

NETEPIC 5.0 RULE BOOK

Optional Rules

BY THE NETEPIC DISCUSSION GROUP

Disclaimer: If you cannot differentiate between fantasy and reality, or cannot conceive that others may do so, please put this book down, walk away and don't approach the subject of tabletop wargaming again until you grow up a bit.

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Please Note: Everything in this book is optional and all players involved need to agree to use them. If you come up with something new that works well, please let the NetEpic Discussion Group know about it - we're always on the lookout for good ideas!

Additional Rules

Expanded Artillery

These rules provide more realistic artillery use and ammunition types.

Fire Missions

Artillery may fire in two modes: effective and harassing. Players may choose which one to use with the battery is activated. If this optional rule is not used, all artillery fire is "Fire for Effect."

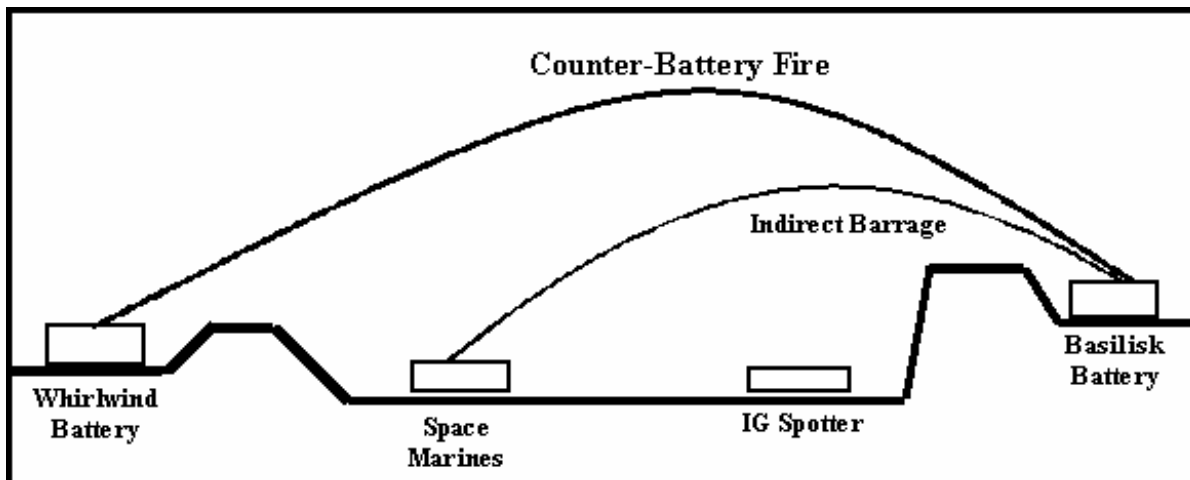
Fire for Effect: "Don't tap it, thump it!" is the old gunner's maxim. All guns fire continuously at their maximum rate of fire, pouring as much destruction as they can into the target zone. This has the effect of producing a standard barrage template.

Harassing Fire: This consists of intermittent firing at random intervals, and is designed to make the enemy keep their heads down. It has a low chance of inflicting casualties on the enemy, but the psychological effect is substantial - they know that the opposition has the range and could fire for effect at any time. In game terms, this translates to forcing the enemy to change tactics, by either advancing less quickly or ducking back into cover sooner than intended. Use the normal template and make a morale test for any detachment with a model underneath. Any detachment that fails (and has not yet been activated) will be put on Advance Orders. Units on Fall Back Orders will rout and are removed from the table. Harassing fire does not affect Command units or Instinctual orders.

Counter-Battery Fire

Artillery, being composed of ballistic objects, can be tracked back to its point of origin and the location of the enemy artillery determined - this is known as counter-battery fire. Only Heavy Artillery units may perform counter-battery fire, as can larger units (such as titans) that fire barrage point weapons, and only against enemy artillery models on the board - Off-Board Barrages are immune. In order for a detachment to perform counter-battery fire, it must be activated immediately after your opponent calls in an indirect barrage. This requires your units be on First Fire Orders, and it does not matter if your opponent hit anything. Your artillery detachment may perform an indirect barrage against the enemy battery that just fired - the enemy's outgoing shells provide you with an immediate, one-use "spotter" against that battery.

Example: A Basilisk detachment is behind some hills. During the First Fire Segment an IG Spotter calls an indirect barrage on some Space Marines. A battery of Whirlwinds has been waiting for this and performs counter-battery fire. The template is placed on the Basilisks and will deviate 2D6 cm, exactly as any other indirect barrage.



Ammunition Types

The following munitions are generally available for all artillery units. Certain munitions are not available for some types of artillery, and army-specific ammunition is described in the appropriate Army Book. If this optional rule is not used, all artillery fire is "High Explosive."

High Explosive (HE): This is a combination of small antipersonnel bomblets, kinetic penetrators and anti-armor shells. This functions equally well against infantry, armor and buildings. HE loads have the Damages Buildings special ability.

Dispersed Minefield (DM): This is a mix of delayed-action antipersonnel and anti-armor minelets, creating an instant-minefield effect. There is no immediate damage roll against units underneath, but the 6 cm template will remain on the board and function as any other minefield (e.g. attack anything moving over or out of it). The minefield will hit on a 5+ with 0 TSM. Light Artillery may not fire DM.

Smoke: This creates a 6 cm area of dense smoke that inhibits line of sight (skimmers may not see over it, but fliers at high altitude may). There is a mix of radar, thermal and other sensor-inhibiting agents as well as optical smoke. Smoke templates are removed during the End Phase.

Haywire: This is a combination of anti-vehicle, broad-band frequency jamming and EMP burst shells. It has the effect of disabling or destroying technological devices. The To-Hit roll against units underneath the template is equal to the targets Armor Save, i.e. the more heavily armored you are, the more likely it is a Haywire attack will hurt. After units are hit they receive their normal Armor Save with a -1 TSM. Tyranids, units with biological armor (e.g. Minotaurs), and units with active shields (Void, Power or Holo) are completely unaffected.

Nuclear, Biological & Chemical: These weapons aren't used in NetEpic, primarily because they're far too effective to make an enjoyable game ("I won the initiative roll, I fire nukes, all units on the table die. Game over."). If **all** players involved agree to their use, the following rules may be used to simulate biochemical agents and small, "battlefield tactical" nuclear weapons. I don't know how many points these would cost, but the price is always high.

When a battery fires nukes, place & scatter the 6 cm template as normal and remove everything underneath - units, buildings, terrain, everything. Then place the 12 cm template and roll a 2+ to hit these units with a -6 TSM. Titans are hit (not just attacked) 3D6 times. Measure out another 12 cm (a total of 24 cm from the impact point) and roll to hit all units on a 3+ with a -2 TSM. Every detachment on the board must make a morale test or go on Fall Back Orders, moving away from the blast point.

Biochemical warheads are assumed to be non-persistent agents, meaning they do their job and quickly disperse. They are also largely useless after the first use, since vehicles will immediately button up and infantry will get their NBC suits on. Inorganic units, knights, superheavies, praetorians and titans are immune to biochem weapons, but units with natural or organic armor are counted as having no armor (such as Tyranids).

During first turn that Biochem warheads are used, all units under a biochem template are hit on a 2+, and armored units may make their armor save (at 0 TSM) to slam the hatches shut in time. Units that are hit will die. Open-topped vehicles and transports that have loaded or unloaded troops this turn provide no protection to troops inside. On the second and following turns the To-Hit roll becomes 6+ and any units with sealed life support are unaffected.

Special Ability: Static Artillery

Artillery is sometimes entrenched, losing the ability to move in exchange for increased protection, better camouflage and pre-battle ranging shots. Instead of attempting to simulate these advantages, simply lower the cost of the detachment by 50 points. Artillery Companies already enjoy a discount and only become 100 points cheaper.

Any Heavy Artillery unit that is normally mobile may become Static, losing any movement ability. Because the crew cannot retreat and regroup, if a static unit is ever placed on Fall Back Orders for any reason, it immediately routs and is removed from the tabletop.

Environmental Conditions

By Jyrki Saari, from Incoming! #10

These are experimental rules adding a little variety to the standard NetEpic battles usually fought in ideal conditions.

Night

Night creates a whole lot of special problems for fighting units

Spotting: Visibility is greatly reduced at night and to be shot at the enemy must first be spotted. To represent this all detachments have a base spotting range. When a detachment tries to shoot roll 2d6 and add the result to the base range with possible racial modifiers. The result is the spotting range, e.g. the maximum distance the unit can "see" this turn and any enemy units beyond this distance may not normally be shot at. There are two exceptions, however:

When a unit has fired it has given away its position and may be fired at as if it was day, i.e. at full range regardless of unit's current spotting range as long as LOS exists. The muzzle flashes can be seen afar. Mark the unit with some convenient way to show it can be fired at for the rest of the turn.

As long as even *one* stand/vehicle/critter of a detachment is within spotting range the *whole* detachment may be shot at. This represents the situation where a few careless persons/aliens gave away the whole detachment.

The spotting roll is made each turn and represents the changing conditions such as clouds, dust, fog, amount of cover (there is some cover even in the open; no terrain is perfectly flat) etc.

A detachments' base spotting range depends on its type:

Infantry: 20 cm

Vehicles: 50 cm

Superheavy vehicles/Knights: 75 cm

Titans/Praetorians: 100 cm

When spotting superheavies/knights double the spotting distance. Titans and praetorians are so large they can be fired at as if it was day.

Certain races may have more sophisticated sensors or just better low light vision. The following modifiers are added to spotting rolls:

Imperial Guard, PDF, Sisters of Battle and Orks: +0; The better Imperial technology is compensated by the Orks' better night vision and vice versa.

Chaos, Space Marines and Squats: +5

Eldar and Tyranids: +8

Dark Eldar, Greater Daemons, Slann and Necrons: +10

Evidently no unit may fire beyond the maximum range of its weapons even if the spotting range may be greater.

Indirect Fire: A unit may only call indirect fire on detachments it has spotted. Other than that there are no additional restrictions and indirect fire procedure is the same as in daylight. However, at night it is more difficult for the spotter to establish the correct grid coordinates; so any weapons firing indirectly scatter 3d6 rather than 2d6cm.

Ambush: Close combat at night is not the simple affair it is at day: a wily defender may ambush charging opponents who may find themselves at a notable disadvantage or an attacker may sneak close and ambush the defenders. Before close combat is fought, both attacker and defender roll a d6 and add any modifiers from below. If one side gets a modified result of "6", then that side gets a +1 CAF bonus and may re-roll any dice which come up as "1" once; re-rolls may not be re-rolled. The effect lasts for the current turn. If both sides get "6" then there is no effect.

There are three cases in which a unit may not gain ambush benefits. It should still roll, however, as a "6" still cancels any ambush bonus the opponent may get.

Units broken by fearsome creatures do not gain ambush bonus.

If the units are of different size class then the larger unit does not gain ambush bonus.

Titans and praetorians never gain ambush bonus.

Certain races/units are more adept at ambushing and so have a +1 bonus to the ambush test: Dark Eldar, Eldar Scouts, Ratling snipers, Night Lords chaos space marines (if the optional list is used) and any units which can infiltrate.

Other Conditions

Rain / Snow / Dust: All units firing beyond half range receive an additional –1 to-hit penalty.

Fog / Heat Haze: No unit may spot beyond their base spotting range + racial modifiers. Note that unlike at night, a 2d6 spotting roll is *not* made. All non-infantry units having charge orders must make a difficult terrain test. Non-infantry units which need no orders must make a difficult terrain test if moving faster than their printed movement rate.

Rainstorm / Snowstorm / Sandstorm: Units spot as if it was night and there is an additional –1 to-hit penalty to all firing. All non-infantry units having charge orders must make a difficult terrain test. Non-infantry units which need no orders must make a difficult terrain test if moving faster than their printed movement rate.

Flyers must be moved toward their owner's starting table edge and, if possible, off board. Flyers moved off board in this manner do NOT count as having been destroyed and may be moved back to board from their respective table edge if the storm abates.

Floater may be blown off course by the storm. After a floater has moved roll a scatter die. If an arrow comes up, the floater scatters 2d6cm in that direction. If the floater scatters off-board it may be moved back to board from the same table edge if the storm abates.

Deep Snow/Mud: All units except titans, flyers and skimmers move at half speed.

Combining different conditions

Some of the above effects can't be combined directly. Below are rules for the obscure cases. Note that obviously there can't be fog and storm or rain/snow and rainstorm/snowstorm/sandstorm present at the same time.

Night and Rain / Snow / Dust: Units firing beyond half spotting range receive a –1 to-hit penalty.

Night and Fog: No unit may spot beyond half their base spotting range + racial modifiers. Note that the 2d6 spotting roll is *not* made. All non-infantry units having charge orders must make a difficult terrain test. Non-infantry units which need no orders must make a difficult terrain test if moving faster than their printed movement rate.

Night and Rainstorm / Snowstorm / Sandstorm: No unit may spot beyond their base spotting range + racial modifiers and there is an additional –1 to-hit penalty to all firing. All non-infantry units having charge orders must make a difficult terrain test. Non-infantry units which need no orders must make a difficult terrain test if moving faster than their printed movement rate.

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Rain and Fog: No unit may spot beyond their base spotting range + racial modifiers and units firing beyond half that distance get a –1 to-hit modifier. Note that unlike at night, a 2d6 spotting roll is *not* made. All non-infantry units having charge orders must make a difficult terrain test. Non-infantry units which need no orders must make a difficult terrain test if moving faster than their printed movement rate.

Determining environmental conditions

Environmental conditions may be determined in two ways. Either the players agree, or they roll on the table below.

2D6	Starting Conditions
2	Night
3	Ground Snow
4	Fog / Heat Haze
5	Rain / Snow / Dust
6-8	No special conditions
9	Rain / Snow / Dust
10	Fog / Heat Haze
11	Ground Snow
12	Rainstorm / Snowstorm/ Sandstorm

If the random conditions are used roll a d6 during each turn. If the current weather is a storm subtract one from the d6 roll. If the modified result is "1" consult the table below.

d6 Roll	Current weather	New weather
1	Normal *	Fog
	Fog	Normal *
	Rain / Snow / Dust	Normal *
	Storm	Normal *
2	Normal *	Rain / Snow / Dust
	Fog	Normal*
	Rain / Snow / Dust	Fog
	Storm	Fog
3	Normal*	Fog
	Fog	Normal *
	Rain / Snow / Dust	Normal *
	Storm	Rain / Snow / Dust
4	Normal *	Rain / Snow / Dust
	Fog	Rain / Snow / Dust
	Rain / Snow / Dust	Storm
	Storm	Rain / Snow / Dust
5	Normal *	Fog
	Fog	Rain / Snow / Dust
	Rain / Snow / Dust	Storm
	Storm	Rain / Snow / Dust
6	Normal *	Storm
	Fog	Storm
	Rain / Snow / Dust	Storm
	Storm	Storm

* Ground Snow and Night count as normal if starting conditions

Modified Superheavy Damage Table

1	No effect
2-3	Light damage. The unit suffers a -1 penalty on all To-Hit rolls. A second result produces HEAVY damage
4-5	Heavy damage. The unit suffers a -1 penalty on all To-Hit rolls and CAF is halved (rounded down). A second result DESTROYS the unit
6	The unit is destroyed in a catastrophic explosion. This result cannot be repaired with the Mechanic ability.

Close Combat Rules

Special Rule: Countercharge

After an enemy unit moves into Close Combat with one of your detachments, unengaged models from that detachment may make a short move to enter the melee. This may only be done immediately after your opponent has finished his activation, but does itself not count as an activation – you may Countercharge, then go activate a unit.

Any model in the target detachment that is not engaged may make a 5 cm move to enter combat. This may only bring your models into contact with models of the charging unit – you can't go off and engage someone who isn't an immediate threat.

Optional Rule: Ignoring Close Combat

Models that are in Close Combat but not pinned may fire at any target using the normal targeting rules. In doing so they lose their 2D6 roll and fight in Close Combat using only their base CAF. Models not involved in the melee may fire into a Close Combat if the target model is not pinned.

Example: A superheavy tank on First Fire Orders has been charged and is in base-to-base contact with an infantry stand. The superheavy is not pinned by the troop stand and may fire at any target, including the infantry.

Example: A Land Raider tank charges a troop stand. A nearby unit may fire at the Land Raider since it is not pinned by the troop stand. The troop stand is pinned by the Land Raider and therefore cannot be targeted.

