

EPIC ARMAGEDDON

Curze; Ortron

EpicAU | Version 1.0

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Epic Armageddon (AU)

On the following pages, you will find a variation of the Games Workshop's Epic Armageddon rule set.

What you will need to play

To start, you will need approximately 1/275 scale miniatures. These miniatures are available from several sources. While the rules are an adaptation of Games Workshop's Warhammer 30,000 and 40,000 universes, players should not feel compelled to use GW miniatures exclusively. Any miniatures at the right scale will work, to support this, the ruleset includes guidelines around basing and modelling your miniatures. These guidelines assist players in displaying the different unit types found in this ruleset. You will also need a small amount of terrain to represent your battlefield, whether that be a ruined hive city or the rolling plains of some far off Xenos planet. In addition to models, a suitable battlefield, and an opponent, you'll need a few more essential items to play.

Templates. Certain weapons have an area of effect rather than targeting a single unit. These weapon effects are represented by placing a circular template over the target and attempting to hit units under it. There are two types of template, a barrage template that has a diameter of 7.4cm, and an orbital bombardment template that has a diameter of 12cm. The weapon characteristics will dictate which template to use and how many templates may be required. You can make your versions of the templates from card or acetate as long as they conform to the dimensions specified in these rules.

Measuring Device. You will need a device to measure distance on the battlefield. These rules use centimetres. You will find a retractable measuring tape the most useful for measuring movement and shooting distances. However, some players find fixed measuring markers useful for standard lengths such as 5cm or 15cm. Pre-measuring ranges before committing an action is allowed and assists players in determining which orders to give during battle.

Writing Implements. You may need to record details of casualties or damage to those gigantic war engines during a game. Some special rules, such as *Planetfall*, require you to plot locations on the battlefield secretly. It is useful to have some paper, and writing implements to mark these details down before commencing battle.

Dice. You will need ordinary six-sided dice, a lot of them, to resolve ranged and close quarter combat. Commonly referred to as D6. If you need to roll more than one dice, then this is written as 2D6 (for two dice) or 4D6 (for four dice) and so on. If you have to add a modifier to the total of the roll, this is added after the value of the dice is calculated. 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 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. The psychological effect of war can destroy an army as quickly as the weapons. In this game, blast markers represent the shock of combat. You can use custom tokens to represent blast markers. As long as you know how many blast markers a formation has accumulated during the game. The amount required will depend on the type of army you play and options like smoke clouds and bomb blasts, add an authentic aesthetic to the table.

Definitions

Units

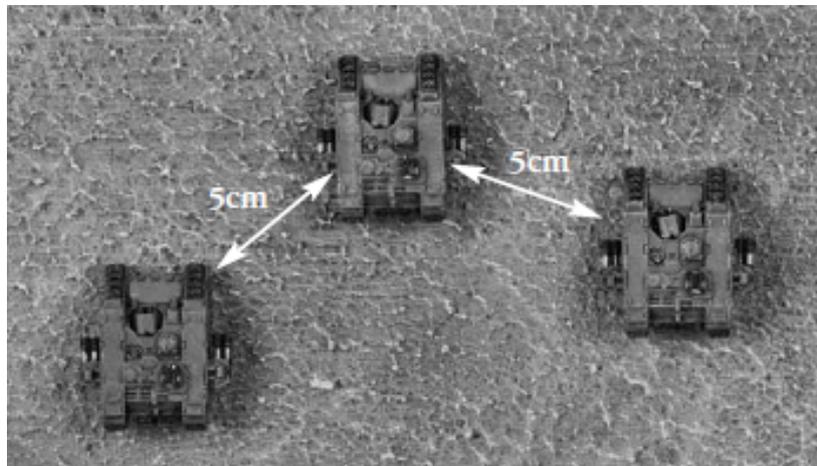
Epic Armageddon lets you fight battles with everything from dismounted infantry to terrifying vehicles of war. From the smallest to the largest, every warrior and weapon has a part to play. No matter their size, the miniatures used to play Epic are referred to as units. A unit may consist of a single tank, a gigantic war engine, or several infantry models mounted together on a *stand*, but are referred to as units.

A *stand* represents a group of models such as infantry, where moving the individual models on their own would be awkward with small scale models. The size of a stand and the number of models must fall within the following limitations:

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

Formations

On the battlefield, a group of units is referred to as a *formation*. All units must be organised into formations at the start of the game. Every unit in a formation must be no further than 5cm from at least one other unit in the same formation (unless otherwise specified by a special rule). 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** reform again into a legal formation when it takes its next action.



Unit Types

All units fall into a specific category: Infantry, Light Vehicles, Armoured Vehicles, War Engines, Aircraft and Spacecraft.

Characters (CH). These units represent prominent individuals rather than groups of soldiers. They are not represented by a separate model and are an upgrade to a unit in the formation. The unit a character is added to receives the weapons and abilities that the character has detailed on their datasheet, in addition to those generally afforded to the unit. Characters can be added to any other 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 carry the unit that they upgrade and does not take up extra space.

Infantry (INF). This covers troops not mounted inside a vehicle. Infantry is represented using between three and seven models mounted on a single stand.

Light Vehicles (LV). This includes vehicles and monsters that are significant enough to be targeted with anti-vehicle weapons but lack the armour to ignore anti-personnel weapons.

Armoured Vehicles (AV). As their name implies, vehicles or monsters covered in armour plating. This category includes Leman Russ tanks and Land Raiders, as well as armoured troop carriers like the Rhino.

War Engines (WE). These are large vehicles or creatures that dwarf conventional vehicles, infantry and even small buildings. Towering above everything but their rival War Engines, examples include Ork Gargants and Imperial Titans.

Aircraft (AC). These vehicles can fly across the battlefield and beyond at high speeds. Aircraft have unique rules to represent the brief time that they are overhead and their interactions with the surrounding battlespace. The three classes of Aircraft are *Fighters*, *Bombers*, and *Fighter-Bombers* and is denoted in the speed section of their datasheet.

Spacecraft (SC). This category includes all of the interstellar spacecraft used by armies to move between star systems. These craft vary in size from small escorts to massive battleships armed with enough firepower to level a hive city. In Epic Armageddon they are assumed to be operating from low orbit where they can launch drop pods and provide long-range support to ground troops.

Datasheet

Each unit has a datasheet that describes how mobile, lethal and survivable the unit is. Each datasheet provides the following information:

Type. What category the unit belongs to.

Speed. This is the distance in centimetres the unit can travel each “move”. Units can make multiple “moves” as part of a single action. When moving units, no part of the model or stand can move more than the specified speed.

Armour. This number represents how survivable the unit is. If a hit is scored against this unit, then you must roll this number or higher on a D6 to save the unit from the damage or destruction.

Close Combat. This number shows how capable the unit is in close combat. It is used when the unit is in base contact with an enemy unit during an assault.

Firefight. This shows how capable the unit is when involved in a short-range firefight. A unit’s firefight value is used during an assault when the unit is not in base contact with another unit.

Weapons. This section of the datasheet lists what weapon effects the unit can produce. If a group carries more than one of a particular type of weapon, then this will be noted as a multiplier by the weapon’s name.

Range. The range of the weapon in centimetres. A weapon is considered in range, if any part of the attacking model, is within range of any part of the target model (or at least one of the models on a target stand).

Firepower. The value listed for a weapon is the roll required on a single D6 to generate a successful hit. Firepower is grouped into three categories: Anti-Personnel (AP), Anti-Tank (AT) and Anti-Air (AA). AP fire is used against infantry unit types, AT fire against armoured vehicle unit types and AA can only be used when shooting at aircraft. A weapon that has one, two or all types may choose to use either one when it attacks, but may not use both in the same turn.

If a weapon's firepower value is preceded by a multiplier (x), then a number of dice equal to the multiplier should be rolled instead. For example, a weapon with a firepower value of AP5+ would roll one D6 to hit. In comparison, a unit with a firepower of 3 × AP5+ would roll three D6. Sometimes the entry will specify a dice roll rather than a fixed number. For example, a weapon that had D3 × AP5+ would attack D3 times during a single shooting action.

