

NetEPIC 5.0 Army Book
Smurf Wars !
Version of September 4th, 2005

- @ : Combine barrage points from all battery

BP	to-hit
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9+	2+

- ⊗ : refer table to compute to-hit :

- Army indication is between parenthesis for optional units.
- PD is point defense (15cm 1d 6+ (0), 360°, always on First Fire)
- Templates are :
 - SB : Standard Barrage, 6cm diameter circle
 - LB : Large Barrage, 12cm diameter circle
 - ST : Small Teardrop, 5cm diameter circle ending a 10cm long triangle
 - LT : Large Teardrop, 6cm diameter circle ending a 25cm long triangle

Smurf Village

Smurf

Overlord stand
Command Mercedes

Grunt Detachment

6 Grunt Smurf stands
3 Mercedes

Grunt Detachment

6 Grunt Smurf stands
3 Mercedes

Grunt Detachment

6 Grunt Smurf stands
3 Mercedes

Cost : 700

Overlord "Poppa" Smurf *Infantry (1)*

Move : 10cm	Save : 6+	CAF : +5
Weapon	Range	Shoot
Smurfguns	50cm	2d 4+ (-1)

Command, Elite, HQ, Psyker

- Magic Powder:** Units under the Small Teardrop template (even partially) are removed from the board unless they succeed an unmodified save. Titans and Praetorians are unaffected.
- Psi-Smurf Sword:** Gives an additional CC die. Remains until another power is used.
- Forest Heart:** Overlord and any Smurf stand within 10cm may be transported within the current wooded area. Orders are unchanged.
- Smurfberries:** All enemy within 25cm make morale check or lose orders and do nothing. Only inorganic units are unaffected.

Mercedes *Vehicle (3)*

Move : 25cm	Save : 4+	CAF : +1
Weapon	Range	Shoot
Smurfguns	25cm	2d 6+ (0)

Skimmer, Transport 2

Grunt Smurf *Infantry (1)*

Move : 10cm	Save : 5+	CAF : +3
Weapon	Range	Shoot
Smurfguns	50cm	1d 5+ (0)

Break : 15 Morale : 3

Victory Points : 7

Assault Smurf *Infantry (1)*

Move : 10cm	Save : 5+	CAF : +1
Weapon	Range	Shoot
Smurf cannons	75cm	1d 5+ (-2)

Mercedes *Vehicle (3)*

Move : 25cm	Save : 4+	CAF : +1
Weapon	Range	Shoot
Smurfguns	25cm	2d 6+ (0)

Skimmer, Transport 2

Stormsmurf *Infantry (1)*

Move : 10cm	Save : 5+f	CAF : +2
Weapon	Range	Shoot
Smurfguns	50cm	2d 5+ (-1)

Elite, Ignore Morale

Break : 7 Morale : 3

Victory Points : 4

Smurf Psycho Force

Smurf

Overlord stand
Command Mercedes

Assault Smurf Detachment

6 Assault Smurf stands
3 Mercedes

Assault Smurf Detachment

6 Assault Smurf stands
3 Mercedes

Assault Smurf Detachment

6 Assault Smurf stands
3 Mercedes

Cost : 850

Doc Smurf

Smurf

Doc stand
Command Mercedes

Cost : 100

Overlord "Poppa" Smurf *Infantry (1)*

Move : 10cm	Save : 6+	CAF : +5
Weapon	Range	Shoot
Smurfguns	50cm	2d 4+ (-1)

Command, Elite, HQ, Psyker

- Magic Powder:** Units under the Small Teardrop template (even partially) are removed from the board unless they succeed an unmodified save. Titans and Praetorians are unaffected.
- Psi-Smurf Sword:** Gives an additional CC die. Remains until another power is used.
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Mercedes *Vehicle (3)*

Move : 25cm	Save : 4+	CAF : +1
Weapon	Range	Shoot
Smurfguns	25cm	2d 6+ (0)

