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# **EPICentre Update**

By Tom Webb

The EPICentre is now updated with a complete graphical overhaul. At the moment NetEpic is going through an exciting stage in its development. Version 5 is now being worked on, several of the suggestions have been included in this EZine. We are also updating the website and trying to introduce several ideas from the survey released earlier this year.

One thing we are all looking forward to, is the inclusion of the new 40k 3rd ed units and copious amounts of fluff and pictures to really bring the NetEpic world to life.

If you want to join in and assist in the development or just have queries, need tactical advice, etc. Remember you can contact us on the mailing list at <http://groups.yahoo.com/group/netepic>

End of update.

Tom.

## Prometheus, Chapter 2

Chapter 2: Bringing fire to the mortals.

Matt Stuart

The darkness of space lays deep throughout the galaxy, in places all light is cut off. There are vast trenches of nothingness and huge mountains of stellar nurseries. The fog of nebulas meets the violent storms of supernovas. Here contradictions are common where pulsars flare like lightning in the night and Black holes suck in the universe like whirlpools. And just occasionally, here and there like tiny islands, can be found the rare stellar system. Occasionally these islands are valuable for materials or are in a strategic position. And just a few, less than one percent, contain inhabitable worlds, precious beyond imagination, nothing is too great a sacrifice to protect them. However most systems are nothing but dead worlds and drifting debris. This particular system was entirely unremarkable containing nothing but a few gas giants, asteroids drained of all value and a single world.

This planet was no paradise it floated far too close to its star to form any oceans and therefore it had never hosted any indigenous life. Its surface bore evidence of mining but its crust had been depleted of materials thousands of years before man first looked up at the heavens. It was useless, hostile, isolated and therefore the perfect place to put the largest prison in the entire sector. On a single continent, which faced permanently away from the systems' star was a huge structure. It was a sheer featureless grey building, only ten stories high but it stretched over thousands of miles. Inside were those who had defied the Imperium and lost. Heretics sat in lonely cells next to traitors, deserters and terrorists. These people were kept alive only as warnings to others and they were only fed to prevent martyrs being created. Men and women who had simply wanted to improve their lives were trapped with those who consorted with aliens and demons. But to the uncaring Imperium there was no difference these people had gambled and lost, they would live out their short lives trapped here then die and be forgotten.

However suddenly all that changed, one morning the prisoners woke up to find their cell doors open and the guards gone. The entire complex was deserted, their guards had simply left. The doors between the blocks were open and the life support system was fully functional. It was not as if there had been a panicked evacuation for everything was in its proper place and all the machinery looked as if it would run for centuries to come. The prisoners crept out slowly unable to believe their fortune, they turned to each other and spoke of how they could now live together peacefully and without fear, crime or violence. It lasted about three minutes.

Who started it, no one knew but the convicts quickly formed gangs, the largest men fought their way to the top of the food chain and took charge. The women either formed their own gangs for protection or found someone to do the protecting. These gangs soon found their own territories but of course they were never quite large enough. They fought endlessly and after a few days they made a remarkable discovery. The prison had been completely stripped of all weapons but there was enough food to last a decade. Every mode of transport on or off world had been taken except for a

single, curiously empty, drop pod. However the communications and monitoring stations were intact and operating perfectly. On these screens they could see that the space above them teemed with ships. There were everything from tiny transports to huge battleships. Dozens of front line capital ships orbited next to forge vessels and merchant-men. However these ships seemed to ignore the planet neither attacking or making contact. Instead above them the fleets merely orbited the world and dropped endless lines of small objects. The convicts could not understand what was happening so they didnt try and left the monitors alone. Which ultimately was what led to their downfall.

For on one little viewscreen in a sealed and empty room was an external picture, this was unremarkable except for two small details. In this picture was the large drop pod, it had been landed on top of the building and was sitting open, undisturbed and powered down. Next to the pod was a hole in the roof of the complex where something large had ripped its way in. Far beneath this hole something sat in the dark, growing fat and bloated on adoration it sent a growing signal deep into the warp.

And deep in the warp something huge and hungry heard, turning it followed the signal looking for something new to feed on.

## Environmental conditions in Netepic

By Jyrki Saari

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, eg. 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:

1. 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.
2. 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: 20cm

Vehicles: 50cm

Superheavy vehicles/Knights: 75cm

Titans/Praetorians: 100cm

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

### **Racial modifiers**

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.

1. Units broken by fearsome creatures do not gain ambush bonus.
2. If the units are of different size class then the larger unit does not gain ambush bonus.
3. 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.

### ***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.

Floaters 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.

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.

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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.

1. The players agree on current conditions before the battle



2. The conditions for the current turn are determined randomly at the orders phase. There are two tables for this: one for use at the start of the game and one for use during the game. This is because ground snow does not materialize from nowhere during a game. Even if there is a snowstorm present there is no time for a blanket of snow deep enough to impede movement to form.

**Table 1: start game conditions (roll 2d6):**

- 2: Night
- 3: Ground Snow
- 4: Fog / Heat haze
- 5: Rain /Snow / Dust
- 6: No special conditions
- 7: No special conditions
- 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 table 2 below.

**Table 2 (roll 1d6):**

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

**\*Ground snow and Night count as normal if starting conditions**

## **Hordes of evil - Full codex can be downloaded [here](#).**

By Rune Karlson, with support from Nils Saugen, Eivind Borgeteien and Trygve Bjørnstad.

### **A Dream of Immortality**

The war was over, the Warmaster was slain, but the Emperor was mortally wounded, confined to the golden throne. The Ministorium gathered some of the Imperiums greatest scholars and presented them with the task of resurrecting the Emperor. The scholars started their search through the infinite number of files in the imperial library vaults. From their search they came across two leads, the first was an old reference to an ancient cult of mystics, which in the old days of mankind had sought immortality. The second was a record from an explorer describing a race of aliens. The members of the aristocratic nobility of this alien civilization seemed to have lived for centuries, but appeared to be youthful and strong. However, the explorer died from a blood infection before he could reveal the location of this alien civilization. The sages decided to follow up on the first lead, and sought to find more information about the ancient mystics.

### **The Curse of Harraghe**

The most prominent member of the ancient mystics was a man known as Shajoul Harraghe. He had sought a way to reach immortality through strange magical rituals, including sacrificing to ancient gods. This information terrified most of the scholars and they abandoned the project. They feared that this could lead to a new chaos incursion, something the Imperium wouldn't be able to survive at its current fragile state. However, a small group of scholars found this theory too fascinating to stop their research, and continued to dig deeper into the mystical past of Harraghe's works.

