taken once per formation</i>		
UPGRADE	UNITS	COST
Chaos Champion	1 Chaos Champion character upgrade	50
Cult Marines	4 units belonging to the Cult associated with the Retinue's faction: Berzerkers (Khorne), Noise Marines (Slaanesh), Plague Marines (Nurgle), Thousand Sons (Tzeentch).	150
Daemonic Pact	Allows the formation to summon Daemons from the Daemon Pool	25
Daemon Prince	Replace the unit in the formation that includes the Chaos Lord or Warlord character with a Daemon Prince unit – 1 Daemon Prince may be included in an army for each Chaos faction present in the army	50
Defilers	Up to 3 Defilers for 75 points each	Var.
Dreadclaws	Work in exactly the same manner as Space Marine Drop Pods May not be taken by formations that include any vehicles other than Dreadnoughts Require a Devastation class cruiser or Despoiler class battleship in order to be used Cost 5 points per unit in the formation	Var.
Dreadnoughts	Up to 3 Dreadnoughts for 50 points each	Var.
Havocs	4 Havoc units	150
Icon Bearer	1 Icon Bearer character upgrade	50
Land Raiders	Up to 4 Land Raiders for 75 points each	Var.
Obliterators	Up to 3 Obliterators for 85 points each	Var.
Rhinos	Up to 8 Rhinos for 10 points each If you choose to take this option then you must take exactly enough Rhinos to carry the units that still require transport after any other upgrades that can transport units have been taken. No spare transport spaces may be 'left over' if it is possible to avoid it	Var.

CHAOS NAVY & AEROSPACE UNITS			
<i>No more than 1/3 of your points may be spent on War Engines and Aircraft</i>			
FORMATION	UNITS	UPGRADES	COST
Swiftdeath	3 Swiftdeath Interceptors		200
Hell Talon	2 Hell Talon Fighter-Bombers		300
Devastation	1 Devastation Class Cruiser		150
Despoiler	1 Despoiler Class Battleship		250

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6.6.3.2 The Lost and the Damned - Official

Armies of the Lost and the Damned have a **Strategy rating of 2**. Cultist Covens, Traitor Support, Plague Zombies and Daemon Engines formations have an **Initiative rating of 3+**. Daemon Engine Aircraft and Traitor Navy have an **Initiative rating of 2+**.

STIGMATUS COVENANT COVENS		
FORMATION	UNITS	COST
Stigmatus Covenant Coven	1 Demagogue or Chaos Marine Aspiring Champion and 11 Cultists or Mutants units (you may choose any mix of Cultist and Mutants).	200
Daemon Pool	Lesser Daemons for 20 points each Greater Daemons cost 75 points each	Var.

STIGMATUS COVENANT UPGRADES		
<i>Each Covenant Cultist upgrade may be taken once per Cultist formation</i>		
FORMATION	UNITS	COST
Big Mutants	Replace 1 to 6 Cultists and/or Mutants units with an equal number of Big Mutant units	20 ea.
Chaos Altar	Add 1 Chaos Altar to the coven	150
Chaos Hounds	Add 1 to 3 Chaos Hounds to the coven	10 ea.
Chaos Spawn	Add 1 Chaos Spawn unit to the coven	25
Cultists or Mutants	Add up to 8 Cultist or Mutants units to the coven (you may choose any mix of Cultist and Mutants)	15 ea.
Daemonic Pact	Allows the formation to summon daemons from the Daemon Pool	25
Daemon Prince	Replace the Demagogue or Chaos Marine Aspiring Champion with a Daemon Prince	50
Icon Bearer	Add 1 Icon Bearer character upgrade	40
Traitor Fire Support	Add up to 4 Traitor Fire Support units to the coven	25 ea.
Traitor Flak	Add up to 2 Traitor Hydras to the coven	50 ea.
Traitor Griffon Battery	Add up to 3 Traitor Griffons to the coven	35 ea.
Traitor Hellhound Squadron	Add up to 3 Traitor Hellhounds to the coven	50 ea.
Traitor Tank Squadron	Add up to 3 Traitor Leman Russ or Leman Russ Demolishers to the coven	70 ea.
Transports	Add Land Transporters to the coven for 10 points each Add Traitor Chimeras to the coven for 25 points each <i>If you choose to take this option then you must take exactly enough Land Transporters or Chimera to carry all infantry units that move 15cm or less after any other upgrades that can transport units have been taken. No spare transport spaces may be 'left over' if it is possible to avoid it. You may mix and match Land Transporters and Traitor Chimera</i>	Var.

PLAGUE ZOMBIE INFESTATIONS		
<i>0-3 Plague Zombie Infestations per army</i>		
FORMATION	UNITS	COST
Plague Zombie Infestation	3D6 Plague Zombies units	175

STIGMATUS COVENANT SUPPORT COVENS		
<i>You may take only one Stigmatus Covenant Support coven per Cultist coven chosen from the three categories below: Daemon Engines, Traitor Support or Traitor Navy</i>		
FORMATION	UNITS	COST
Daemon Engines		
<i>The formation must be Chaos Undivided or belong to the same faction as the associated Cultist coven</i>		
Khorne: Lord of Battles	1 or 2 Lord of Battles for 400 points each	Var.
Khorne: Daemon Engines	4 Daemon Engines	300
Nurgle: Plague Tower	1 or 2 Plague Towers for 325 points each	Var.
Nurgle: Contagion Towers	4 Contagion Towers	325
Slaanesh: Daemon Scout Titans	1 or 2 Daemon Scout Titans from the following list: Questor for 275 points each, Subjugator for 225 each	Var.
Slaanesh: Daemon Knights	4 Daemon Knights	275
Tzeentch: Firelord	1 to 3 Firelords for 150 points each	Var.
Tzeentch: Doomwings	3 Doomwings	150
Tzeentch: Silver Towers	4 Silver Towers	325
Undivided: Hellfire Cannons	4 Hellfire Cannons	200
Undivided: Defilers	4 Defilers	400
Traitor Support		
Traitor Armoured Company	6 Traitor Leman Russ	400
Traitor Artillery Battery	4 Traitor Basilisks	325
Traitor Rough Rider Platoon	6 Traitor Rough Riders units	150
Traitor Sentinel Squadron	4 Traitor Sentinels	100
Traitor Navy		
Traitor Marauder Bombers	2 Traitor Marauders	250
Traitor Thunderbolt Fighters	2 Traitor Thunderbolts	150

6.7 TYRANIDS

6.7.1 Tyranid Special Rules

6.7.1.1 Tyranid Xenopsychology

Tyranids are a completely alien threat and do not organize themselves in the manner of normal armies with distinct battle groups and chains of command. In fact, the attacking Tyranids shouldn't even be considered an "army" at all, but merely the limbs and organs of a vast "super-organism" seeking prey. This bizarre organization is reflected in the following special rules.

Tyranid Swarms

Tyranid swarms (formations) are divided into two basic types: Independent Swarms and Synapse Swarms. Independent Swarms have some measure of autonomy, often ranging far ahead of the main swarms to hunt for prey. Independent swarms are organised into fixed formations, just like non-Tyranid formations. Instead of fixed formations, Brood and Synapse creatures are combined to form a "fluid" Synapse Swarm that is controlled by a Synapse Group. Both the Synapse Group and the Brood creatures associated with it are treated as a single formation.

At the start of the game, the Tyranid player assigns Brood creatures to Synapse Groups, creating swarms. These swarms must be set up in legal formation using the instructions for the scenario. Additionally, Brood units must be placed within control range (15cm) of a Synapse creature from the swarm's Synapse Group. Brood units may also be held in reserve. During the Action Phase, a Synapse Swarm is treated like a normal formation.

In the End Phase, after rallying and spawning (see below), Synapse Swarms are reorganized. Unless part of an Independent Swarm, Brood creatures out of control range are removed and any that are within control range of one Synapse Group become part of its Synapse Swarm. If any Brood creatures are within control range of two or more Synapse Groups the Tyranid player may choose which one they join. Note that Blast markers and broken status stay with Synapse Groups, not with any Brood

creatures that change swarms; a swarm that has Blast markers equal to, or more than, units after reorganization immediately breaks.

Relentless

Tyranid swarms gain a +2 modifier to their initiative rolls when taking Engage actions or making Rally tests.

Expendable

Swarms that include at least one Synapse unit don't receive Blast markers for Brood units that are killed; this includes special effects which create Blast Markers when the unit is targeted. Unless otherwise noted, expendable units DO count as casualties for the purposes of assault resolution.

6.7.1.2 Tyranid Xenobiology

The Tyranids do not use any form of technology in the normal sense of the word; they have no factories or training facilities, but, instead, create all their weapons and creatures through purely biological processes. Some might see this as a weakness, but it allows the Tyranids to adapt to new challenges and replace losses with frightening speed. The following special rules describe these processes.

Spawning

Spawning allows Brood creatures to return to play. After a Synapse Swarm regroups or takes a rally roll, it may attempt to spawn. Each Synapse Swarm rolls 2D3 modifying the number of dice rolled using the list below.

- * Synapse Swarm contains a Dominatrix +1D3
- * Any unit of the swarm is within 30cm of the enemy -1D3
- * Synapse swarm is taking a Hold action -1D3
- * Synapse swarm is currently broken -1D3

The total rolled is the number of spawning points available for that specific swarm (anything less than zero is treated as zero). Any dead Brood creatures may then be added to the swarm using the following costs:

- * Infantry Unit 1 Spawning Point
- * Light Vehicle Unit 2 Spawning Points
- * Armoured Vehicle Unit 3 Spawning Points
- * War Engine Unit 3 Spawning Points per 1DC

All spawned units must be placed within 5cm of a Synapse creature from the swarm spawning them, joining the swarm even if they were not originally part of it. Returned units may not be placed in the zone of control of enemy models or in impassable terrain. Not all spawn points must be used and any extras are discarded. Adding creatures to an already broken swarm will not change its broken status and it must be rallied normally. A swarm is not required to spawn.

Mobility

Tyranid armoured vehicles and war engines never have to take dangerous terrain tests for moving through normal terrain, while Tyranid light vehicle units may move through terrain as if they were infantry.

Fortification terrain features, such as minefields or razorwire, and special terrain features, such as lava flows, affect Tyranids normally.

Tunnellers

Tunnellers are set up on their own table edge before the battle starts, at the same time that spacecraft are deployed. Any units transported in the tunneller are kept off table until it appears. Write down the location where the tunneller will surface at the same time and in the same manner that you record the co-ordinates of a drop zone (see 4.3.1).

You must also secretly record when the tunneller will surface. If it is going to appear in your half of the table it may arrive from the second turn onwards. If it is going to appear in the opposing half of the table, it may arrive from turn three onwards. Set up the tunneller at the start of the stated turn. It and any units being transported may take an action on the turn they appear.

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6.7.1.3 Tyranids and Tournament Scenario Victory Conditions

Due to the unique nature of the Tyranid army, and the completely alien Hive Mind that controls it, Tyranid "military" objectives are not pursued in the same manner as most armies of the known races in the galaxy. This 'alien outlook' requires some changes in the way that Tournament Victory Conditions are treated by the Tyranid army.