Skimmer, Transport 2

Assault Smurf *Infantry (1)*

Move : 10cm	Save : 5+	CAF : +1
Weapon	Range	Shoot
Smurf cannons	75cm	1d 5+ (-2)

Break : 15 Morale : 3

Victory Points : 9

Doc Smurf *Infantry (1)*

Move : 10cm	Save : 6+	CAF : +1
Weapon	Range	Shoot
Smurf pistols	25cm	1d 5+ (0)

HQ, Medic

Mercedes *Vehicle (3)*

Move : 25cm	Save : 4+	CAF : +1
Weapon	Range	Shoot
Smurfguns	25cm	2d 6+ (0)

Skimmer, Transport 2

Break : Stand Morale : -

Victory Points : 1

Smurf Assault Force

Smurf

Assault Smurf Detachment

6 Assault Smurf stands
3 Mercedes

Stormsmurf Detachment

6 Stormsmurf stands
3 Mercedes

Stormsmurf Detachment

6 Stormsmurf stands
3 Mercedes

Cost : 400

Handy Smurf

Smurf

Handy stand
Command Mercedes

Cost : 100

Break : Stand Morale : -
Victory Points : 1

Handy Smurf

Infantry (1)

Move : 10cm	Save : 6+	CAF : +1
Weapon	Range	Shoot
Smurfpistols	25cm	1d 5+ (0)

HQ, Mechanic

Mercedes

Vehicle (3)

Move : 25cm	Save : 4+	CAF : +1
Weapon	Range	Shoot
Smurfguns	25cm	2d 6+ (0)

Skimmer, Transport 2

Smurfette

Smurf

Smurfette stand
Command Mercedes

Cost : 100

Break : Stand Morale : -
Victory Points : 1

Smurfette

Infantry (1)

Move : 10cm	Save : -	CAF : -1
Weapon	Range	Shoot
None	-	-

Command, HQ, Inspirational, All Smurf stands that have LoS to a Smurfette stand pass all morale tests they may need to make and add +1 to all CAF rolls.

Mercedes

Vehicle (3)

Move : 25cm	Save : 4+	CAF : +1
Weapon	Range	Shoot
Smurfguns	25cm	2d 6+ (0)

Skimmer, Transport 2

Smurford

Smurf

Smurford Titan

Cost : 900

Break : Model Morale : -
Victory Points : 9

Smurford

Titan (5)

Move : 10cm	Save : Card	CAF : +10
Weapon	Range	Shoot
Smurfano Cannon	200cm	6d 4+ (-3)

8 Void Shields, 360° fire, recharges D3 shots per turn

Assault Smurftroop

Smurf

6 Assault Smurf stands
3 Mercedes

Cost : 250

Break : 5 Morale : 3
Victory Points : 3

Assault Smurf

Infantry (1)

Move : 10cm	Save : 5+	CAF : +1
Weapon	Range	Shoot
Smurfcannons	75cm	1d 5+ (-2)

Mercedes

Vehicle (3)

Move : 25cm	Save : 4+	CAF : +1
Weapon	Range	Shoot
Smurfguns	25cm	2d 6+ (0)

Skimmer, Transport 2

Grunt Smurftroop

Smurf

6 Grunt Smurf stands
3 Mercedes

Cost : 200

Break : 5 Morale : 3
Victory Points : 2

Grunt Smurf

Infantry (1)

Move : 10cm	Save : 5+	CAF : +3
Weapon	Range	Shoot
Smurfguns	50cm	1d 5+ (0)

Mercedes

Vehicle (3)

Move : 25cm	Save : 4+	CAF : +1
Weapon	Range	Shoot
Smurfguns	25cm	2d 6+ (0)

Skimmer, Transport 2

Pyro Smurftroop

Smurf

6 Pyro Smurf stands
3 Mercedes

Cost : 350

Pyro Smurf
Infantry (1)
Move : 10cm Save : 5+ CAF : +2
Weapon Range Shoot
Smurf-Flamers 15cm 1d 3+ (0)
Ignores Cover