Table 1. Example Datasheet

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Tactical Squad	INF	15cm	4+	4+	4+	Boltguns	(15cm)	(small arms)	-

Re-Rolls

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

Terrain

The terrain can vary from empty plains to sky-scraping hive cities or verdant jungles to arid ash-waste deserts. Terrain affects the movement of a unit 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 may take damage.

The terrain effects may differ depending on the unit type. Terrain effects should be generously applied, and if in doubt, it should be counted as rather than ignored.

Blast Markers

Formations will receive blast markers when they take hits, sustain casualties, or fail initiative tests. Blast markers can be removed when a formation rallies in an end phase or regroups during a *Marshal* or *Hold* action.

The rules relating to blast markers are:

- A formation receives one blast marker every time it receives fire from an enemy formation **and** one or more hits are successful, regardless of casualties caused, unless the rules explicitly state otherwise.
- Also, a formation receives one blast marker every time a unit is destroyed, unless the rules explicitly state otherwise.
- Each blast marker suppresses one unit in the formation. 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 a rule specifically states otherwise.

Rounding

All fractions are rounded up unless a rule specifically states otherwise.

Sequence of Play

A game is fought over several turns. The number of turns is determined by the players themselves or the scenario. A turn is split into three phases, strategy, action and end phase.

The Strategy Phase

Each army has a *strategy rating*. 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.

At the start of each turn, during the strategy phase, players make a strategy roll by rolling a D6 and adding their strategy rating to the result. The player who scores highest can choose to go first or second in the subsequent phase. On the first turn, in the event of a tie, the army with the higher strategy rating goes first. In subsequent turns, in the case of a tie, the side that scored lower on the previous strategy phase gets to choose who goes first that turn.

Some formations have special abilities that take effect at the beginning of a turn. These effects must be resolved before the strategy roll. Similarly, abilities that are used at the start of an action may be taken before the initiative roll is made. If both players have effects that resolve at the beginning of a 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.

The Action Phase

In the action phase, players take turns to carry out actions with their unbroken formations. Each unbroken formation must take a single action per turn.

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

There are four steps to carrying out an action:

1. Nominate an unbroken formation.
2. Declare an action it will attempt to conduct.
3. Pass an action test to see if the formation carries out the action.
4. Resolve an action.

You must declare both the formation and the action it will attempt before taking the action test. If you fail to do so, then the formation selected automatically fails the action test. If you fail to nominate a formation, then your opponent may nominate the formation for you.

Initiative

Each formation has an *Initiative* value that represents how well trained and motivated the formation is. Formations with a low *Initiative* value are more likely to carry out orders. They are more likely to rally than formations with a high value.

The Action Test

To pass an action test, you must roll equal to or higher than the formation's *Initiative* value on a single D6. If the formation passes the action test, it may complete the nominated action. If the formation fails the action test, it receives a *Blast Marker*. After receiving a *Blast Marker*, the formation must carry out a *Hold* action (even if the player attempted another action).

If the formation has one or more blast markers, there is a -1 modifier to the action test.

If a player has no formations left to activate, the other player may keep activating formations until all of the formations have taken an action, without a penalty to their initiative roll.

Actions

Advance. The formation may conduct a single move up to its speed value and then shoot with any of its ranged weapons.

Engage. The formation may conduct a single move up to its speed value and then fight an assault against an enemy formation.

Double. The formation may conduct two single moves, each up to its speed value and then shoot with a -1 modifier.

March. The formation may conduct three consecutive single moves, each up to its speed value.

Marshal. The formation may either shoot with a -1 modifier and then regroup, shoot with a -1 modifier and then conduct a single move, up to its speed value, or make a single move, up to its speed value, and then regroup.

Overwatch. The formation cannot move but instead enters Overwatch. A formation on Overwatch may interrupt an enemy formation's action to shoot at it. You may not choose this action if the formation has any units out of unit coherency.

Sustained Fire. The formation cannot 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.

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

Movement

Most actions allow the units in a formation to make one or more moves. Units move a distance in centimetres up to their Speed value. 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. They may turn freely as they move. A unit is never forced to move, but sometimes failing to do so can result in their destruction. Once a player has moved a unit and removed his hand from the model, the move may not be changed.

Multiple Moves

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

Other Units

Enemy units may never move over or through each other. Except for 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.

Zones of Control

Units in Epic exert a zone of control 5cm in every direction from the edge of the unit. Units may not enter an enemy zone of control when they move unless they are undertaking an *Engage* action and use their *charge move* in an attempt to make base contact with an enemy unit whose zone of control they have entered. Once a unit has been contacted by an enemy unit conducting an *Engage* action, it loses its own zone of control for the rest of that assault. This will allow other enemy units to move around 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).

Formation Coherency

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. Each unit lost will place a blast marker on 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 to bring units back into formation—any out of formation units are destroyed at the end of each move.

Transport Vehicles

Many formations include transport vehicles that can be used to carry other units. The number and type of units that can be carried will be listed on the transport vehicle's datasheet.

Dangerous Terrain Test

Roll a D6 when you enter dangerous terrain, or when you start a move in dangerous terrain. On a roll of a one (1), the unit is destroyed with no save allowed, the formation it is a part of does not receive a blast marker for the destroyed unit.

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.

Terrain Movement Effects Table			
Terrain	Infantry	Vehicle	War Engine
Buildings	No Effect	Impassable	Impassable
Cliffs	Impassable	Impassable	Impassable
Fortifications	No Effect	See rules	Impassable
Jungle	No Effect	Impassable	Dangerous
Marsh	Dangerous	Dangerous	Dangerous
Open Ground, Hill Slopes	No Effect	No Effect	No Effect
River	Dangerous	Impassable	No Effect
Roads	See rules	See rules	See rules
Ruins, Rubble	No Effect	Dangerous	Dangerous
Scrub	No Effect	No Effect	No Effect
Woods	No Effect	Dangerous	Dangerous

Fortifications (Movement)

Fortifications are impassable terrain for vehicles unless they are specifically designed to hold them (e.g., tank emplacements).

Roads (Movement)

Units that spend a whole move on a road may add 5cms to their move. In addition, if all of the units in a formation are on the 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.

Shooting

Many actions allow a formation to shoot, shooting takes place in the Action phase when the formation takes an action that allows it to fire its ranged weapons.

Picking a Target

When a player picks a formation to shoot, one or more enemy formations may be chosen as targets. A formation may split their shooting attacks across a maximum of three different formations.

Weapon Fire Arcs



Forward



Rear



Left / Right



Fixed Forward

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

Weapons that are noted on the datasheet as firing *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* can only fire on targets that lie within 45° of either side of the direction that the unit is facing.

Who May Shoot

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

Line Of Fire

Line of fire is a straight line drawn from the shooting unit to a unit in the target formation. The line of fire is blocked by terrain features such as buildings, hills, woods, etc. Weapons higher up can often see over any terrain that is lower down. Buildings, rubble, woods, fortifications and the like don't block the line of fire to or from units that are in the terrain itself unless the line of fire passes through more than 10cms of the terrain feature (i.e., you can shoot 10cms into a terrain feature, but the line of fire is still blocked to units on the other side). The only units that can block a line of fire are *War Engines*. Non-War Engine units do not block the line of fire of other friendly or enemy units.

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 front to the back of a formation, with the front and the back being determined by the location of the nearest enemy formation. The units that are the closest to the enemy are suppressed first, on the basis that troops closest are the most heavily engaged, whilst those lurking at the rear are more likely to have the freedom to employ their weapons systems effectively. If several units are equal distance from the nearest enemy formation, then the controlling player may choose which to suppress.

Shooting Procedure

This is a summary of the shooting procedure.

1. Determine suppression effects on the firing formation.
2. Choose target formation(s).
3. Allocate all attacks to target formation(s).
4. Roll to hit for attacks allocated against a formation.
5. Allocate hits, make saving throws and remove casualties.
6. Place Blast markers for the first successful hit, casualties, or special rules and check to see if the enemy formation is broken. Repeat steps 2-4 if a second or third unit was targeted until all attacks from the shooting formation have been resolved.