Objectives

Only Independent and Synapse units (not Brood units) may control or contest objectives.

Break Their Spirit

Against Tyranids, the Break Their Spirit goal is based upon the number of Synapse creature units still on the battlefield compared to those that have been removed. If the number of Synapse creature units killed is equal to, or greater than, the number of Synapse creatures still in play, the opponent has achieved the Break Their Spirit goal. Note that the number of individual Synapse creatures is counted, not Synapse Groups, and that Synapse War Engine units count their full starting DC.

Tiebreaker

When determining victory points, the Tyranid army does not use formation size to determine the number of points the opponent receives for a tiebreaker. Instead the opponent uses the following values for units/groups destroyed, broken or reduced below half at the end of the battle:

- Synapse Groups are worth double their point value.
- Independent Swarms are worth their normal point value.
- Brood Groups are worth half their point value.

Add the number of all killed Brood creatures of the same type together to determine how many Brood Groups worth of units have been destroyed.

6.7.2 Tyranid Forces

6.7.2.1 Phase IV Tyranid Hive Fleet (v9.2.1) - Experimental

CHARACTERS	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Broodlord	CH	--	--	--	--	Rending Claws	(contact)	(Assault Weapons), Sniper, EA (+1)
	NOTES	Leader, Inspiring, Invulnerable Save						

INFANTRY	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Gargoyles	INF	30 cm	--	6+	5+	Bio-Plasma Attack Fleshborer Swarm Strike	(contact) (15 cm) 15 cm	(Assault Weapons) (Small Arms) AA6+
	NOTES	Brood, Jump Pack						
Genestealers	INF	20 cm	6+	4+	--	Slashing Claws	(contact)	(Assault Weapons), EA (+1)
	NOTES	First Strike, Infiltrator, Scout						
Hormagaunts	INF	20 cm	--	5+	--	Slashing Claws	(contact)	(Assault Weapons), EA (+1)
	NOTES	Brood, Infiltrator Hormagaunt casualties count as half, rounded down, for combat resolution						
Termagants	INF	20 cm	--	6+	5+	Fleshborer	(15 cm)	(Small Arms)
	NOTES	Brood Termagant casualties count as half, rounded down, for combat resolution						

LIGHT VEHICLES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Biovore	LV	15 cm	5+	6+	6+	Spore Mines	30 cm	AP5+/AT6+, Disrupt, Indirect Fire
	NOTES	Brood						
Lictor	LV	15 cm	5+	3+	--	Rending Claws	(contact)	(Assault Weapons), Sniper, EA (+1)
	NOTES	First Strike, Infiltrator, Scout, Invulnerable Save, Teleport Lictors may contest but not hold objectives						
Meiotic Spore Sack	LV	10 cm	5+	--	6+	Explosive Spores	15 cm	AA5+, Disrupt
	NOTES	Skimmer Cannot March; Meiotic Spore Sacks may contest but not hold objectives						
Ravener	LV	20 cm	5+	3+	5+	Slashing Claws Deathspitters	(contact) (15 cm)	(Assault Weapons), EA (+1) (Small Arms)
	NOTES	Brood, Infiltrator, Tunneller						
Tyranid Warrior	LV	20 cm	4+	3+	5+	Slashing Claws Deathspitters Venom Cannon	(contact) (15 cm) 30 cm	(Assault Weapons), EA (+1) (Small Arms) AP5+/AT6+
	NOTES	Synapse, Fearless						
Zoanthrope	LV	15 cm	5+	6+	5+	Warp Blast	(15 cm) AND 30 cm	(Small Arms), MW AP4+
	NOTES	Synapse, Reinforced Armour, Leader						

ARMoured VEHICLES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Carnifex	AV	15 cm	3+	3+	5+	Scything Talons Spore Cysts	(contact) (15 cm)	(Assault Weapons), MW, EA (+1) (Small Arms)
	NOTES	<i>Brood, Fearless</i>						
Dactylis	AV	20 cm	5+	6+	6+	Spore Cysts Bile Pods	(15 cm) 45 cm	(Small Arms) 1 BP, Disrupt, Indirect Fire
	NOTES	<i>Brood</i>						
Exocrine	AV	20 cm	4+	5+	5+	Spore Cysts Bio-Cannon	(15 cm) 45 cm	(Small Arms) 2x AP4+/AT5+
	NOTES	<i>Brood</i>						
Harpuspex	AV	25 cm	4+	3+	5+	Crushing Claws Spore Cysts	(contact) (15 cm)	(Assault Weapons), MW, EA (+2) (Small Arms)
	NOTES	<i>Brood, Reinforced Armour</i>						
Hive Tyrant	AV	15/25cm	4+/5+	3+	5+	Scything Talons Venom Cannon	(contact) 30 cm	(Assault Weapons), MW, EA (+1) AP5+/AT6+
	NOTES	<i>Synapse, Reinforced Armour, Commander, Leader, Fearless</i> <i>The Tyrant may have wings: it counts as having Jump Packs and its speed is increased to 25cm, but its armour save is reduced to 5+</i>						
Malefactor	AV	25 cm	5+	5+	4+	Frag Spines	(15 cm) AND 15 cm	(Small Arms), EA (+1) 2x AP4+
	NOTES	<i>Brood, Reinforced Armour</i>						

WAR ENGINES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Dominatrix Bio-Titan	WE	20 cm	4+	3+	5+	Gargantuan Claws Energy Pulse Bio-Plasma Breath Dorsal Bio-Cannon	(contact) (15 cm) AND 30 cm 15 cm 45 cm	(Assault Weapons), TK(D3), EA (+2) (Small Arms), MW, EA (+1) AP4+/AT4+/AA5+ 4 BP, MW, Fwd 2x AP3+/AT4+, FxF
	NOTES	<i>DC 8, Synapse, Reinforced Armour, Invulnerable Save, Fearless, Inspiring, Supreme Commander</i> <i>May step over units and impassable terrain that are lower than the Dominatrix's abdomen and up to 2cm wide</i> <i>Critical Hit Effect: Roll 1D6 and consult the chart below.</i> <i>1: The Dominatrix thrashes about wildly in blind rage; any unit in base contact suffers a MW6+ attack</i> <i>2-5: The Dominatrix gushes ichor from a deep wound and loses IDC</i> <i>6: The Dominatrix's Symbiote is killed, inflicting an additional IDC damage and it loses the Supreme Commander and Synapse special abilities. Despite this effect, the Dominatrix still counts as a Synapse creature for the purposes of scenario goals. The Dominatrix is killed if this effect is rolled again</i>						
Harridan	WE	35 cm	5+	4+	5+	Crushing Claws Twin Bio-Cannon	(contact) 45 cm	(Assault Weapons), MW, EA (+2) 2x AP3+/AT4+, FxF
	NOTES	<i>DC 4, Reinforced Armour, Fearless, Leader, Skimmer, Transport (may carry 4 Gargoyles units)</i> <i>Critical Hit Effect: Roll 1D6 and consult the chart below.</i> <i>1-5: The Harridan gushes ichor from a deep wound and loses IDC</i> <i>6: The Harridan's primary nerve plexus is destroyed: the creature is killed; it crashes to the ground in a crumpled mass, killing all creatures onboard</i>						

WAR ENGINES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Hierodule (Barbed)	WE	20 cm	4+	4+	5+	Scything Talons Twin Bio-Cannon	(contact) 45 cm	(Assault Weapons), MW, EA (+1) 2x AP3+/AT4+, Fwd
	NOTES	DC 3, Brood, Reinforced Armour <u>Critical Hit Effect:</u> The Hierodule's primary nerve plexus is destroyed: the creature is killed						
Hierodule (Scythed)	WE	20 cm	4+	3+	5+	Massive Claws Acid Spray	(contact) (15 cm)	(Assault Weapons), TK(1), EA (+2) (Small Arms), Ignore Cover, EA (+1)
	NOTES	DC 3, Brood, Reinforced Armour <u>Critical Hit Effect:</u> The Hierodule's primary nerve plexus is destroyed: the creature is killed						
Hierophant Bio-Titan	WE	25 cm	5+	3+	5+	Massive Claws Toxic Spores 2x Hierophant Bio-Cannon	(contact) (contact) 45 cm	(Assault Weapons), TK(1), EA (+2) (Assault Weapons), EA (+1) 2x AP3+/AT4+, Fwd
	NOTES	DC 6, Reinforced Armour, Invulnerable Save, Fearless, Inspiring May step over units and impassable terrain that are lower than the Hierophant's abdomen and up to 2cm wide <u>Critical Hit Effect:</u> Roll 1D6 and consult the chart below. 1: The Hierophant thrashes about wildly in blind rage; any unit in base contact suffers a MW6+ attack 2-5: The Hierophant gushes ichor from a deep wound and loses 1DC 6: The Hierophant's primary nerve plexus is destroyed: the creature is killed						
Hydraphant Bio-Titan	WE	20 cm	4+	3+	5+	Gargantuan Claws Ripper Tentacles Bio-Plasma Breath	(contact) (contact) 15 cm	(Assault Weapons), TK(D3), EA (+2) (Assault Weapons), First Strike, EA (+2) 4 BP, MW, Fwd
	NOTES	DC 8, Reinforced Armour, Invulnerable Save, Fearless, Inspiring May step over units and impassable terrain that are lower than the Hydraphant's abdomen and up to 2cm wide <u>Critical Hit Effect:</u> Roll 1D6 and consult the chart below. 1: The Hydraphant thrashes about wildly in blind rage; any unit in base contact suffers a MW6+ attack 2-5: The Hydraphant gushes ichor from a deep wound and loses 1DC 6: The Hydraphant suffers major damage and loses (D3+1)DC						
Synapse Node	WE	0 cm	4+	6+	6+	Ripper Swarms	(contact) AND (15 cm)	(Assault Weapons) (Small Arms)
	NOTES	DC 4, Synapse, Reinforced Armour, Thick Rear Armour, Fearless, Leader <u>Critical Hit Effect:</u> The Synapse Node collapses in on itself and dies						
Trygon	WE	25 cm	3+	3+	5+	Vicious Claws Bio-Electric Field	(contact) 15 cm	(Assault Weapons), EA (+2) 2x AP3+/AT6+
	NOTES	DC 2, Brood, Invulnerable Save, Tunneller <u>Critical Hit Effect:</u> The Trygon's primary nerve plexus is destroyed: the creature is killed						
Vituperator Bio-Titan	WE	25 cm	4+	4+	4+	Massive Claws Spore Pods	(contact) 15 cm	(Assault Weapons), TK(1), EA (+2) 4 BP, Disrupt, FxF
	NOTES	DC 6, Synapse, Reinforced Armour, Fearless, Leader, Commander, Skimmer, Planefall, Transport (may carry 9 of the following units: Gargoyles, Termagants, Hormagaunts, Raveners, Hive Tyrants, Tyranid Warriors and Zoanthropes) <u>Critical Hit Effect:</u> Roll 1D6 and consult the chart below. 1-5: The Vituperator gushes ichor from a deep wound and loses 1DC 6: The Vituperator's primary nerve plexus is destroyed: the creature is killed; it crashes to the ground in a crumpled mass, killing all creatures onboard						

6.7.3 Tyranid Army Lists

6.7.2.1 Phase IV Tyranid Hive Fleet (v9.2.1) - Experimental

Phase IV Tyranid Hive Fleet armies have a **Strategy rating of 1**. All Tyranid formations have an **Initiative rating of 2+**. No more than one third of the army's points may be spent on Bio-Titan units.