Mercedes
Vehicle (3)
Move : 25cm Save : 4+ CAF : +1
Weapon Range Shoot
Smurfguns 25cm 2d 6+ (0)
Skimmer, Transport 2

Break : 5 Morale : 3
Victory Points : 4

Psycho Smurftroop

Smurf

6 Psycho Smurf stands
3 Mercedes

Cost : 150

Psycho Smurf
Infantry (1)
Move : 10cm Save : 5+ CAF : +4
Weapon Range Shoot
Smurfswords - -
Elite, Fearless, Jump Pack

Mercedes
Vehicle (3)
Move : 25cm Save : 4+ CAF : +1
Weapon Range Shoot
Smurfguns 25cm 2d 6+ (0)
Skimmer, Transport 2

Break : 5 Morale : 3
Victory Points : 2

Stormsmurf Troop

Smurf

6 Stormsmurf stands
3 Mercedes

Cost : 350

Stormsmurf
Infantry (1)
Move : 10cm Save : 5+ CAF : +2
Weapon Range Shoot
Smurfguns 50cm 2d 5+ (-1)
Elite, Ignore Morale

Mercedes
Vehicle (3)
Move : 25cm Save : 4+ CAF : +1
Weapon Range Shoot
Smurfguns 25cm 2d 6+ (0)
Skimmer, Transport 2

Break : 5 Morale : 3
Victory Points : 4

Smurfinator Troop

Smurf

6 Smurfinator stands
3 Mercedes

Cost : 250

Smurfinator
Walker (2)
Move : 15cm Save : 4+ CAF : +3
Weapon Range Shoot
Smurf-lasers 75cm 2d 4+ (-1)
Elite, Fearless

Mercedes
Vehicle (3)
Move : 25cm Save : 4+ CAF : +1
Weapon Range Shoot
Smurfguns 25cm 2d 6+ (0)
Skimmer, Transport 2

Break : 5 Morale : -
Victory Points : 3

Skysweeper Battery

Smurf

3 Skysweeper AA Guns

Cost : 250

Skysweeper
Vehicle (3)
Move : 25cm Save : 4+ CAF : +1
Weapon Range Shoot
Smurf Anti-Aircraft 100cm 2d 4+ (-1)
Anti-Aircraft, Skimmer

Break : 2 Morale : 4
Victory Points : 3

Vengeance Squadron

Smurf

3 Vengeance Tanks

Cost : 200

Vengeance
Vehicle (3)
Move : 20cm Save : 3+ CAF : +2
Weapon Range Shoot
Smurf-laser 75cm 1d 4+ (-2)
Skimmer

Break : 2 Morale : 4
Victory Points : 2

Deathsmurf Battery

Smurf

3 Deathsmurfs

Cost : 200

Deathsmurf
Heavy Art. (3)
Move : 15cm Save : 4+ CAF : +1
Weapon Range Shoot
Smurf-artillery 150cm 6BP@ 4+ (-1)

Break : 2 Morale : 4
Victory Points : 2

Fighter Squadron

Smurf

3 Fighters

Cost : 250

Fighter
Flyer (3)
Move : 100cm Save : 4+ CAF : +4
Weapon Range Shoot
Smurf-gatlings 50cm 1d 3+ (0)

Break : 2 Morale : 3
Victory Points : 3

Fighter-Bomber Squadron

Smurf

3 Fighter-Bombers

Cost : 350

Fighter-Bomber *Flyer (3)*

Move : 75cm	Save : 3+	CAF : +2
Weapon	Range	Shoot
Smurfgatlings	50cm	1d 3+ (0)
Smurfbombs *	0cm	4BP 5+ (0)

*Flyer, * ROF 2 but templates must touch*

Break : 2 Morale : 3

Victory Points : 4