Allocate all attacks to target formation(s)

The shooting formation may allocate targets for all of its shooting attacks. Targets must be declared before any dice are rolled. A formation can split multiples of the same weapons against different target formations, but a single weapon can not split multiple shots at different formations. For example, in a single shooting action, three Leman Russ Battle Tanks can shoot 1 formation with a single battle cannon, and two battle cannons at a second formation as each tank has a battle cannon. However, a Warlord Titan's Gatling Blaster must fire all four shots from the weapon at the same formation.

Roll to Hit

The player must decide at this stage whether weapons will fire with their AP or AT values if they have both. Then roll a D6 for each shot being directed at the target formation. You must roll equal to or higher than the appropriate to hit value to score a hit (e.g., if the weapon has an AT4+, you must roll a 4 or more to hit). The to-hit value may be modified by other rules, however, a natural roll of a one (1) before modification is always counted as a miss.

7+ to Hit

If to hit modifiers result in a required score of 7 or more to hit, it is still possible to score a hit. As it is impossible to roll a 7 on a D6, 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.

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

Allocate Hits & Make Saving Throws

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

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

If an attacking formation score hits both with normal weapons and weapons with the macro-weapon ability, then the opposing player must allocate and make any saves for the normal hits first, 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*, during an assault, all units up to 15cm away are valid targets for allocation, regardless of whether the hits are from CC or FF).

Check to See if Target Breaks

Once the shooting attack is completely resolved, you must check to see if the target formation has been broken by the blast markers it may have received. The formation becomes broken if the number of blast markers equals or exceeds the number of units in the formation. Formations do not break partway through a shooting attack, only once it has been resolved.

Terrain Shooting Effects Table	
Terrain	Infantry
Buildings	4+ Cover Save
Cliffs	Impassable
Fortifications	3+ Cover Save, See rules
Jungle	4+ Cover Save
Marsh	6+ Cover Save, Dangerous
Open Ground, Hill Slopes	No Effect
River	6+ Cover Save, Dangerous
Roads	See rules
Ruins, Rubble	4+ Cover Save
Scrub	6+ Cover Save
Woods	5+ Cover Save

Cover to Hit Modifiers

Units that are in terrain that is large enough to obscure at least half of the model from the attacking model's point of view receive a -1 to hit modifier when being fired upon. This cover modifier also applies if intervening terrain obscures at least half of the target partially from view.

Infantry Cover Saves

Certain terrain provides infantry a cover save. While in such terrain, the infantry receives 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 the unit's normal armour save whenever they have to make a saving throw. You may only use one save, either cover or armour, against a hit, not both.

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. In addition, infantry in fortifications receive a 3+ cover save.

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. This aside, units on hills count as being in open ground (or whatever other types 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 conduct an action that doesn't involve a move, e.g. *Overwatch*, *Sustained* fire, *Hold* (without movement) and are in open ground. This represents the fact that stationary infantry is very hard to see and can use even the smallest undulation for cover. This benefit will be lost after the infantry conducts an action which includes movement. Only garrisoned units may benefit from this effect at the start of the game.

Armoured Vehicles

Infantry counts as being in cover and receives 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.

Barrages

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

To fire a barrage, first, take a barrage template 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. Still, all units under the templates—friend and foe alike—are attacked. Next, refer to the datasheet 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.

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 using the appropriate to hit values. To speed dice rolling, we recommend rolling to hit all units of the same type together and then removing casualties as per the normal shooting rules.

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

Extra Barrage Templates

Large barrages receive extra barrage templates. The barrage table above details if a barrage receives extra templates. When placing extra templates, they must touch or overlap the first template that was placed, and no line of fire or range restrictions may apply for any template. All units under each template are attacked with the barrage to hit values. Once the first template has been placed, the attacker may choose where to place the additional templates, as long as they are touching or overlapping the first template, are in range and have a line of fire.

Extra Blast Markers

Artillery barrages are effective at suppressing enemy troops as well as killing them. To represent this, a large barrage may inflict one or more 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 being hit or for any casualties that it suffered. If several formations are hit, then each receives the appropriate number of extra blast markers.

Mixed Weapon Barrages

Some barrages may involve firing units with different weapon special rules. In the case of a mixed barrage, the special rules only apply if all models contributing to the barrage have that special rule. This does not stop the player splitting the formations fire across multiple formations to benefit from their special rules. E.g. an Imperial Guard artillery company of six basilisks and three manticores may fire at the same target, to increase the total barrage points, but will not benefit from the manticore's increased range and *Disrupt* ability, or the Manticores may fire at a different target formation to the Basilisks, in which case the additional range and special rules would be in effect when resolving the Manticore's attacks against its target formation.

Using Barrage Templates

Deciding which enemy units have been caught underneath a circular barrage template is sometimes a contentious issue. A unit is affected if any part of the model falls under the template. In addition, templates must be placed in a way that ensures the maximum number of units from the target formation are targeted within the restrictions of the line of fire and range. This prevents players from sniping with barrage weapons and ensures the maximum damage is inflicted against the target formation.

Overwatch

A formation on *Overwatch* can choose to shoot immediately after an enemy formation completes a move or disembarks troops, and before the target either shoots or assaults. Formations on *Overwatch* may only react when a formation moves or unloads troops. They may not shoot at a formation that does anything else in their line of fire, such as shooting without moving or regrouping.

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 move past a formation that is on *Overwatch*. *Overwatch* shooting is resolved using the normal rules for shooting. The overwatching formation must shoot at the formation that triggered the shooting, it can not pick a different target. Once it has fired, the formation is no longer considered to be on *Overwatch*.

Formations may remain on *Overwatch* until they either shoot or undertake a new action in the following turn. 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 in that same turn. If the formation does not shoot, then it may take an action instead of remaining on *Overwatch*.

Crossfire

Formations that take fire from the flanks or rear may 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 a 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 from a broken or marching formation to claim the *Crossfire* effect.

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.

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. The formation could be attacked by several enemy formations, each of which could claim a *Crossfire* depending on the positioning of friendly models at the time of their shooting action.

Assaults

Formations that carry out an *Engage* action are allowed to conduct a single move and then fight an assault. An assault represents the close-range battles found across the Warhammer universe. In an assault, units will employ their small arms and assault weapons in an attempt to destroy or break their opponent in combat.

Assaults are a critical part of the game, and it is important to understand that an assault represents the maneuver, occupation of cover, shooting, close combat and withdrawal of troops at close range. If you think of an assault as covering everything that happens in a typical 4–6 turn game of Warhammer 40,000 at 28mm scale, then you won't be far off the mark.

An assault only occurs if a formation takes an *Engage* action. This means it is possible for enemy formations to end up within 15cms of an enemy formation without fighting an assault.

Assault Procedure

This is a summary of the assault procedure:

1. Choose a target formation.
2. Make a charge move.
3. Make counter-charges.
4. Resolve attacks.
5. Work out the result.
6. Loser withdraws.
7. Winner consolidates.

Choose Target Formation

A formation taking an *Engage* action must pick an enemy formation as the target of the assault. Any enemy formation may be chosen, anywhere on the table. Under certain circumstances, a formation may assault two or more enemy formations through a single *Engage* order.

Intermingled Formations. An attacker may wish to attack two enemy formations that are intermingled together. When a player declares the target for a charging formation, they can choose to include any enemy formations that are intermingled with the target formation as being a target of the charge. Formations are considered intermingled if they have any units within 10cm of each other, and the charging formation can get within 15cm and line of fire or base contact, of a unit within each formation they have declared intermingled. If there are two or more formations within 10cm of the target formation, then the attacker can choose to include one or more of them as the as intermingled with the target formation, though, they do not have to include any of them.

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

Make Charge Move

A formation undertaking an engage action is allowed to make **one** move, and then fight an assault against the target enemy formation(s). This move is known as the *charge move*. Make a move normally, as described in the movement rules. Once the move is complete, the assaulting formation must have at least one unit within 15cms of a unit from the target formation(s) and in line of sight or base contact with a unit from the target formation(s). If this is not the case, then the assault does not take place, and the action ends.

Units making a charge move are allowed to enter enemy zones of control. The charge move is the only time a unit may enter an enemy zone of control. Assaulting units may not enter the zone of control of enemy units from a formation not directly involved in the assault.

A maximum of two units may move into base contact with each defending unit. An assaulting 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 base contacted by an enemy unit, it loses its zone of control for the duration of the assault, allowing other units to move past or around it but not over.