SYNAPSE GROUPS			
<i>Up to 1/3 of the army's points may be spent on Synapse Groups</i>			
GROUP	UNITS	UPGRADES	COST
Attack Group	1 Hive Tyrant	Add 0-1 Hive Tyrant (+100) Add 0-3 Zoanthropes (+35 each)	100
Assault Group	3 Tyranid Warriors	Replace 1 Tyranid Warrior with 1 Hive Tyrant (+50) Add 0-3 Tyranid Warriors (+50 each) Add 0-3 Zoanthropes (+35 each)	125
0-1 Hive Group	1 Dominatrix Bio-Titan	Add 0-3 Zoanthropes (+35 each)	475
Infestation Group	1 Synapse Node	Add 0-3 Zoanthropes (+35 each)	125
Strike Group	1 Vituperator Bio-Titan	Add 0-3 Zoanthropes (+35 each)	300

COMMON BROOD GROUPS		
<i>Any number of Common Brood Groups may be purchased</i>		
GROUP	UNITS	COST
Gaunt Cluster	4 Termagants and/or Hormagaunts units in any combination	75
Gargoyle Flock	4 Gargoyles	100
Ravener Cluster	4 Raveners	125

UNCOMMON BROOD GROUPS		
<i>You may purchase one Uncommon Brood Group for each two Common Brood Group included in the army</i>		
GROUP	UNITS	COST
Assault Spawn Cluster	3 Haruspex and/or Malefactors in any combination	175
Bio-Artillery Cluster	4 Biovores OR 2 Dactylis OR 2 Exocrines	150
Carnifex Cluster	3 Carnifex	125
Hierodule Cluster	1 Hierodule	125
Trygon Cluster	1 Trygon	100

INDEPENDENT SWARMS			
<i>Up to 1/3 of the army's points may be spent on Independent Swarms</i>			
SWARM	UNITS	UPGRADES	COST
Aerial Spore Mine Swarm	6 Meiotic Spore Sacks	Add 0-3 Meiotic Spore Sacks (+25 each)	150
Bio-Titan Swarm	1 Hierophant <i>OR</i> 1 Hydraphant	--	275 400
Genestealer Swarm	6 Genestealers	Add 0-3 Genestealers (+25 each) Add 0-1 Broodlord (+50)	150
Harrassment Swarm	1 Harridan	Add 0-9 Gargoyles (+25 each)	175
0-2 Lictor Swarm	3 Lictors	Add 0-3 Lictors (+50 each)	150
Subterranean Swarm	6 Raveners	Add 0-3 Raveners (+35 each) Add 0-2 Trygons (+ 100 each)	200

6.8 NECRONS

6.8.1 Necron Special Rules

6.8.1.1 Necron Technology

Necron

Necron technology allows many of its units to repair themselves at an accelerated rate. This is reflected as the *Necron* ability in a unit's datasheet.

When a formation regroups due to rallying, performing a Marshal action, or a Hold action, the formation may either remove blast markers or return fallen units with the Necron ability to the formation, up to the number of blast markers it could remove, or any combination of the two. For example, if your highest roll was a '3' on two dice when regrouping, you could remove three blast markers, or return three units to play, or remove two blast markers and return one unit, etc. The leader ability for the Necron reflects the ability to help other units self-repair in this manner.

Units may only be returned to the formations from which they were originally a part and formations may not add units beyond their original strength. Thus if you had six stands of Warriors and three Immortals at the start of the game, that formation could never contain more than six stands of Warriors and three Immortals. Formations that are not on the board cannot return stands to play, but may take a Marshal action to enter the board and restore units when they regroup (this includes formations with no blast markers). Formations with no blast markers may not use the Necron special rule to restore units to the formation when rallying at the end of the turn.

Portals

Certain units are equipped with Portals. Any formation that is in the reserve, or has been phased out, may enter play via a portal as part of any activation that allows movement. Measure their movement using the portal-bearing unit as a staring point. Additionally, a formation may move "into" a portal, placing that formation once

more in the reserves as part of its activation. A portal may be used only once each turn.

Necron technology allows them to synchronize portals. This allows any Necron formation completely within 15cm of a portal-bearing unit to be taken off the table, and then returned to play via any other portal as above. This counts as the use of both portals for the turn. Note that only Infantry (mounted or on foot), or Armored Vehicles with the Walker ability may use portals.

Tomb Complex

Scattered throughout the Galaxy on worlds beyond number, the Necron placed Tombs to house and maintain their race. During the long sleep over millions of years, many of these building have become buried, only to be uncovered by the unwitting efforts of explorers or the design of the C'tan eager to reclaim the Galaxy they once ruled. These Tombs are the "bases" from which Necron raiders and conquering armies strike at their enemies. As such, they have a high importance to both the Necron (who need them for the troops and support facilities they contain) and the enemies who would destroy them to keep their contents from awaking. Attacking these facilities carries the risk of awaking the Necron within, or attracting the notice of other, wakened forces that might rush to their defense. The Tomb is considered a Necron Portal, and can be used to bring formations from off board into place, or to relay troops to and from other portals. Measure from the edge of the board as the formation's starting point.

The Tomb Complex follows the Portal Special Rules and may only be used by formations made up exclusively of infantry and armored vehicle units that have the *Walker* ability. Formations that include any other type of unit may not use a Portal to enter play.

When purchased for your army, it replaces the Blitzkrieg objective on your side of the table. The Tomb is considered indestructible for the Grand Tournament Scenario.

Living Metal

Units made of living metal receive a Reinforced Armor saving throw against normal weapons, lance weapons, and even macro-weapons. In addition, their save is not reduced by sniper abilities. Any Titan Killer attacks are automatically reduced to Titan Killer (1) when resolving hits against Living Metal units, and Living Metal units are permitted a single armor save. See chart below.

WEAPON	ARMOR SAVE	RA SAVE	DC LOST
AP/AT	YES	YES	1
MW	YES	YES	1
TK	YES	NO	1

6.8.1.2 Implacable Advance

The Necrons are an offensive army, always on the advance, stopping only to eliminate enemy positions before moving on to harvest others. While subject to disruption from losses and enemy fire, the mechanical nature of the Necron permits them to easily reorganize to maintain the offensive momentum. Necron formations receive a +1 bonus to Marshal Actions. Due to their steady, deliberate, nature Necron formations cannot take a March action.

6.8.1.3 Phase Out

When a Necron formation becomes broken, it does not just fall back, but also vanishes from the battlefield without leaving any proof of its existence. In the end phase of the turn, instead of attempting to rally, remove the formation from the board into the reserves, but keep it away from any destroyed units. The formation will roll to rally in the end phase and lose all blast markers if it succeeds. If the rally roll fails, the formation must remain in the reserves until it rallies. It may re-enter by teleporting, or through a portal. If no portal exists, or there are not enough portals to deal with all the off-table formations, then the formations must remain off the table until a portal is available for them to use. Note that with the exception of the C'tan, no Necron War Engines may phase out.

6.8.2 Necron Forces

6.8.2.1 Necrons (v4.4) - Experimental

CHARACTERS	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Necron Lord	CH	--	--	--	--	Staff of Light	(contact) AND (15 cm)	(Assault Weapons), MW, EA (+1) (Small Arms), EA (+1)
	NOTES	Leader, Invulnerable Save						

INFANTRY	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Destroyers	INF	25 cm	4+	6+	3+	2x Gauss Cannon	30 cm	AP4+/AT6+
	NOTES	Necron, Mounted, Skimmer						
Flayed Ones	INF	15 cm	4+	3+	--	Claws	(contact)	(Assault Weapons)
	NOTES	Necron, Infiltrator, Scout, Teleport						
Heavy Destroyers	INF	25 cm	4+	6+	4+	Heavy Gauss Cannon	30 cm	AT3+
	NOTES	Necron, Mounted, Skimmer						
Immortals	INF	15 cm	4+	4+	3+	Gauss Blasters	15 cm	AP4+/AT6+
	NOTES	Necron						
Necron Warriors	INF	15 cm	4+	4+	4+	Gauss Flayers	15 cm	AP5+/AT6+
	NOTES	Necron						
Pariahs	INF	15 cm	4+	3+	3+	War Scythe	(contact) AND 15 cm	(Assault Weapons), MW, EA (+1) AP4+/AT6+
	NOTES	Inspiring						
Wraiths	INF	30 cm	4+	4+	--	Claws	(contact)	(Assault Weapons), EA (+1)
	NOTES	Necron, First Strike, Jump Packs, Invulnerable Save						

ARMoured VEHICLES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Monolith	AV	15 cm	4+	6+	5+	Gauss Flux Arc Particle Whip	(15 cm) 30 cm	(Small Arms), EA (+2) AP4+/AT4+
	NOTES	Living Metal, Thick Rear Armour, Portal, Fearless, Skimmer, Teleport						
Obelisk	AV	30 cm	5+	6+	5+	Particle Flail	45 cm	AP4+/AT4+
	NOTES	Reinforced Armour, Thick Rear Armour, Fearless, Skimmer, Teleport						
Tomb Spyder	AV	15 cm	4+	5+	5+	Claws Scarab Swarm	(contact) (15 cm) AND 30 cm	(Assault Weapons), EA (+1) (Small Arms), Ignore Cover, EA (+1) AP5+/AT5+
	NOTES	Leader, Fearless, Skimmer, Walker						