The scholars who had left the project shared their concerns with the Ministorium and the project was formally closed. This caught the attention of the Inquisition and they ordered all files destroyed and a mindwipe of all the scholars still working on the project. A handful of scholars managed to flee before the inquisitors could wipe their minds, carrying with them a backup file of Harraghe's rituals. They decided to seek out the alien race, hoping they could learn more about immortality from them and spread through the galaxy in search of them. As time passed they grew old and tired, and since only a few of them still lived, they decided to try to attain immortality through the rituals of Harraghe so they could continue their search for knowledge. They embarked on board an enormous space cruiser carrying millions of pioneers to a new world, and performed the ritual of Harraghe there. They drank the blood of the people they sacrificed to the ancient gods chanting the spells of the ritual. Just when they reached the high pitched peak of the ritual, the entire ship was sucked into the warp and disappeared. Scout ships were sent out to find the vessel, but it was nowhere to be found. The cause of its disappearance remained a great mystery for centuries.

### **The Return of The Disciples of Harraghe**

As time passed the story of the disappeared ship was almost forgotten. Then one day in a far distant corner of the galaxy, there was a disturbance in the warp. Silent as the grave an enormous spacecraft glided lifeless through space. An exploration team was

sent out to examine this ship, but were never heard from again. Then they sent in a strike team of Space marines, of which only a few survived to return with a horrible tale. The ship was the Nightstar, lost in the warp centuries ago. The Marines had entered the ship, and found the ship was filled with walking dead, the remains of the crew and passengers lost in the warp so many years ago. They were obviously controlled by some unseen Evil force. The survivors also spoke of a strange race of very beautiful blue skinned aliens, which feasted upon the blood of the living, and walked among the undead and the evil spirits onboard this ship.

Now the ship is heading towards the core of the galaxy, to unleash its unimaginable horrors.....

## **Army Construction**

A Horde of Evil is constructed around Undead Lords company type cards. In other words, before any Support or Special Cards are added a Undead Lord must be purchased. For every Undead Lord card a minimum of 3 (up to a maximum of 5) support cards must be added to it. Therefore Undead Lords can not be added to an army with two or less Support Cards. You may add one Special Card for each Undead Lord card included in your force.

### **MORALE**

Any unit that has direct line of sight with its patron Undead Lord (the Undead Lord the Detachment/ Support Card was assigned to) will automatically pass any morale test that it is required to make. Also if the Undead Lord is destroyed all units attached to it, regardless of whether they have reached their Break Point or not, must take an immediate morale test (even if they do not have line of sight), or go on fallback orders. This only applies to Greater Undead, since Lesser Undead have no morale.

### **CHAIN OF COMMAND**

The Lesser Undead are bound to the battlefield by the Undead Lords and their Lich/Magi generals. To be given orders, a Lesser Undead Detachment must be within 25 cm of its Lich Lord. Liches and Magi may take command of one detachment of Lesser Undead (must be within coherency) and command them in battle.

Greater undead have their own lifeforce, clinging to life in their undead form. Thus, greater undead are capable of choosing their own actions, and do not need to keep within the command radius to be given orders.

### **Special rule for all undead :**

The undead are divided into two subcategories, Lesser and Greater Undead. Lesser undead have special rules detailed below. All other units are Greater Undead. All undead units are considered to be Lesser Daemons, with the exception of the Undead Lords, which are considered to be Greater Daemons. For the purpose of the Destroy Daemon ability only, the Superheavies and the Titans/Praetorians are considered to be Greater Daemons

## Lesser Undead

### Special command rule for Skeletons, Zombies, Bonewagons, Mummies, Death Knights and Golems.

These are by their very nature mindless beings. If they are not given orders, they will revert to their (un)natural instincts. Once out of command radius, they will on a roll of 1-3 stand still doing nothing, on a roll of 4+ they will move up to charge rate towards the nearest enemy and engage in close combat if possible.

Lesser Undead have no morale score.

## Infantry

### Skeletons

Skeletons are slow and stupid. They excel in close combat, where their numbers often overwhelm their opponent. They are very brittle, and thus are easily destroyed.

*\*Model tip : Skeletons from irregular miniatures (painted with bonecolor)*

### Zombies

Zombies are no smarter than skeletons, but they are have better natural weaponry and are much better in close combat.

*\*Model tip : Zombie champions from irregular miniatures (painted in fleshcolor and red)*

## Spirit Warriors

These warriors are created from fresh corpses and are imbued with the spirits of warriors slain on the field of battle. They are all equipped with assault rifles, and although they count as lesser undead, they do not use the special command rules. If they find themselves outside command radius, they will stand still and fire in the advance fire segment.

### Summary

Troops Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To hit Roll	Save Modifier	Notes
Skeleton	10cm	none	+1	Boneclub					Special command rules
Zombie	10cm	6+	+2	Claws					Special command rules
Spirit Warriors	10cm	none	+1	Assault Rifle	50	1	5+	0	Special command rules

### Walkers/Cavalry

## Deathknights

Deathknights are skeletal warriors mounted on skeletal horses. They are equipped with special lances which are fused to their hands. They are lesser undead, but do not have to be within command radius of their Undead Lord as they have their own commander. If this commander dies, they follow the same rules as other lesser undead, on a roll of 1-3 they do nothing, on a roll of 4+ they charge the nearest enemy.

## Mummies

A Mummy is a dead creature which has gone through a long and exact embalming process. Mummies have a magical aura surrounding them. Place a barrage template centered on the Mummy. Any living being/unit at least touching the template can be affected by the rot. On a roll of 4+, the rot is contracted.

Titans/Praetorians are simply too large to take notice of the rot. If the Mummy rot is contracted, the unit must roll an unmodified save in the end phase or perish. Units with no save, get a 6+ save. Void or Power shielded units are not affected by the rot. The rot will ignore Holo fields, but units with Warp shields get their regular save. Units with psychic saves use these in addition to armor saves.

Troops Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To hit Roll	Save Modifier	Notes
Deathknight	20cm	none	+3	Deathlance	25cm	1	6+	0	
Deathknight Commander	20cm	5+*	+5	Deathlance	25cm	2	5+	0	Commander, Elite
Mummy	15cm	4+	+5	Mummy rot					Special rules

## Vehicles

None of the vehicles have any drivers, they are “alive” in their own sense.

## Bonewagon

These huge wagons are made entirely of animated bone, and are used as troop transports. Due to their size and power, they may enter Woods and rubble normally. These tanks will squash any troop stand it moves over on 4+, forcing a saving throw, when attempting to crush a stand during movement. If it fails to crush the stand, the tank must immediately end its movement. They are armed with short range Heavy Bonebolters. These bolters fire small pieces of bone at high velocity.