Close Combat Method II

Close combat is brutal, bloody and decisive, and rarely lasts for very long. Players resolve the individual combat between models normally, and keep count of the casualties on each side. After combat is over, each player rolls 2d6, takes the highest and applies the following modifiers:

For each casualty inflicted	+1
Your surviving units outnumber the enemy	+1
You outnumber the enemy by at least 2:1	+1 (additional)
Your units have Charge Orders	+1
The majority of your units are Elite, Fearless or cause Terror	+1 (each)
The Morale score for the majority of your units	Subtract it (e.g. morale 4 lowers your total by 4)

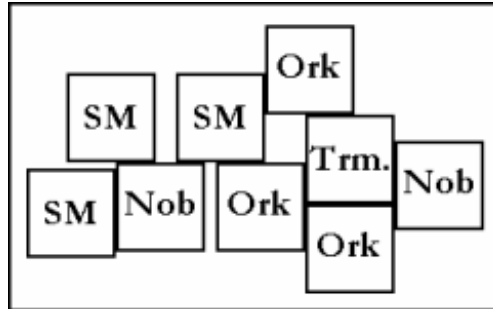
The player with the lower score suffers additional casualties equal to the difference between scores (these may be removed from any detachment involved in the combat). Now make a morale test for each detachment. If it fails it is destroyed, and if it passes it must move away from the enemy (normal movement score).

If the scores are tied, remove all casualties and move unengaged models up to 5 cm directly towards enemy models that are still in the combat (this is a consolidation move).

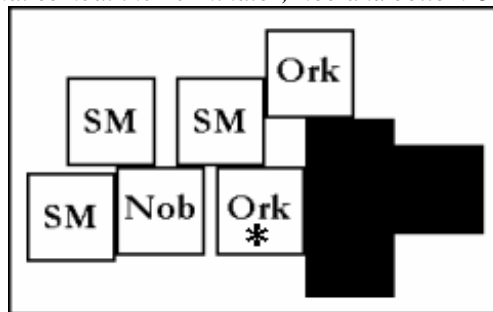
Close Combat Method III

Another way to resolve multiple models in Close Combat is to resolve them in order of odds, highest to lowest. Look at the combat and determine which model has the greatest number of attackers. Resolve all combat against that model, with the attacker deciding the order in which units attack. In the case of a tie the player who has won initiative decides which combat gets resolved first. Remove casualties and place some sort of counter to indicate the units that have already fought in Close Combat (for purposes of extra dice against them). Repeat for the model with the next greatest number of attackers, and so on. The defending player may switch back and forth as units die and the odds change.

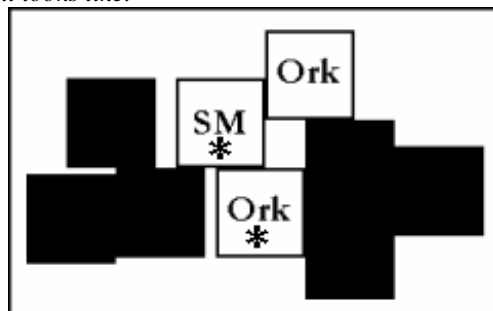
Example: *Three Orks, Two Nobz, three Space Marines and a Terminator are engaged in Close Combat. The Marine player has the initiative, and the units are as shown:*



The Terminator is being attacked by four units so that combat is resolved first, and the Ork player decides the order in which his units attack. During that combat the Terminator, Nob and bottom Ork die and it looks like:



*The * on the Ork indicates that it has already fought in Close Combat. Now, there are two units being attacked by three opponents - the Nob and the rightmost Marine. As the Marine player has the initiative he decides to resolve the Nob fight first. Resolving that, it looks like:*



The Orks now attack the remaining Marine, and the Ork player decides to resolve the lower Ork first. As both units have already fought in Close Combat, they are both considered a second attacker to the other and both gain an extra D6. The Ork loses, and the last remaining Ork gets two extra dice as the Marine has already fought twice - the Nob and the Ork he just killed. Since this Ork hasn't fought before, the Marine player only rolls 2D6.

Hidden Deployment

In order to recreate an atmosphere of uncertainty and apprehension, players deploy their forces knowing the lay of the land and the objectives, but without the knowledge of precisely where the enemy forces are. This evokes historically accurate behavior such as misjudging an opponent and failing to deploy adequate forces on a flank. There are several ways to accomplish this.

- 1) Place a large screen or curtain across the battlefield, deploy all forces and remove the barrier.
- 2) Players alternate placing numbered counters or cards on the table. You should be able to differentiate between company, special and support cards. When you place the models, they should be centered on the counter.
- 3) In addition to the cards that represent actual units, armies get blank or 'dummy' cards to represent bluff and misdirection. The number of dummy cards depends on the army's technical capabilities.
 - Eldar and Slaan get two dummy cards per company card.
 - Imperial Guard, PDF and Orks get one dummy card for every two company cards.
 - Everyone else gets one dummy card for every company card.
 - Tyrannids get one dummy card for every four command points.

Alternate Flier Rules

These rules acknowledge that Fliers are fast-moving airships that briefly appear, resolve combat before most ground forces have a chance to react, then leave the tabletop. All Flier movement and combat is resolved before ground movement and combat – think of it as a special Fliers Phase inserted after initiative is rolled but before the Movement Phase.

Orders

There are only two orders for Fliers: Dogfight and Strafe. If a flier is carrying troops (e.g. a Thunderhawk) it must be given Strafe Orders until the troops have been deployed. A transporting model is not required to deploy troops, but may not initiate a dogfight while troops are aboard.

Dogfight: These units will attempt to engage enemy fliers in Close Combat, while defending friendly units on Strafe orders. All enemy Dogfighters must be engaged before any of the ones on Strafe Orders (i.e. you have to engage the fighters before you can shoot the bombers).

Strafe: These units attack the enemy ground units. If a Strafing unit is engaged by an enemy flier on Dogfight Orders, a round of Close Combat is fought and the Strafer may not attack ground units.

Resolution

1) After assigning orders, pair up your Dogfighters with the enemy Dogfighters. Excess Dogfighters may be assigned to engage enemy Strafing units, or pile up on enemy models for additional Close Combat dice as normal.

2) Fight one round of Close Combat between the Dogfighters and/or Strafing units.

3) Strafing units that were not engaged by Dogfighters are placed anywhere on their table edge as an entry point. Players pick a point on the enemy's edge as an exit point, and each model moves directly towards the exit point (no turns). At any one point the model may stop and perform its shooting attacks (bombs are dropped anywhere along the flight path). AA units may shoot at the Strafer anywhere along its path, but other units may only fire when the Strafer makes its attacks.

4) Remove all Fliers from the board and start the Movement Phase as normal.

Special Rule: Evasive Maneuvers

If a pilot realizes he's about to fly into an enemy kill zone, he may abandon any attempt at offensive actions in favor of wild evasive maneuvers. Before a Flier moves the player may state if the model will be attacking or evading, and multiple fliers in a detachment may do different things. All ranged fire directed at an evading target suffers a -1 To-Hit penalty.

Special Characters

These are people that stand out even on the Epic-scale battleground – the heroes of legend. You may take more than one, but points used to fulfill one requirement do not count for another one. For example, a 4000-point Ultramarine army may take Calgar or Tigurius, but not both – it requires 7000 points of Ultramarines to field both.

All of these characters count as a Special Card and cost 150 points. They have the stats of the base unit listed, modified as described.

Ultramarines

Chapter Master Marneus Calgar “Lord of Macragge”: Calgar is the Supreme Commander of the Ultramarines. He is a great warrior, charismatic leader and a master strategist. He is a SM Commander and as long as he is alive you may add +1 to initiative rolls. Enemies engaged in close combat with Marenus never get bonuses for ganging up.

Requires: 4000 points of Ultramarines.

Chief Librarian Tigurius: Tigurius is the oldest and most potent of the Ultramarine Librarians, and is often consulted because of his prophetic abilities. He is a Librarian and his ranged attacks count as physical psychic attacks. **Requires:** 3000 points of Ultramarines.

1) **Purge Psyker:** Use against any enemy psyker within 50 cm. Roll 2D6 for Tigurius, enemy rolls 1D6. If Tigurius is higher, the enemy is destroyed. If the enemy's score is more than twice that of Tigurius, Tigurius is killed

2) **Mind Blast:** Range 25 cm, hit 4+ with no save. Targets with shields have the usual protection. Cannot be used against robots or daemons. Hits on Titans are worked out by rolling on the head damage table.

3) **Destroy Daemon:** Range 25cm. Tigurius rolls 2D6. The enemy rolls 1D6 (daemon stand, Chaos android), 2D6 (Wraithguard, Eldar Dreadnought) or 3D6 (Greater daemon, Avatar). If Tigurius is higher, the daemon is killed. If the daemon's score is more than twice that of Tigurius, he is killed

4) **Hellfire:** Choose a target within line of sight and roll 5D6. This gives the range in cm. If the target is within range it is automatically hit. If the target has multiple wounds it takes D6 hits. No armour save is allowed

Captain Invictus: Invictus is the leader of the Ultramarines 1st Company and replaces the Terminator Company HQ. Yes, this means you both pay the points for Invictus and give up the Terminator HQ stand. He is a Terminator HQ and, due to the various wargear carried, all To-Hit rolls made against him (and his stand only) suffer a -1 penalty. This has no effect on Close Combat. **Requires:** 3000 points of Ultramarines which must include the Terminator Company.

Ancient Helveticus: A Chaplain of the Ultramarines with a passionate hatred of Tyranids. He is a Chaplain with the normal effect, and any Ultramarine troop stands within 15 cm automatically pass any morale checks. When Helveticus charges an enemy unit it must make a morale check. **Requires:** 2000 points of Ultramarines.

Chaplain Cassius: Inspirational, and any Imperial unit with members within 15 cm is immune to morale checks caused by Tyranids.

Blood Angels

Chapter Master Dante “Lord of the Blood Angels”: Dante is the Supreme Commander of the Blood Angels and a fearsome fighter. Any enemy unit charged by Dante must make a morale check or go on Fall Back Orders. He is equipped with a jump pack. **Requires:** 4000 points of Blood Angels.

Brother-Captain Tycho: Tycho is the Commander of the 3rd Company and has a fierce hatred of Orks. He is a normal Terminator stand with an additional +2 CAF, and may re-roll any “1” or “2” when fighting Orks in Close Combat. This bonus applies to friendly units within 10 cm (just the units within range, not the entire detachment). **Requires:** 3000 points of Blood Angels.

Chief Librarian Mephiston “Lord of Death”: Mephiston is the only Librarian to have been taken by the red thirst and overcome it. He is a Librarian with the following abilities. **Requires:** 3000 points of Blood Angels.

1) **Purge Psyker:** Use against any enemy psyker within 50 cm. Roll 2D6 for Tigurius, enemy rolls 1D6. If Tigurius is higher, the enemy is destroyed. If the enemy's score is more than twice that of Tigurius, Tigurius is killed

2) Mind Blast: Range 25 cm, hit 4+ with no save. Targets with shields have the usual protection. Cannot be used against robots or daemons. Hits on Titans are worked out by rolling on the head damage table.

3) Destroy Daemon: Range 25cm. Tigrius rolls 2D6. The enemy rolls 1D6 (daemon stand, Chaos android), 2D6 (Wraithguard, Eldar Dreadnought) or 3D6 (Greater daemon, Avatar). If Tigrius is higher, the daemon is killed. If the daemon's score is more than twice that of Mephiston, he is killed

4) Transfixing Gaze: Mephiston chooses a single target within 40 cm and in line of sight before rolling a d6. On a 4 or better, the target is transfixed. Whilst transfixed, the target may do nothing at all. If engaged in hand-to-hand combat, the target is unable to fight back and therefore rolls no dice in close combat. If the target is a titan it is allowed to conduct repairs and regenerate void shields as normal. The effect wears off automatically in the end phase and the model may behave normally in the next turn.

Chaplain Lemartes: Lemartes is the only Chaplain able to keep the Death Company under control. He is a Death Company Chaplain and as long as he is within coherency, the Death Company may be given First Fire Orders. On any turn in which this is done, Lemartes loses his HQ protection as he is loudly and publicly calling out to Death Company. **Requires:** 3000 points of Blood Angels.

Moriar the Chosen: Moriar is the only Blood Angel Dreadnought known to have entered the Death Company and is a fearsome, if single-minded warrior. He is a Scatolo Assault Dreadnought with an additional +3 CAF and a 5+ fixed save. Moriar must be initially placed with the Death Company but need not maintain coherency thereafter – he is his own detachment. He must be given Advance or Charge Orders, will always advance towards the closest enemy within sight and enter Close Combat if at all possible. **Requires:** 4000 points of Blood Angels.

Keeper of the Grail Apothecary Corbulo: Corbulo is a sanguinary priest and carries the legendary Red Grail into battle, inspiring the Blood Angels to fight on through impossible odds. He is a Chaplain with the *Force March* ability. as per the SM Commander – all Blood Angel detachments with a model within 10 cm of Corbulo may add +5 cm. to their base speed (doubled for Charge Orders). **Requires:** 3000 points of Blood Angels.

Veteran Sergeant Cleutin: ?

Crimson Fists

Captain Cortez: Cortez is one of the most stubborn and resilient of the Crimson Fists. He is a Marine HQ unit with an additional +1 CAF and the special ability of Regeneration. This ability will save him if he loses in Close Combat, but not from things that vaporize an area - like Vortex Missiles and Void Cannons.

Requires: 4000 Points of Crimson Fists.

Chapter Master Lord Kantor: ?

Dark Angels

Chapter Master Commander Azrael: Azrael is the Grand Master of the Dark Angels and an outstanding strategist. He is a SM Commander. Azrael's force field is the size of a barrage template centered on the stand. If the enemy shoots and hits something in or behind the field, roll a scatter dice, on an arrow the shot is deflected or absorbed by the field and has no further effect. On a hit the shot penetrates, roll for damage as normal. **Requires:** 5000 points of Dark Angels.

Master of Ravenwing: Master of Ravenwing is the commander of the Dark Angels 2nd company. He rides a Land Speeder with a 4+ save and has the Chapter Master's special ability to change the orders of one cavalry detachment within 15 cm.

Librarian Ezekiel: Ezekiel is the Dark Angel Grand Master of Librarians as well as the holder of the Book of Salvation. If Ezekiel is killed place a marker on the spot to give the last location of the book. Until retrieved, all Dark Angel infantry can only be given charge orders, automatically pass any break or morale tests and get +1 to their CAF. The enemy gains 5 VP while the book is unretrieved. Any Dark Angel model may pick up the book by moving into base contact with it. Once reclaimed your troops revert to normal and the enemy loses the 5 VP. Enemy models can not pick up the book. **Requires:** 3000 points of Dark Angels.

Standard Bearer Brother Bethor: Bethor carries the sacred standards of the Dark Angels into battle. Pick one of the following standards before the game, and it will affect all Dark Angel infantry with a model within 15 cm.
Requires: 3000 points of Dark Angels.

Standard of Retribution: If a stand is killed in close combat, the model that killed it is also killed

Standard of Devastation: May fire twice if on First Fire Orders.

Standard of Fortitude: Automatically pass any morale or break tests

Scout Sergeant Namaan: Namaan is the most experienced of the Dark Angel Scout Sergeants and replaces a Scout Company HQ. Yes, this means you both pay the points for the Special Card and give up the HQ stand. He is a Marine HQ and allows all Scout Marine detachments to make two infiltration movements before the game starts. Neither of these movements may take a model closer than 5 cm to an enemy model. **Requires:** 3000 points of Dark Angels which must include the Scout Company.

Ex-Chapter Master Luther: Led the Chapter until he turned traitor. He is now known as the Fallen.

Interrogator-Chaplain Asmodai: Chaplain. Inflicts D6 wounds in Close Combat.

Chaplain Sapphon: ?

Imperial Fists

Sergeant Lysander: Lysander is a Veteran Sergeant known for his skill with bolters, and replaces a Veteran Marine model. He is a Veteran Space Marine with a To-Hit roll of 3+. **Requires:** 1500 points of Imperial Fists which must include a Veteran Detachment (or Company)

Chapter Master Vladimir Pugh: ?

Chaplain Lo Chang: ?

Librarian Franz Grenstein: ?

Iron Hands

Iron-Father Paullian Blantar: ?

Dreadnought Blannus: ?