WAR ENGINES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Abattoir	WE	20 cm	4+	2+	4+	Harvesters 3x Scarab Swarm	(contact) (contact) OR (15 cm) AND 30 cm	(Assault Weapons), TK(D3), EA (+3) (Assault Weapons), Ignore Cover, EA (+1) (Small Arms), Ignore Cover, EA (+1) AP5+/AT5+
	NOTES	DC 6, Living Metal, Thick Rear Armour, Fearless, Infiltrator, Portal, Skimmer May not Phase Out; Counts as ruins for the remainder of the game when destroyed (see Terrain Effects chart) Critical Hit Effect: A capacitor explosion inflicts a TK hit on every unit within 5 cm (including the Abattoir) on a D6 roll of 4+						
Æonic Orb	WE	20 cm	4+	--	3+	Solar Flare	90 cm OR 90 cm	12 BP MW3+, TK(D6)
	NOTES	DC 6, Living Metal, Thick Rear Armour, Fearless, Skimmer May not Phase Out; Counts as ruins for the remainder of the game when destroyed (see Terrain Effects chart) Critical Hit Effect: Containment breach: a rupture in the necrodermis results in an uncontrollable plasma burst. Center a single Orbital Barrage template on the Orb. Any unit that falls under the template is subject to a 4 BP (MW) attack						
C'tan – Deceiver	WE	15 cm	4+	4+	4+	Claws Despair	(contact) 45 cm	(Assault Weapons), , TK(1), EA (+2) 4 BP, Disrupt
	NOTES	DC 3, Living Metal, Fearless, Inspiring, Supreme Commander, Skimmer, Teleport Critical Hit Effect: The Deceiver is destroyed and a wave of energy is released. All units within 3D6 cm is hit with a MW4+ attack						
C'tan – Nightbringer	WE	15 cm	4+	3+	5+	Scythe Gaze of Death Lightning Arc	(contact) (contact) 30 cm	(Assault Weapons), , TK(D3), EA (+2) (Assault Weapons), MW, EA (+2) MW4+
	NOTES	DC 3, Living Metal, Fearless, Inspiring, Supreme Commander, Skimmer, Teleport Critical Hit Effect: The Nightbringer is destroyed and a wave of energy is released. All units within 3D6 cm is hit with a MW4+ attack						
Pylon	WE	0 cm	4+	--	4+	Gauss Flux Arc Particle Accelerator	(15 cm) 120 cm AND 120 cm	(Small Arms), EA (+2) MW4+, TK(D3) AA4+, TK(D3)
	NOTES	DC 2, Living Metal, Thick Rear Armour, Fearless, Teleport May not Phase Out Critical Hit Effect: The Pylon explodes, inflicting a hit on any unit within 3D6 cm (armour saves allowed)						
Warbarque	WE	20 cm	4+	6+	4+	Gauss Flux Arc 2x Gauss Cannon 2x War Cannon 2x Particle Cannon	(15 cm) 30 cm 30 cm 60 cm	(Small Arms), EA (+2) AP4+/AT6+ AT4+ AP5+/AT3+
	NOTES	DC 3, Living Metal, Thick Rear Armour, Commander, Fearless, Portal, Skimmer, Teleport May not Phase Out Critical Hit Effect: The portal malfunctions and cannot be used for the rest of the game. Additional critical hits destroy the Warbarque						
SPACECRAFT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Scythe Class Harvester	SC	--	--	--	--	Orbital Bombardment 2x Pin-point Attack	-- --	4 BP, MW MW2+, TK(D3)
	NOTES							

6.8.3 Necron Army Lists

6.8.3.1 Necrons (v4.4) - Experimental

Necron armies have a **Strategy rating of 2**. All formations have an **Initiative rating of 1+**. No more than 1/3 of your points may be spent on War Engines.

NECRON INDIVIDUALS			
NAME	FORMATION	NOTES	COST
0-1 C'tan	1 Nightbringer or 1 Deceiver	The C'tan counts toward your War Engine allocation	300
0-1 Tomb Complex	1 Tomb Complex	The Tomb Complex functions both as a Portal and as an objective for rules purposes. It may not be attacked or destroyed.	75

NECRON PHALANXES			
<i>The army may include any number of Phalanx formations</i>			
NAME	FORMATION	NOTES	COST
Armored Phalanx	6 Obelisks	--	300
Infantry Phalanx	6 Warriors and 1 Necron Lord character	Tomb Spyders, Pariahs, Immortals	225

NECRON MANIPLES			
<i>The army may include up to three Maniple formations for each Phalanx included in the army</i>			
NAME	FORMATION	NOTES	COST
Eques	6 Destroyers	Necron Lord <i>Any number of Destroyers may be replaced with Heavy Destroyers, at no cost</i>	375
Monolith	1 Monolith	Monoliths, Obelisks	125
Pylon	1 Pylon	Pylons count toward your War Engine allocation	200
Recon	3 Wraiths	Wraiths	200
Venator	6 Flayed Ones	Necron Lord, Tomb Spyders, Pariahs	200

NECRON UPGRADES		
NAME	NOTES	COST
Immortals	Maximum 3 per formation	40 ea.
Monoliths	Maximum 2 per formation	65 ea.
Necron Lord	Maximum 1 per formation	25
Obelisks	Maximum 3 per formation	35 ea.
Pariahs	Maximum 1 per formation	60
Tomb Spyders	Maximum 3 per formation	50 ea.
Wraiths	Maximum 3 per formation	50 ea.

HARVESTERS			
<i>All units in this section count towards your War Engine allocation</i>			
NAME	FORMATION	NOTES	COST
0-1 Large Harvester Engine	1 Abattoir or 1 Æonic Orb	--	750
0-2 Small Harvester Engine	1 Warbarque	A Warbarque may gain <i>Supreme Commander</i> for +50 points. Only one Supreme Commander is allowed per army.	300 (+50)
0-1 Spacecraft	1 Scythe Class Harvester	--	350

6.9 TAU

6.9.1 Tau Special Rules

6.9.1.1 Coordinated Fire

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

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

If the test is passed then all formations concerned are allowed to take either an advance, double or sustained fire action. There is no obligation for all formations to take the same action, and these actions may be resolved in any order, but they must all fire at the same target formation. The formations don't have to stay within a given distance of each other and will complete their actions one after the other. Each formation's action is declared and resolved (including testing to see if the target formation is broken) before moving on to the next Tau formation.

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

6.9.1.2 Markerlights and Guided Missiles

All enemy units within 30cm range and LOF of at least one unit with markerlights are considered to be marked. However, Tau units that are broken or have marched that turn cannot use their markerlights. The action the

markerlight unit is carrying out does not have any impact on guided missiles (except 'March', as noted above).

Guided missiles must be guided by a markerlight. When a missile is guided by a markerlight, the firing unit does not need a line of fire to the target unit. Hits may only be allocated to units from the target formation that are marked by a markerlight. Apart from that, all the normal shooting rules apply.

6.9.1.3 Tau Technology

Tau Jet Packs

Tau Jet Packs follow all the rules for Jump Packs. Additionally, units with Tau Jet Packs are allowed to make an additional move of 10cm after the shooting section of an advance or double order. The extra move is allowed whether or not the unit fires, and may be used to move in any direction. This extra move follows all the normal movement rules, so unit coherency and zones of control must be adhered to as usual. No extra movement is allowed on any order other than advance or double.

In formations where only some of the units have Tau Jet Packs, the units without Tau Jet Packs are not allowed the extra move.

Tau Deflector Shields

Tau deflector shields work like an invulnerable save in all respects, except that this invulnerable save is always at 5+.

6.9.2 Tau Forces

6.9.2.1 Tau Third Phase Expansion Army (v5.1) - Experimental

CHARACTERS	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Ethereal Caste Member	CH	--	--	--	--	Honour Blade	(contact)	(Assault Weapons), EA (+1)
	NOTES	Invulnerable Save, Leader A formation joined by an Ethereal becomes Fearless. If the Ethereal is killed, his formation breaks automatically						
Shas'el Commander	CH	--	--	--	--	Commander Plasma Rifle	30 cm	AP4+
	NOTES	Invulnerable Save, Coordinated Fire, Leader						
Shas'o Commander	CH	--	--	--	--	Commander Plasma Rifle	30 cm	AP4+
	NOTES	Invulnerable Save, Coordinated Fire, Leader The Shas'O allows the Tau player to re-roll one failed initiative test (of any type) once per turn						

INFANTRY	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Fire Warrior Team	INF	15 cm	5+	6+	5+	Pulse Carbines Pulse Rifles	15 cm 30 cm	AP5+, Disrupt AP4+
	NOTES							
Gun Drone Squad	INF	20 cm	5+	6+	6+	Pulse Carbines	15 cm	AP5+, Disrupt
	NOTES	Tau Jet Packs						
Kroot Carnivore Squad	INF	15 cm	--	4+	5+	Kroot Rifles	(contact) AND (15 cm)	(Assault Weapons) (Small Arms)
	NOTES	Scout, Infiltrator						
Krootox Herd	INF	15 cm	4+	4+	4+	Claws Kroot Guns	(contact) 45 cm	(Assault Weapons), EA (+1) AP5+/AT6+
	NOTES							
Kroot Hound Pack	INF	15 cm	--	4+	--	Fangs	(contact)	(Assault Weapons)
	NOTES	Scout, Infiltrator						
Kroot Master Shaper	INF	15 cm	6+	4+	5+	Gifted Mercenary Weapon Kroot Rifle	(contact) (15 cm)	(Assault Weapons), MW, EA (+1) (Small Arms)
	NOTES	Scout, Infiltrator, Leader						
Pathfinder Team	INF	15 cm	5+	6+	5+	Pulse Carbines Rail Rifles	15 cm 30 cm	AP5+, Disrupt AP5+, Disrupt
	NOTES	Scout, Coordinated Fire, Markerlights						
XV8 Crisis Battlesuit Team	INF	20 cm	3+	6+	5+	Twin-linked Fusion Blasters Twin-linked Plasma Rifles Twin-linked Missile Pods	15 cm 30 cm 45 cm	MW4+ AP4+ AP4+/AT5+
	NOTES	Tau Jet Packs						
XV15 Stealth Battlesuit Team	INF	20 cm	5+	6+	5+	Multiple Silenced Burst Cannons	(15 cm) AND 15 cm	(Small Arms), First Strike AP3+, Disrupt
	NOTES	Tau Jet Packs, Scouts, Reinforced Armour, Markerlights, Teleport						

LIGHT VEHICLES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Piranha Light Skimmer	LV	35 cm	5+	6+	6+	Burst Cannon & Gun Drones Seeker Missiles	15 cm 90 cm	AP4+ AT5+, Guided Missiles
	NOTES	Skimmer						
Tetra Light Skimmer	LV	35 cm	5++	6+	6+	Pulse Rifles	30 cm	AP4+
	NOTES	Skimmer, Scout, Coordinated Fire, Markerlights						
XV88 Broadside Battlesuit Team	LV	15 cm	4+	6+	5+	Smart Missile System Twin-linked Broadside Railguns	30 cm 75 cm	AP5+, Ignore Cover AT2+
	NOTES	Reinforced Armour, Walker						
ARMoured VEHICLES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Devilfish Troop Carrier	AV	25 cm	5+	6+	6+	Burst Cannon & Gun Drones Seeker Missiles	15 cm 90 cm	AP4+ AT5+, Guided Missiles
	NOTES	Skimmer, Transport (may carry 2 of the following units: Fire Warriors, Pathfinders)						
Hammerhead Gunship	AV	25 cm	4+	6+	5+	Smart Missile System Ion Cannon OR Railgun Seeker Missiles	30 cm 60 cm 75 cm 90 cm	AP5+, Ignore Cover AP4+/AT4+ AP5+/AT3+ AT5+, Guided Missiles
	NOTES	Skimmer May have either Railgun OR Ion Cannon as main weapon, not both						
Skyray Air Defence Gunship	AV	25 cm	4+	6+	6+	Smart Missile System 2x Hunter Missiles 2x Seeker Missiles	30 cm 60 cm 90 cm	AP5+, Ignore Cover AA5+ AT5+, Guided Missiles
	NOTES	Skimmer, Markerlights						
Stringray Missile Gunship	AV	25 cm	5+	6+	5+	Smart Missile System Submunitions Missiles Seeker Missiles	30 cm 90 cm 90 cm	AP5+, Ignore Cover AP4+, Ignore Cover, Guided Missiles AT5+, Guided Missiles
	NOTES	Skimmer, Markerlights						