## Skullwagon

These wagons are, like the Darkfyre, made of metal fused with bone. This gives a much stronger alloy, and thus lowers the savingthrow of the vehicle. These wagons have also had extra weaponry mounted, so that there is only room for 2 troops. These wagons are exclusively used as command wagons, and never for lowly troop transport. If they find themselves outside command radius, they will stand still and fire in the advance fire segment.

## Summary

Troops Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To hit Roll	Save Modifier	Notes
Bonewagon	15cm	3+	+3	Heavy Bonebolter	15cm	2	5+	0	Carries 5 stands, special attack, may enter woods and rubble
Skullwagon	20cm	4+	+2	Bone Cannon	75 cm	1	5+	-1	Carries 2 stands,

## Knights/Superheavies

### Bone Golem

When Harraghe first started experimenting with undeath, he tried several procedures, not all of them successful. One of his successes was in creating a semblance of life in inanimate objects; Golems.

Golems are so heavy, that when they charge, their weight and speed causes the ground to tremble,

leaving huge foot imprints in the ground. Golems move as infantry, but cannot enter buildings due to their size. They are fearsome close combat opponents. Golems come with their own commander, a Golem Master. The Golem Master and Bone Golems follow the standard command rules and radius.

The Golem Master can only be purchased as part of a Bone Golem detachment. His task is to control the Golems, and make them do his bidding. The Golem Master comes with a Skullwagon transport.

Troops Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To hit Roll	Save Modifier	Notes
Bone Golem	15cm	1+	+8	Huge bone club					
Golem Master	10cm	6+	+4	Psi-wand	25cm	2	5+	0	Commander

*From The Diary of Harraghe :*

*"I am two thousand years old today. Time passes without notice when you are undead. If I had not happened upon a calendar today, I would not have known. I think this is cause for a celebration. Yes, a party is in order. I am the gracious host, and everybody is invited. I am the bringer of fear, I am the rhythm of your slowing heart. I am the quiver in your voice, I am the doom which follows. I am the death of all things living. Fear me, for I shall be your last fear..."*

### Greater Undead

Greater undead are undead which are more powerful than your run-of-the-mill Skeleton. These undead have their own lifeforce, clinging to life in their undead form. Thus, greater undead are capable of choosing their own actions. The greater undead are all capable of levitation and are considered skimmers. However, they may not make pop up attacks.

# INFANTRY

## Vampire

Vampires are the terror of all warm blooded creatures who have necks. They have superhuman strength and are feared for their regenerative powers (regenerates in the end phase on a 4+). Once every turn, they can make a special bite attack against infantry, cavalry or bikes only. This attack is made in close combat against one opponent per turn and can be taken at any time during close combat at any opponent currently in close combat with the Vampire. The bite attack hits on a 4+, and if successful, lowers the CAF of the opponent by 2 (subtract 2 from the total of 2d6+CAF). Units with armor save get a +1 on their save against this attack. Units with no armor save get a 6+ save. The bite does not work on any kind of vehicles(not counting open vehicles), except bikes.

## Crimson Death Guard

Crimson Death Guard are undead which only wish is to punish the living. They are also known as Reapers or Harbingers of Doom, and are armed with deadly short range splinter rifles. All that are left of the Reapers, are their armor and their weaponry. Since there is nothing inside their armor, they are very hard to kill. This is why they have a 5+ fixed save. They are not command units, but can always fire at any time before, during, or after their move, and need no orders placed (consider them as commanders in all respects, except that they can be fired upon normally). Their 30cm move represents their max move.

*\*Model tip : Any 6mm heavily armed infantry unit*

## Shadows

Shadows are shadowy, sneaky undead creatures. They have no real substance, but are able to act and be acted upon in the physical world. Due to their sneaky nature, they are able to infiltrate up to charge rate once the opponent has set up his forces. Due to their shadowy appearance, Shadows cannot be targeted at a range greater than 25cm. This rule also applies to barrages, if there are no enemy units within 25cm that have the Shadows in their line of site. Shadows are highly intelligent, and are able to identify and target commanders. On a roll of 4+, they may target commanders. If they fail this roll, they will have to target something else. They are equipped with a shadow version of a Lasgun, called a Shadowgun. Shadows are bought as a special card, and are four per detachment.

## Ghosts

Ghosts are a group of greater undead which all have some standard abilities. They are all translucent, and are hard to kill. They are thus only harmed by weapons with at



least a -1 TSM. Close combat functions normally. They are also frightful beings, and inspire fear and terror in the most sturdy of opponents. Any enemy (not including robots and units with no morale score) which is in close combat with a ghost has to make an unmodified morale check, or suffer a -1 CAF. Also, ghosts can not be pinned in close combat due to their non-corporeal form, and they can move through any terrain without any penalties. They can end their movement inside buildings, even ones who are full, but are then considered to be in close combat with the enemy units inside.

*\*Model tip : Any 6mm infantry unit which can be painted in a “ghostly” fashion*

### **Ghost - Defiler**

Defilers are Ghosts who not only hate all living things, but physically thrive on their destruction. A Defiler loves to render bone and tear flesh, not only out of a primal desire, but for the pure pleasure of hearing bones crack and their victims scream. If a defiler wins a close combat with any type of living being (not vehicles, or robots, but including bikes and cavalry), he can instantly move up to 10cms and enter close combat with another opponent(once per turn). Defilers are not restricted to normal coherency, as their lust for killing often brings them far apart from each other. Thus, they have a coherency of 12cms.

### **Ghost – Spirit**

Spirits are ghosts who linger on after death for reasons of their own. Most have unfinished business in the realm of the living, causing them to wander the earth restlessly. They have limited psychic powers, which enables them to attack from a distance. This is considered a physical psychic attack.

### **Ghost – Banshee**

These are the infamous ghosts which the Eldar modeled their Howling Banshees on. Banshees can once per turn, in any of the combat phases (including at any time during the movement phase), utter a horrifying scream which makes bones rattle and drives sane men crazy. This scream only affects living beings, including crewed vehicles/machines of Knight/Superheavy class or smaller. Larger units simply have too much crew to affect all of them. The scream only affects beings which are very close. Place a normal barrage template on each of the Banshees in the detachment. Any enemy unit as described above at least touching the barrage template will be hit on a 5+. This is considered a non-physical psychic attack.