The assaulting player may choose not to move any of the assaulting units into base-to-base contact with enemy units. The assault will still take place so long as the assaulting formation has a unit within 15cms and with a line of sight to the target formation.

Counter Charges

Although the assaulting formation initiates the combat, the defending formation will have time to react to the 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 *counter-charge* move.

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 attack dice are rolled. All the normal charge move rules apply, and defending units must still be in a unit coherency after the counter charge moves have been made. Embarked units may dismount, provided the transport vehicle is not in base contact with two enemy units.

If a unit elects to counter charge, the unit must use their counter charge move to move directly towards the closest enemy unit or the closest enemy unit from the assaulting formation. It may move into base contact if close enough, and not already in base contact with two defending units.

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

If the attacker loses the assault, then all of the attacker's formations involved in the assault are broken. If the attacker wins the assault, then each formation receives blast markers equal to the number of units the formation lost in the assault.

Resolve Attacks

Units that are in base-to-base contact with the enemy use their close combat to hit value, while units that are not in base contact but within 15cm and have a line of fire to the enemy use their firefight to hit value.

Roll a D6 for each unit that has a valid attack. Blast markers do not suppress units involved in an assault. Each player allocates hits and makes 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 assault. Infantry units from formations making a charge move or counter charge move may not take cover saves, 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. If all of the attacking units directly engaged in the assault are destroyed, then the assault has stalled, and the defender wins. Directly engaged means being within 15cm of a defending unit after charge and counter-charge moves have been completed. If even one of the original attackers that were within 15cms of the enemy survives, then the attack has not stalled. In any other case, both sides can call on support.

Kills inflicted in an assault do not count for placing blast markers or for breaking a formation until **after** the work out result step. Also, note that the attacker must completely destroy the defending formation to win at this stage.

At the same time, all the defender has to do is to kill all the attacking units that made it to within 15cms of a defender.

Supporting Fire

Both sides may call upon support unless the defender has been wiped out or the attack has stalled as described previously. Calling on support allows units from other formations, not directly involved in the assault, to attack 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 performed a *March* action this turn cannot lend support.

Units provided supporting fire use their firefight to hit values. Roll to hit and then allocate successful hits and make saving throws as you would for shooting attacks. Once all casualties have been removed, you must work out the result of the attack.

Work Out Result

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

In 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 destroyed as they turn and flee, or disintegrating into a panic-driven rout as they flee. Remove these additional casualties as you would hits inflicted in the assault phase (i.e., units in base contact first, then those closest to the enemy, etc.). Only units directly involved in the assault during the deciding round can be subject to these additional hack-down hits.

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

Assault Modifiers (Cumulative)	
For each kill, you inflicted during the assault	+1
You have more units than the opposing formation	+1*
You have more than twice as many units as the opposing formation	+1*
Your formation has no blast markers	+1**
The opposing formation has more blast markers	+1**
* Count the total number of units remaining in the charging formation against the total number of units remaining in the defending formation. Don't include units from other formations that were lending supporting fire.	
** Count broken enemy formations as having as many blast markers as units.	

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.

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

Winner Consolidates

After the loser withdraws, the winning formation receives a number of blast markers equal to the number of units that were killed by the enemy. 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 move even if other enemy units are within 15cm. 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 make a consolidation move of 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.

Regrouping

Formations that take a *Marshal* or *Hold* action are allowed to regroup in order to remove blast markers and attempt to avoid becoming broken. Roll 2D6, picking the highest value, remove a number of blast markers equal to that number.

Broken Formations

Formations "break" once the number of blast markers equals or exceeds the number of current units in the formation. Players must check to see if a formation is broken after the formation receives blast markers.

Formations that lose an assault are automatically broken. Players must completely resolve an assault or a shooting attack before checking to see if a formation breaks. Once broken, remove all blast markers from the formation and mark it in a way as to identify that it is now a broken formation.

Withdrawals

A broken formation may choose to make a withdrawal immediately after it becomes "broken". 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. Withdrawing 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 cannot move, so are destroyed if there are any enemy units within 15cm at the time they become broken.

Blast Markers

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.

The End Phase

The end phase commences, once both players have taken an action with each and all of their unbroken formations. Both players *must* attempt to rally any formations. Once all formations have attempted to rally, players check the scenario victory conditions to see if either side has won.

Rallying Formations

In the End phase, both players take turns to rally formations that have blast markers or that are broken. Rally the formations one at a time, starting with the player with the higher strategy rating. In order to rally a formation, you must roll equal to or over the formation's initiative value on a D6. 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 may make a withdrawal, 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. Formations with one blast marker remaining that pass a Rally test remove the last blast marker. A broken formation that rallies are no longer considered broken. It counts as having as many blast markers as units, half of which will be removed for passing the Rally test.

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

Check Victory Conditions

In a standard Epic game, players attempt to set a number of conditions in order to achieve victory over their opponent(s). Victory conditions are checked during the end phase of the third and fourth turns. A player must achieve two more victory conditions than their opponent(s) to be considered the winner. If neither player has achieved a two-condition majority in the end phase of turn three (3) then they can elect to play a fourth turn. If the winner cannot be determined using victory conditions, the winner is determined using victory points. When checking for victory conditions, formations that have rallied in that turn cannot contest or claim objectives.

The standard victory conditions both players are attempting to achieve/deny are:

Blitzkrieg (Blitz). You set this victory condition if you have secured the first objective your enemy placed. This objective will be the one placed your opponent placed on their board edge.

Break Their Spirit (BTS). You achieve this victory condition by destroying (not breaking) the formation worth the most points in your opponent's army. If there are several formations tied for points value, then you achieve this condition when you destroy any one of them.

Defend the Flag (DTF). A player sets this victory condition when they control all three objectives in their half of the board.

Thou Shall Not Pass (TNSP). You will have achieved this victory condition if there are no unbroken enemy formations in your half of the table.

Take & Hold (T&H). This victory condition is set when a player has control of two objectives in their opponent's half of the table.

When calculating victory points, players calculate the total value of enemy units destroyed, broken or under half-strength. 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.

Victory Points	
Destroyed formation	Full value
Broken formation (under half-strength)	Full value
Broken formation (above half-strength)	Half value
Unbroken formation (under half-strength)	Half value

Special Rules

The battlefields of tomorrow are home to a vast array of extraordinary units and weaponry. 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 weapons so powerful they make a mockery of all but the thickest armour. These kinds of units have special abilities that vary or break the core 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. Unless the rules specifically state otherwise, 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.

Commander

Commanders provide coordination and leadership during a battle. *Commanders* have two abilities that allow them to change the outcome of a battle. These abilities cannot be used by the same *Commander* in a single turn and are as follows.

Combined Assault. *Commanders* can order up to two formations of troops to join theirs when they make an assault, this is called a *Combined Assault*. The player must declare the use of the *Commander* special rule prior to taking the action test. At a minimum, both formations must have a unit within 10cm the *Commander's* formation. The player takes a single initiative roll for all formations attempting the action. If any of the formations have blast markers, then the initiative roll incurs a -1 modifier. If the test is failed then the *Commander's* formation receives a blast marker and must take a hold action. The other formations are unaffected and may take a different action later in the turn. If the test is passed then all three formations make an Engage action. Treat the three formations as if they were a single formation for all rules purposes during the ensuing assault. If the attackers lose then all formation's that assaulted are broken. If the attacker wins the assault, each formation receives a number of blast markers equal to the casualties it suffered in the combat, shared equally among the participating formations.

Retaining the Initiative. After a player has successfully completed an action, they may attempt to retain the initiative. When attempting to retain the initiative, a player must nominate a different formation that includes a *Commander* and declare the action it will carry out. This formation will suffer an additional -1 modifier to its action test. A player may not retain the initiative if the preceding formation failed its action test. You cannot retain the initiative twice in a row. You cannot retain the initiative twice in a row.

Brutal

After a formation with a unit(s) that possesses the *Brutal* special rule wins an assault, but before hack downs are calculated, it gains an additional hit for the purposes of calculating hack downs. This bonus does not contribute to determining the winner of the assault. The unit is simply more effective at gunning down fleeing troops.