WAR ENGINES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Manta Missile Destroyer	WE	20 cm	5+	--	4+	4x Twin-linked Long-Barrelled Burst Cannons Twin-linked Missile Pods 3x Heavy Ion Phalanx Heavy Railcannon	30 cm 45 cm 75 cm 90 cm	AP5+/AA6+ AP4+/AT5+, Fwd AP3+/AT4+, FxF MW2+, TK(D3), FxF
	NOTES	DC 8, Tau Deflector Shield, Reinforced Armour, Planetfall, Transport (may carry 16 of the following units: Fire Warriors, Pathfinders, Stealth, Gun Drones, Heavy Drones, Crisis, Broadsides, Piranha, Tetra. Note that Crisis units, Piranha and Tetra take up 2 spaces each. Additionally, up to 4 of the following vehicles may be carried as well: Devilfish, Hammerhead, Skyray, Stingray) The Manta always counts as a skimmer vehicle, constantly popped up for all line-of-sight purposes <u>Critical Hit Effect:</u> The Manta's shield control systems are damaged and the deflector shield fails. It is unavailable for the remainder of the game. Further critical hits will cause an additional point of damage						
Scorpionfish Missile Gunship	WE	25 cm	5+	6+	6+	2x Twin-linked Missile Pods 2x Hunter Missiles <u>Variable Munitions Launcher</u> 4x Tracer Missiles OR 6x Seeker Missiles OR 6x Submunitions Missiles	45 cm 60 cm 90 cm 90 cm 90 cm	AP4+/AT5+ AA5+ MW5+, Guided Missiles AT5+, Guided Missiles AP4+, Ignore Cover, Guided Missiles
	NOTES	DC 3, Skimmer, Reinforced Armour Variable Munitions Launcher: select the missile salvo type before firing each turn <u>Critical Hit Effect:</u> The primary munitions stockpile is hit, igniting the payload internally and ripping the vehicle apart from the inside. The Scorpionfish is destroyed, and any units within 5cm suffer a single hit on a 6+						
SPACECRAFT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Custodian Class Battleship	SC	--	--	--	--	2x Gravitic Tracer Salvo	--	3x MW5+, Guided Missiles
	NOTES	Slow and Steady, Transport (may carry up to 18 Orcas plus any troops carried in them; Mantas (plus any troops in them) can also be carried but count as 3 craft for transport capacity purposes) Gravitic Tracer Salvo: each of the two Tracer Salvoes may be targeted at different formations						
Hero Class Cruiser	SC	--	--	--	--	2x Pin-point Attack	--	MW2+, TK(D3)
	NOTES	Transport (may carry up to 6 Orcas plus any troops carried in them; Mantas (plus any troops in them) can also be carried but count as 3 craft for transport capacity purposes)						

AIRCRAFT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Barracuda Superiority Fighter	AC	F	6+	--	--	Twin-linked Burst Cannons Ion Cannon Aircraft Seeker Missiles	15 cm 30 cm 45 cm	AA6+ AP4+/AT5+/AA5+, FxF AT5+, Guided Missiles, FxF
	NOTES							
Orca Dropship	AC/WE	B	4+	6+	6+	Twin-linked Burst Cannons Twin-linked Missile Pods Aircraft Seeker Missiles	15 cm 45 cm 45 cm	AA6+ AP4+/AT5+, Fwd AT5+, Guided Missiles, FxF
	NOTES	<p>DC 2, Planetfall, Transport (may carry up to 12 of the following units: Fire Warriors, Pathfinders, Stealth, Gun Drones, Heavy Drones, Kroot Carnivore Squads, Kroot Master Shapers, Crisis and Broadships; Crisis suits take up 2 spaces each)</p> <p>The Orca is a dedicated transport, and not designed to hold ground. An Orca may not capture an objective, but may be used to contest an objective. Units transported inside the Orca must disembark to capture an objective</p> <p><u>Critical Hit Effect:</u> The Orca's control surfaces are damaged. The pilot loses control and the Orca crashes to the ground. The Orca and all models on board are destroyed</p>						
Tiger Shark Strike Craft	AC	B	4+	--	--	Twin-linked Burst Cannons Twin-linked Ion Cannons Twin-linked Missile Pods Aircraft Seeker Missiles	15 cm 30 cm 45 cm 45 cm	AA6+ AP3+/AT4+/AA4+, FxF AP4+/AT5+, Fwd AT5+, Guided Missiles, FxF
	NOTES	<p>Transport (may carry 4 of the following units: Gun Drones, Heavy Drones)</p> <p>The Tiger Shark cannot land (and hence not air assault or embark troops) but can disembark Drones in the normal way after its approach move is completed</p>						
Tiger Shark Strike Craft (AX10 variant)	AC	B	4+	--	--	Twin-linked Burst Cannons Twin-linked Railcannons Aircraft Seeker Missiles	15 cm 45 cm 45 cm	AA6+ MW3+, TK(D3), FxF AT5+, Guided Missiles, FxF
	NOTES							

6.9.3 Tau Army Lists

6.9.3.1 Tau Third Phase Expansion Army (v5.1) - Experimental

Tau armies have a **Strategy rating of 3**. Battlesuit Cadres and the Manta have an **Initiative value of 1+**, all other Tau formations have an **Initiative value of 2+**.

TAU CADRES			
FORMATION	UNITS	UPGRADES	COST
Armoured Mobile Hunter Cadre	6 Hammerhead Gunships	Gun Drones, Hammerheads, Skyray, Command Node	375
Battlesuit Cadre	4 XV8 Tau Crisis Battlesuit Teams	Any except Command Node	250
Fire Warrior Cadre	8 Tau Fire Warrior Teams	Any except Command Node <i>May have 4 Devilfish Troop Carriers for 100 points</i>	200

TAU SUPPORT GROUPS			
<i>Up to two Support Groups may be taken per Cadre in the army</i>			
FORMATION	UNITS	UPGRADES	COST
Broadside Battlesuit Support Group	6 Tau XV88 Broadside Battlesuits	Broadsides, Gun Drones	300
Pathfinder Support Group	4 Tau Pathfinder Teams	Pathfinders, Gun Drones, Recon Skimmers <i>May have 2 Devilfish Troop Carriers for free</i>	175
Recon Skimmer Support Group	6 Tau Pathfinder Tetra or Piranha Light Skimmers	Recon Skimmers, Pathfinders	150
Scorpionfish Support Group	1 or 2 Scorpionfish Missile Gunships (250 each)	Command Node, Supreme Commander	Var.
Stealth Support Group	6 Tau XV15 Stealth Battlesuit Teams	Gun Drones	275
Stingray Support Group	4 Stingray Missile Gunships	Stingray, Skyray, Command Node	225

TAU ALIEN AUXILIARY FORMATIONS			
<i>Up to one Alien Auxiliary Formation may be taken per Fire Warrior Cadre in the army. Each Alien Auxiliary Formation counts as a Support Group selection</i>			
FORMATION	UNITS	UPGRADES	COST
Kroot Kindred	1 Kroot Master Shaper plus 9 Kroot Carnivore Squads	Add 5 Kroot Carnivore Squads (75 pts) Add 3 Kroot Hound Packs (50 pts) Add 3 Krootox Herds (75 pts)	175

TAU UPGRADES		
<i>Up to three upgrades can be taken per Cadre or Support Group Each upgrade can only be taken once per formation.</i>		
FORMATION	UNITS	COST
Broadsides	Add 3 Tau XV88 Broadside Battlesuits	150
Commander	Choose one of the following options: - Add 1 Tau Ethereal Caste Member to Fire Warrior Team for 75 points (0-1 per army, Fire Warrior Cadres only) - Add 1 Tau Shas'el Commander to Crisis Team for 50 points	Var.
Command Node	Add the <i>Leader</i> ability to one vehicle in the formation	25
Crisis	Add 2 Tau XV8 Crisis Battlesuit Teams	125
Fire Warriors	Add 4 Tau Fire Warrior Teams May have 2 Devilfish Troop Carriers for 50 points	100
Gun Drones	Add 4 Tau Gun Drone Squads	100
Hammerheads	Add 2 Tau Hammerhead Gunships	125
Pathfinders	Add 2 Tau Pathfinder Teams May have 1 Devilfish Troop Carrier for free	100
Recon Skimmers	Add 3 Tau Piranha or Pathfinder Tetra Light Skimmers (any combination)	75
Skyray	Add 1 Tau Skyray Air Defence Gunship	75
Stealth	Add 3 Tau XV15 Stealth Battlesuit Teams	125
Stingray	Add 2 Stingray Missile Gunships	125
0-1 Supreme Commander	Choose one of the following options: - Add the <i>Tau Deflector Shield</i> , <i>Leader</i> and <i>Coordinated Fire</i> abilities to one Scorpionfish Missile Gunship for 100 points - Add one Tau Shas'o Commander to Crisis Team for 100 points	100

TAU AIR CASTE FORMATIONS		
<i>Up to 1/3 of the points available to a Tau army may be spent on Tau Air Caste Formations</i>		
FORMATION	UNITS	COST
Barracuda Squadron	2 Barracuda Superiority Fighters	175
Manta Missile Destroyer	1 Manta Missile Destroyer	700
Orbital Support	1 Hero Class Cruiser (200 points) OR 1 Custodian Class Battleship (250 points)	Var.
Orca Dropship (0-1 per Cadre)	1 Orca Dropship	150
Tiger Shark Strike Craft Squadron	2 Tiger Shark Strike Craft	275
Tiger Shark AX-1-0	2 Tiger Shark AX-1-0	350

6.10 DARK ELДАР

6.10.1 Dark Eldar Special Rules

6.10.1.1 Hit and Run Tactics

The Dark Eldar are piratical raiders from the depths of the Dark City and the treacherous expanses of space. Due to their limited population, losses simply cannot be sustained at length. Because of this they have developed tactics that when combined with their highly advanced technology allows them to attack the enemy and then quickly retire in order to avoid any return fire. This ability is reflected by the following special rules, which apply to all formations in a Dark Eldar army.

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

In addition, a Dark Eldar formation that wins an assault is allowed to move up to their full movement when they consolidate, rather than being limited to a move of 5cm as would normally be the case.

6.10.1.2 Fleet of Foot

With eons in which to practice pirating techniques upon the monkeigh of the galaxy, the Dark Kin have honed the skill of squeezing every bit of advantage from a lightning style attack. To represent this, Dark Eldar formations do not incur the typical penalties that other races would after taking a March action. Dark Eldar formations that have marched may lend support in assaults, help claim a crossfire bonus, and even fire flak shots.