### **Ghost – Haunt**

Haunts are ghosts which can possess other living beings. A detachment of haunts can try to possess one unmoved enemy detachment within 10cms. Roll ad6 for each Haunt trying to control a enemy stand, on a roll of 5+ the attempt is successful and the HoE player may use this stand as its own for the remainder of that turn, under the restriction of the Haunts orders and the overtaken stands abilities. (Note that the Haunt model must be removed from the board, while controlling another stand) They

can only possess infantry, cavalry, vehicles and bikes. Anything larger is too hard to control. Possession can be attempted in the orders phase. This is considered a non-physical psychic attack. If the enemy model makes it's psychic save, the haunt model is considered destroyed. Possession lasts to the next orders phase, place the haunt stand in base contact with the previously possessed stand. Note! If a stand is killed while possessed by the Haunt, the Haunt is also killed!

## Summary

Troops Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To hit Roll	Save Modifier	Notes
Vampire	15cm	6+	+4	Bite	0	1	4+	None	Special rules, Elite, Skimmer, Regeneration
Crimson Death Guard	30cm max	5+*	+2	Splinter Pistol	10 cm	2	5+	0	Special rules, Elite, Skimmer
Shadow	15cm	6+	+2	Shadowgun	50cm	1	4+	0	Special rules, Elite, Skimmer
Defiler	15cm	6+	+4	none					Special rules, Elite, Skimmer, Ghost
Spirit	15 cm	6+	+2	Mindlash	35cm	1	4+	0	Special rules, Elite, Skimmer, Ghost
Banshee	15 cm	6+	+2	Scream	Templa te	1	5+	+1	Special rules, Elite, Skimmer, Ghost
Haunt	15 cm	6+	+2	Possession	10cm	1	special	Special	Special rules, Elite, Skimmer, Ghost

*\*Fixed*

*From the diary of Harraghe :*

*“ I can feel the presence of the living humans. I hear their thousand heartbeats as a steady throb in my mind, haunting me every minute of every hour of every day. There is only one cure for life; Death. And now the doctor is calling...”*

## Undead Magi

Undead magi are all considered command units, and are all armed with psi-wands (see liches for a description of these weapons). All undead magi have to be outside their vehicles to initiate their powers, but powers which last for a turn or are permanent do not end should the Magi enter his vehicle after using said powers. The Undead Magi are considered to be commanders and can take command of a single detachment. Command radius is 6 cm. Undead magi are not considered skimmers.

*\*Model tip for undead magi : Any 6mm magi/psychic stand from any humanoid race.*

## Necromancer

The necromancer is an undead magi, whose powers are focused towards enhancing the abilities of other undead. The Necromancer must be within 15cms of a detachment for his powers to work. The necromancer can use one of the following powers per turn, on any detachment of corporeal undead within his range :

*Bonespikes* : Large spikes of bone grow on the recipient detachment. All units gain a +1CAF for the remainder of the turn

*Bonewings* : All units in the detachment grow large wings of bone. These work as jumpacks, and give an additional 5cm base move for the remainder of the turn. Note: This does not affect the movement of units which can already fly, including skimmers. This power will affect corporeal units only.

*Bonefire* : A strange fiery glow starts emanating from all the units in the detachment. This glow obscures vision, and gives all enemies a -1 To Hit when firing at any units in that detachment. Lasts for the remainder of the turn.

If the Necromancer is killed, all bonuses on any remaining units are lost.

## Summoner

Summoners are undead magi whose powers lie in summoning other undead. Once per turn, they can try to summon undead to aid their cause. Summoned undead can appear within a 15cm radius of the Summoner within LOS to the general area. They have to join an existing detachment and be in coherency with it. If there are none, the summoning fails. The summoned undead do not add to the detachments BP or VP. Decide which type of undead you will try to summon from the list below. On a roll of 3+, the summoning is successful.

- Skeletons : 1d6+1 Skeletons appear
- Zombies : 1d3+1 Zombies appear
- Spirit Warriors : 1d3+1 Spirit Warriors appear

If a 6 is rolled, the Summoning was extremely successful, and an extra 1d2+1 undead of the type specified appear.

## Creator

Creators are undead magi whose powers lie in creating matter from energy. Once per turn, Creators can use one of the following powers once per turn:

*Bonewall* : A large bone of wall rises from the ground to obscure sight. It will also hinder movement. The bonewall will only obscure units of knight class or smaller, and is considered to be 10cms wide and 4cms high for the purpose of firing over or around it. The wall makes it difficult to target units behind the it. Any shot that traces its line of fire through the wall receives a -1 penalty to hit . The wall cannot be destroyed, but will crumble in the end phase of the round it appeared. This is a physical psychic power, and has a range of 50cms (needs LOS to general area). Units standing in the way of the bonewall when it appears, will be moved to its closest edge (note : Units can be forced out of coherency by this). Units trying to move through the bonewall are hit on a 5+ with a +1 TSM modifier. Units with no save saves at 6+. No further penalties.

*Flesharmor* : This power creates an armor of rock hard flesh. It will work on any type of corporeal undead (Not vehicles). One detachment will be affected by this. This is a non-physical psychic power, and does not need LOS. The range is 25cms, and the effect is to give the recipient(s) a savingthrow of +1, modifiable to 6+. Units with no save get a fixed 6+ save by this, while units with saves get their saves lowered by 1

(not fixed). The detachment thus armored, needs to remain within 50cms of the Creator for the armor to remain. Once out of range, it disappears. Once initiated, this power lasts until the end of the turn.

*Bonestorm* : This is a physical psychic attack. The Creator summons forth a devastating storm consisting of bone and bone splinters. Place a barrage template within LOS and 50cms. Use a regular barrage template. All units under the barrage template are hit on a 4+ with a -1 TSM. Resolve damage normally. The storm ignores cover.

## Spiritguard

The Spiritguards are undead priests who have retained some of their abilities in death. Due to their grasp of the afterlife, and their understanding of undead anatomy, they give any undead stand within 10cms an extra 5+ save (unmodifiable) which is taken after a failed save. This applies to all undead, except vehicles and Titans/Praetorians which are too large to be repaired quickly.

### Summary

Troops Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To hit Roll	Save Modifier	Notes
Necromancer	10 cm	None	0	Psi-wand	25cm	2	5+	0	Special rules, HQ Unit, Psychic powers
Summoner	10 cm	None	0	Psi-wand	25cm	2	5+	0	Special rules, HQ Unit, Psychic powers
Creator	10 cm	None	0	Psi-wand	25cm	2	5+	0	Special rules, HQ Unit, Psychic powers
Spiritguard	10cm	6+	+2	Psi-wand	25cm	2	5+	0	Special rules, HQ Unit

## VEHICLES

### Darkfyre

The Darkfyre is a tank type of vehicle. It has two short to medium range support weapons, but has no room for any troops due to its extra weaponry. It is armed with Heavy Bonebolters and the Darkfyre cannon. The Darkfyre cannon fires a thick beam of dark energy which looks a little like flames, only black (hence the name). Due to its nature, it ignores cover to hit. The Darkfyre is also made of metal fused with bone.