Legion of the Damned

Sergeant Centarius: Once per turn he may pick an infantry stand within 20 cm and roll 1D6. On a 5+ the stand is destroyed (Psychic Saves apply) and replaced with a previously destroyed Legion stand (you cannot exceed the original number of stands). If Centarius charges an enemy unit that unit must make a morale check or suffer -2 CAF.

Salamanders

Supreme Chaplain Xavier: Xavier serves the Salamanders as their Supreme Chaplain and leader of the Prometheus Cult. He is a Chaplain with the special ability Technician (as a Tech-Marine). **Requires:** 3000 points of Salamanders.

Chapter Master Tu'shan: ?

Space Wolves

Wolf Lord Ragnar Blackmane: Ragnar is the ferocious leader of a Great Company and replaces one of the Wolf Guard Terminators. While Ragnar is alive, add +1 to your initiative rolls. Once per game at the start of any movement phase, Ragnar can utter his battle howl. Any Space Wolf infantry unit that has a model within 35 cm immediately change their orders to charge. The charge is at triple rate. Only Long Fangs do not have to go onto charge orders. **Requires:** 5000 points of Space Wolves which must include a Great Company with Terminators.

Master Logan Grimnar: Logan is the Master of the Space Wolves and both a revered leader and an outstanding warrior. Logan is a SM Commander with an additional +4 CAF and the Chaplain's special ability. **Requires:** 4000 points of Space Wolves.

Rune Priest Ulrik the Slayer: Ulrik serves the Space Wolves as a Rune Priest and is responsible for training many young warriors. Any Space Wolf stands within 15 cm may add +1 to their CAF. He has the Medic ability and as long as Ulrik is alive any Space Wolves may reroll failed morale checks. **Requires:** 3000 points of Space Wolves.

Njal Stormcaller: May use one of the following powers each turn, with no need for line of sight. **Requires:** 3000 points of Space Wolves.

1) **Purge Psyker:** use against any enemy psyker within 50 cm. Roll 2D6 for Njal, enemy rolls 1D6. If Njal is higher, the enemy is destroyed. If the enemy's score is more than twice that of Njal, Njal is killed

2) **Mind Blast:** Range 25 cm, hits on 4+ with no save. Targets with shields have the usual protection. Cannot be used against robots or daemons. Hits on Titans are worked out by rolling on the head damage table.

3) **Destroy Daemon:** range 25 cm. Njal rolls 2D6. The enemy rolls 1D6 (daemon stand, Chaos android), 2D6 (Wraithguard, Eldar Dreadnought) or 3D6 (Greater daemon, Avatar). If Njal is higher, the daemon is killed. If the daemon's score is more than twice that of Njal, he is killed

4) **Wind Blast:** place barrage template within 25 cm. Any stand or vehicle under it that doesn't have a saving throw is pinned by the wind and may not move or shoot and has -2 CAF

Bjorn the Fell-Handed: Scatolo Dreadnaught. **Requires:** 2000 points of Space Wolves.

Imperial Guard

Commissar Yarrick: Commissar. Any Imperial Guard units that can see Yarrick automatically passes any morale rolls. Any Ork unit charged by Yarrick must make a morale test or go on Fall-back Orders. **Requires:** 4000 points of Imperial Guard.

Captain Chenkov of Valhalla: At the start of the game roll a D6 - this is the number of rerolls you can make for failed Imperial Guard Break tests. Whenever an Imperial company card is broken you gain an additional reroll.

Commissar Colonel Ibram Gaunt: ?

Eldar

Asurmen the Hand of Asuryan: ?

Baharroth the Cry of the Wind: ?

Fuegan the Burning Lance: ?

Maugan Ra the Harvester of the Souls: ?

Jain Zar the Storm of Silence: ?

Karandras the Shadow Hunter: ?

Chaos

Abaddon the Despoiler: ?

Ahriman: ?

Fabius Bile: ?

Khârn the Betrayer: ?

Ork

Ghazghkull Thraka: All Ork units within 25 cm may add +1 to morale. Once per game, Ghazghkull may invoke the Waaagh! This lasts for one turn only. Ghazghkull is immune to any damage, all shooting at Orks suffer a -1 modifier and all Orks roll an extra dice in close combat. **Requires:** 5000 points of Orks.

Squats

Grand Warlord Grimtrek: Any Squat within: 10 cm can choose orders after all other orders have been revealed; 15 cm gain +1 CAF; 20 cm automatically pass any morale checks.

Card	Contents	Break Point	Morale	Victory Points	Cost
Ancient Helveticus	Helveticus & Command Rhino	Stand	-	1	100
Brother Bethor	Bethor stand	Stand	-	1	100
Brother-Captain Tycho	Tycho stand & Command Rhino	Stand	-	2	150
Bjorn the Fell-Handed	Bjorn (Scatolo Dreadnought)	Model	-	2	150
Captain Chenkov	Chenkov stand & Command Rhino	Stand	-	2	150
Chaplain Cassius	Cassius & Command Rhino	Stand	-	2	150
Chief Librarian Mephiston	Mephiston stand & Command Rhino	Stand	-	2	200
Chief Librarian Tigrius	Tigrius & Command Rhino	Stand	-	2	150
Commander Dante	Dante stand & 5 Assault Marine stands	Stand	-	3	300
Commissar Yarrick	Yarrick stand & Command Rhino	Stand	-	2	150
Ghazghkull Thraka	Ghazghkull, 5 Nobz & 2 Battlewagons	Ghazghkull	-	4	350
Grand Master Azrael	Azrael stand & Command Rhino	Stand	-	2	150
Grand Warlord Grimtrek	Grimtrek, 5 Hearthguard & 3 Rhinos	Grimtrek	-	4	350
Interrogator-Chaplain Asmodai	Asmodai stand & Command Rhino	Stand	-	2	150
Librarian Ezekiel	Ezekiel stand & Command Rhino	Stand	-	2	150
Mareus Calgar	Mareus stand & Command Rhino	Stand	-	2	150
Njal Storm Caller	Njal stand & Command Rhino	Stand	-	2	150
Ragnar Blackmane	Ragnar stand & Command Rhino	Stand	-	2	150
Sergeant Centarius	Centarius & 5 Legion of the Damned	-	-	2	500
Ulrik the Slayer	Ulrik stand & Command Rhino	Stand	-	2	150

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes (all have Command & HQ)
Ancient Helveticus	10 cm	-	+4	Bolt Pistol	25	1	5+	-	
Brother Bethor	10 cm	-	+4	Bolt Pistol	25	1	5+	0	
Brother-Captain Tycho	10 cm	5+ f	+6	Combi-Weapon	50	2	4+	-1	
Bjorn the Fell-Handed	10 cm	4+	+4	Assault Cannon Heavy Flamer	25 cm Template	3 -	4+ Yes	-1 0	Reroll one die in CC
Captain Chenkov	10 cm	5+f	+4	Bolt Pistols	25 cm	1	5+	0	
Chaplain Cassius	10 cm	5+f	+6	Bolt Pistol	15	2	4+	0	
Chief Librarian Mephiston	10 cm	5+ f	+9	Bolt Pistol	15	1	4+	-1	
Commander Dante	15 cm	5+ f	+8	Inferno Pistol	10	2	4+	-1	Jump Pack
Chief Librarian Tigrius	10 cm	5+f	+6	Bolt Pistol	15	1	4+	-1	
Commissar Yarrick	10 cm	3+	+8	Storm Bolters	25 cm	2	4+	0	
Ghazghkull Thraka	10 cm	4+	+8	Kombi-Weapon	25 cm	2	4+	-2	
Grand Master Azrael	10 cm	-	+8	Combi-Weapon	50	2	4+	-1	
Grand Warlord Grimtrek	10 cm	3+f	+8	Bolter	50 cm	2	5+	-2	
Interrogator-Chaplain Asmodai	10 cm	5+f	+6	Bolt Pistol	15	1	4+	-1	
Librarian Ezekiel	10 cm	5+f	+6	Bolt Pistol	25	1	4+	0	
Mareus Calgar	10 cm	5+f	+8	Storm Bolter	25	2	4+	-1	
Njal Storm-Caller	10 cm	5+f	+7	Bolt Pistol	25 cm	1	4+	0	
Ragnar Blackmane	10 cm	4+f	+8	Bolt Pistol	25 cm	2	4+	-1	
Sergeant Centarius	10 cm	5+f	+6	Bolt Pistol	15	1	4+	-1	
Ulrik the Slayer	10 cm	5+f	+7	Combi-Weapon	25 cm	1	4+	-2	

Special Units

Legio Custodes

By Justin (last name?)

The beginning of the Legio Custodes is a mystery, but they were apparently founded before the Great Crusade as the proto-template for all later legions. They were raised from the Emperors personal bodyguards during his rise to power on war-torn Earth and implanted with his gene-seed, similar to the process which makes a space marine. Several organs were implanted in them that are not present in a normal Marines, such as the Psy-lobe (the template was drawn from the emperors own DNA). The Psy-lobe stops the development of psychic-powers, but also acts as a shield against psychic-attack and prevents mutation and daemonic possession.

They are known to have fought valiantly during the Great Crusade, but precise records of their deeds are either incomplete or wholly missing. It is known that they defended the Inner Palace during the Horus Heresy, and surely some accompanied the Emperor during his attack on Horus's Battle Barge but no records have been kept. Other than their intervention during the age of Apostasy against Vandire, the Adeptus Custodes have kept a low profile in the Imperium. Occasionally the Captain-General acts as a High Lord of Terra but that is only during emergencies when stability is needed.

The Legio is still organized as a Legion and not a chapter. One of the rumors about them is that no new recruits have been initiated since the Battle of Terra and that the cohorts of the Legion take turns defending the Golden Throne one by one while the others stay in stasis. Only in the rarest of circumstances does the Legion take the field, such as when a threat to the entire Imperium arises.

The colors of the Legio Custodes are gold with red-highlights.

Note: The Legio Custodes will only fight in a battle on or very close to Earth. They are unique and may only be taken by an Imperial army. All Custodes units are Fearless when defending the Emperor, i.e. whenever the Emperor is present in the game.

Special Card	Contents	Break Point	Morale	Victory Points	Cost
Adeptus Custodes Cohort	Centurion stand & Custodes Land Raider 4 Companion stands & 2 Custodes Land Raiders 6 Custodes Guard stands & 3 Custodes Rhinos 6 Custodes Guard stands & 3 Custodes Rhinos	13	1	10	1000

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Custodes Guard	10 cm	5+f	+5	Laser Spear	40 cm	2	4+	-1	Elite, 4+ Psychic Save
Custodes Companion	10 cm	4+/5+f	+7	Laser Glaive	50 cm	2	4+	-1	Elite, Fearless, HQ, 4+ Psychic Save
Custodes Centurion	15 cm	4+/5+f	+8	Laser Lance	50 cm	2	4+	-2	Command, Elite, Fearless, HQ, Inspirational, 4+ Psychic Save
Custodes Land Raider	20 cm	2+	+3	Lascannon	75 cm	2	5+	-2	PD(1), Transport 2, 4+ Psychic Save
Custodes Rhino	25 cm	4+	0	-	-	-	-	-	PD(1), Transport 2, 4+ Psychic Save

Space Marine Cursed Founding

Before the Emperor succeeded in creating the Primarchs, he failed many times while trying to create a perfect human. Most of these individuals disappeared, killed themselves or died of madness, but some survived and pledged their loyalty to the Emperor. The creation of these Chapters is known as the Cursed Founding. It is unknown how many of these cursed chapters were created, nor how many still exist. What is known is that those who remain in service to the Imperium are some of the most fanatically loyal members, even with the scorn their mutations gain them.

Known Cursed Chapters: Black Dragons, Flame Falcons

Mutated Geneseed

All Cursed Founding Marines have mutated geneseed. This gives them some bonuses and some drawbacks. Sometimes these can be minor; at other times they can be major changes that alter the Marines' bodies and sometimes even their minds. All Marines in the same army will have the same positive and negative mutations. Before you build your army, you may roll to see what mutation(s) you have. These mutations only effect infantry units as the more mechanized units are unaffected.

Roll a D6 and on a 3+ you have a Positive Mutation. Roll on the table below:

1	Enhanced Bone Structure: Armor Save increased by 1.
2	Enhanced Senses: Increase To-Hit Roll by 1, and enemy infiltrators may note move closer than 25 cm.
3	Psychic Shield: Gives a 6+ invulnerable save and 4+ Psychic Save.
4	Biological Weaponry: Increase CAF by +2.
5	Increased Speed: Increase base movement by 5 cm.
6	Rage: Increase CAF by +3 if on Charge Orders.

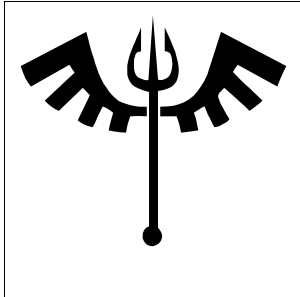
Roll a D6 and on a 3+ you have a Negative Mutation. Roll on the table below:

1	Sloth: Reduce base movement by 5 cm.
2	Frail: Armor Save decreased by 1. Fixed Saves are unaffected.
3	Clumsy: Reduce To-Hit rolls by 1 to a minimum of 6+. Template weapons are unaffected.
4	Confusion: After rolling initiative, roll a D6 for each detachment. On a "1" they become confused and are treated as having no orders. If the unit is currently in Close Combat it will fight normally.
5	Seizures: Each turn, roll a D6 for each detachment. On a "1" that detachment is immobilized and may not move or shoot. If they are engaged in Close Combat they do not get the 2d6 roll, only their base CAF.
6	Homicidal: After rolling initiative, roll a D6 for each detachment. On a "1" the detachment receives Charge Orders and will engage the nearest models, friend or foe, in the Compulsory Movement phase.

Space Marine Chapter: Gray Knights

The Grey Knights are unique among the Adeptus Astartes as the only chapter to have full knowledge of the dark secrets of Chaos – they alone know of the existence of Daemons and their appearance in the real world, and they alone are equipped to battle and defeat mankind's most terrible enemy.

While the Grey Knights are technically Adeptus Astartes, they do not involve themselves with the ordinary activities of Space Marines. They are instead a part of the Inquisition and act as the military arm of the Ordo



Malleus, with their main base being located on Saturn's moon Titan. The Grey Knights are also unique in that they have no antecedents. The Chapter's Gene-seed was designed from an unknown source by the Adeptus Mechanicus. The high ratio of psykers in the Chapter points to a source outside of the normal processes of existing Space Marine Chapters, and rumors indicate that they were created upon the direct orders of the Emperor during the Great Crusade.

The vast majority of the Chapter is scattered throughout the Imperium, organized into small units that have trained and fought together for their entire lives. When reports of possible Demonic incursion are received, they are able to respond immediately and investigate. It is only in the direst circumstances that an entire army of these elite hunters is assembled.

Special Rules

- 1) Only Against Chaos:** You may not run a Grey Knights army unless you're facing a Chaos force.
- 2) Army Construction:** You must buy at least one Terminator Company and may not ally with any non-Imperial force. The Grey Knight Special Card counts as a Support Card.
- 3) Special Abilities:** All Grey Knight infantry units (any Marine infantry unit bought for a Grey Knight army) gain the Daemon Hunter ability and a 5+ Psychic Save.
- 4) Strong Daemons:** The Chaos player may draw twice as many Chaos Cards (including Legion-specific cards), and any unit with the Daemonic ability also gains the Regeneration ability. Keep in mind this is ineffective in Close Combat against the Daemon Hunter ability.

Optional Rule: Daemonic Sustained Assault

The added Regeneration ability above is meant to simulate the ease with which Daemons are able to cross over from the warp. Alternately, to more accurately simulate an endless horde, any Daemonic unit that is broken must make a morale test in the End Phase. If it fails the unit is destroyed and all models are removed. Next turn the Chaos player may move a new, full-strength unit of the same type into his deployment zone. These Daemons are treated as a new unit and will award more Victory Points each time they are destroyed.

Prohibited Army Cards

Scout Marines

Imperial Legio Cybernetica

These represent robot variants for use in IG or Adeptus Mechanicus forces.

Castellan: The Castellan class is a heavy assault robot, slower than the Crusader but more heavily armed. The most common configuration concentrates on anti-personnel weapons.

Cataphract: This is one of the heaviest of the Imperial battle robots, designed for a general-purpose role with the accent on versatility and durability.