Berserk

Some units are taken with a blood rage before or during a battle, this fury makes them nearly uncontrollable, thirsting for wanton death and destruction. A unit with the *Berserk* characteristic may double it's movement distance when conducting an *Engage* order.

Fleshbane

Some weapons utilise ammunition that is exceptionally effective against infantry units or are specifically designed to melt flesh. Ammunition types might include radiological, biological or chemical munitions, while other equipment might entail serrated blades and poison. A hit generated from a *Fleshbane* weapon attack reduces the target's saving throw by one (-1). This modifier only applies to a hit generated by the Anti Personnel (AP), Close

Combat (CC) or Firefight (FF) to hit value of a *Fleshbane* weapon and that is allocated against Infantry (INF) or (LV) units. This effect is ignored when hitting or allocated against Armored Vehicles (AV) or *War Engines* (WE).

Armorbane

Armorbane weaponry is tailored for the destruction of Armored Vehicles. Whether high-velocity sabot rounds or super-hot plasma, hits generated by *Armorbane* weapons reduce the target's saving throw by one (-1). This modifier only applies to the hits generated using the Anti-Tank (AT), Close Combat (CC) or Firefight (FF) to hit value or the *Armorbane* weapon and that is allocated against Light Vehicles (LV), Armoured Vehicles (AV) or *War Engines* (WE). This effect is ignored when used against Infantry (INF).

Fearless

Fearless units are either exceptionally brave or so crazed that they will never run away even when broken. *Fearless* units are allowed a save against the additional hits from losing an assault 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, if the unit elects to withdraw it will be destroyed if it ends its move within 5cm of the enemy rather than 15cm.

Fearless units that remain stationary are not automatically wiped out even if within 15cm and may remain with an enemy zone of control until they're next eligible to take an action. 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 roll to save any of the hits allocated to the units that are *Fearless*.

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. 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.

Infiltrators

These units are allowed to double their speed when they make a charge move during an *Engage* action (and only when they initiate the assault), and they can also ignore enemy zones of control from the formation(s) they are targeting. These two special abilities allow them to sneak past enemy units when they charge in order to attack enemy units that are further back. Unit coherency rules still apply to *Infiltrators*.

Ferocity

Some units are eager to engage an attacking enemy in close quarters. A unit with the special rule, *Ferocity*, may add a single 5cm range increase to their counter charge move during an assault.

Inspiring

Each *Inspiring* unit involved in an assault adds +1 to the assault resolution roll (as long as it survives the combat of course)

Invulnerable Save (X+)

Units with an *Invulnerable Save* either have protective devices or a supernatural vitality that may allow them to survive an attack that would normally kill others. To represent this, units with an *Invulnerable Save* receive a second save of (X+) if they fail their first save for any reason.

For example, a unit with an “*Invulnerable Save (6+)*” fails in making an armor save against a standard AP hit. The unit may attempt a second saving throw using the 6+ value. They may take this second save against any type of attack, even attacks that would normally prevent the unit from attempting a saving throw, such as a *Macro-Weapon*. No modifiers ever apply to the second saving throw.

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 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 and cannot jump over enemy formations.

Leader

A formation that includes any *Leader* units may remove one extra blast marker for each *Leader* when it regroups or successfully rallies.

Mounted

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

Reinforced Armour

Units with *Reinforced Armour* are protected by armour many times thicker than that found on most armoured vehicles and have extremely robust internal construction. Units with reinforced armour can reroll a failed armour save.

Scout

These units are trained to operate independently, moving ahead of their main force to seek out the enemy. *Scout* units may remain within 20cm of another unit from their formation, rather than 5cm as would normally be the case. In addition, *Scout* units are trained to spread out so they can cover a wide area, and so have a 10cm zone of control. These freedoms only apply to *Scout* units and cannot be transferred to other units in the same formation or transport units carrying the *Scout* units.

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. *Skimmers* do not follow any of the rules for aircraft. *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 into *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 *Overwatch*.

A *Skimmer* that has popped up, pops down at the conclusion of the action. *Skimmers* on *Overwatch* do not pop down until after they make their *Overwatch* attack. *Skimmers* with a transport capacity may not embark or disembark units while they are popped up, and if they are destroyed while they are popped up then any units onboard 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, 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.

Sniper

Some units possess excellent marksmanship skills, weapons with advanced targeting equipment or are skilled in duelling and melee combat. When determining hits with the *Sniper* characteristic, roll to hit separately, during step three of the Shooting Procedure or during step four of the Assault Procedure. *Sniper* attacks may be allocated against any target of the attackers choosing, as long as it is considered a valid target either in range and line of fire or base contact.

Supreme Commanders

A *Supreme Commander* represents a high-level command unit. They count as both a *Commander* and a *Leader*. In addition, a *Supreme Commander* unit in the army allows a player to re-roll one failed initiative test (of any type) once per turn.

Thick Rear Armour

Some armoured units are noted as having *Thick Rear Armour*. These vehicles have equally thick armour all-round and ignore the -1 save modifier when they are caught in a crossfire. These units are still subject to the additional blast markers incurred for the first casualty.

Teleport

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

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

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

Walker

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

Slow and Steady

Slow and Steady spacecraft may not be used on the first turn of a battle unless the scenario specifically says otherwise.

Support Craft

Support Craft are a hybrid between a skimmer and an aircraft. They remain high up in the air, hovering over the battlefield, firing over intervening terrain when possible. *Support Craft* function identically to a skimmer unit that is always popped up. Support craft fire and are fired at normally (i.e. anti-aircraft ability is not required). In an assault, support craft automatically forces 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.

Self Planetfall

Self Planetfall is plotted exactly as *Planetfall*. Both the turn in which the formation will arrive and the landing location is plotted. The exception is that *Self Planetfall* units do not require a friendly spacecraft to be present to conduct their drop. On the designated turn the *Self Planetfall* formation is activated in the normal activation sequence, as with spacecraft. Nominate the action for the formation and roll to activate. If the unit fails to activate its arrival is delayed to the following turn. If the activation is successful, place the formation at the plotted landing zone and determine scatter as if it were a normal *Planetfall*, including loaded units disembarking up to 5cm. The formation's action proceeds as normal in all respects from that point. In other words, the formation gets the free move from planetfall placement at the beginning of its action but in all other ways activates as normal. The action is chosen before the action test is taken and before placing the unit at the plotted point.

Expendable

Some units are seen by their allies as ablative or just plain disposable. This may be because the units are specifically created to sacrifice themselves or because the units are simply not valued. A formation does not receive Blast markers when a unit with *Expendable* is destroyed, this includes the extra blast marker from crossfire and for units destroyed for being out of formation after a move. If an expendable unit is hit by a weapon with disrupt it does not inflict a blast marker. *Expendable* units killed in an assault do not count for the purposes of working out its result. If a formation is composed completely of *Expendable* units then they do not benefit from any of the rules above.

Transport

Many formations include *Transport* units that can be used to carry other units that belong to the same formation. A formation with sufficient transport capacity may also transport another formation under specific conditions.

Unit(s) transporting unit(s) within their own formation have increased flexibility. Unit(s) transporting another formation have additional limitations on the sequencing of their actions

The number and type of units that can be carried in a *Transport* unit will be listed on the *Transport* unit's datasheet.

Transport units can pick up and carry units from the same formation as part of their movement. The *Transport* unit simply moves within 5 cms of the unit to be embarked and then carries on with its move as normal. When being transported by *Transport* units from their own formation, embarked units are not allowed to move themselves during the move action when they are picked up, and they may not embark and disembark as part of the same move, though a formation making multiple moves as part of a *March* or *Double* action may embark units in one move and disembark them off as part of a subsequent move. Individual units do not have to disembark after any move and may remain in their transport.

Embarked units must be placed within 5cms of the *Transport* unit when disembarking and may not be placed within an enemy unit's zone of control, unless the formation was given an *Engage* action, in which case the embarked units may be placed within enemy zones of control, including base contact with an enemy unit. Embarked units may embark or disembark as part of a counter-charge move, unless the *Transport* unit carrying them is already in base contact with two enemy units. In which case, embarked units must remain on board, they are trapped inside the *Transport* unit. A War engine *Transport* unit must be base contacted by twice as many units or DC as their starting DC, before embarked units are considered trapped inside. Eg a 3DC war engine needs 6 enemy infantry units in base contact before its embark units become trapped.