### Summary

Troops Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To hit Roll	Save Modifier	Notes
Skullwagon	20cm	4+	+2	Bone Cannon	75 cm	1	5+	-1	Carries 2 stands,
Darkfyre	20cm	2+	+3	Heavy Bonebolters Darkfyre cannon	15cm 50cm	2 2	5+ 5+*	0 -2	*ignores cover

## Undead Lords

### Liches

Liches are the ultimate living dead. They are creatures who have chosen to become undead instead of dying, and were often powerful magi or psychers in real life. They

have retained many of their powers in death, and gained others. The following is true for all liches :

- They can not truly be destroyed unless their essence is destroyed as well as their bodies. This essence is usually locked away somewhere safe, and explains why many liches are slain again and again, but always seem to reappear in other battles. This has no game impact however.
- All liches are considered Command units.
- They are classified as skimmers, but are not able to make pop-up attacks.
- They have special psychic abilities.
- They have an aura of fear.
- All liches are in psychic contact with their subordinates at all times. Thus, they know where they are and what they are doing (and can even see through their eyes if they want), but they still have to be within 6 cms range to command the lesser undead.
- They have psychic saves of 4+.
- They are considered Lesser Demons. Lich Lords are considered Greater Demons.
- They are armed with Psi-wands. Attacks from these are considered physical psychic attacks.  
The weapons attack strength is based on the psychic powers of the lich type.

The aura of liches is so terrifying that all enemies in close combat with a lich have to take a morale check (does not apply to units with no morale, or who do not check for morale for any reason). If the check fails, the attacking unit receives a -2 CAF modifier.

## Lich

A lich has the following psychic abilities, usable once per turn at any time.

*Spellshield* : The lich surrounds himself with an aura of protection. This aura gives the lich a fixed save of 4+ against all forms of attacks (even close combat).

*Forcedome* : This power enables the lich to protect his troops. Liches wishing to use this power, place a barrage template on any friendly unit anywhere within a 35cm radius and LOS. The forcedome absorbs any physical ranged attacks (not non-physical) fired at it on a roll of 4+ modifiable by the firing weapons TSM . The dome will move with the units protected by this (if units from several detachments are underneath, it will move with whatever unit/group of units the player chooses), but will only last for one turn and has to remain within a 35cm radius of the Lich to work. The dome is considered to be 3cms high for the purpose of firing over it. The forcedome can only be used to protect units of vehicle size or smaller.

*Spellstrike* : This is a non-physical psychic attack. The Lich focus raw magical power into a powerful attack. Range 25cms, 1 attack, 4+ to hit. Needs LOS.

## Lich Magi

Lich Magi are apprentice Lich Lords. They study under the true Lich Lords, but lack the age, expertise and experience to come close to their power. A Lich Magi has the following psychic abilities, usable once per turn at any time.

*Deathgrip* : This physical psychic attack only works against living creatures or crewed vehicles, and only units classified as knights or smaller. The attacks hits on a 4+ and has a TSM of -2. The lich attacks the heart of the victim, and if the save is failed, the victim will die instantly. This attack needs LOS and range is 50cms.

*Spellstrike* : This is a non-physical psychic attack. The Lich focus raw magical power into a powerful attack. Range 25cms, 1 attack, 4+ to hit. Needs LOS.

*Deathwish* : Place a barrage template within 35cms and LOS. On a roll of 4+, all enemy units at least half covered by the template will lose some of their will to fight, wishing only for the eternal bliss of death. Unless a moralecheck is made, all units beneath the template will fight with a -2CAF and a -1ToHit. This is a non-physical psychic power.

## Lich Lord

Lich lords are very rare. They are liches which have “survived” for millennia, and are extremely powerful and deadly. Lich Lords are classed as knights(due to the size of their throne), but move as infantry, but cannot enter buildings/ruins. They are armed with psi-wands, which are considered to fire physical psychic attacks. They are masters of magic and mayhem, and are very dangerous foes. They have a command radius of 25 cm and have the following psychic powers:

*Spellshield* : The lich surrounds himself with an aura of protection. This aura gives the lich a fixed save of 4+ against all forms of physical attacks (even close combat). This power can be used at any time.

*Forcedome* : This power enables the lich to protect his troops. Liches wishing to use this power, place a barrage template on any friendly units anywhere within a 50cm radius and LOS. The forcedome absorbs any physical ranged attacks (not non-physical) fired at it on a roll of 4+, modifiable by the weapons TSM. The dome will move with the units protected by this (if units from several detachments are underneath, it will move with whatever unit/group of units the player chooses), but will only last for one turn and has to remain within a 50cm radius of the Lich to work. The dome is considered to be 6cms high for the purpose of firing over it. In addition, the forcedome gives all protected units a psychic save of 4+. The forcedome can only be used to protect units of Knight class or smaller.

*Spellstrike* : This is a non-physical attack. The Lich focus raw magical power into a powerful attack. Range 35cms, 1 attack, 4+ to hit. Needs LOS.

### **Blind Guardian (Lich Lord Seer)**

Lich Lord Seers are Lich Lords which have extraordinary psychic awareness. They have different psychic powers, and can in addition, once per game, look into the future to determine the best course of action. This gives the player a +1 to the initiative roll, usable before or after the roll is made. If more than one Lich Lord Seers are purchased, this power will still only be usable once. They have the following psychic powers, usable once per turn.

*Spellshield* : The lich surrounds himself with an aura of protection. This aura gives the lich a fixed save of 4+ against all forms of physical attacks (even close combat). This power can be used at any time.

*Escape Death* : This power, if successful enables the Blind Guardian to cheat death of one of its victims. This power is not used in the normal sense, but can be chosen to be activated at any time a unit fails its saving throw or dies. This is of course dependant on the fact that the Seer hasn't already used his psychic power for the turn. This power can be used on any type of unit of Knight class or lower, even the Seer himself. Some units are easier to save from destruction than others. Lesser Undead are saved automatically, while Greater Undead simply receive a new saving throw. This power does not need LOS, and has a range of 50cms.

*Psychic reversal* : The Lich Lord is extremely attuned to magical and psychic powers, and is able to cancel one psychic powers used within a 75cm radius. The cancellation is successful on a roll of 3+. If an enemy psyker is using a similar power, a psychic contest will occur.