Colossus: The Colossus was developed as a siege robot, but has proved itself sufficiently versatile to take on a wider range of battlefield roles, including support and assault. If in contact with building in close combat phase and foregoes shooting may attack building, on a 5+ building makes unmodified save.

Conqueror: The Conqueror is very effective against infantry, and its broad range of weapons suit it for every situation from support to close assault.

Crusader: The Crusader-class was designed for speed and agility, and has been most successful in close assaults against infantry and other walkers. It has also been effective in the role of tank-killer, thanks to its speed and the firepower of its back-mounted lascannon. Can force opponent to re-roll one close combat die once.

Support Card	Contents	Break Point	Morale	Victory Points	Cost
Maniple	5 Robots (Conqueror, Crusader, Colossus, Castellan)	5	-	1	100
Maniple	5 Cataphract Robots	5	-	2	150

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Castellan Robot	10 cm	5+	+2	Storm Bolters	25 cm	2	4+	-1	
Cataphract Robot	5 cm	4+	+1	Lascannon Flamer *	75 cm Template	1 -	5+ 5+	-2 0	* Ignores Cover
Colossus Robot	10 cm	3+	+3	Melta Gun	25 cm	1	3+	-3	Ignores Cover, Special
Conqueror Robot	10 cm	5+	+2	Autocannon	50 cm	1	5+	0	
Crusader Robot	15 cm	6+	+1	Lascannon	75 cm	1	5+	-1	

Imperial Guard Units

Whiteshields

Whiteshields, or probitors, are young Imperial Guardsmen in training. They have not earned in battle the right to put unit insignia on their uniforms, and thusly wear blank white badges. Usually they are integrated as squads into Imperial Guard platoons, but occasionally entire platoons of whiteshields are deployed. You may not have more than one Whiteshield Platoon per company.

Support Card	Contents	Break Point	Morale	Victory Points	Cost
Whiteshield Platoon	10 Whiteshield stands	5	4	2	150

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Whiteshield	10 cm	-	-1	Lasgun	50 cm	1	6+	0	

Storm Troopers

Storm Troopers are the elite forces of the Imperial Guard. They wear better armour and get better weapons than the rank and file. This is not as much an army list, as it is a new company for IG armies. Any IG army may include a Storm Trooper company, but only if IG is the main force. Armies using IG as allies may not include Storm Troopers. Storm Trooper support cards may only be picked for a Storm Trooper company. Storm Trooper companies include a commissar as normal.

Special Rules:

- 1) A 6+ saving throw against barrage weapons. Ordinary direct fire weapons are not affected.
- 2) Not bound by the Chain of Command rule.
- 3) All storm trooper infantry stands may act as Forward Observers for off-table barrages. They may only call up artillery attached to their own company however.
- 4) All Storm Troopers are elite units.

Support:

Storm troopers are specialized elite and assault forces. While primarily an infantry force, they still have some armored strength if they need it. Storm Trooper Companies may purchase the following units and Support Cards from the Imperial Guard list: Leman Russ, Vindicators, Hellhounds, Bikes, Sentinels, Sabres, Assassins and Off-Table Barrages. The units gain a morale score of 3 but are otherwise identical.

Assault Engineer: Assault Engineers are the elite engineers of Storm Trooper companies. They serve both as conventional engineers, but also serve as shock troops to storm heavy defenses. For this purpose, they carry flamers, demolition charges, grenade launchers and other nastiness.

Assault Engineers Gain +1 CAF when they are in or fighting units inside buildings, bunkers, trenches and the like. They may clear minefields and place / defuse demolition charges like normal engineers, but may not lay minefields.

Commando: Commandos are elite infiltrators. They have the Infiltrate and Stealth abilities.

Paratrooper: Paratroopers are airdropped with anti-grav chutes and jump packs. They have the Deep Strike ability and may be given any orders on the turn they enter the battlefield.

Sniper: Snipers are well-trained marksmen. A sniper stand may be deployed anywhere within 40 cm. of the players normal deployment zone. Snipers have the Stealth and Sniper abilities, but cannot claim or contest objectives..

Snipers may only move on charge orders and may only shoot on first fire orders. A sniper unit does not need to maintain coherency, and the opponent is awards VP for every 4 Sniper stands destroyed.

Storm Trooper Commander: These are veteran officers. They add +1 to the morale of all Storm Trooper and Imperial Guard unit within 10 cm. A commander also adds +5 cm to the base movement of all Storm Trooper infantry within 25 cm.

Storm Trooper HQ: These HQ units are elite and are command units, and have the Inspirational ability. They may also issue orders to regular IG units within 10 cm.

Company Card	Contents	Break Point	Morale	Victory Points	Cost
Storm Trooper Company	2 Storm Trooper HQ stands & Command Rhino 3 Storm Trooper Platoons Commissar & Command Rhino	15+1	3	7+1	700

Special Cards

Command Section	Storm Trooper Commander, Storm Trooper HQ, 4 Storm Trooper stands & 3 Chimeras	5	3	2	200
Assault Transport Detachment	Upgrade 3 rhinos to chimeras	+0	3	+1	50

Support Cards

Assault Engineer Platoon	6 Assault Engineer stands & 3 Rhinos	5	3	2	200
Commando Platoon	6 Commando stands	3	3	2	150
Paratrooper Platoon	6 Paratrooper stands	3	3	2	175
Sniper Platoon	4 Sniper stands	4	3	1	125
Storm Trooper Platoon	6 Storm Trooper stands & 3 Rhinos	5	3	3	250

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Assault Engineer	10 cm	6+	+2	Engineering Weapons	25 cm	1	4+	-1	Elite, Special
Commando	10 cm	-	+2	Pistols	25 cm	1	5+	-0	Elite, Infiltrate, Stealth
Paratrooper	15 cm	-	+2	Assault Weapons	25 cm	1	4+	-0	Elite, Deep Strike, Jump Pack
Sniper	10 cm	-	+0	Sniper Rifles	75 cm	1	4+	-0	Elite, Stealth, Sniper, Special
Storm Trooper	10 cm	-	+1	Hellguns	50 cm	1	5+	-0	Elite
Storm Trooper Commander	10 cm	-	+2	Pistols	25 cm	2	5+	-0	Elite, Special
Storm Trooper HQ	10 cm	-	+2	Pistols	25 cm	2	5+	-0	Elite, Inspirational, Special

Imperial Guard Special Regiments

Elite Regiments

By purchasing an Elite Regiment as a Support Card, you may apply any one of the special rules for any one Imperial Guard infantry detachment in your army. This may be done multiple times for different detachments, but you may not include more than one type of Elite Regiment (i.e. if you decide to run Cadians you may not also include Tallarns).

Cadian Shock Troops: The most powerful fighting formations of the Cadian forces are called shock troops. They are chosen from the fastest moving and hardest fighting of the Cadians. As all Cadians must train in the defense forces, all the best fighters are quickly identified and inducted for further training. When Chaos raiders are discovered the shock troops are sent to hunt them down, and only if the force is particularly large or well equipped will the Cadians send for help. Even the Space Marines that have come to destroy especially large Chaos forces have found the Cadians impressive and powerful allies. Cadian shock troops add 1 to their CAF and have an armor save of 6+

Captain Al'Rahem and his Desert Tigers: Any unit he charges must make a morale test or go on Fall Back Orders. The Desert Tigers may Infiltrate.

Catchan Jungle Fighters: The Jungle Fighters are one of the most famous regiments in the whole of the imperium, hailing from the death world of Catachan few can equal their steel nerves and animalistic savagery. The regimental uniform of Catachan consists of combat trousers, a green vest and the famous red bandannas, this barely passes for uniform and is also worn by the civilians of Catachan. They wear this clothing because it is ideally suited to everyday use in the jungles of Catachan. The Catachans are constantly fighting for their lives due to the dangerous animals that inhabit the jungles, some of the more deadlier one are the Catachan devils, Face-eaters and the Brain-leaves. Because of this, infants are taught to shoot before they can walk and only the best ever make adulthood. The Catchan Jungle fighters roll 3 dice in Close Combat when fighting in woods. The Catachans, used to fighting in a jungle environment, prefer to move on foot and do not use transports. However, they may infiltrate after initial deployment up to their full charge move before the battle begins.

Ice Warriors Of Valhalla: Though the planet of Valhalla is no longer a populous or affluent world, the Valhallans are famous throughout the galaxy. After destroying the Orks on their own world, regiments of Valhallans joined with other Imperial Guard to rid many worlds of the Ork invaders. Always the Valhallans fight with the same grim determination they displayed in the ice cities of their home world. In battle their courage and tenacity earn them the respect of other regiments from all over the Imperium. The ice warriors use skis to move when on snowy and icy surfaces, giving them double movement under such conditions. Due to the intense hatred of Orks, any ice warrior stand fighting in close combat with Orks can re-roll any close combat dice that roll a 1. They have a morale of 3+ when fighting orks.

Kreuger's Heroes: Immune to the Chain of Command rule. Any enemy units within 15 cm of any tank in Kreuger's squadron suffer a -1 penalty to morale (this is not cumulative).

Mordian Iron Guard: The Mordian Iron Guard stands between order and anarchy. They are the champions of the Tetrarchy of Mordian, uniformed in bright colors and fiercely loyal to their cause. Their enemies are all those who would divert the scant resources of Mordian or threaten its continued existence. They fight a constant battle against the criminal warlords of, the undercity, insane gangs of cannibals and misguided rabble-rousers who would sooner see universal destruction than endure the sacrifice necessary for the survival of the world. The Iron Guard are ruthless in pursuit of their enemies. Their discipline is legendary and their training is as rigorous as possible. All who fight in the Iron Guard understand full well the horror that would engulf their world if they were to fail in their duty. Their loyalty and determination is all that keeps Mordian from plague, starvation and savagery. Mordian Iron Guard detachments have a morale of 3.

Tallarn Desert Fighters: The world of Tallarn was once a fertile planet bathed in the gentle orange light of its twin suns. Oceans, plains and lush jungles covered its surface, and its people prospered. The world was a virtual paradise. All of this ended during the Horus Heresy. Within a thousand years of the Horus Heresy, Tallarn evolved into a very

different world from the prosperous planet of former times. Deserts of sulphurous sand stretched from pole to pole and all water disappeared except for a thin residue in the atmosphere. No vegetation remained on the surface exposed to the blistering, wind-blown sands. All that grew was the carefully husbanded crops of the Tallarn themselves, sheltered in their protective horticultural domes. With skill and cunning, the Tallarn conduct lightning raids on their opponents. Choosing their targets carefully the Tallarn launched one attack after another, always retreating before the enemy can turn to meet their fire. This guard regiment conducts shooting in a different way to most troops. All Tallarn infantry detachments have the Fire-on-the-Fly ability.

Support Card	Contents	Break Point	Morale	Victory Points	Cost
Elite Regiment	Special rules apply to 1 infantry detachment	-	-	+1	50
Special Cards					
Catachan Devil Company	2 Tactical CHQ stands & Command Rhino 3 Tactical Platoons Commissar & Command Rhino	17+1	4	6+1	600
Desert Tiger Company	Captain Al'rahem & Command Rhino 3 Assault Platoons Commissar & Command Rhino	9+1	4	3+1	450
Kreuger's Heroes	3 Leman Russ tanks	2	4	2	200

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Captain Al'rahem	10 cm	5+f	+4	Bolt Pistols	25 cm	1	5+	0	Special
Catachan Devil	10 cm	-	+0	Lasgun	50 cm	1	5+	0	+D6 CAF in jungle/woods
Desert Tiger	10 cm	-	+0	Lasgun	50 cm	1	5+	0	Infiltration
Leman Russ	20 cm	3+	+2	Battlecannon *	75 cm	1	5+	-2	* Turret
				Lascannon	75 cm	1	5+	-1	PD(1), Special

Tanith First and Only

By Eivind Borgeteien, from Incoming! #6

In the Black Library novels *Necropolis*, *First and Only* and *Ghostmaker*, Dan Abnet describes a regiment of Imperial Guard and their commander Commissar Colonel Ibram Gaunt. The books are very exciting and I think they capture the 40K universe in a very good way. It's great reading for lazy summer days at the beach or under a tree with a large cup of lemonade nearby!

I have made some rules making it possible for commanders to field Gaunts Ghosts in a game of NetEpic. As I don't own any Imperial Guard army, I haven't tested them out myself. If anyone uses them I, would very much appreciate if you mailed some comments to the NetEpic Yahoo group!

Great thanks to Albert Farré Benet and Quester for initial comments!

Gaunts Ghosts for NetEpic

This is a regiment of Imperial Guard coming from the world of Tanith. The day of the regiments founding, an overwhelming force of Chaos invaded Tanith. Instead of fighting a hopeless battle, the Commander, Commissar Colonel Ibram Gaunt, decided to salvage what he could of the regiment and leave the planet. As Tanith now most likely is a dead world, the Tanith 1st is the only regiment recruited from this planet.

The vast majority of the regiment feels that they should have fought and died for their home planet rather than leave it behind. Therefore the men quickly called themselves The Ghosts, or Gaunts Ghosts, after the man who denied them to die for their homes.

Tanith was a forest planet situated in a system very near The Eye of Terror. The influence of Chaos had a peculiar effect on the forest, making it change from day to day, hour to hour. Trails that where there one hour could be gone the next as the trees moved across the planet.

Because of this, the people of Tanith developed an exceptional sense of direction and stealth, allowing them one initial move before the battle begins. (Infiltration)

Coming from a forest world, the regiment's uniform is heavily camouflaged. All fighting men of Tanith are wearing a special camouflaged cape that makes them very hard to see. Because of this, when situated in forest or forest edge, the regiment cant be targeted unless the firing/targeting unit is 25 cm or nearer the Tanith forces.

Gaunt and his personal guard are now the very best of the Tanith and cannot be targeted at all unless 25 cm or closer to the enemy, no matter what terrain.

With the forces of chaos already on top of them the Tanith 1st had to leave in a hurry and lost very much of their equipment, amongst other things, all their vehicles. Thus, the two company HQ stands have no rhino for transport. To remedy that, the officers tend to split up more than regular IG officers does. To represent this, the two company HQ units do not have to be in coherency with each other.

Further, you may only attach IG Tactical or IG Support as support cards to a Tanith Company. These support cards posses all Tanith abilities and can only be attached to a Tanith Company.

In addition to the Tanith's special abilities, Commissar Colonel Ibram Gaunt posses all the usual abilities for an Imperial Guard Colonel. Gaunt is a Command Unit and so needs no orders and never needs to check for morale. However, his personal guards are not command units and so need orders as usual. Because Gaunt is an inspirational leader he may give orders to any Imperial Guard units that are within 25 cm of him. He is also a superb tactician and this allows you to change the orders of one Imperial Guard Unit that is within 25 cm after the Orders Phase.

The detachment is broken if it loses either 6 models or Gaunt is killed. However, it does not take a morale check for this while Gaunt is still alive. If Gaunt is killed, then any detachment that was under his command (including his personal guards) must take a morale test or go on fall back orders.

You can buy Commissar Colonel Ibram Gaunt and his retinue as a Special Card and attach it to your regular Imperial Guard Army. This way it may represent the remnants and veterans of the Tanith 1st.

If you want to field more of the Gaunts Ghost you can buy a Tanith Company Card and attach some of the Tanith Support Cards to it. But, if you do this you must also purchase Commissar Colonel Ibram Gaunt as a Special card to one of the Tanith Company Cards.

As the commander of the Tanith's 1st is a commissar, the Imperium has full trust in this regiment and has not assigned any other commissars to it. Because of this, even if you buy additional Tanith companies, you do not get more commissars for this regiment

Company Card	Contents	Break Point	Morale	Victory Points	Cost
Tanith Tactical Company	2 HQ stands 3 Tanith Tactical Platoons	16	4	6	600

Special Card

Commissar Colonel Ibram Gaunt	Colonel stand 10 Tanith Tactical stands	6 or Gaunt	3	4	400
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Support Cards

Tanith Tactical Platoon	10 Tactical stands	5	4	2	200
Tanith Support Platoon	5 Heavy stands	3	4	2	200

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Tanith Tactical	10 cm	-	0	Lasgun	50 cm	1	5+	0	Infiltration, Special
Tanith Support	10 cm	-	0	Heavy Weapons	75 cm	2	5+	-1	Infiltration, Special
Tanith Company HQ	10 cm	-	+2	Pistol/ Sword	25 cm	2	5+	0	May give orders to Imperial Guard units, Infiltration. Special, Elite
Ibram Gaunt	10 cm	-	+4	Pistol	25 cm	2	4+	0	HQ, Infiltration Special, Elite
Gaunt's Personal Guards	10 cm	-	0	Lasgun	50 cm	1	5+	0	Infiltration, Special

Imperial Assassins

Instead of one-use actions, assassins remain on the tabletop as other units. They are still bought as Special Cards and are worth 1 VP, but cost 100 points each.