6.10.1.3 Dark Eldar Technology

Webway Portals

These smallish portals are used by the Dark Eldar as much as the Eldar. Allowing safe travel through the Warp, each Webway portal included in the army allows the Dark Eldar player to keep up to three formations back in Commorragh. Any of these reserve formations may enter play via a Webway portal by taking an action that allows them to move, then measuring its first move from the portal on the tabletop. No more than one formation may travel through a single portal each turn. Webway use is limited to formations made up exclusively of infantry, light vehicles, and armored vehicles with the walker ability (The feared Kashnarak is the exception to the rule).

Shadowfields

Dark Eldar war engines are shrouded in light absorbing energy fields which serve as a powerful defence against the massed guns of their cornered prey. Each shadowfield will absorb one successful hit before going down; no blast markers are caused for this hit (this includes firefight but not close combat). A war engine with at least one shadowfield remaining automatically regains an additional field at the end of the rally phase of each turn. If the shadowfields are completely knocked out, they will not return for the remainder of the game. The war engine can never have more shadowfields than originally allotted. In addition an active Shadowfield always counts as being in cover (apply -1 cover modifier). This has no effect on their engagements, however, either in close combat or firefight.

6.10.1.4 Support Craft

Support Craft are much like a hybrid between a Skimmer and an Aircraft. They remain high up in the air, hovering over the battlefield. Support Craft function similarly to Skimmer units that are always “popped up,” only at an even greater altitude. Support craft can always draw a line of fire to any target and vice versa, like aircraft. They never block line of fire to other units, including other Support Craft. Support Craft fire and are fired at normally (i.e. anti-aircraft ability is not required). They ignore terrain when moving and never count as being in cover, nor can they provide cover for friendly troops, as they are too far away from the ground. In an assault, Support Craft automatically force a firefight in the same manner Skimmers may choose. It is assumed that Support Craft transports or the troops they carry are appropriately equipped to embark and disembark troops as normal.

6.10.1.5 Kashnarak Special Rules

The Kashnarak is a massive, enraged animal that squeezes through a Webway portal and is set loose on the battlefield at the beginning of any turn the Dark Eldar desire (before strategy roll) and acts as a ‘third’ player. It will always attempt a barging, close combat assault on the closest formation(s), even Dark Eldar formations! If unable to reach base-to-base contact, the beast will march toward the closest formation, to its maximum movement. If it reaches impassable terrain or an enemy zone of control, the beast stops its move. Consolidation moves are also toward the closest formation. From then on, it is the first activation of subsequent turns, before the strategy roll or teleport, following the model above. A broken Kashnarak will remain in place on the board.

The exception is when in the presence of a Wych unit. If within 15cm of a Wych unit at the beginning of the Kashnarak activation (see above), its assault or move may be directed by the Dark Eldar player. This includes a Wych unit within 15cm of the Kashnarak's Webway portal. In addition, the Kashnarak will never move toward

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or assault a Wych formation; instead it will choose the next closest formation. These directed actions still take place prior to the strategy roll for the turn.

Regardless of its actions, the Kashnarak is not considered part of the Dark Eldar force for the purposes of placing formations, holding objectives, calculating crossfire, determining victory conditions or tie-breaker calculations. It neither counts toward Dark Eldar activations nor does it count toward Webway Portal use. It does not benefit from Hit & Run tactics. The Kashnarak can contest objectives for both the Dark Eldar (except when within 15cm of a Wych unit) and their opponents.

In Grand Tournament games the Kashnarak must start off the table. At the start of any turn (including the first) it may be set up on the table within 5cm of a Webway Portal (this represents the Kashnarak bursting through to the battlefield), but does not count as a use of the Webway Portal. If the Dark Eldar army does not include a Webway Portal, the Kashnarak may not be used.

6.10.1.6 Dark Eldar Wraithgate (Grand Tournament scenario)

The Wraithgate functions both as a Webway portal and as an objective for rules purposes. It may not be attacked or destroyed.

Important Note: Wraithgates are one of the smallest type of Webway portal, and may only be used by formations made up exclusively of infantry, light vehicles, and armoured vehicle units that have the Walker ability; formations that include any other type of unit may not use a Wraithgate to enter play.

6.10.2 Dark Eldar Forces**6.10.2.1 Kabal of Pain's Way - Experimental**

CHARACTERS	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Archon	CH	--	--	--	--	Agonizer	(contact)	(Assault Weapons), MW, EA (+1)
	NOTES	<i>Invulnerable Save, Inspiring, Supreme Commander</i>						
Dracon	CH	--	--	--	--	Agonizer	(contact)	(Assault Weapons), MW, EA (+1)
	NOTES	<i>Invulnerable Save, Inspiring, Commander</i>						
Sybarite	CH					Punisher	(contact)	(Assault Weapons), EA (+1)
	NOTES	<i>Leader</i>						

INFANTRY	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Dark Eldar Warriors	INF	15 cm	--	5+	4+	Splinter Rifles Splinter Cannon	(15 cm) 15 cm	(Small Arms) AP5+
	NOTES							
Grotesques	INF	15 cm	5+	3+	--	Bladed Gloves	(contact)	(Assault Weapons)
	NOTES	<i>Fearless</i>						
Haemonculi	INF	15 cm	4+	3+	5+	Scissor Hands Arcane Terrors	(contact) 20 cm	(Assault Weapons) AP3+, Disrupt
	NOTES	<i>Fearless, Leader</i>						
Hellions	INF	30 cm	5+	4+	5+	Halberds Hellglaives	(contact) (15 cm)	(Assault Weapons) (Small Arms)
	NOTES	<i>Scout, Jump Packs</i>						
Incubi	INF	15 cm	4+	3+	6+	Punisher Tormentor Helms	(contact) (15 cm)	(Assault Weapons), EA (+1) (Small Arms)
	NOTES							
Mandrakes	INF	15 cm	5+	4+	6+	Splinter Pistols	(15 cm)	(Small Arms)
	NOTES	<i>Infiltrator, First Strike, Teleport</i>						
Reavers	INF	40 cm	4+	4+	5+	Mounted Blades Splinter Rifles	(contact) (15 cm)	(Assault Weapons) (Small Arms)
	NOTES	<i>Skimmer, Mounted</i>						
Scourges	INF	30 cm	6+	6+	4+	Splinter Rifles Dark Lance	(15 cm) 30 cm	(Small Arms), EA (+1) AT5+, Lance
	NOTES	<i>Jump Packs, Teleport</i>						
Warp Beasts	INF	15 cm	--	3+	--	Teeth & Claws	(contact)	(Assault Weapons), EA (+1)
	NOTES	<i>Infiltrator, First Strike</i> <i>In an assault Warp Beasts receive a 5+ armour save; this applies to close combat, firefight, and all supporting fire</i>						
Wyches	INF	15 cm	--	3+	5+	Wych Weapons Splinter Pistols	(contact) (15 cm)	(Assault Weapons) (Small Arms)
	NOTES	<i>Infiltrator, First Strike</i> <i>In an assault Wyches receive a 5+ armour save; this applies to close combat, firefight, and all supporting fire</i>						

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LIGHT VEHICLES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Raider	LV	35 cm	4+	6+	5+	Horrorfex Dark Lance	15 cm 30 cm	AP6+, Disrupt AT5+, Lance
	NOTES	Skimmer, Transport (may carry up to 2 of the following units: Warriors, Incubi, Haemonculi, Grotesques, and Wyches; may transport 1 Mandrake unit in addition to these 2 units) Units being transported may fire with any ranged weapons, and use their firefight value in an assault or to lend supporting fire						
Ravager	LV	35 cm	4+	6+	3+	Horrorfex Disintegrator 2x Dark Lance	15 cm 30 cm 30 cm	AP6+, Disrupt AP4+/AT6+ AT5+, Lance
	NOTES	Skimmer						

ARMoured VEHICLES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Talos	AV	15 cm	4+	4+	5+	Talos Claws Paralyzer	(contact) 15 cm	(Assault Weapons), MW AP5+, Disrupt
	NOTES	Reinforced Armour, Walker, Fearless						

AIRCRAFT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Raven Fighter	AC	F	4+	--	--	Dark Lances Long-Barrelled Splinter Cannons	30 cm 30 cm	AT4+/AA5+, Lance, FxF AP5+/AA5+, FxF
	NOTES							
Razorwing Bomber	AC	FB	4+	--	--	Horrorfex Razor Lances 2x Long-Barrelled Splinter Cannons	15 cm 30 cm 30 cm	AP6+, Disrupt MW3+, TK(1), Slow-Firing, FxF AP5+/AA5+, FxF
	NOTES							
Slavebringer Assault Boat	AC/WE	B	4+	6+	5+	2x Twin Dark Lances Turreted Splinter Cannons	30 cm 30 cm	AT4+/AA5+, Lance, FxF AP5+/AA5+
	NOTES	DC 2, Planetfall, Shadowfield (1), Transport (may carry up to 8 of the following units: Warriors, Incubi, Haemonculi, Grotesques, Wyches, Warp Beasts, Hellions, Scourges; Talos count as 2 infantry units; in addition, may transport up to 4 Mandrake units) <u>Critical Hit Effect:</u> The Slavebringer's hull is ruptured. The Slavebringer is destroyed and all on board are killed						

SPACECRAFT	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Corsair Class Escort	SC	--	--	--	--	Orbital Bombardment Pin-point Attack	-- --	2 BP, MW MW2+, TK(D3)
	NOTES	Any escorts selected form a single squadron and act in the same manner as spacecraft. They may combine their Orbital Bombardments into a single strike, or fire separately (templates may not overlap). Each Corsair may choose to forfeit its pin-point attack in favour of carrying up to 3 Slavebringer Assault Boats and up to 1 Executor Landing Module and their cargos						
Torture Class Cruiser	SC	--	--	--	--	Orbital Bombardment 2x Pin-point Attack	-- --	6 BP, MW MW2+, TK(D3)
	NOTES	May carry up to 6 Slavebringer Assault Boats and their cargos. In addition, may forfeit its pin-point attacks in order to increase its transport capacity to 10 Slavebringer Assault Boats and up to 2 Executor Landing Modules and their cargos						