### Summary

Troops Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To hit Roll	Save Modifier	Notes
Lich/Lich Magi	15cm	5+*	+2	Psi-Wand	25 cm	2	5+	-1	Special rules, HQ Unit, Psychic powers
Lich Lord/Seer	15cm	1+**	+7	Psi-Wand	25 cm	2	4+	-1	Special rules, HQ Unit, Psychic powers

\*modifiable to 6+, but no further

\*\* modifiable to 4+, but no further

From the diary of Harraghe :

*“ I can feel the emptiness where my soul used to be. It is like a yearning. Like a craving which only blood can still....”*

## **Walker/Cavalry**

### **Headless Horsemen**

These are the infamous headless horsemen, summoned from the darkest pits of hell to serve their undead masters. They are extremely fast and deadly in close combat, and are equipped with Doomlances. The Doomlances are mainly for close combat, but they can also fire a dark bolt of energy.

Headless Horsemen are ferocious warriors, and will always complete their charge.

## Summary

Troops Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To hit Roll	Save Modifier	Notes
Headless Horsemen	15cm	5+	+5	Doomlance	25cm	1	5+	0	Elite, always completes charge

*\*modifiable to 6+, but no further*

*From the diary of Harraghe :*

*“ An Eldar once asked me a question before i killed him : “Are you aware of what you have become?”. I tore his heart from his chest and held it before him. As he watched its last contractions with the dying light of his eyes, I told him : “ Yes, I am power”. “*

## Knights/Superheavies

### Skeletal Champion

Skeletal Champions are very large humanoid skeletons mounted on undead horses. They are very tough, and are armed with Twin Heavy Splinter Rifles. They are surrounded by a misty magical aura which obscures vision and gives them a ghostly appearance. The aura causes any enemies firing at them to do so with a -1 To hit modifier.

### Harraghe

This is an ancient vehicle, and its origins is known only to the oldest of the Lich Lords. It basically looks like a large tank, but it has a definite aura of evil. It is always painted nightblack, and looks very disturbing with its large array of weapons. It is said that the Harraghe houses the spirit of a slain Lich Lord, and that it used to be a regular tank pilfered from the human armies. The tank is named after the first Lich Lord, Shajoul Harraghe. The Harraghe cannon is unique to this vehicle, and is feared for its fantastic range and awesome killing power. The cannon is said to have been made by a Squat Lich in honor of Harraghe. The cannon can be fired indirectly, and has a 180 degree firing arc. Due to its dwarven nature, the cannon has variable strength, and gets 3+d6BP, but ignores cover to hit. It is also armed with Heavy Bonebolters and a heavier version, the Bonecannon.

*\* Model tip : Banblade or Shadowsword.*

### Genocide

The Genocide is another version of the Harraghe. The chassis is similar, and the Cannon of Harraghe has been replaced with The Genocide gun. The gun has a 180 degree firing arc, and can be devastating against heavily armed opponents. It is also armed with a Bonecannon and Heavy Bonebolters.

*\* Model tip : Banblade or Shadowsword*



## Summary

Troops Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To hit Roll	Save Modifier	Notes
Skeletal Champion	25cm	2+	+2	Gatling Gun	50cm	6	5+	-1	Aura, Knight
Harraghe	10 cm	1+	+6	Bonecannons Heavy Bonebolters Cannon of Harraghe	75cm 15cm 150cm	2 4 1	5+ 5+ 3+d6 BP	-1 0 -2	Destroys buildings, ignores cover
Genocide	10 cm	1+	+6	Bonecannons Heavy Bonebolters Genocide gun	75cm 15cm 100 cm	2 4 1	5+ 5+ 3+	-1 0 -4	+3 damage roll

## Harraghe Damage Table

D6	Result
1	Armor plates buckle and smoke rises from the engine compartment. The Harraghe's move is reduced to 5cm and its save is now 2+.
2	The heavy pounding destroys the Bonecannon. The Harraghe may no longer use this weapon. Additionally, its CAF is reduced to +3.
3-4	Roll on the <i>Critical Hit</i> table.
5	The shot blasts through the Harraghe's hull, destroying the control center. The Harraghe is destroyed.
6	Boom! The Harraghe's ammunition goes up in a massive explosion. Center a blast template on the Harraghe's position. Anything at least half under the template must make its basic save or be destroyed.

## Harraghe Critical Hits

D6	Result
1-2	Gunfire shreds the Harraghe's mighty treads, leaving it mired in its current position. The Harraghe may no longer move.
3-4	Telling blows disarm the huge tank. The Harraghe Cannon is destroyed
5-6	The shots damages the control center. From now on, you must roll a die when you try to move the Harraghe or fire with it. On a 4+, you may take the action you wish to take. If this roll is failed, the Harraghe will fail to do anything in that phase.

## Genocide Damage Table

D6	Result
1	Armor plates buckle and smoke rises from the engine compartment. The Genocide's move is reduced to 5cm maximum and its save is now 2+.
2	The heavy pounding destroys the Bonecannon. The Genocide may no longer this weapon. Additionally, its CAF is reduced to +3.
3-4	Roll on the <i>Critical Hit</i> table.
5	The shot blasts through the Genocide's hull, destroying the control center. The Genocide is destroyed.
6	Boom! The Genocide's ammunition goes up in a massive explosion. Center a blast template on the Genocide's position. Anything at least half under the template must make its basic save or be destroyed.

## Genocide Critical Hits

D6	Result
1-2	Gunfire shreds the Genocied's mighty treads, leaving it mired in its current

	position. The Genocide may no longer move.
<b>3-4</b>	Telling blows disarm the huge tank. The Genocide gun is destroyed
<b>5-6</b>	The shots damages the control center. From now on, you must roll a die when you try to move the Genocide or fire with it. On a 4+, you may take the action you wish to take. If this roll is failed, the Genocide will fail to do anything in that phase.

*\*Damage is repaired on a 4+ in the end phase*

*From the diary of Harraghe :*

*“ I have fought the Slann on several occasions. They are few, and for every one of their number who dies, my army becomes stronger. I have time on my side, what have they got? “*

## **Praetorians/Titans**

### **Dracolich**

The Dracolich is an undead dragon. It is classed as a Knight/Superheavy for pinning purposes.

Dracoliches have all the abilities of a Lich Lord. They have a breath attack which is called The Breath of Death, and will only affect living beings, including crewed machinery/vehicles of any size (including titans/praetorians). When using the breath attack, place three barrage templates either in a triangle or in a straight line pointing away from the Dracolich (360 degree fire arc). The two modes of breathing represents the fact that the Dracolich is able to focus his breath for range, or spread it over a larger area (but not with the same range). The breath attack ignores cover to hit. Dracoliches are also very hard to kill, and receive a +4 regen roll which is taken before any armor saves are rolled. Due to its nature, the Dracolich has an allround save. Dracoliches are terrifying close combat opponents. Any enemy units engaged in close combat with a Dracolich must make a morale check at the start of the close combat segment. If failed the unit suffers a -2 on it close combat value. Robots or other models that do not take morale checks are immune to this rule.