Embarked units may not shoot (or be considered for suppression) unless the *Transport* unit's datasheet specifically says otherwise. They are counted towards the number of units in the formation for all rule purposes, such as when working out the number of units involved in an assault or if the formation is broken by blast markers. Finally, embarked units may make their normal armour save OR make a 6+ cover save, if the *Transport* unit is destroyed.

When *Transport* units carry units from another formation, the other formation must be able to fit inside the combined *Transport* capacity of all units in the transporting formation. For a formation to transport another formation, the units that are embarking on board the *Transport* units, must be able to move within 5cm of the *Transport* units during their action. The *Transport* formation is allowed to have taken an action before the other formation embarks, but may not take an action after they have done so.

While embarked in another formation, the embarked formation may not carry out any other actions except to rally in the end phase. Once the units being transported have embarked, the *Transport* formation can move with the embarked units inside during a subsequent turn. It can dismount the transported units at the end of its final move conducted as part of its action. The embarked units are placed within 5cms of the *Transport* units and must achieve formation coherency within their own formation.

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, with the transporting formation's units. In both cases, the transporting formation and the transported formation are treated as a single formation until the action has been resolved. The transporting and the disembarked formations are treated as separate formations once the transporting formation has completely resolved its action.

Tunneler

Formations, where all of the units have *Tunneler* or are transported in units that have the ability, can be kept off the table and can appear at the start of the second turn or after. Set up the units touching their own side's table edge before the battle starts at the same time that spacecraft are setup. Any units transported in the *Tunneler* should be placed to one side at this time too.

Secretly write down the location where the *Tunneler* will surface at the same time and in the same manner that you record the coordinates of a drop zone. You must also secretly record when the *Tunneler* will surface. If it is going to surface in your half of the table it may arrive from the second turn onwards. If it is going to surface in the opposing half of the table, it may arrive from turn three onwards.

Set up the *Tunneler* at the start of the stated turn, before placing units with teleport, at the location you wrote down. Any units being transported are allowed to disembark immediately upon surfacing. Surfacing does not count as movement for the purposes of triggering overwatch fire. Disembarking triggers overwatch fire as normal.

If the *Tunneler* surfaces on terrain that is impassable for it, under a friendly unit, or in an enemy zone of control then it is assumed that on-board sensor equipment will divert it towards another entry point. The unit should be moved by the opposing player to the nearest area where it can surface.

Formations of multiple *Tunneler* need only record one location where they will surface. Place a unit at this location, or within 5cm of another unit that has already been placed, so long as all units are placed within 15cm of the location and on the appropriate half of the table.

Tunneler, and any units being transported in them, may take an action on the turn they appear.

Disrupt

Certain weapons are designed to create shock and confusion amongst enemy formations as much as kill enemy troops. To represent this, weapons noted as having the *Disrupt* special rule inflict a blast marker on an enemy formation for each hit they cause instead of for each kill they inflict. The hits inflicted by *Disrupt* weapons are saved for normally. However, any units that fail their saving throw are removed as casualties but do not cause a second blast marker to be generated on the target formation.

Extra Attacks

Some weapons are noted as having extra attacks (EA). Units armed with these weapons receive a number of additional dice to hit/shoot with. For example, an assault weapon noted as having EA(+2) would allow the unit to make two additional close combat attacks during an assault. If a special rule is noted for a weapon with extra attacks, then only the extra attacks gain the benefit of the additional special rule(s).

First Strike

Weapons with the *First Strike* ability attack first in an assault. Resolve the attack and inflict damage for the weapon before any enemy units make their attacks. This may result in some enemy units being destroyed before they can attack. If 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.

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. Ignore Cover weapons do not suffer the -1 to hit modifier and negate infantry cover saves.

Macro-Weapons

Only units with *Reinforced Armour* or *Invulnerable Saves* receive a saving throw against hits from a *Macro-Weapon*. Any other type of target that is hit does not get an armour saving throw.

When resolving *Macro-Weapon* shooting attacks, Cover saves are negated by *Macro-Weapons*, however, the -1 to hit modifier for being in cover still applies. 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.

When allocating *Macro-Weapon* hits, if an attacking formation score hits with both normal weapons and weapons with the *Macro-Weapon* special rule, 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 against the relevant AP or AT target. Hits from *Macro-Weapons* can only be applied to units that are in a position to be hit by the *Macro-Weapon*.

Single Shot

Single Shot weapons may be used once per battle and may not be fired again.

Slow Firing

Slow Firing weapons must take a turn to reload after they have fired. This means that if they fire on turn one (1) they may not fire until turn three (3).

Titan Killer

Titan Killer weapons are of such destructive power that enemy units are turned to ash and slag when hit. Enemy units hit by such weapons may not take a cover save, armour save or reinforced armour save, though the -1 to hit modifier applies when shooting at a target in cover. Only *Invulnerable Saves* may be taken against *Titan Killer* weapons.

Titan Killer weapons will have a damage value notated in brackets. If a *Titan Killer* weapon hits a War Engine then the War Engine suffers damage equal to the damage value. Each point of damage will reduce the War Engine's damage capacity by 1 point. Each damage point has the potential to be critical and each hit must be rolled for individually to see if they cause critical damage.

When allocating *Titan Killer* hits that have the potential to cause multiple points of damage, ie TK(D6), roll for the damage amount immediately after the successful to-hit roll. The War Engine counts as having been allocated a number of hits equal to the damage rolled. This is solely for purposes of hit generation and hit allocation. Damage is applied as per the normal shooting rules after all hits have been allocated.

Indirect Fire

Units armed with *Indirect Fire* weapons may target formations they have no line of fire too. They may only fire indirectly if they take a *Sustained Fire* action. Units belonging to a formation that fail the action test may shoot as part of their *Hold* action, but may not fire indirectly. No line of fire is required for a weapon firing using the *Indirect Fire special rule*, the trajectory of the barrage is so high that the munitions rain down on the target and ignore any intervening terrain. Finally, the high trajectory used by weapons firing indirectly greatly increases their range, but means they cannot fire at targets that are too close. To represent this, weapons firing indirectly double their range, but have a minimum range of 30cms.

Heavy Barrage

Some artillery or blast weapons are so intense that it is almost impossible to escape their effects. Barrages with the *Heavy Barrage* ability add +1 to their respective to hit values on the barrage table.

Void Shields

Some units are protected by void shield generators. Each void shield will 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 unit may be damaged normally and you may make saving throws against any hits that are allocated. Hits from close combat ignore void shields but units using their firefight value must first knock down any shields before they can damage the unit. Void shields that have been knocked down can be repaired. A unit can repair one downed void shield in the end phase of each turn. In addition, if a unit regroups it can use the dice roll to either repair a void shield or remove blast markers (e.g., if you rolled a 2 you could repair 2 shields, remove 2 blast markers or repair 1 shield and remove 1 blast marker).

War Engines

The battlefields of the Epic Armageddon universe are home to massive vehicles, many of which tower high above the battlefield and carry weapons of terrifying potency. *War engines* include those very large machines, such as Ork Gargants, Adeptus Mechanicus Titans, Solar Auxilia Baneblades and Legion Astartes Thunderhawk Gunships. Due to their size and increased toughness, *War Engines* operate differently, in comparison to smaller units, and many of the core game rules are modified when it comes to *War Engines*.

Damage Capacity

The primary difference between a War Engine and other vehicles is a War Engine has a Damage Capacity. Damage Capacity (DC) is the number of successful hits the War Engine can absorb before it is destroyed. For example, a Warlord Titan has a DC of 8, therefore it takes eight successful hits to destroy the titan. A War Engine is equivalent to a number of units equal to its starting DC. A War Engine's starting Damage Capacity is also used to work out how many dice it rolls in an assault, the point for becoming "broken" and its effectiveness.

Damage capacity for larger *War Engines*, usually those 4 DC or greater, may be described in three (3) values. The first value is the starting DC of the War Engine, the second value is the remaining damage at which the War Engine is classed as "damaged" and the third value is the remaining damage at which the War Engine is classed as "critical". A "damaged" war engine suffers a -5cm movement and a -1 to hit with any ranged weapons. A war engine reduced to "critical" suffers both the negative effects of being "damaged" and additionally suffers a -1 to both its FF and CC values. These values are depicted as DC X/Y/Z. Not all war engines, especially small war engines, will have all three values. Where a War Engine only shows a single DC value, then the unit is considered to operate at its normal effectiveness until it is completely destroyed.