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WAR ENGINES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Barge of Pleasure	WE	30 cm	5+	5+	4+	Desolator 2x Dark Lances Long-Barrelled Splinter Cannons	30 cm 30 cm 45 cm	2 BP, Disrupt AT5+, Lance AP5+
	NOTES	DC 3, Shadowfield (2), Skimmer, Transport (may carry up to 4 of the following units: Warriors, Incubi, Haemonculi, Grotesques, Wyches, Warp Beasts; in addition may transport up to 2 Mandrake units). Units being transported may fire with any ranged weapons, and use their firefight value in an assault or to lend supporting fire <u>Critical Hit Effect:</u> Gun crew is wiped out. The Barge of Pleasure may no longer fire any weapons, close combat, or firefight (transported units may still fire or assault from within, however). Additional critical hits will destroy the Barge						
Executor Landing Module	WE	25 cm	5+	--	4+	Hail of Splinters Twin Desolator Heavy Phantom Lance Disintegrator Array	(15 cm) AND 45 cm 30 cm 60 cm 60 cm	(Small Arms), EA (+2) 3x AP4+/AT6+ 4 BP, Disrupt, Fwd MW3+, TK(D3), FxF 2x AA4+
	NOTES	DC 6, Shadowfield (4), Reinforced Armour, Fearless, Support Craft, Free Planetfall, Webway Portal, Transport (may carry 8 of the following: Light Vehicles, Armored Vehicles or War Engines. War Engines count as their starting damage capacity in spaces each. In addition, the Executor may carry up to 16 infantry units of any type) <u>Critical Hit Effect:</u> Weapon systems damaged. All weapons listed stop functioning, including extra attacks, and the Firefight value drops to 6+. Additional critical hits will cause an extra point of damage						
Kashnarak Beast	WE	20 cm	4+	3+	--	Massive Claws & Teeth	(contact)	(Assault Weapons), MW, EA (+2)
	NOTES	DC 4, Infiltrator, Inspiring, Fearless, Scout, Walker, Special rules (see 6.10.1.5) <u>Critical Hit Effect:</u> The beast slumps to the ground in a gory mess, tragically killed on the battlefield						
Perditor	WE	15 cm	4+	3+	4+	Perditor Claws Widowmaker	(contact) 30 cm	(Assault Weapons), MW, EA (+1) 2 BP, Disrupt, Indirect Fire
	NOTES	DC 2, Reinforced Armour, Fearless <u>Critical Hit Effect:</u> The Perditor's engine feed has been hit; it drives into the ground in a struggling mass of mutilated foes and lingering spirits. It is destroyed						
Tormentor Titan	WE	35 cm	5+	3+	4+	Tormentor Blades Hail of Splinters 2x Phantom Lances	(contact) (15 cm) AND 45 cm 45 cm	(Assault Weapons), TK(1), EA (+3) (Small Arms), EA (+2) 3x AP4+/AT6+ MW3+, TK(1)
	NOTES	DC 4, Shadowfield (3), Reinforced Armour, Jump Packs, Walker, Fearless The Tormentor's weapons may fire all around due to the Titan's exceptional maneuverability <u>Critical Hit Effect:</u> The Tormentor's thrusters are damaged. Its movement is reduced to 25cm and it loses the Jump Packs ability for the rest of the game. Further critical hits cause an extra point of damage						
Vessel of Pain	WE	30 cm	4+	5+	4+	Desolator 2x Phantom Lances 2x Long-Barrelled Splinter Cannons	30 cm 45 cm 45 cm	2 BP, Disrupt MW3+, TK(1) AP5+
	NOTES	DC 3, Shadowfield (2), Skimmer <u>Critical Hit Effect:</u> The Vessel's phantom generators detonate, destroying it and casting energized shrapnel in all directions. Units within 5cm are struck on an AP5+ (armor saves are allowed)						

6.10.3 Dark Eldar Forces

6.10.3.1 Kabal of Pain's Way - Experimental

Dark Eldar armies have a **Strategy rating of 3**. Kabals, Tormentors, and Executors have an **Initiative value of 1+**. All other formations have an **Initiative value of 2+**.

DARK ELДАР INDIVIDUALS			
FORMATION	UNITS	NOTES	COST
0-1 Archon	Replace 1 Dracon with an Archon character upgrade	Must be placed in the Kabal Coterie if there is one in the army	50
0-1 Kashnarak	1 Kashnarak	See 6.10.1.5	50
0-1 Wraithgate	Replace one of the Objective markers in the Dark Eldar half of the table with a Wraithgate	See 6.10.1.6	50

DARK ELДАР KABALS			
<i>You may have any number of Kabal formations in your army A Kabal may never exceed more than 8 infantry units</i>			
FORMATION	UNITS	UPGRADES	COST
0-1 Kabal Coterie	4 Incubi units and 1 Dracon character plus transport	Incubi, Warriors, Wyches, Ravager, Mandrakes, Haemonculi, Scourges, Dracon, Sybarite	250
Kabal Flotilla	4 Ravagers	Dracon, Sybarite 2 additional Ravagers (+100 points) 0-1 Vessel of Pain (+250 points)	250
Kabal Syndicate	6 Dark Eldar Warriors units plus transport	Warriors, Wyches, Haemonculi, Ravager, Scourges, Mandrakes, Dracon, Sybarite	200

AIRCRAFT, SPACECRAFT AND OTHER HORRORS		
<i>Up to 1/3 of the army's points may be spent on this section</i>		
FORMATION	UNITS	COST
Bombers	2 Razorwing Bombers (<i>Add 1 Razorwing for +150 points</i>)	250
Executor	1 Executor Landing Module	750
Fighters	2 Raven Fighters (<i>Add 1 Raven for +100 points</i>)	200
0-1 Spacecraft	1 Torture Class Cruiser (300 points) OR 1-3 Corsair Class Escorts (150 points each)	Var.
Tormentor	1 Tormentor Titan	500

DARK ELДАР TRANSPORT		
<i>Any Dark Eldar formation that includes "plus transport" may choose from the following list. You may only take as many transport units as are required to carry the entire formation, including upgrades, with no extra spaces if possible. You may select no transport at all if desired</i>		
FORMATION	NOTES	COST
Barge of Pleasure	1-2 Barges of Pleasure (125 points each)	Var.
Raider	1-4 Raiders	Free
Slavebringer	1 Slavebringer Assault Boat	200

DARK ELДАР PARTISANS			
<i>You may have any number of Kabal formations in your army A Kabal may never exceed more than 8 infantry units</i>			
HAEMONCULI COVENS			
FORMATION	UNITS	UPGRADES	COST
Haemonculi Coven	2 Haemonculi units and 4 Grotesques units plus transport	Haemonculi, Talos, Perditor, Sybarite	250
Talos Swarm	4 Talos	Talos, Perditor, Slavebringer	200
WYCH CULTS			
FORMATION	UNITS	UPGRADES	COST
Hellion Murder	6 Hellions units	Hellions, Sybarite	200
Reaver Gang	6 Reavers units	Reavers, Sybarite	200
Wych Cult	6 Wych units plus transport	Wyches, Beasts, Hellions, Reavers, Sybarite	200
DARK ELДАР COHORTS			
FORMATION	UNITS	UPGRADES	COST
Heavy Barges	1 or 2 Vessels of Pain (250 points each)	--	Var.
Mandrake Throng	6 Mandrakes units	Mandrakes	225
Scourge Flight	6 Scourges units	Scourges, Sybarite	225

DARK ELДАР UPGRADES		
FORMATION	UNITS	COST
Beasts	2 Warp Beasts units	100
Dracon	1 Dracon character upgrade (max 1 per formation)	50
Haemonculi	1 Haemonculi unit and 1 Grotesque unit	150
Hellions	2 Hellions units	100
Incubi	2 Incubi units	125
Mandrakes	2 Mandrakes units	125
Perditor	1 or 2 Perditors (150 points each)	Var.
Ravager	1 Ravager (max 1 per formation)	50
Reavers	2 Reavers units	100
Scourges	2 Scourges units	125
Sybarite	1 Sybarite character upgrade (max 1 per formation)	25
Talos	1 or 2 Talos (50 points each, max 2 per formation)	Var.
Warriors	2 Dark Eldar Warriors units	100
Wyches	2 Wyches units	100

6.11 SQUATS

6.11.1 Squat Special Rules

6.11.1.1 *Stubborn*

Squats are significantly more determined than most other races, and this is reflected in their ability to keep fighting effectively even after taking horrendous casualties. This is represented by the following rules:

- Squat formations require +1 Blast Marker to break (i.e. a formation with 5 units will only break once it has accumulated 6 Blast Markers).
- When a Squat formation loses an assault, it suffers one less automatic hit during resolution. This may reduce additional losses to zero.

6.11.1.2 *Forward Observer & Tracking System*

Some units act as forward observers and "spot" targets for units equipped with the adequate tracking system.

When shooting, any weapon with the Tracking System special ability may use the line of sight of a Forward Observer belonging to its formation as if it were its own line of sight.

Note that this is not an Indirect Fire and range is thus not doubled. Furthermore, this does not allow a formation to split its fire between different targets. Finally, a Forward Observer never generates Blast Markers when it is shot at or removed as a casualty.

6.11.1.3 *Penetrating Shot*

Some weapons are capable of inflicting heavy damage to the most resistant targets, be it through the use of devastating firepower or a rare and "exotic" technology (EMP, Warp, etc.).

Any target hit by a weapon with the Penetrating Shot special ability suffers a -1 save modifier. In addition to this, a Penetrating Shot weapon will inflict critical damage to War Engines on a roll of 5+ instead of the usual 6+.

6.11.1.4 *Tunnellers*

Tunnellers are set up on their own table edge before the battle starts, at the same time that spacecraft are deployed (see 4.0). Any units transported in the tunneller are kept off table until it appears. Write down the location where the tunneller will surface at the same time and in the same manner that you record the co-ordinates of a drop zone (see 4.3.3). You must also secretly record when the tunneller will surface. If it is going to appear in your half of the table it may arrive from the second turn onwards. If it is going to appear in the opposing half of the table, it may arrive from turn three onwards. Set up the tunneller at the start of the stated turn. It and any units being transported may take an action on the turn they appear.

6.11.1.5 *Void Shields*

The massive Squat War Engines commonly designed as Praetorians are protected by void shield generators. The number of void shields each War Engine has is noted on its datasheet.

Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, nor allocate Blast markers. Once all of the shields have been knocked down, the War Engine may be damaged normally and you may make saving throws against any hits that are scored.

Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the War Engine.

Void shields that have been knocked down can be repaired. Each War Engine can repair one downed void shield in the end phase of each turn. In addition, if a War Engine regroups it can use the dice roll to either repair the void shield or remove Blast markers (eg, if you rolled a 2 you could repair 2 shields, remove 2 Blast markers or repair 1 shield and remove 1 Blast marker).