Callidus: Using special drugs (the famous polymorphine), Callidus assassins can easily infiltrate enemy ranks and scatter their troops by diverting them from the strategic positions and impersonating their officers. They are Command and HQ units, and have the Deep Strike and Stealth special abilities.

When the assassin Deep Strikes, instead of picking a location pick an infantry stand. Immediately fight a round of Close Combat, and if the assassin wins it takes the place of that stand. It may then make a normal Advance Orders move. This ability may target HQ units, but not Daemons, Tyranids or other significantly non-human units.

Culexus: These assassins specialize in the hunting of rogue psykers. Chosen from psychically null individuals, they are trained to detect and negate psychic abilities. They are Command and HQ units, have the Infiltrate and Stealth special abilities, and a 2+ Psychic Save. They are immune to all forms of morale effects.

If attacking a psyker or daemon, the assassin gains +1D6 CAF, a second attack die and a -2 TSM. All detachments with at least one unit within 25 cm suffer a -1 penalty to their Morale. In addition, all Psykers (friend or foe) within 25 cm in the End Phase must pass a morale check or be given Fall Back Orders.

Eversor: While the Callidus is discreet, the Eversor seeks to impose the Emperor's Will through fear and brutal force. Appearing suddenly from nowhere, they terrify the rare survivors with the bloody remains of their victims. They are Command and HQ units, and have the Infiltrate and Stealth special abilities.

Once placed on Charge Orders they may not be given any other orders, and they will continue to charge the closest enemy model they can see until the end of the game. Due to their battle drugs, Eversor Assassins on Charge orders may move up to triple their normal movement.

Vindicare: These are snipers supreme. They are Command and HQ units, and have the Infiltrate and Stealth special abilities. If they are given First Fire Orders they gain an extra attack die with the Exitus Rifle and may target any stand within range and line of sight, regardless of HQ, Stealth or other targeting restrictions.

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Callidus	10 cm	5+f	+6	C'Than Phasic Sword	-	-	-	-	Command, Deep Strike, HQ, Special
Culexus	10 cm	5+f	+2	Animus Speculum	50 cm	1	4+	0	Command, HQ, Infiltration, 2+ Psychic Save, Stealth, Special
Eversor	10 cm	5+f	+6	Executor Pistol/Neuro-Glove	25 cm	2	4+	-2	Command, HQ, Infiltration, Stealth, Special
Vindicare	10 cm	5+f	+2	Exitus Rifle Exitus Pistol	75 cm 25 cm	1 1	3+ 4+	0 0	Command, HQ, Infiltration, Stealth, Sniper, Special

Imperial Equipment Variants

SAM Whirlwind: The SAM Whirlwind is a standard Whirlwind fitted with AA missiles instead of the usual barrage missiles.

Storm Rhino: The Storm Rhino is quite simply an ordinary Rhino with the usual bolter replaced by a storm bolter to provide better close support for the troops. *Model: GW Rhino painted to emphasize the bolters or the GHQ M-16.*

Tarantula: These follow the normal Tarantula firing rules but carry different weapons.

Support Cards		Break Point	Morale	Victory Points	Cost
SAM Whirlwind Squadron	3 SAM Whirlwinds	2	2	2	150
Storm Rhino Squadron	3 Storm Rhinos	3	2	1	100
Tarantula (Multi-Melta)	5 Tarantulas with Multi-Meltas	3	4	2	150
Tarantula (Autocannon)	5 Tarantulas with Autocannons	3	4	2	150

Special Cards

Storm Rhino Transports	3 Storm Rhino Squadrons replace normal Rhinos	+0	2	+1	50
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Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
SAM Whirlwind	25 cm	4+	0	SAM Launcher	75 cm	2	5+	-1	AA
Storm Rhino	25 cm	4+	0	Storm Bolter	35 cm	2	4+	-1	Transport 2
Tarantula (Multi-Melta)	5 cm	-	-3	Multi-Melta	35 cm	1	5+	-3	Inorganic, Robotic, Quickdraw, RoF2
Tarantula (Autocannon)	5 cm	-	-3	Autocannon	50 cm	2	5+	-1	Inorganic, Robotic, Quickdraw, RoF2

Eldar Anubis Warriors of Isha

You can include this free card in your army only in place of the Avatar free card, this represent the watchful spirit of Isha protecting her mortal children.

The Anubis Warrior's fighting suit is an elaborate and superior version of the worn by the ordinary aspect warriors, conferring a 6+ fixed saving throw, and his weapon is a warp powered ancient artifact called "warp lance". They wear in the left hand a special clawed glove, psychically energized by spirit stones, used to strike enemies in close combat, so when charging another model Anubis Warriors add +2 to his CAF, but only if the model it's considered "infantry" for movement. Their Jackal-shaped helmet is fitted out with special range finders which help to locate and lock the warp beam onto its target. This give them a 3+ to hit when firing the lance.

Anubis Warriors will appear at any time, in the order phase before order counters are revealed, using special teleport cells called "Vaul Rings". You can deploy AW anywhere on the table, position the first ring roll a scatter dice and if you score an arrow reposition the ring 2D6 cm in the that direction, next deploy the other 3 rings in "formation" with the first. Enemy troops, with FF orders and LOS can fire on rings at the end of the order phase after orders are been revealed, note that unlike drop pods you must have LOS to fire on rings. Each Vaul Ring has a 3+ Fixed Saving Throw, but if destroyed do not grant a Bail-Out roll. Before the beginning of the movement phase replace each ring with an Anubis Warrior stand and give them orders.

Unlike other troops when the Anubis Warrior detachment fails the morale check, remaining models are teleported by rings 2D6 cm in a random direction (use scatter dice), note that for the purpose of teleportation each table edge is joined to the opposite one.

Making the Anubis Isha Warriors

Making a detachment of Anubis Isha Warriors is really simple, just use 4 Warlock miniatures, one for each stand and cut off the laspistol. Make some rings, cutting a plastic pipe and paint them silver or grey to make "Vaul Rings". Paint the tunic white. Paint their heads (mask) and gloves bronze. Paint the lance gold. Add some detail in blue (gems, eyes), red and gold (mask and tunic details).

Free Card	Contents	Break Point	Morale	Victory Points	Cost
Anubis Isha Warriors	4 Anubis Warrior stands	2	2	2	Free

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Anubis Isha Warrior	10 cm	6+f	+4	Warp Lance	25 cm	1	3+	-2	Deep Strike, +2 CAF when Charging infantry

Eldar Phoenix Lords in NetEpic

By Lorenzo Canapicchi

Any aspect unit that is lead by a Phoenix Lord becomes utterly fearless and his presence drive them into a killing frenzy, as a result of this aspect detachment that are lead by a Phoenix Lord never need to take a morale test for any reason.

If the Lord is killed they become taken with an irrepressible desire for revenge, so the remaining Aspect Warriors must make an immediate morale check, if the unit fails the morale check they must go on charge order and charge the nearest enemy unit in LOS until they rally in the End Phase normally. Any following morale check is treated in this way.

All Phoenix Lords are unique.

When purchasing the Phoenix Lord card, you must also purchase a detachment of the appropriate Aspect Warriors. The Phoenix Lord joins the detachment and may not leave the detachment during the game. The Phoenix Lord costs the same as the corresponding aspect detachment (i.e. double the price of the Aspect Warriors).

Asurmen the Hand of Asuryan (Dire Avengers): Target must save D3 times. May fire a barrage instead (don't affect buildings).

Baharroth the Cry of the Wind (Swooping Hawks): Can opt to break off the combat instead of damaging its opponent, can only be fire at by troops with FF orders.

Fuegan the Burning Lance (Fire Dragons): Small teardrop template, Ignores Cover, cause morale test when hit.

Maugan Ra the Harvester of Souls (Dark Reapers): Quickdraw

Jain Zar the Storm of Silence (Howling Banshee): Psy Scream (5+ before HtH against any model but the titans), cannot be outnumbered. SILENT DEATH "tri-bladed boomerang": choose any model within 10 cm and roll a dice, you hit it on a 4+, if you score an hit, pick another model within 10 cm from the first then roll to hit on 5+ and so on (6+, 7+...).

Karandras the Shadow Hunter (Striking Scorpions): Rolls 3D6 in Close Combat.

Special Card	Contents	Break Point	Morale	Victory Points	Cost
Phoenix Lord and Retinue	Phoenix Lord stand Aspect Warrior Detachment	4	2	Varies	Varies

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Asurmen	10 cm	4+f	+7	Shuriken Catapult	50 cm	3	4+	-1	Command, HQ, 4+ Psychic Save, D3 hits or barrage template
Baharroth	25 cm	4+f	+7	Shuriken Pistol	25 cm	2	3+	-2	Command, Deep Strike, Hard to Hit, HQ, Jump Pack, 4+ Psychic Save, Special
Fuegan	10 cm	4+f	+7	Firepike Inferno	Template	-	4+	-2	Command, HQ, 4+ Psychic Save, Ignores Cover, Causes morale test
Maugan	10 cm	3+f	+6	Maugetar	0-25 cm 26-50 cm 51-75 cm	2	3+	-3 -2 -1	Command, HQ, 4+ Psychic Save, Quickdraw
Jain Zar	10 cm	5+f	+9	Silent Death	15 cm	1	4+	-1	Command, HQ, 4+ Psychic Save, Special
Karandras	10 cm	5+f	+9	Scorpion's Bite	5 cm	1	Auto	0	Command, HQ, 4+ Psychic Save, 3D6 in Close Combat

Eldar Pirate / Mercenary Army

By Alexander Shearer

Eldar Mercenaries are an old concept, pretty much ditched by GW as WH40K aged. These mercenaries would probably be willing to fight on the side of most forces except Chaos (and Tyranids, but that's more of a given). These troops are taken directly from the mercenary list in *Book of the Astronomican*.

In addition to the new cards listed below, Eldar Mercenaries may take some Eldar support cards, including Dreadnoughts, Jet Bikes, War Walkers, Lascannons and Ghost Warriors .

Impressor: The Impressor and his accompanying Void-Dreamer are represented as one command stand. Since both the Impressor and Void-Dreamer are psychic, the stand has a psychic save of 4+. Together, they have potent psychic powers, one of which may be used each turn:

1) Ectoplasmic Defenders: The psykers collaborate to create ectoplasmic combatants. For the rest of the turn, the Impressor stand gains +2 to its CAF and no matter how outnumbered it is, extra attackers gain no extra dice in close combat.

2) Mental Blast: The Impressor may strike a stand within 50 cm. This attack hits on a 4+, killing the target automatically, with no save allowed.

3) Psychic Healing: The stand gains a fixed save of 5+ until the next Psychic Phase.

Maelstrom: The Maelstrom stands move as skimmers, though they are not allowed to do pop-up fire.

Company Card	Contents	Break Point	Morale	Victory Points	Cost
Eldar Mercenary Company	Impressor stand 8 Lightning stands 4 Thunder stands	7	3	5	450
Support Cards					
Lightning Detachment	4 Lightning stands	2	3	1	100
Maelstrom Detachment	4 Maelstrom stands	2	3	2	200
Thunder Detachment	4 Thunder stands	2	3	2	200

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Impressor	10 cm	4+	+4	Shuriken Catapults	50 cm	2	5+	0	Command, HQ, Psyker, 4+ Psychic Save
Lightning	10 cm	-	+2	Shuriken Catapults	50 cm	1	5+	0	
Maelstrom	20 cm	-	+2	Shuriken Catapults	50 cm	1	5+	0	Moves as a skimmer
Thunder	10 cm	-	+2	Missile Launcher	75 cm	2	5+	-1	

Eldar Equipment Variants

Wave Serpent Variants

The variants distinguish themselves by their armament. They have the same stats as the standard Wave Serpents but cost more due to the extra weapons.

Support Card	Contents	Break Point	Morale	Victory Points	Cost
Wave Serpent Squadron	2 Wave Serpents	1	3	2	150
	2 Wave Serpents with Shuriken Cannons				175
	2 Wave Serpents with Bright Lances				225
	2 Wave Serpents with Star Cannons				225
	2 Wave Serpents with Scatter Lasers				200
	2 Wave Serpents with Missile Launchers				175

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Wave Serpent	25 cm	3+	+1	Warp Wave	2D6x10	Special	4+	-	Skimmer, Transport 2, Special
Plus one of:									
				Shuriken Cannons	25 cm	2	5+	0	
				Bright Lances	50 cm	2	4+	-2	
				Star Cannons	25 cm	4	5+	-1	
				Scatter Lasers	25 cm	3	5+	0	
				Missile Launchers	50 cm	1 BP	6+	0	

Eldar Dreadnaughts

Like the dreadnaughts of the Imperium, Eldar dreadnaughts are crewed walkers with a mixture of anti-personnel and anti-vehicle armament. The two most common variants are the Banshee and the Warcry. Eldar dreadnaughts are equipped with jump packs as standard. A dreadnaught that jumps may only make a single 45° turn, at the start of its move.

Support Card	Contents	Break Point	Morale	Victory Points	Cost
Warcry Support Dreadnaught	3 Warcries	2	3	125	60
Banshee Assault Dreadnaught	3 Banshees	2	3	125	60
Vampire Spirit Walker	3 Vampires	2	3	100	45

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Warcry Dreadnaught	20 cm	6+	2	Lascannon	75 cm		5+	-2	Jump Pack, PD(2)
Banshee Dreadnaught	20 cm	6+	1	Missile Launcher	75 cm	2	4+	-1	Jump Pack
				Flamer *	25 cm	2	5+	0	* Ignores Cover
Vampire Spirit Walker	20 cm	6+	2	Heavy Plasma Gun	50 cm	1	5+	-3	PD(1)

Chaos Titan Attributes

Attributes may be purchased for any regular titan, but not the Power-specific ones (e.g. Bubonis, Skylok, etc). Once you decide to purchase attributes first roll a die to see how many attributes the titan may have (minimum of one). You may then choose attributes freely at the cost indicated, multiplied by the modifier for the hull it's going onto. To use these attributes it is necessary to have model suitably converted.

Hull	# Attributes	Cost
Imperator	d6-1	x2
Warlord	d6-2	x1
Reaver	d6-3	x1
Warhound	d6-4	x½

Attributes Of Nurgle

Claws of Nurgle: The Titan's arms have grown a fleshy covering and huge 3 taloned claws clutch onto the Titan's arm weapons. The Titan gains a +2 CAF and counts as having a Power Fist in close combat. You may not first fire and use your Power Fist. +100 points

Nurglesque Appearance: The Titan's head has mutated hideously and is now so atrocious that any models charged by the Titan must take a morale test or go on Fall Back orders. +20 points

Nurglings: The Titan is covered in hundreds of mischievous Nurglings. These tease, interfere and get in the way of attacking models. The Titan gains a +2 CAF in close combat and never counts as outnumbered. Opponents may not claim any multiple combat bonuses. +150 points

Plague Carrier: The Titan carries a hideously contagious and corrupting plague. Any model that charges or is charged by the Titan takes a hit on a roll of 4+ and must make a save at -1 to survive. +50 points

Stream of Corruption: Hundreds of tiny orifices cover the Titan's body out of which the Titan is able to spew a concoction of maggots, slime, and other foulness over its opponents. Place the stream of corruption template anywhere in the 180 degree fire arc, place the pointed end of the template against the Titan's base and the rounded end over the target models. Any model caught under the template is killed on a roll of 3+, Titans lose a void shield or take a hit with a -2 save modifier. +50 points

Warty Body: The Titan is covered in thick leathery skin and has large, angry looking warts scattered over its surface. This confers a +1 save to all locations at the detriment of a 5 cm movement penalty. +150 points

Attributes Of Tzeentch

Bolt of Change: The Titan has been granted powerful magics to kill its foes. The Bolt has a range of 35 cm and hits on a 3+ at -1 TSM. If the save fails then the target is turned into a Chaos spawn (Titans will take a normal hit with +2 damage) and this will work in the way as a spawn created by a Lord of Change. +50 points

Daemonic Appearance: The Titan's head has mutated hideously and is now so atrocious that any models charged by that Titan must take a morale test or go on to fall back orders. +20 points

Ecstatic Duplication: The Titan is so totally infused with raw magic that a halo of fire can be seen dancing around it. If the Titan is destroyed so much raw power is released that a unit of Pink Horrors is created where the Titan was destroyed, the Pink Horrors are under the command of the Chaos player. +100 points

Magic of Tzeentch: The Titan is able to cast this potent spell. Once per Psychic phase you may place a barrage template within 25 cm, any model underneath will be hit on the roll of 5+ at 0 TSM. Infantry stands that are killed will turn into Pink Horrors and come under the command of the Chaos player. +30 points

Talons: The Titan's feet have been replaced by a pair of razor sharp Talons. The Titan can only have this attribute if it has wings. A Titan with Talons can make a Death Swoop attack in the same way as Skylok. +50 points

Wings: The Titan is gifted with a magnificent pair of wings and can now fly, following the rules for Fliers. A Warhound Titan that has wings will not be able to use its dodge when charging and so the enemy will not be at -1 to hit the Titan. +150 points

Titan	New Movement
Emperor Titan	not allowed
Warlord Titan	10-30 cm
Reaver Titan	10-40 cm
Warhound Titan	10-50 cm

Chaos Abominatus Titan

Abominatus is one of the most terrifying of all the servants of Khorne. When it walks the ground shakes beneath its steel shod feet and the enemies of the Blood God quail in fear. The Chaos Titan wields fire and steel against its foes, with flames and gun smoke flickering from each casement and embrasure in its massive body, its soul burns with the unquenchable fire of a daemon's hate.