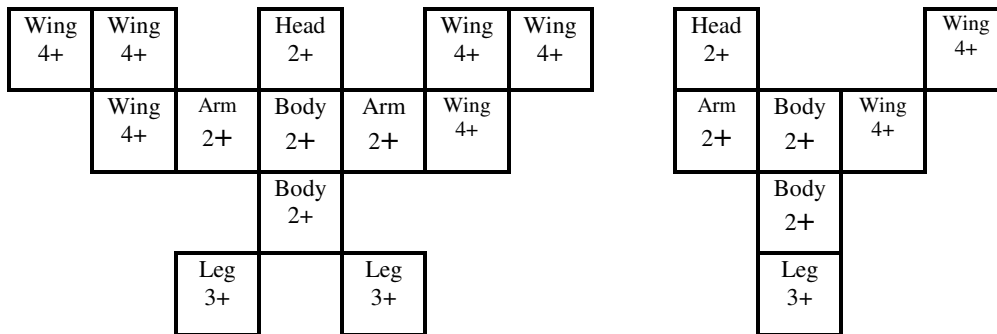
A Dracolich has a command radius of 25 cm.

Dracoliches are very dangerous in close combat, with two razor sharp claws, a jaw full of teeth which can render steel as easily as bone, and a viscious barbed Tail. This gives the Dracolich its high CAF, and the tail adds an extra D6 in close combat.

Troops Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To hit Roll	Save Modifier	Notes
Dracolich	20cm	Template	+10	Breath of Death	Special	1	4+	-1	Special rules, HQ Unit

## **Dracolich Hit Locations Front/Back Side**

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## Dracolich Damage Table

<p><b>Head</b>  <b>1-2</b> Throat damaged, Cannot use Breathweapon until regen'ed.  <b>3-4</b> Brainstem hit. CAF halved until regen'ed  <b>5-6</b> Head blown off, the Dracolich is destroyed</p> <p><b>Wing</b>  <b>1-2</b> Wing damaged, move halved until regen'ed  <b>3-4</b> Wing broken, skimmer ability lost and base move 10 cm until regenerated  <b>5-6</b> Wing destroyed. Roll for damage on Body. Dracolich may no longer move.</p>	<p><b>Body</b>  <b>1-2</b> Body damaged. +1 to future roll on body until regen'ed.  <b>3-4</b> Tail is damaged, no extra D6 until regen'ed  <b>5-6</b> Body penetrated. Spine is hit, Dracolich is killed.</p> <p><b>Leg</b>  <b>1-2</b> Leg damaged, Move halved  <b>3-4</b> Leg destroyed. Can not move. Cannot be regenerated.  <b>5-6</b> Leg blown off. Roll For Damage on the Body.</p> <p><b>Arm</b>  <b>1-2</b> Damaged, -3CAF until regen'ed  <b>3-4</b> Destroyed, -3 CAF Cannot be regenerated  <b>5-6</b> Blown off, -3 CAF. Roll for Damage on the Body.</p>
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\*Damage is regenerated on a roll of 4+ in the end phase

## Gravedigger

The Gravedigger is a reaver class titan. It is a living being, made of metal fused with bone, and is controlled by a lich. There are no vital parts on a Gravedigger, except the head.

The Gravedigger has 4 weapon locations, two of which are fixed. The other two locations can be filled with any weapons from the list below. The Gravedigger Cannon is mounted on the belly, while the Vulcan Mega-Bolter is head mounted. The remaining two locations are both arms. The Gravedigger has a base cost of 300.

Move	CAF	Shields	Weapon Locations	Notes
10 cm, 15 on charge	+10	None	4	The Gravedigger must always be given Advance or Charge Orders. It has a saving throw of 4+ on a D6 against psychic attacks. It has a 4+ regen roll which is taken before any damage is rolled.

Weapon	Range	Attack Dice	To Hit Roll	Target's Save Modifier	Notes
Gravedigger Cannon	75cm	4BP	5+	-1	3 Barrage templates are placed in a row to represent the rapid fire

					this weapon lays down.
Vulcan Mega-Bolter	25cm	8	4+	0	

The weapons listed above are included in the hull cost. See the Titan Weapon Tables for the other allowed weapons.

### Gravedigger Hit Location Templates

<b>FRONT</b>			<b>SIDE</b>		<b>REAR</b>		
<b>T</b>							
Head 1+				Head 2+	Head 3+		
Weapon n 1+	Body 1+	Weapon n 1+	Weapon n 2+	Body 2+	Weapon n 3+	Body 3+	Weapon n 3+
Leg 2+	Weapon n 1+	Leg 2+	Weapon n 2+	Leg 3+	Leg 2+	Body 3+	Leg 4+
Leg 2+		Leg 2+	Leg 3+	Leg 3+	Leg 4+		Leg 4+

### Gravedigger Damage Table

<p><b>Head:</b>  <b>1-2</b> Damaged, CAF is reduced by 5.  <b>3-4</b> The head-mounted weapon is destroyed.  <b>5-6</b> The Gravediggers head is blown off, and the titan crashes to the ground. Decide randomly which way it falls and place it on its side lying in that direction. Any vehicles or troop stands that are fallen on are destroyed.</p>	<p><b>Leg:</b>  <b>1-2</b> Leg damaged, move is halved until repaired.  <b>3-4</b> Leg heavily damaged. May no longer move. Cannot be repaired  <b>5-6</b> Leg blown off. Cannot be repaired. Titan crashes to the ground in a random direction. Any vehicles or troop stands that are fallen on are destroyed.</p>
<p><b>Body:</b>  <b>1-2</b> Structural damage to body. Add +1 to future rolls on the body damage, any body location.  <b>3-4</b> Heavy structural damage, CAF is reduced by 5.  <b>5-6</b> Heavily Damaged. Roll on head table.</p>	<p><b>Weapon:</b>  <b>1-2</b> Weapon damaged, -1 To Hit.  <b>3-4</b> Weapon is blown off and scatters 2D6cm in a random direction. Any models it hit must make an unmodified save to avoid destruction.  <b>5-6</b> Weapon is blown off as above. Roll</p>

	damage on Body as well with a +1 modifier (cumulative).
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*\*Damaged locations are repaired on 4+ in the end phase*

## Gravedigger Weaponry

### Battle Claw

This is a close combat weapon mainly used by the forces of Chaos. This weapon permits a Titan that wins close combat against an enemy Titan to make a special grab attack, instead of rolling for normal damage.