6.11.2 Squat Forces

6.11.2.1 Kharhadrim's Stronghold (v4.0) - Experimental

CHARACTERS	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Guild Master	CH	--	--	--	--	Melta	(15 cm)	(Small Arms), MW, EA (+1)
	NOTES	Reinforced Armour, Thick Rear Armour, Invulnerable Save, Leader, Commander						
Living Ancestor	CH	--	--	--	--	Psychic Bolt	(15 cm)	(Small Arms), MW, EA (+1)
	NOTES	Reinforced Armour, Thick Rear Armour, Invulnerable Save, Inspiring						
Warlord	CH	--	--	--	--	Power Axe	(contact)	(Assault Weapons), MW, EA (+1)
	NOTES	Reinforced Armour, Thick Rear Armour, Supreme Commander						

INFANTRY	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Berserkers	INF	15 cm	6+	4+	6+	Chainaxes Bolt Pistols	(contact) (15 cm)	(Assault Weapons) (Small Arms)
	NOTES							
Guild Bikers	INF	35 cm	5+	4+	5+	Chainaxes Bolt Pistols	(contact) (15 cm)	(Assault Weapons) (Small Arms)
	NOTES	Mounted						
Hearthguards	INF	15 cm	4+	4+	4+	Power Weapons Artefact Weapons	(contact) 30 cm	(Assault Weapons), MW, EA (+1) AP5+/AT5+
	NOTES	Reinforced Armour, Thick Rear Armour, Leader						
Lord	INF	15 cm	4+	4+	4+	Bolt Pistols Missile Launcher	(15 cm) 45 cm	(Small Arms) AP5+/AT6+
	NOTES	Leader						
Mole Mortar	INF	10 cm	--	--	5+	Mole Mortar	30 cm	AP5+/AT5+, Ignore Cover, Indirect Fire
	NOTES	Mounted						
Robots	INF	15 cm	4+	5+	5+	Cyber Weapons Autocannon	(contact) 45 cm	(Assault Weapons), EA (+1) AP5+/AT6+
	NOTES	Invulnerable Save, Walker, Fearless						
Tarantula	INF	10 cm	--	--	5+	Tarantula Laser	45 cm	2x AP6+/AT5+
	NOTES	Mounted						
Thudd Gun	INF	10 cm	--	--	5+	Thudd Gun	45 cm	AP4+/AT6+, Indirect Fire
	NOTES	Mounted						
Thunderers	INF	15 cm	6+	6+	4+	Heavy Weapons	45 cm	2x AP5+/AT5+
	NOTES							
Warriors	INF	15 cm	6+	5+	5+	Bolt Pistols Missile Launcher	(15 cm) 45 cm	(Small Arms) AP5+/AT6+
	NOTES							

EPIC ARMAGEDDON COMPENDIUM v2.0

LIGHT VEHICLES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Guild Trikes	LV	35 cm	5+	5+	4+	Multi-melta	(15 cm) AND 15 cm	(Small Arms), MW MW5+
	NOTES							

ARMoured VEHICLES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Iron Eagle Gyrocopter	AV	35 cm	5+	6+	5+	Twin Autocannon 2x Autocannon	45 cm 45 cm	AP4+/AT5+ AP5+/AT6+
	NOTES	Skimmer, Scout						
Iron Hawk Gyrocopter	AV	35 cm	4+	6+	5+	Hull Weapons	(15 cm)	(Small Arms)
	NOTES	Skimmer, Scout, Forward Observer						
Rhino	AV	30 cm	5+	6+	6+	Stormbolters	(15 cm)	(Small Arms)
	NOTES	Transport (may carry 1 Hearthguards unit <u>or</u> 2 of the following units: Warriors, Berserkers, Thunderers, Lord)						
Thunderfire AA Gun	AV	10 cm	5+	6+	5+	Thunderfire Cannon	60 cm	2x AP5+/AT5+/AA6+
	NOTES							
Tunneller	Special	--	--	--	--	--	--	--
	NOTES	Tunneller, Transport (may carry one formation that includes only Warriors, Berserkers, Thunderers, Hearthguards and Lord units) Once the Tunneller has surfaced, any troops carried must disembark within 5cm of the Tunneller or within 5cm of another unit from the same formation, so long as all units are placed within 15cm of the Tunneller. Once this is done, the Tunneller is no longer considered to be part of the transported formation, it may not be activated or used to capture/contest an objective. For all intents and purposes, it ceases to exist in game terms.						

WAR ENGINES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Colossus	WE	15 cm	4+	4+	4+	2x Secondary Weapons Thunderer Plasma Missiles 2x Battle Cannon 2x Battle Cannon Doomsday Cannon	(15 cm) 30 cm 75 cm 75 cm 75 cm 120 cm	(Small Arms), EA (+1) AP3+/AT4+, Ignore Cover 4x AP4+/AT4+, Ignore Cover, Tracking System AP4+/AT4+, RF AP4+/AT4+, LF 3 BP, MW, FxF
	NOTES	DC 4, 3 Void Shields, Reinforced Armour, Thick Rear Armour, Fearless <u>Critical Hit Effect:</u> The Colossus' tracks are destroyed and it may no longer move. Any further critical hits will cause an additional point of damage						
Cyclops	WE	15 cm	4+	4+	4+	Melta Cannon Melta Cannon 6x Doomstorm Missiles Battle Cannon Hellfury Cannon	(15 cm) AND 30 cm (15 cm) AND 30 cm 60 cm 75 cm 90 cm	(Small Arms), MW, EA (+1), RF 2x MW4+, RF (Small Arms), MW, EA (+1), LF 2x MW4+, LF MW4+, One-Shot AP4+/AT4+ MW2+, TK(D3+2), Penetrating Shot, FxF
	NOTES	DC 4, 3 Void Shields, Reinforced Armour, Thick Rear Armour, Fearless <u>Critical Hit Effect:</u> The Cyclops' tracks are destroyed and it may no longer move. Any further critical hits will cause an additional point of damage						
Goliath Mega-Cannon	WE	5 cm	5+	--	6+	Mega-Cannon	90 cm	4 BP, Ignore Cover, Penetrating Shot, Slow-Firing, Indirect Fire
	NOTES	DC 2, Reinforced Armour The Goliath always has a minimum range of 30cm, whether it fires indirectly or not <u>Critical Hit Effect:</u> The ammunition stock is hit and the Goliath is destroyed						

EPIC ARMAGEDDON COMPENDIUM v2.0

WAR ENGINES	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Land Train	WE	15 cm	4+	4+	4+	2x Battle Cannon 6x Battle Cannon Doomsday Cannon + 0-1 Firethrower 0-1 Siege Mortar 0-1 2x Battle Cannon 0-1 Rad Bomb	75 cm 75 cm 120 cm (15 cm) AND 30 cm 60 cm 75 cm Unlimited	AP4+/AT4+, Fwd AP4+/AT4+ 3 BP, MW, FxF (Small Arms), Ignore Cover, EA (+2) 4x AP3+, Ignore Cover 2 BP, MW, Indirect Fire AP4+/AT4+ 3 BP, One-Shot, Ignore Cover, Disrupt, uses the orbital bombardment template
	NOTES	DC 8, 6 Void Shields, Reinforced Armour, Thick Rear Armour, Fearless The Land Train must chose one (and only one) of the following options: 2 additional Battlecannons, 1 Siege Mortar, 1 Firethrower or 1 Rad Bomb <u>Critical Hit Effect:</u> The Land Train sustains an additional point of damage						
Leviathan	WE	15 cm	4+	4+	4+	2x Secondary Weapons 3x Twin Lascannon 3x Twin Lascannon Battle Cannon Doomsday Cannon	(15 cm) 45 cm 45 cm 75 cm 120 cm	(Small Arms), EA (+1) AT4+, RF AT4+, LF AP4+/AT4+ 3 BP, MW, FxF
	NOTES	DC 4, 2 Void Shields, Reinforced Armour, Thick Rear Armour, Fearless, Transport (may carry 16 of the following units: Warriors, Berserkers, Thunderers, Lord, Hearthguards. Hearthguards take up 2 spaces each) <u>Critical Hit Effect:</u> The Leviathan's tracks are destroyed and it may no longer move. Any further critical hits will cause an additional point of damage						
Overlord Armoured Airship	WE	20 cm	4+	--	4+	Melta Bombs 3x AA Guns 3x AA Guns Battle Cannon	15 cm 45 cm 45 cm 75 cm	3 BP AP5+/AT6+/AA6+, RF AP5+/AT6+/AA6+, LF AP4+, AT4+
	NOTES	DC 3, Reinforced Armour, Thick Rear Armour, Fearless, Skimmer <u>Critical Hit Effect:</u> The Overlord crashes to the ground and is destroyed						

6.11.3 Squat Army Lists

6.11.3.1 Kharhadrim's Stronghold (v4.0) - Experimental

Squat armies have a **Strategy rating of 3**. The Colossus, Cyclops, Leviathan and Land Train have an **Initiative value of 1+**. All other formations have an **Initiative value of 2+**.

SQUAT BROTHERHOODS			
FORMATION	UNITS	UPGRADES	COST
Berserker Brotherhood	7 Berserkers units and 1 Lord unit	Berserkers <i>The whole formation must take the 'Tunnellers' upgrade at no additional cost</i>	225
Warrior Brotherhood	7 Warriors units and 1 Lord units	Warlord, Living Ancestor, Warriors, Thunderers, Hearthguards, Rhinos, Leviathan, Tunnellers	225

SQUAT SUPPORT FORMATIONS			
<i>Two may be taken per Squad Brotherhood in the army</i>			
FORMATION	UNITS	UPGRADES	COST
Bikers Guild	6 Bikes units	Guild Master, Bikes, Trikes	175
Grand Battery	6 units of the same type among the following choices: Tarantula, Thudd Gun, Mole Mortar	Thunderfire	175
Iron Eagle Squadron	5 Iron Eagle Gyrocopters	--	250
Robot Cohort	5 Robots	--	175
Thunderer Battery	6 Thunderers units	Thunderers, Rhinos, Tunnellers	225
Thunderfire Battery	3 Thunderfire AA Gun units	--	150

SQUAT UPGRADES		
<i>Each upgrade may only be taken once per formation</i>		
FORMATION	UNITS	COST
Berserkers	Add 4 Berserkers units	75
Bikes	Add 2 Bikes units	50
Guild Master	Add 1 Guild Master character upgrade	50
Hearthguards	Add 2 Hearthguards units	100
Living Ancestor	Add 1 Living Ancestor character upgrade	75
Leviathan	Add 1 Leviathan <i>If this option is taken, the formation may not take the Rhinos or Tunnellers upgrades</i>	300
Rhinos	Add enough Rhinos to carry the whole formation for 10 points each (after all other upgrades have been taken), without any spare transport spaces left over. <i>If this option is taken, the formation may not take the Leviathan or Tunnellers upgrades</i>	10 ea.
Thunderers	Add 2 Thunderers units	75
Thunderfire	Add 2 Thunderfire AA Guns	75
Trikes	Replace any number of Bikes with Trikes	10 ea.
Tunnellers	The whole formation is transported in a Tunneller for 10 points per unit in the formation (after all other upgrades have been taken) <i>If this option is taken, the formation may not take the Rhinos or Leviathan upgrades</i>	Var.
Warlord	Add 1 Warlord character upgrade <i>Must upgrade a Lord unit. 0-1 Warlord per army</i>	100
Warriors	Add 4 Warriors units	100

SQUAT WAR ENGINES			
<i>No more than 1/3 of the army's points may be spent on War Engines</i>			
FORMATION	UNITS	UPGRADES	COST
Colossus	1 Colossus and 1 Iron Hawk Gyrocopter	--	500
Cyclops	1 Cyclops	--	500
Goliath Battery	2 Goliath Mega-Cannons	Thunderfire	400
Land Train	1 Land Train	--	850
Overlord Squadron	2 Overlord Armoured Airships	--	325