Abominatus is the hellish union of an Emperor titan and a Greater Daemon of Khorne. The Greater Daemon rules apply with only a few exceptions. Abominatus is represented by a Greater Daemon card, and must be accompanied by three to five Minion cards. However, although Abominatus entitles you to add 3 Chaos Cards to your hand you cannot surrender the cards in order to nullify a hit against a location. Enemy troops which Abominatus engages in close combat cannot first fire at the Chaos Titan, although this includes troops and vehicles with crews. Robots, etc. and Daemon-hunters such as Grey Knights are unaffected. Also troops engaged in close combat must pass a Morale check or go on fall back orders with a -2 to their CAF.

In other respects, Abominatus moves, shoots and fights close combat like an Imperial Emperor Class Titan. You must generate plasma counters on 2D6 at the start of each turn in order to power the Chaos Titans weapons, engines and void shields. It should be noted that Abominatus cannot carry Chaos troops and therefore cannot be boarded by enemy troops.

Cost: 2250

Victory Points: 23

The Mark of Khorne

In addition, Abominatus has special rules of its own which reflect its allegiance to Khorne, the Blood God.

Furious Advance: The Titan must always move towards the enemy and therefore a plasma counter must always be placed in its engines. Abominatus always wants to engage the enemy at close quarters and this means its movement is much faster than an Imperial Emperor Class Titan.

Note: The plasma is always diverted to the Engines in preference to Abominatus' Fire Power. This means that when Abominatus' engines are Overcharged the Titan's firepower cannot be Overcharged as well.

Location	Energized (1 counter)	Overcharged (2 counters)
Engines (movement)	5-15 cm in Advance, may make one 90° turn	15-30 cm in Charge, may make one 45° turn

Khorne's Shield: Abominatus is part Daemon and part machine, and this makes it partly resistant to psychic attack. The Titan always receives a saving throw of 2+ on a D6 against all psychic attacks.

Blood Rage of Khorne: The Chaos Titan's power increases if the battle is going well for the armies of Chaos. This success is judged by whomever has the most victory points. If the Chaos has the most Victory Points during a turn Abominatus receives +1 on its to hit rolls, +1 on its saving throw rolls and an extra D6 in close combat! If the victory point totals are equal or your opponent has more points no extra benefits are received.

War Howl: As it stalks across the battlefield Abominatus growls menacingly and lets out a terrifying bellow of rage and anguish. This is performed at the start of the turn after orders are placed but before they are revealed. Any enemy units that are within 15 cm of Abominatus must immediately pass a morale check or be placed on fall back orders.

Weapons

Abominatus carries a veritable arsenal of weapons built into its body. Its main armament, the Hellstorm Cannon and Plasma Annihilator along with its main battery function in an identical fashion to its imperial counterpart. However the weapons on its main fighting platform are quite different.

Blood Cannon: The Blood Cannon fires a Lava Template which has the same dimensions as the flame template supplied in the Titan Legions boxed set. To use this weapon place the template so that the pointed end is touching the Blood Cannon and the rounded end covers the intended targets. Anything under the template is hit on a roll of

4+. Models hit suffer a -1 saving throw modifier. Buildings can be destroyed by the Blood Cannon, any which are hit and fail their saving throw collapse and are turned into rubble. The lava-like daemon blood flows over and around cover so modifiers have no effect on the blood cannon's to hit roll.

Manglers: The Manglers are huge battle claws which can sweep aside battle tanks and flay the enemy Titans to twisted metal. When Abominatus wins a combat with a Titan the Manglers hit the chosen location as many times as is the difference between the two close combat scores, ignoring shields and striking which ever locations you choose. i.e. if Abominatus scores 31 and a Warlord scores 21, then Abominatus hits the Warlord 10 times in whichever locations you wish.

Scorpion Cannon: Normally mounted on Daemon Engines of Khorne this lethal multi-barreled weapon is at its most deadly when in close assaults. Up close this short ranged but devastating weapon literally scythes down the enemy in a withering hail of fire. The scorpion cannon has a range of 25 cm and fires 6 attack dice hitting on a 5+ with no save modifier.

All other weapons are the same as the Imperators: Bolters, Hellstorm Cannon, Main Battery, Plasma Annihilator, Secondary Weapons.

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Blood Cannon	-	Template	4+	-1	Ignores Cover
Manglers	Close Combat				Special
Scorpion Cannon	25 cm	6	5+	0	

Warmonger Titan

The Warmonger Titan is very close in appearance and structure to the Emperor Titan, but they have different roles upon the battlefield. In battle, the Warmonger is usually held back to provide long range fire support due to its large weapons load of support missiles and its massive Anti-Aircraft capabilities. The Warmonger is not quite as capable at Close Assault as the Emperor due to its specified role of Support and Command Control. Emperor Class Titans are known to have existed well before the Horus Heresy and while several Chaos Imperators are known to exist there are no known Chaos Warmongers.

Cost: Cheaper than the Emperor but depends on the missile load-out. The Flak Batteries offset the lowered capabilities of the Vengeance Cannon quite a bit but the Warmonger does not mount the Main Battery or Defense Laser of the Emperor. Start at 1500 prior to missile purchase and experiment.

Doomstrike Launcher: This holds 8 missiles. Before the battle purchase them from any of the titan missiles and add their cost to the base cost for the Warmonger.

Flak Batteries (4): These are dedicated AA guns. They may not fire at non-titan ground targets that are closer than 50 cm.

Plasma Generation: D6+2 green counters.

Spotter Plane: This allows the Doomstrike Launcher to be fired indirectly like artillery.

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Spotter Plane	35 cm	5+	+1	Bolters	25 cm	2	5+	0	Flier, Special

Vengeance Cannon: If any ones are rolled for overcharged attack dice, the coolant system has overheated and the weapon needs one turn to cool off.

Note: Set Up, Armor Saves, Repair and Close Combat are handled the same as the Emperor Titan. The Warmonger may carry 12 infantry stands in the bastions.

Move	CAF	Shields	Repair	Notes
Varies	+20	12 Void Shields	4+	2+ Psychic Save

Location	No Plasma	Energized (1 counter)	Overcharged (2 counters)
Fire Control Center (non-primary weapons)	No shooting	Fire on Advance	Fire on First Fire
Void Shields (repair roll)	Shields don't repair	Shields repair on 5+	Shields repair on 4+
Engines (movement)	No movement	5-10 cm in Advance, may make one 90° turn	10-20 cm in Charge, may make one 45° turn
Sensorium	No effect, cannot fire	+25 cm to all weapon ranges	
Doomstrike Launcher	Doesn't fire	Fire two missiles	Fire three missiles
Vengeance Cannon	Doesn't fire	See weapon description. The more the better.	

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Flack Batteries	100 cm	16	5+	-1	AA, Special
Sensorium Guns	50 cm	2	4+	-2	
Secondary Weapons (8)	50 cm	1 each	5+	-1	
Point Defense (16)	15 cm	1 each	6+	0	
Doomstrike Launcher	See the missile description.				
Vengeance Cannon	Allocate up to four counters, each one either green or red.				
Energized (Green)	100 cm	2	4+	-4	
Overcharged (Red)	150 cm	3	3+	-6	Penetrating +3

WARMONGER TITAN DATACARD

THESE SQUADS MAY FIRE FROM THE TITAN

THESE SQUADS MAY NOT FIRE FROM THE TITAN

DOOMSTRIKE

MISSILES
3 MISSILES

FLAK GUN FLAK GUN FLYER LUNCHING PAD FLAK GUN FLAK GUN

RIGHT PRIMARY COUPLING HIT LOCATION **THE BRIDGE** LEFT PRIMARY COUPLING HIT LOCATION

REPAIR SHIELDS 5+ VOID SHIELD CONTROLS 1 SQUAD FIRE CONTROLS REPAIR SHIELDS 4+

ARMOR ARMOR REACTOR CORE ARMOR ARMOR

RIGHT GYRO HIT LOCATION RIGHT REACTOR LINK HIT LOCATION **ENGINE ROOM** LEFT REACTOR LINK HIT LOCATION LEFT GYRO HIT LOCATION

RIGHT LEG HIT LOCATION CENTRE GYRO HIT LOCATION SECONDARY WEAPONS -1 ATTACK DICE

RIGHT LEG HIT LOCATION

RIGHT BASTION MAIN BATTERY **LEFT BASTION**

1 SQUAD Secondary Weapons -1 Attack Dice 1 SQUAD Secondary Weapons -1 Attack Dice 1 SQUAD Secondary Weapons -1 Attack Dice 1 SQUAD Secondary Weapons -1 Attack Dice

1 SQUAD Bullets -1 Attack Dice 1 SQUAD Bullets -1 Attack Dice 1 SQUAD Bullets -1 Attack Dice 1 SQUAD Bullets -1 Attack Dice

1 SQUAD Bullets -1 Attack Dice 1 SQUAD Bullets -1 Attack Dice 1 SQUAD Bullets -1 Attack Dice 1 SQUAD Bullets -1 Attack Dice

TOWER GUN 2 ATTACK DICE FIRE ARCS TOWER GUN 2 ATTACK DICE

VANGUARD CANNON

2 SHOTS
2x TO HIT -3 MOD +1

4 SHOTS

DOOMSTRIKE AMMO

VOID SHIELDS

12

11

10

9

8

7

6

5

4

3

2

1

CLOSE ASSAULT FACTOR -23

VOID SHIELDS 12

PSYCHIC SAVING THROW 2+

WEAPONS	RANGE	ATTACK DICE	ROLL TO HIT	SAVE MOD.	NOTES
Main Battery	200cm	D6+3 Storage Pts.	-	-3	-
Secondary Weapons	50cm	2	5+	-1	-
Defence Laser	100cm	1	3+	-4	Snap Fire
Gun Towers	75cm	1	4+	-2	-
Bullets	15cm	16	6+	0	First Fire

Terrain Generation Tables

If you find the idea of just laying out the terrain a bit daunting or you've done it so many times you can't think of a new approach you may find it useful to randomly generate some terrain to use. You should bear in mind that the results you get from a Terrain Generator will be, surprise surprise, very random and the set up you get may not make a lot of sense on the tabletop. Because of this don't hesitate to move terrain around or discard bits until you have a good battlefield - the Terrain Generator is really there just to suggest pieces.

Each terrain piece should occupy an area of about 15-20 cm square, though hills and other contours can be quite a bit bigger. Decide what type of planet it is, and then follow the following procedure.

- 1) Divide up the tabletop into chunks about 60 cm square and mark with dice, range rulers or whatever.
- 2) Roll 1d3 for each chunk to see how many kinds of terrain it contains.
- 3) To find out what the pieces of terrain are, roll 2 different colored d6 and then read the scores down the side and along the top of the appropriate generator. Players alternate placing pieces.

Agri-World

Agri-Worlds are geared up for intensive agricultural production. They will tend to be very open, with few buildings.

d6	1	2	3	4	5	6
1	Hill	Fields	Plantation	Fields	Fields	Fields
2	Plantation	Fields	Herd	Farmstead	Fields	Hill
3	Fields	Barn	Hill	Barn	River	Plantation
4	Settlement	Hill	Fields	Barn	Reservoir	Fields
5	Farmstead	Reservoir	Farmstead	Reservoir	Farmstead	Herd
6	Herd	Farmstead	River	River	Plantation	Herd

Barn: A single large Light Building.

Farmstead: A small collection of Standard Buildings, outhouses and agricultural equipment, sometimes surrounded by a protective wall, usually with a Road running to it.

Fields: A field of crops that counts as open ground. They can be very large and might be occupied by massive harvesting machines. Infantry in a field gain a -1 Cover modifier protection.

Herd: A large herd of grazing animals. Infantry and cavalry move at half speed through a herd, all other units are unaffected because the animals move out of the way. The herd itself does not move.

Plantation: A plantation is a uniform type of woods with trees in straight lines. It counts as Woods.

Reservoir: For the storage of irrigation waters, reservoirs are very deep and impassable to everything. May have attendant pumping stations (treat as Standard Buildings) and are connected by canals.

Settlement: A town or small city, with many Standard Buildings and Roads.

Death World

Death Worlds are the most naturally dangerous worlds in the galaxy. The atmosphere on Death Worlds is constantly changing. Unfortunately the weather is unlike anything any army has experienced before! At the start of each turn roll 1d6:

d6	Effect
1-3	Normal: Weather is normal (well, for a Death World...).
4	Very, very heavy rain: All infantry, cavalry, walker and wheeled/tracked vehicles move at half speed.
5	Dust Cloud: All firing ranges are halved, barrages always scatter.
6	Meteor Storm: Roll 1d6 for each detachment: on a 6 they are hit by a Barrage template (positioned by the opponent) with 6 BP and a -2 TSM. This attack destroys buildings.

d6	1	2	3	4	5	6
1	Hill	Swamp	River	Hill	Ruins	Woods
2	Outpost	Woods	Hill	Lab	Hill	Ruins

3	Woods	Hill	Swamp	Ruins	Swamp	Craters
4	Lab	Ruins	Hill	Woods	River	Ruins
5	Woods	Outpost	River	Outpost	Woods	Woods
6	Swamp	Hill	Swamp	Woods	Woods	Craters

Craters: Craters are treated as Ruins, except vehicles suffer no penalties when moving through them.

Lab: Labs established to investigate the plant and animal life on the world were soon abandoned as the animals turned out to be too savage to study. The animals still live in the labs: the labs themselves count as Standard Buildings, but each model inside must roll 1d6 in the End phase: on a 6 they are engaged in close combat by the angry beasts (which have a CAF of +1d6).

Outpost: Many races have tried to settle on Death Worlds without fully understanding the deadly nature of these planets. Outposts are Strongholds built to defend the now ruined towns.

Swamp: Death World swamps act as one entity: the swamp and all the creatures that live in it attempt to lure animals in then attack. All swamps count as Marshes, and roll 1d6 for each infantry detachment that tries to move through them: on a 1 one stand is lost never to be seen again!

Woods: The Woods on Death Worlds are home to some very dangerous creatures, mainly the trees themselves! Roll 1d6 for each infantry or cavalry detachment that tries to move through them: on a 1 one stand is lost never to be seen again!

Desert World

Dead worlds are devoid of most life. They include Desert worlds, Ice worlds, and rocky planets. Other options include a massive pipeline which stretches from a refinery to some distant outlet. Or what about a Wind Farm (you've seen them: rows and rows of little sticks with fans on the top) which might count as a Forest. Deserts may be littered with ancient alien ruins, half-submerged wrecks of past battles and crashed spaceships, plus almost anything else you can think of!

d6	1	2	3	4	5	6
1	Sandstorm	Cliff	Hill	Hill	Dune	Dune
2	Cliff	Oil Pit	Oil Pit	Hill	Rock Spires	Dune
3	Rock Spires	Cliff	Hill	Hill	Complex	Hill
4	Cliff	Road	Road	Complex	Rock Spires	Quicksand
5	Complex	Road	Hill	Road	Rock Spires	Oasis
6	Oasis	Road	Complex	Cliff	Dune	Sandstorm

Complex: A complex could be any collection of Standard Buildings, such as a desalination plant, hydroponics installation, refinery, mine head, derrick or worker's hovels.