For example, a Warlord Titan, movement 15cm, CC 2+, FF 3+ and armed with a Gatling Blaster (60cm 4x AP4+/AT4+) has a Damage Capacity of DC 8/4/2. At 4 DC remaining the Warlord is "damaged", its movement is now 10cm, and the Gatling Blaster becomes (60cm 4 x AP5+/AT5+). At 2 DC remaining, the Warlord's movement is 10cm, its Gatling Blaster is (60cm 4 x AP5+/AT5+), its CC value is reduced to 3+, and FF value becomes 4+.

Movement

War Engines follow the same movement rules as any other unit. *War Engines* that fail a dangerous terrain test suffer a single point of damage.

Formations

War Engines are so large they usually operate as single units. Although only one unit, the war engine is still considered a separate formation, and all of the rules that apply to formations apply to it also. Those smaller *War Engines* like Baneblades operate in formations of more than one unit. *War Engines* count as being within coherency if they are within a distance equal to their starting Damage Capacity \times 5cm of another unit from the same formation. For example, a Baneblade has a starting Damage Capacity of three (3), and so will be in formation as long as it is within $(3 \times 5\text{cm}) = 15\text{cm}$ of another unit from the same formation.

Zones of Control

War Engines have a zone of control like any other unit. In an assault they only lose their zone of control once they have been base contacted by a number of units equal to their starting Damage Capacity.

Shooting

The following special rules apply when shooting either at or with *War Engines*. In general, *War Engines* are treated in the same manner as Armoured Vehicle targets (i.e., any hit that would affect an armoured vehicle can affect a war engine). Any exceptions to this are noted in the following section.

Allocating Hits to War Engines

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

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

Special rules apply to *War Engines* that are attacked by weapons that use templates. 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 (DC 3) 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.

Critical Hits

All weapons in Epic have the ability to destroy or damage even the largest target if they hit the target in the right spot. 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 unsaved hit scored on a war engine. On a roll of 1-5 the target suffers 1 normal damage and its damage capacity is reduced by 1 point. On a roll of a 6, roll another dice, on a roll of 1-4, the hit causes 2 damage, on a 5-6 the hit causes 3 damage.

Explosive Demise

A War Engine has a tendency to detonate in spectacular fashion when destroyed, be it a plasma reactor explosion, ammunition detonation, thrashing death throes or some other catastrophic incident. To represent this, when a War Engine loses its final DC, roll a single D6. On a 6+ the War Engine suffers an *Explosive Demise*, consult the table below. All units within the explosion radius, stipulated in the table below, of the War Engine suffer a standard hit on a 5+.

Starting Damage Capacity	Explosion Radius
1-3	5cm
4-7	10cm
8+	15cm

Blast Markers

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

It requires a number of blast markers equal to a War Engine's starting damage capacity to suppress or break a War Engine. Add the starting damage capacity of any functioning *War Engines* in a formation together in order to find out how many blast markers are required to break the formation. If the formation includes units that are not *War Engines*, then add the starting damage capacity of any functioning *War Engines* in the formation to the number of other non-war engine units to find the formation's breakpoint.

A broken War Engine is assumed to have a number of blast markers equal to its starting damage capacity for all rule purposes. If there are any enemy units within 15cms of the War Engine after it makes a withdrawal then it suffers one extra point of damage (no save allowed) for each enemy unit that is within 15cms. Additional hits caused by losing an assault or receiving blast markers while broken cause one point of damage each. Roll for critical hits from these extra hits as you would normally.

Assaults

War Engines can be devastating in an assault, reflected in the following special rules.

Charge Moves

When a War Engine charges it is allowed to barge any non-war engine units in 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. 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. A War Engine with 3 DC could be base contacted by six enemy units.

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.

Result Rolls

During the Work Out Result step, when calculating the result of an assault that includes a War Engine(s), 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 any hack down hits allocated to the War Engine cause an extra point of damage for each hack down hit.

Aircraft

These units range from small fixed-wing aircraft with a single crewman to large bombers capable of raining destruction against their enemies. Aircraft operate differently from other units in Epic Armageddon. They are very fast compared to the ground units, capable of flying onto and off the largest gaming table in a single turn. This speed means that only specialised ground units or other aircraft units are capable of shooting them.

Aircraft 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. Certain aircraft are capable of transporting ground units, hurtling onto the battlefield and delivering their passengers wherever they are needed.

Aircraft units are organised into formations just like any other unit. While airborne, aircraft formations can't be assaulted, lend support to an assault or be used by another formation to claim a crossfire. However, when landed, an aircraft unit may be assaulted, can be used to claim a crossfire bonus and are affected by blast markers as per the standard rules.

Aircraft formations are not set-up on the table with other units at the beginning of the game. They are kept off the 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 embarked.

Actions

Aircraft formations that fail an action test must take a stand down action rather than a hold action. The following actions are available to certain types of aircraft.

Intercept

Only Fighters and Fighter-Bombers may 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 attack enemy aircraft units. In the end phase, the formation must make a disengagement move and exit the table.

Ground Attack

The formation may make an approach move and then strafe enemy ground units. In the end phase, the formation must make a disengagement move and exit the table.

Combat Air Patrol

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 (CAP)* may choose to carry out an *Intercept* 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 perform an *Intercept* action. If they haven't taken their action 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 attempt to destroy the enemy aircraft before they can make their attack run. 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.

Escort

Only a formation of Fighter aircraft can perform this action. Take an action test for the formation and declare another a single friendly off-board aircraft formation as the escorted formation. If the activating formation passes the action test, the formation is set-up on the side of the table, awaiting a subsequent action by the escorted formation.

A formation on *Escort* may choose to carry out an *Intercept* action in reaction to an enemy *Intercept* action against the escorted friendly formation. The *Escort* formation must target the formation attacking the escorted formation and cannot attack other targets. No additional initiative test is required to carry out the *Intercept* action. The escorting formation *Intercept* action takes place after the enemy intercept formation has made its approach move. Formations that are on *Escort* remain on *Escort* until they take an *Intercept* action. If they haven't made an *Intercept* by the end of the turn, then they can stand down and return to base normally or remain on *Escort* into the following turn.

No more than one formation may be allocated as an escort for a friendly formation at any one time. The *Intercept* action follows the normal rules, effectively being an action within an action. After the *Escort Intercept* has been carried out play returns to the opponent's *Intercept*, if they survived, and then the friendly formation's *Ground Attack* action, if they also survive.

Stand Down

The formation does nothing this turn. An aircraft formation that fails its action test *must* conduct a stand down action.

Approach Moves

Aircraft carrying out an *Intercept*, *Escort* 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 the terrain, zones of control, and other units. By the same token, other units may ignore aircraft and aircraft zones of control when they move. Aircraft must travel straight ahead in the direction they are facing, and can only change direction by turning as follows.

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 all other circumstances.

After aircraft have made their approach move they are allowed to shoot. Aircraft carrying out a *Ground Attack* action may attack an enemy ground formation. Aircraft carrying out an *Interception* or *Escort* action 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 or aircraft attacks. This aside, resolve the attack using the normal shooting rules. After the 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.

Transport Aircraft

Transport aircraft are allowed to embark and disembark ground units during a ground attack action. Troops being transported must be embarked on the transport aircraft until it takes an action. Any units that embark during a turn are transported off the table and must return to the table the following turn using the same transport aircraft.

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 aircraft. If a transport aircraft is destroyed while carrying ground units, then any transported troops are destroyed as well.

If the aircraft lands in dangerous terrain it must take a dangerous terrain test. After the aircraft has landed, any units transported may disembark and be placed within 5cms of the transport aircraft. *Skimmers* and units with *Jump Packs* can be placed within 15cms, to represent them dropping from the aircraft as it approaches the landing zone.

Alternatively, a transport aircraft may pick up a friendly formation within 5cms, if the formation fits onboard the aircraft completely. After embarking or disembarking any units, the aircraft and any units that can may carry out a shooting attack. The limitations that apply to units disembarking from a War Engine transport vehicle also apply to units disembarking from an aircraft.

Once landed, the aircraft is treated in all ways as a ground unit with a speed of 0 (i.e., it may not move). If a formation disembarked from the transport aircraft, then the transport aircraft and the embarked formation are considered separate formations, once the action is completed. Neither formation may not carry out another action on the turn they land. If the transport aircraft is involved in an assault later during the turn and loses the assault, then it is automatically destroyed. A transport aircraft that has landed may make a disengagement move and exit the table in the end phase of any turn, including the one it landed in.

Air Assault

Transport aircraft may choose to land as described above, then the aircraft and any units that disembark are allowed to fight an assault instead of shooting. If this action is selected, 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. If the assault is lost then the aircraft is destroyed, but any units that have disembarked may withdraw normally.

Shooting

Ground units can *only* shoot at aircraft during an aircraft's action and cannot choose to shoot at aircraft formations as part of their own action (this prevents ground units rushing to attack aircraft before they can disengage). Ground-based units with AA weapons are designed to fire defensively against attacking enemy aircraft, and may, therefore, shoot immediately after an enemy aircraft formation makes an approach move within range, but before the aircraft makes its attack or fires defensively.

AA attacks are a free attack and making an AA attack does not stop a unit attacking with its other weapon profiles during an action in the same turn. Making an AA attack with a ground-based unit does not remove *Overwatch* status from the formation. AA attacks may not be carried out by units belonging to a formation that conducted a *March* action or are broken.

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. AA weapons can make any number of AA attacks per turn against different aircraft formations, as long as the unit does not attack the same aircraft formation more than once in a turn.

To represent this, an aircraft formation that moved within AA weapon range during their approach or disengagement move, may be shot at, even if the aircraft is no longer within weapon range when the attack is made. Attacks made against approaching aircraft at the completion of their approach move. Attacks against disengaging aircraft are resolved when the aircraft reaches the edge of the table before it is removed to fly back to base.

Units with AA weapons in formations which have taken a move action during the turn fire with a negative one (-1) to-hit modifier during the end phase at aircraft conducting a disengagement move. Units that shot at an aircraft formation as it approached may not shoot at them again as they disengage.

Aircraft can shoot at other aircraft formations once per turn as part of an *Intercept* action or firing defensively against aircraft formations that make an approach move within range and weapon arcs.

Aircraft conducting an *Intercept* attack action may add +1 to all to hit rolls for AA weapons during that action against the target formation. An aircraft shooting defensively fires at enemy aircraft that conduct an approach move, if the attacking aircraft falls within the AA weapon's arc of fire. Aircraft may not fire defensively against an aircraft making a disengagement move.

Fighters and fighter-bombers can choose to jink when they are required to make a saving throw. Jinking represents the pilot conducting evasive manoeuvres with their aircraft to attempt to 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 fire).

The sequence of attacks for aircraft activations involving multiple formations shooting is as follows:

The activated aircraft formation makes its approach move, with players making note of any ground based AA weapon arcs that the aircraft formation has moved through.

An enemy aircraft formation on CAP may then choose to make an intercept action in response to the activated aircraft formation's approach move. If so, make note of any ground based AA weapon arcs that the enemy CAP formation moves through as part of its approach move.

If the activating aircraft formation had an Escort, then that unit may now choose to make an intercept action in response to the enemy CAP formation. Conduct the Escort's approach move, again noting any ground based AA weapon arcs.

At the completion of all aircraft approach moves, resolve all ground based AA weapons fire concurrently against all aircraft formations involved.

Next resolve all aircraft AA weapons fire between opposing aircraft formations, resolving hits as normal (front to back, normal then MW). Note that escorts and their escorted aircraft formation are considered one formation for this step of the sequence in resolving the activation.

Assuming it survives, the activated formation can now carry out its ground attack action and the activation is complete.

Disengagement Moves

In the end phase, all aircraft that have not landed must exit the board. Aircraft that have landed may choose to exit the board or remain landed. Aircraft may exit along any table edge. To exit the board, 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.

Blast Markers

Aircraft collect blast markers in a similar manner to other units but are affected by them differently. The following 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 has accrued blast markers will take longer to return to the battle, and so there is an increased chance that they may not be available when requested.

Aircraft formations collect blast markers under the following circumstances:

- Any aircraft formation that suffer any attacks receives a 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 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.

Airborne aircraft are not suppressed or broken by blast markers, and do not rally in the end phase. Instead, the next time the formation attempts an action, 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 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 the declared action, if it fails the action test, then the formation *Stands Down*.

Aircraft that are landed are affected by blast markers as per the standard blast marker rules. If an Aircraft formation is landed and broken they are allowed to rally in the end phase. Any additional blast markers applied to the formation after the formation rallies remain until they conduct an action test in the subsequent turn.

Spacecraft

Planning

Spacecraft operations must be planned in advance, and because of this, any spacecraft models must be set up at the start of the battle before any ground units are deployed. If both players have spacecraft, the player with the higher strategy rating places their Spacecraft first. In the case of a tie, players roll a D6 and add their strategy rating, the player with the highest number goes first.

Spacecraft are set up touching their own side's table edge, facing in any direction. As each spacecraft is set up, the player must declare out loud on which turn the ship will arrive. The turn the spacecraft will arrive is not a secret. You may choose any turn, from the first turn onwards. In addition to declaring when the Spacecraft will arrive, you must secretly record the locations for all formations and units entering play using the *Planetfall* ability, and where any orbital bombardments may fall.

Secretly write down on a piece of paper the coordinates for each formation or unit to land at and/or planned orbital bombardments in relation to the table edges. The coordinates you plot will determine the centre point of the drop zone and any orbital bombardment your Spacecraft may fire. For example, a player might record a formation's drop zone as 60cm from their left table edge and 30cm from their enemies table edge, and an orbital bombardment will come down 45cm from the left table edge and 30cm from their enemies table edge.

Execution

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 launch *Planetfall* units. After any attacks or landings have taken place, the spacecraft model is removed from play. If the test is failed the spacecraft has been delayed and does not arrive this turn; you may attempt to activate the spacecraft again the following turn.

Orbital Bombardments

Orbital bombardments cover an area considerably larger than an artillery barrage, and so require a large barrage template that is 12cm in diameter. When the spacecraft is activated, take one of the templates and place it with its centre at the coordinates you recorded at the start of the battle. Once placed, attack any units under the template as you would for an artillery barrage. Orbital bombardments never benefit from the crossfire rule.

Pin-Point Attacks

Pin-point attacks represent large energy weapons such as lance batteries on a spacecraft, due to their size and targeting systems, they can only target enemy War Engines. Once successfully activated, select a valid War Engine target anywhere on the table and attack it with any pin-point attacks the spacecraft may have. You may target different War Engines with each pin-point attack if you wish, or concentrate all of the attacks on a single target. You do not need to record the coordinates for pin-point attacks.

Planetfall

Planetfall units are used to carry other units from orbiting spacecraft to the planet below. Most are more like crewed 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 make it almost impossible for weapons to fire upon them before they have landed.

The datasheets for 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 units that will be transported in the unit with the *Planetfall* ability. Units entering play by *Planetfall* should be kept off the board until they have landed.

You can make *Planetfall* on the turn the spacecraft transporting the units conducts its action. Carry out the *Planetfall* after completing any bombardments and/or pinpoint attacks. Take one of the units with the *Planetfall* ability and place it anywhere on the table that is within 15cms of the coordinates recorded at the start of the game. The unit then scatters 2D6cms in a random direction. Any units being transported are allowed to disembark immediately on landing, or stay onboard and disembark later. Landing does not count as movement for the purposes of triggering enemy overwatch fire. Disembarking triggers overwatch fire as normal.

Carry on doing this until all of the units with the *Planetfall* ability that are on the spacecraft have landed. Units that end up out of formation due to scattering must move back into a legal formation when they next take an action.

Units entering play by *Planetfall* are destroyed if they land off the board. If a unit lands on terrain that is impassable or dangerous for it, or on top of any other 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 closest 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. Aircraft that land by *Planetfall* are treated in the same manner as landed aircraft, and they may take off again later in the game.