Cliff: A cliff is a hill with at least one side which is impassable. It's a good idea not to have every approach to the summit impassable as attacking troops will need some way to get at troops who may be deployed on the crest.

Dune: This is a very low hill which may extend over a wide area but does not rise particularly high.

Rock Spires: These are strange columns of sandstone (or whatever material prevails on the planet) carved by aeons of biting winds from the bare rock. They can vary wildly in size, from huge towering pinnacles that a Titan could hide behind, to a low series of gullies and defiles which you could count as Forests.

Oasis: A rare find in the bleak desert, oases are small ponds or lakes, crowded with vegetation. An oasis will probably comprise a pool surrounded by appropriate vegetation, counting as a River surrounded by Woods.

Oil Pit: Either bubbling naturally up to the surface, or dumped by a nearby industrial outlet, a noxious slick of oily sludge seeps through the desert, bogging down anyone who tries to cross it. Oil Pits are treated as Marshes.

Quicksand: Quicksand can be found in a small pool, and is treated like a Marsh. Alternatively, fluid may be moving sluggishly beneath the surface of a region, creating a hazardous, almost invisible River which can only be crossed by pontoon bridges or more permanent constructions.

Sandstorm: Or chromestorm, saltstorm, cobaltstorm (and so on). A whirling sand devil is tearing up that part of the battlefield and is liable to move randomly across the desert throwing men and tanks into disarray. It is represented by a swirling column of cloud, with the same diameter of a Barrage template (6cm). At the start of every Compulsory Movement phase, the sandstorm moves d6x5 cm in a random direction: any detachment it passes through during its movement immediately loses its orders as it tosses vehicles around, knocks soldiers to their knees and generally wreaks havoc! If the sandstorm ends its movement over some models, these are moved to the edge of the template.

Dæmonworld

Dæmonworlds are, by their very nature, unstable, nightmarish places. Perhaps the terrain changes or moves during the course of the battle in some suitably whimsical manner. Fighting on a Dæmonworld may also have some effects on the army: for example, on a world ruled over by a Dæmon Prince of Khorne, you could say that neither side can include any psykers. Conversely, a Tzeentch planet may well be high in magical energy and psykers have some kind of increased effect.

d6	1	2	3	4	5	6
1	Chaos Plain	River	Temple	Cliff	Hill	Cliff
2	River	Hill	Cliff	Temple	Road	Hill
3	Graveyard	Temple	Road	Wood	Cliff	River
4	Road	Hill	Graveyard	Wood	River	Road
5	River	Road	Hill	Temple	Cliff	Wood
6	River	Graveyard	Hill	Road	Temple	Firestorm

Chaos Plain: This can be many things. Perhaps it is a field of bones and skulls, which shift underfoot, crack under wheels and tracks and are generally unstable. Perhaps a corona of energy constantly flickers just above ground level or flames sweep across the fields disrupting everything in their path. For whatever reason, a Chaos plain counts as open ground, but models that attempt to move through it suffer a hit on a d6 roll of 5+ with a -1 TSM.

Cliff: On a Dæmonworld, a cliff is not necessarily just a sheer-sided hill. It may be a screaming face which moans and wails (forcing a Morale check to all units that moves through it), or a wall of serrated blades which scythe through anything trying to climb them. Even a seemingly ordinary cliff may shake and start landslides at the approach of other life forms, burying tanks in a hail of boulders, crushing troops in an avalanche of rocks. Such a horror would obviously be impassable and units passing near (5 cm or so) will be hit on a d6 roll of 5+ at -1 TSM.

Firestorm: The raging planet itself abhors the presence of the fighting armies: the ground trembles, huge flaming meteors pour from the skies, small eruptions dot the battlefield throwing troops and tanks askew, staggering war engines and making the whole planet surface unstable. For this reason, all Morale checks made during the battle have a -1 penalty applied to them as the troops struggle to advance and fight effectively.

Graveyard: A mass grave fills this part of the battlefield. The huge necropolis stretches across the planet surface, dotting the landscape with hundreds of monoliths, gravestones, tombs and sepulchral chambers. In game terms these morbid fields can be treated like Woods.

River: A river on a Dæmonworld is highly unlikely to be mere water. Boiling acid, venomous ooze, dæmonic blood and other vile substances churn across the landscape, spilling their noxious vapors through valleys and into pools. These can be treated as ordinary Rivers, or you can make the more potent varieties dangerous for all near units.

Road: Roads on Dæmonworlds aren't going to be constructed from tarmac and concrete. Highways of skulls, polished obsidian, living flesh and other exotic surfaces are more the norm for the Realms of Chaos.

Temple: A temple to the Chaos gods has been erected in this part of the battlefield. The appearance of such temples varies wildly depending on the builders and the god to which it is dedicated. The pleasure palaces of Slaanesh may provide release from mortal misery but do not offer much protection against incoming barrages (treat as Light Buildings). On the other hand, the temples of Khorne are mighty fortresses, with studded buttresses, massive gates hewn from black rock and paneled with tick brass plates, towers crusted with armored turrets and walls festooned with the heads of slain foes (treat as Strongholds).

Wood: A wood on a Dæmonworld certainly isn't going to be your common or garden "brown trunks, green leaves" type of affair (unless the Dæmon Prince is of a rather nostalgic state of mind!). Trees with hideous screaming faces, clutching limbs, slashing spines and thorns are more likely. Perhaps an infestation of giant mushrooms is more to the tastes of the planet's ruler, or how about a walking wood that moves randomly across the battlefield 2d6cm every turn and causes a Morale check to all units that moves through (or that move through it)?

Forgeworld

Forgeworlds are industrial facilities. Use factories and industrial buildings. If you have the models, try using superheavy vehicles and Titans in these games.

Other options for a Forgeworld could be acid-filled vats, with walkways criss-crossing their open tops (ready to be smashed apart to spill their lethal contents if hit by a sufficiently large blast). Then there are the random electrical discharges, venting plasma ports, steam hammers, experimental laboratories, weapons test zones, bio-

agents silos and a hundred other devices seemingly designed to make Forgeworlds very hazardous battlefields to fight over!

d6	1	2	3	4	5	6
1	Depot	Scrap	Furnace	Scrap	Smelting Works	Scrap
2	Scrap	Road	Scrap	Road	Temple	Furnace
3	Smelting Works	Road	Power Station	Scrap	Road	Scrap
4	Molten River	Road	Road	Temple	Road	Depot
5	Factory	Landing Pad	Road	Road	Molten River	Power Station
6	Molten River	Road	Scrap	Road	Temple	Depot

Depot: This is where the produce of the Adeptus Mechanicus is stored before being shipped off-world to other parts of the Imperium. Depending on what is being built in this particular part of the Forgeworld, the depot may contain a collection of warehouses filled with crate after crate of weapons and ammunition which provide cover (treat as Ruins). Or maybe it is a huge parking lot normally filled with ranks of gleaming factory-fresh Rhinos and Leman Russ battle tanks (but is now a huge expanse of Road which can be crossed over quickly, but is surrounded by a high wall or fence).

Factory: The buildings where the Adeptus Mechanicus actually construct their creations, from components forged in the smelting works or built in other parts of the factory. Huge automated, open-topped production lines churn out hundreds of items an hour: whirring cranes lift vehicle chassis onto speedy conveyor belts, semi-intelligent robotic arms labor night and day welding, riveting, painting and coating everything that passes by them. The factory is a veritable maze of small alleys which are impassable to vehicles but provide valuable cover to infantry skulking between them (treat as a Standard Building).

Furnace: A huge open-topped furnace forms part of the landscape in this area, feeding metal to nearby automatic hammers, pile drivers and mass production lines. The heat from the furnace is almost unbearable. The furnace itself is impassable to every type of unit, while the area surrounding it (up to about 5 cm from the edges) is very dangerous: any model that attempts to move in or through it will suffer a hit on a d6 roll of 4+ with a -2 TSM.

Landing Pad: Here the creations of the Cult Mechanicus are shipped to their destinations throughout the Imperium - superheavy tanks headed for distant war zones, air filters on their way to Hive Worlds such as Armageddon and Necromunda, and so on. The landing pad (or pads) are open ground which can be covered at speed by vehicles and infantry (treat as a Road) while the control towers and subsidiary buildings provide cover and protection for infantry inside (treat as Standard Buildings). Troops dropped off by transport flyers which land on the pad do not have to sacrifice 5 cm of their movement to disembark (same for embarking).

Molten River: This part of the Forgeworld is divided into two by a massive river of molten metal. Open girder bridges cross over the bubbling liquid at regular intervals but the heat emanating from the stream of white-hot metal is enough to make unprotected troops faint and melt the wiring in vehicles. The river itself is impassable to everything and any model that attempts to move through the bridges will suffer a hit on a d6 roll of 5+ at -1 TSM.

Power Station: Huge capacitors store up the energy generated by the roaring furnaces, while fusion reactors and plasma chambers generate raw power to be distributed through massive cables and along pylon-supported wires to the factories and smelting works of the Adeptus Mechanicus. Perhaps it is a Generator Vulcanis, tapping directly into the white-hot mantle beneath the Forgeworld's crust, using the immense potential of geothermal energy to send gigawatts of power surging through its web of conduits to nearby installations. Power stations can be highly volatile areas and troops who take shelter in such a place must be careful to pay heed to the warning signs and hazard markers lest they melt down a plasma reactor or electrocute themselves on a live wire! A power station counts as a Standard Building, but each model inside must roll 1d6 in the End phase: on a 6 they are hit with a 0 TSM.

Scrap: A huge pile of twisted metal, cables, pipes, engines and other debris waiting to be recycled has collected in this part of the battlefield. The small hill of junk counts count as Ruins.

Smelting Works: The gantries and walkways of the smelting works (count as Ruins for infantry and cavalry, impassable to vehicles) criss-cross over a web-like net of channels and pools of molten metal which pour from huge vats into massive moulds. The whole process may be automated, with one end of the production line churning out Rhino hulls, Leman Russ track links or thousands of different items, leading to a pile of material like a scrap heap.

Temple: This part of the battlefield is a site for a huge temple to the glory of the Machine God. Constructed out of the hardest alloys, bearing many runes of power and prayer, the temple is a solid Stronghold in which the followers of the Machine God can find refuge and fighters of any race can seek protection and cover.

Hive World

On Hive Worlds it is assumed that battles are fought in the wastelands surrounding the Hives. The Hives themselves are massive and even a small part of one would fill a wargames board many times over.

d6	1	2	3	4	5	6
1	Ruins	Ash Dunes	Minefield	Settlement	Sludge	Ash Waste
2	Chem Waste	Chem Waste	Ash Waste	Ash Dunes	Ash Waste	Ash Dunes
3	Ash Dunes	Ash Waste	Sludge	Ash Waste	Ruins	Ash Waste
4	Ruins	Settlement	Ruins	Chem Waste	Minefield	Ash Dunes
5	Minefield	Sludge	Ash Waste	Ruins	Chem Waste	Settlement
6	Ruins	Ash Waste	Ash Dunes	Sludge	Sludge	Ruins

Ash Dunes: Wind-blown ash has created deep dunes. These dunes are notoriously unstable: any model that attempts to move in or through them suffer a hit on a d6 roll of 5+ with no Armor save allowed. This terrain is impassable to Knights, Super-Heavies, Titans and Praetorians at all.

Ash Waste: Layers of grey ash cover the ground. Ash Wastes are counted as open ground, but due to the danger of sinking and the difficulty of moving at speed through thick ash they may be entered only on Advance orders.

Chem Waste: Here old chemicals have come to the surface, staining the ash lurid colors. The chemicals can be highly corrosive or poisonous: any infantry or cavalry model that attempts to move in or through Chem Wastes suffer a hit on a d6 roll of 5+ with a -2 TSM.

Settlement: A small community of outlaws and renegades. A shanty town of tents, huts and lean-tos, gathered around a nutritious slime hole. Settlements count as Ruins.

Sludge: This is either a sludge river or canal, a sludge pit or the edge of a sludge sea. Although foul smelling it is not lethal. Sludge terrain is treated just like Rivers.

Ice World

Dead worlds are devoid of most life. They include Desert worlds, Ice worlds, and rocky planets.

d6	1	2	3	4	5	6
1	Blizzard	Thin Ice	Ice Cliff	City Entrance	Lake	Ice Crevasse
2	Hill	Lake	Hill	Research Station	Iceberg	Hill
3	Iceberg	Hill	Thick Ice	Shipwreck	Thick Ice	Research Station
4	Ice Crevasse	City Entrance	Research Station	Lake	Ice Crevasse	The Sea
5	Hill	The Sea	Thin Ice	Hill	Lake	Thin Ice
6	Lake	Hill	Shipwreck	Thick Ice	Hill	Blizzard

Blizzard: Blizzards constantly blow across Ice Worlds, destroying the landscape and any unfortunate creatures that find themselves in its path. Blizzards are treated in the same way as sandstorms (see Desert Worlds).

City Entrance/Research Station: The inhabitants of Ice Worlds generally live underground to avoid their planet's sub-zero temperatures and blizzards. The entrances to their cities are surrounded by bunkers. City entrances are classed as Strongholds and Research Stations are classed as Standard Buildings.

Ice Cliff: Ice cliffs are treated in the same way as cliffs (see Desert Worlds).

Ice Crevasse: Crevasse are perfect cover for infantry and count as Light Buildings. Walkers and vehicles that attempt to move through them suffer a hit on a d6 roll of 5+ with no Armor save allowed while Knights, Super-Heavies, Titans and Praetorians can move over them without any trouble.

Iceberg: Smaller icebergs float around the sea and lakes. Icebergs may only be used if there are some lakes or parts of the sea on the board, and they float 1d6cm around in random directions in each Compulsory Movement phase. The whole board could be made of icebergs if you are feeling adventurous, all moving (and colliding) randomly!

Shipwreck: Ships that have collided with icebergs are often surrounded by ice and carried around the seas. Such frozen shipwrecks count as Light Buildings.

The Sea/Lake: Sometimes the only inhabitable places on Ice Worlds are the largest icebergs. The sea should be put on a board edge: you could have your whole board surrounded by sea if you want! The sea and lakes count as Rivers.

Thick/Thin Ice: Areas of thick ice counts as Roads. Areas of thin ice are very fragile: any infantry or cavalry model that attempts to move in or through them suffer a hit on a d6 roll of 5+ with no Armor save allowed, walkers and

vehicles are hit on 4+ instead. This terrain is impassable to Knights, Super-Heavies, Titans and Prætorians. Thin ice can be represented by a pale blue area of ground while thick ice could be a white area covered with gloss varnish.

Primæval World

Primæval worlds are inhospitable boiling pots of jungles and feral beasts.

d6	1	2	3	4	5	6
1	Ash Clouds	Hill	Hill	Boiling Mud	Rubble	Lava Flow Tunnels
2	Cooled Lava Flow	Ash Clouds	Primæval Jungle	Huge Rocks	Crystal Forest	Craters
3	Rubble	Hill	Cooled Lava Flow	Hill	Thick Ice	Primæval Jungle
4	Lava Flow Tunnels	Craters	Primæval Jungle	Hill	Rubble	Lava Flow Tunnels
5	Rubble	Huge Rocks	Boiling Mud	Volcano	Hill	Craters
6	Volcano	Hill	Ash Clouds	Magma River	Primæval Jungle	Magma River

Ash Clouds: Ash clouds blacken the skies giving the planet a dark foreboding feel. If Ash Clouds are rolled more than once then re-roll the result. Ash clouds have no effect on ground troops, but flyers must roll 1d6 each time they are activated: on 4+ they may make no turns and must move half their movement straight ahead. Flyers which leave the board are considered lost.

Boiling Mud: Boiling mud is heated by underground lava lakes and is very dangerous. Boiling muds are treated as Marshes.

Cooled Lava Flow: When lava flows cool they leave a smooth surface suitable for vehicles. Cooled lava flows count as Roads.

Craters: Craters are treated as Ruins, except vehicles suffer no penalties when moving through them.

Lava Flow Tunnels: The outer crust of the lava flow cools quicker than the centre. When the lava flow has disappeared the cooled outer crust leaves a tunnel, or in most cases usable trenches. Lava flow tunnels count as Trenches.

Magma River: Great rivers of white-hot magma flow slowly across the planet surface melting anything unable to move out of their way. Magma rivers count as impassable terrain to all units. You may like to have a magma river rolling across the battlefield: for example, it may start at one side of the table and move 15 cm at the start of each turn, destroying everything in its path!

Primæval Jungle: Primæval worlds have some life on them: animals and plants generally find the safest place to live so it is common to see small, but dense, areas of life on such worlds. All jungles count as Forests, but models that attempt to move through them suffer a hit on a d6 roll of 6 with 0 TSM.

Rubble: The surface of Primæval worlds is often covered with rubble, cracks and small craters. This zones count as open ground but infantry in them gain a -1 Cover modifier protection.

Volcano: Volcanoes are widespread on Primæval worlds. They erupt frequently throwing magma into the air and onto the planet's tortured surface. Every unit (even flyers) that trace a route over a volcano must roll 1d6: on 4+ they are hit with a -2 TSM. At the start of each turn roll 1d6: on a 6 the volcano erupts, and everything within 15 cm is hit with a -3 TSM.

'Do It yourself' Terrain Generator

All you need to do is allocate the terrain in your collection to the different slots, so you might decide that all hills are A's, woods are B's, buildings are C's and so on.

d6	1	2	3	4	5	6
1	A	C	B	C	C	C
2	B	C	F	E	C	A
3	C	D	A	D	A	B
4	D	A	C	D	G	C
5	E	G	E	G	E	F
6	F	E	G	F	B	F

Objectives & Missions

Campaign Seeds

Some key ideas for campaigns would be:

Campaign	Forces
Armageddon 1 st , 2 nd & 3 rd campaigns	Orks vs Imperials
Horus Heresy: Istvaan V	Chaos vs. Iron Hands, Raven Guard & Salamanders
Horus Heresy: Invasion of Earth	Chaos vs Imperials
Hivefleet Kraken invades Iyanden	Tyranids vs Iyanden
Ichar IV: Genestealer Uprising	Tyranids & PDF vs Imperial Guard
Ichar IV: Hivefleet Kraken	Tyranids vs Imperials
Macragge: Hivefleet Behemoth	Tyranids vs Ultramarines
Invasion of Tallarn	Chaos vs Imperial Guard
Battle for Tallarn	Chaos vs Eldar & Imperial Guard
Exodus of the Squats	Squats vs anyone

Encounter Level

Some battles are light skirmishes with opponents only lightly encountering each other before withdrawing, while others are bloody meatgrinders. This can be simulated by changing the number of Victory Points needed to win, thus reducing the importance of objectives and increasing the need to break enemy units.

	Multiply the VP's needed to win by...
Skirmish	0.8
Battle	1.0
Bloodbath	1.2

Escalating Confrontation: New Scenario For NetEpic

By Tom Webb, from Incoming! #8

An escalating confrontation represents a battle between two major armies, as each side attempts to defeat the other more and more troops are committed to the battle field.

In this scenario, you must have a minimum of 3000 points on each side and four Company Cards in each army. The battle will last for 7 turns after which time victory points are totaled up as usual.

Each side begins with 2 companies and all their supporting detachments (not special cards) they may be deployed as usual, then after every turn roll a dice for each company and special card in your army consulting the chart below.

If the dice roll is passed then the company and its supporting detachments (or the special card) are deployed on the battlefield within 10 cm's of the player's table edge.

Turn	Point at each Army Card and deploy it if you roll a...
2	6+
3	5+
4	4+
5	3+
6	2+
7	All Companies arrive

Advanced Objectives

The basis for this article originally by Peter Cornwell, published in old issues of White Dwarf magazine

When playing with these alternate objectives, you should set up the battlefield first. After you've placed terrain, take eight **Take & Hold** objectives and one of each of the others, place them face-down and mix them up. Then choose eight and place them on the battlefield as you would regular objectives. Turn them face-up before you build your army or place any units on the board. All objectives are worth 5 points each.

There're a lot of ways you can customize this - make the objectives secret, use more or fewer advanced objectives, turning the objectives face-up after you build you army, etc. Experiment and let us at the NetEpic Discussion Group know how it goes.

Take & Hold	The standard mission objective. You must have the closest unit within 15 cm to gain Victory Points from it during the End Phase. Units engage in Close Combat or on Fall Back Orders cannot claim objectives.
Assault	This objective represents a fortified position, such as a communications relay point or data vault. As with Capture this is a one-time objective and once claimed it is removed from the board. To claim the objective you must attack the counter in Close Combat just as if it was an enemy model. The counter rolls 2d6 as normal and has CAF +2. If you win the position has been successfully stormed and if you lose you're dead! If you destroy the objective but do not survive until the End Phase, you do not gain any Victory Points. The objective is unaffected by most weapons fire, but a hit by an area-eradicating weapon like a Vortex or Warp Cannon will destroy it - nobody gets Victory Points.
Capture	The first model to move onto this objective will claim it in the End Phase. However, once claimed the objective becomes yours for the rest of the game - you can take the counter away and leave the area once you have claimed the objective.
Cleanse	Unlike a regular objective, where you need only have the closest unit within 15 cm, here you only gain Victory Points if there are no enemy units within 15 cm of the Cleanse objective. You must eliminate all enemy units within 15 cm of the objective to claim the Victory Points in the End Phase.
Rescue	Rescue is different from the other objectives in that it may move around the battlefield. If a model moves onto (not within 15 cm) the objective, place the counter under the model (or on the base of the Titan). The model can then move normally, taking the counter with it. If the model carrying the counter is killed by a ranged attack, leave the counter in place until another model moves onto it and picks it up. If the escorting model is killed in Close Combat, the victor may take the counter and escort it from then on. If the escorting model is given Fall Back Orders it will automatically drop the objective counter. Whoever is in possession of it in the End Phase gets 5 Victory Points.

Fate Cards

Fate Cards are an optional game component that can change an ordinary game of Space Marine or Net Epic by adding a little bit of the unexpected. They are based on the Fate Cards that were put out by Games Workshop for their EPIC 40K game.

There are a total of 16 Fate cards in a standard deck. Some cards bode well for the players and others don't. The cards are shuffled before each game and before each turn each player draws one card. These cards can only be played on that turn and what phase the card states. There are multiples of some cards so the same card may show up more than once. Once the card has been used it is discarded. It cannot be used again for the rest of the game.

The effects of the Fate cards cannot be combined with any Special cards a particular race may receive. Nor can they negate the effects of those cards as well.

<p align="center">PSYCHIC BLAST</p> <p>Play: Any Phase</p> <p>Effect: Pick one enemy model within 50 cm and LOS. It is hit with a physical Psychic attack on a 4+ with a -2 TSM. Any model that is classed as a Psyker.</p>	<p align="center">PSYCHIC BLAST</p> <p>Play: Any Phase</p> <p>Effect: Pick one enemy model within 50 cm and LOS. It is hit with a physical Psychic attack on a 4+ with a -2 TSM. Any model that is classed as a Psyker.</p>	<p align="center">COUNTER ATTACK</p> <p>Play: Any Combat Phase except for Snap-fire</p> <p>Effect: This card allows you to re-roll close combat or shooting attacks for one detachment. Cannot be used on Command or HQ units, superheavies, titans or praetorians.</p>	<p align="center">COUNTER ATTACK</p> <p>Play: Any Combat Phase except for Snap-fire</p> <p>Effect: This card allows you to re-roll close combat or shooting attacks for one detachment. Cannot be used on Command or HQ units, superheavies, titans or praetorians.</p>
<p align="center">FORCED MARCH</p> <p>Play: Movement Phase</p> <p>Effect: You may add an additional 10 cm to a unit/models finished movement. Can only be used on infantry & cavalry units. Cannot be added to other Special Cards that increase movement.</p>	<p align="center">FORCED MARCH</p> <p>Play: Movement Phase</p> <p>Effect: You may add an additional 10 cm to a unit/models finished movement. Can only be used on infantry & cavalry units. Cannot be added to other Special Cards that increase movement.</p>	<p align="center">DIVINE INSPIRATION</p> <p>Play: Any Phase</p> <p>Effect: One unit/model will ignore a single morale check this turn or will successfully rally in the End Phase if on Fall Back Orders.</p>	<p align="center">DIVINE INSPIRATION</p> <p>Play: Any Phase</p> <p>Effect: One unit/model will ignore a single morale check this turn or will successfully rally in the End Phase if on Fall Back Orders.</p>
<p align="center">CONFUSED</p> <p>Play: Movement Phase</p> <p>Effect: One detachment has misunderstood your orders. Issued orders will change one step along the Charge-Advance-First Fire line. Does not affect Command or HQ units, titans or praetorians.</p>	<p align="center">CONFUSED</p> <p>Play: Movement Phase</p> <p>Effect: One detachment has misunderstood your orders. Issued orders will change one step along the Charge-Advance-First Fire line. Does not affect Command or HQ units, titans or praetorians.</p>	<p align="center">MECHANICAL PROBLEMS</p> <p>Play: Movement Phase</p> <p>Effect: One detachment is experiencing mechanical problems and can't move this turn. They can shoot normally, however. This does not affect titans or praetorians.</p>	<p align="center">MECHANICAL PROBLEMS</p> <p>Play: Movement Phase</p> <p>Effect: One detachment is experiencing mechanical problems and can't move this turn. They can shoot normally, however. This does not affect titans or praetorians.</p>
<p align="center">LOW ON AMMO</p> <p>Play: Combat Phase</p> <p>Effect: One detachment's ammo reserves are low. It may not fire this turn.</p>	<p align="center">ESCAPE FATE</p> <p>Play: Anytime</p> <p>Effect: This card will cancel out the effects of any other Fate card just played.</p>	<p align="center">BRILLIANT STRATEGY</p> <p>Play: Initiative</p> <p>Effect: You automatically win initiative for this turn.</p>	<p align="center">ORBITAL BARRAGE</p> <p>Play: End of Movement Phase</p> <p>Effect: An orbital strike is called in. Place a normal barrage template anywhere on the battlefield. The barrage is 6 BP, hits on 4+ with -2 TSM.</p>

Scenarios

By Mark Watts, published in White Dwarf #172

1) Rescue Operation: There is a spy that needs to be rescued / captured. He is defended by a small contingent, but is behind enemy lines. One player becomes the defender and may place up to 25% of his forces defending the spy. No vehicles can be included in the defending garrison. The game is played by the long length of the table (6-8feet). The spy and the defense force are played way in the back in an area of 25 cm square. One building should be in this area and that's where the spy is. Place the rest of the defense force in the square. The defender's remaining units are placed on the diametrically opposed table edge. Once placed the attacker places all his forces 11/2 feet from the table edge where the defender set up his remaining forces (of it's a 8 foot long table 2 feet). NO fliers are allowed on either side! The spy is treated as a command unit with CAF of zero and no ranged weapons. Since both sides need him intact he cannot be voluntarily killed. If by happenstance he is "killed" treat as wounded and it cannot move any more, but can be transferred by vehicle. Victory is achieved by the defending player IF he can exit the spy out through the table edge he entered (meaning moving the spy clear across the table!) by turn 6. The attacker wins if he has control or disputed control of the spy. It is a draw if the defender has the spy but has not escaped by turn 6.

2) A Bridge Too Far: The game is played along the long axis of the table as in the previous scenario. Two rivers with one or more bridges are placed at the end of the table. One river is placed 1 foot from the edge the other 2 feet from the edge. Bridges should be placed to give so as to be equally close to both sides. The rivers are parallel to each other. For purposes of the scenario the bridges cannot be destroyed. If by happenstance, it is destroyed, treat as damaged and terrain difficult for infantry and impassable by all else. Armies deploy normally. Four objectives will be placed close to bridges, the others can be placed else where. The terrain around bridges should have many buildings. Normal victory conditions apply. This scenario can be turned into a siege scenario by having the defender behind the rivers preventing crossing.

3) Flank Attack: Deployment is as in a standard game, except one side can ONLY deploy in the middle 3 feet (on a 6 foot table) or 4 feet (on a 8 foot table). The extreme flanks of each side will be full of woods, hills of mountains. Objectives are placed normally. The opposing army may take up to 25% of his forces as a "flanking force" and MUST write down on what turn the flanking force will arrive and which side or the two "flanks" where the first player could not deploy. This must be done before he sees the deployment of that player (best done by letting the "flanker" deploy first). Normal victory conditions apply.

4) Capture & Hold: Only two objectives are used and are placed in the center of the table 3-4 feet apart. These are very important objectives and can be anything. Standard deployment applies. The objectives cannot be destroyed by either side or rendered impassible (as by say a pulsa rokkit). The winner is he who controls both objectives all else is a tie. The game lasts D3+3 turns. No VP's for casualties are awarded!! ONLY the objectives count.

5) Break Out: No objectives are used. One player is the attacker the other the defender. The defender may arrange terrain to his liking. The defender will have HALF the points in total the attacker has (if it is a 6000 point game the defender gets 3000 points). No fliers allowed on either side. The defender selects which side of the board he begins on and sets up anywhere on his half of the table. The game begins by attacker moving onto the board from the table edge - he does not deploy as his first turn IS deployment. The attacker must exit HALF of his army off the defenders side of the table. Broken units do not count! To make it easier calculate your total VP's in your army and you win if you get half of the off unbroken. Damaged Titans & Praetorians count as half VP's. Defender wins if less than half make it.

Random Space Marine Armies

By Ian Plickstock and Gavin Thorpe

When you choose an Army using the Epic Army cards you represent the supreme commander of a large force and the Epic Army cards represent the quantities and restrictions of the force available to you. Unfortunately when fighting long campaigns, many commanders do not get a choice of what forces they fight with. This can happen for a variety of reasons, it may be that a previous battle went wrong, you may not be the supreme commander and your superiors may have decided what part of their resources is available to you or you could be like the Orks and just don't care as long as everyone gets a go at da shootin'.

Because Space Marine armies are chosen using cards, it is very simple to introduce a random element to your armies by simply shuffling the cards and dealing a set amount to the players. If you experiment by dealing yourself some test armies to see what the total points cost is for certain amounts of cards, you'll soon find that the various races have an average points value for a pre determined amount of cards, for instance the Imperial Guard starting force in the Last Stand scenario averages out at around 3000 points. but in testing I got as much as 3600 points for one army and as little as 2250 for another. Whereas if you were to play Last Stand with Space Marines you will find that three company cards and ten support cards cost about 4000 points. It is worth bearing this factor in mind when choosing Space Marine armies with a random element. although you can't predict what troops you will get, you can to some extent predict what the points value of the Army will be.

I have included the following table to be used as guide for players wishing to play Space Marine with random armies. so they can estimate the value of a random element. It shows the average value for various armies chosen by picking four company cards and discarding one of them and ten support cards.

Army	Average Points Value
Imperial Guard	3000
Space Marine	4000
Squats	3800
Orks	2800
Eldar	3900
Chaos	3200

There are three major considerations to bear in mind when choosing random armies.

Firstly, in order to stand a good chance of being able to use the troops dealt to you, you will have to have enough models to be able to make at least one of each of the type of company in the army of your choice. If you don't have quite as large an army as that then it is a good idea if you allow some flexibility, by dealing out extra company cards and discarding the one you don't want or haven't got the models for.

Secondly, because the random armies don't include Special cards your army is going to be rather devoid of commanders, Titans, specialist vehicles etc. With this in mind it is a good idea to allow a separate points allowance to be spent on Special cards, or simply allow the player to take certain Special cards for free. It is entirely up to you and your opponent how you allow Special cards to be used, and it is up to you make any restrictions on Special cards for any scenario you are playing, for instance the Imperial Guard player in Last Stand isn't allowed any Titan in their starting force, as this is inappropriate for an army that is on the run from the enemy.

Thirdly, certain armies have rather more restrictive army lists than others, or have certain Support cards which can only be used with a particular Company card. For instance with Orks only Goff clans can have Lungbursta support cards. With Chaos only Greater Daemons of Khorne can have Khorne Juggers. In this case it is a good idea to separate all the specific cards, and let a player who picks say a Goff clan card swap one of it's support card for some Lungburstas. Or with Chaos divide all the Minion cards into the four Chaos powers and let a player who picks say a Greater Daemon of Nurgle allow them to discard three minion cards and randomly deal three cards from the Nurgle Minion cards. With the Space Marine Legions, if the player picks a Primarch then allow them to trade in one of their other Greater Daemon cards for the Space Marine Legion.