If the player elects to make a grab attack, he selects a location from the Titans damage template. Both players roll a D6 with Battle Claw Titan gaining a +1 modifier. If the Titan making the grab attacks scores higher, the location selected receives **maximum damage** (the most damaging result). If the result is a tie the losing Titan has slipped out of the claw's grasp, but still receives normal damage for the selected location. If the losing Titan scores higher, it has broken free and receives no damage.

Additionally, Titans in base-to-base contact with buildings may elect, in addition to other attacks, to make an automatic hit on the adjacent building. The building must make a save with a -4 modifier or be destroyed. Buildings that fail a save versus this weapon are counted as destroyed, not damaged.

### Chain Fist

The chain fist is a motorized saw blade capable of ripping apart the toughest close combat opponent. Titans that carry a chain fist roll an extra D6 to resolve close combat, adding +2 to damage rolls against enemy Titans. Any Titan armed with this weapon in base-to-base contact with a building may attack the building. This attack automatically hits and the building must save to avoid destruction at a -4 penalty. Buildings that fail a save versus this weapon are counted as destroyed, not damaged. A Chain fist may only mounted on an arm location.

### Inferno Gun

The Inferno Gun fires a devastating jet of super heated fuel. To determine the area of effect of the blast a special teardrop shaped template is used. Position the sharp end of the template on the weapon of the Titan and place the remainder over the intended targets. Any model (friend or foe!) Under the template is hit on a roll of 4+ and must make a save to avoid destruction. Modifiers for cover are ignored when rolling to hit since the flames wrap around any cover.

Range	Attack Dice	To Hit Roll	Target's Save Modifier	Notes
Special	Special	4+	0	Use special flame template, ignores cover

### Gatling Blaster

The Gatling Blaster fires a hail of shells from its revolving barrels, allowing the Titan to cut down waves of infantry or other poorly armed troops.

Range	Attack Dice	To Hit Roll	Target's Save Modifier	Notes
75 cm	4	5+	-1	

## Multiple Rocket Launcher

The launcher fires a barrage of explosive rockets and is used to provide long-range support fire for advancing troops. The rocket launcher has two modes of fire: penetration mode and shotgun mode.

Range	Attack Dice	To Hit Roll	Target's Save Modifier	Notes
100 cm	8 BPs	3+	-1	Penetration mode, use standard barrage
100 cm	6 BPs	4+	0	Shotgun mode, use large 12cm template

## Power Fist

This is a gigantic armoured fist surrounded by a powerful energy field that allows the Titan to tear chunks from other Titans or buildings. This weapon permits a Titan that wins close combat against an enemy Titan to make a special grab attack instead of rolling for normal damage.

If the player selects to make a grab attack, he must select a location (from the Titans corresponding damage location chart) and roll a D6 with a +1 modifier. The defending player also rolls a D6, but with no modifiers. If the Titan making the grab attacks scores higher, the location the player selected receives *maximum damage* (the most damaging result). If the result is a tie the defender has slipped out of the grasp, but receives normal damage (resolve normally by rolling once on the damage table for that location). If the defenders score is higher, the Titan has broken free and receives no damage.

Titans in base-to-base contact with buildings may elect, in addition to normal attacks, to hit the building once. The building must make a save with a -4 modifier or be destroyed. Buildings that fail a save versus this weapon are counted as destroyed, not damaged.

## Power Ram

The power ram delivers a high velocity strike capable of punching through the thickest armor and inflicting major internal damage. More importantly, a single well-placed blow with this powerful weapon can send an opposing Titan crashing to the ground.

A Titan armed with this weapon that wins a close combat against an enemy Titan by more than six points, knocks the loser straight backwards destroying automatically any troop stands or vehicles under it. Buildings that are fallen on receive a save at -5 penalty. Titans in base-to-base contact with a building may strike the building (save at -5 penalty) in addition to normal attacks. Buildings that fail a save versus this weapon are counted as destroyed, not damaged.

## Power Saw

The chain saw is a motorized saw blade capable of ripping apart the toughest close combat opponent. Titans that carry a chain fist roll an extra D6 to resolve close combat, adding +2 to damage rolls against enemy Titans. Any Titan armed with this weapon in base-to-base contact with a building may attack the building and it must save to avoid destruction. Buildings that fail a save versus this weapon are counted as destroyed, not damaged. This weapon may only be mounted on arm locations.

## Wrecker

The wrecker is a large weighted ball at the end of a reinforced chain. Its primary purpose is to deliver a crushing blows to buildings and fortifications, though it's tremendous force and long reach make it a deadly, although inaccurate, close combat weapon. Buildings struck by the wrecker must save at -6 modifier to their save to avoid destruction. Buildings that fail a save versus this weapon are counted as destroyed, not damaged. When engaging Titans/Praetorians it may attack before close combat begins by selecting a location on the template and scattering twice, after the location is determined it must make an armor save (for the location struck) at a -6 modifier.

A Titan armed with this weapon may choose to automatically destroy one vehicle or troop stand (other than another Titan/Praetorian) that is in base-to-base contact with the Titan before close combat begins.

## Doomburner

The Doomburner fires a bolt of super heated molten metal that bores through its target in a searing flash of flames. Doomburners are especially good for destroying heavily armored Titans and Vehicles. This weapon ignores to hit modifiers for cover and, although it is not a template weapon, it may attack buildings. Buildings must save at a -3 modifier when hit to avoid destruction. Damage rolls against Titans/Praetorians are made with a +1 modifier.

Range	Attack Dice	To Hit Roll	Target's Save Modifier	Notes
75 cm	1	3+	-3	+1 to damage rolls against Titans/ Praetorians, may attack buildings

## Hellstrike Cannon

The Hellstrike cannon fires a huge shell that is loaded with a highly corrosive and inflammable mixture appropriately known as hellfire. The shells are set to explode above the target, so that they splatter over a large area. This weapon ignores modifier for cover.

Range	Attack Dice	To Hit Roll	Target's Save Modifier	Notes
50 cm	6 BPs	4+	-1	Ignores cover to hit modifiers

Weapon	Cost
Battle Claw	15
Chain Fist	25
Doomburner	75
Gatling Blaster	60
Hellstrike Cannon	50
Inferno Gun	50
Multiple Rocket Launcher	50
Power Fist	15
Power Ram/Power Saw	25
Wrecker	25

## Warmaster

The Warmaster is a large vehicle made of metal fused with bone. It is very slow moving, but is extremely stable and is perfect for mounting large weapons on. The Warmaster is protected by a void shield generator and has 6 shields. Any damage and shields are regenerated on a 4+ in the end phase as per the standard rules for titans/praetorians. It is also extremely sturdy, and can take large amounts of punishment before being destroyed. Due to its sturdiness, it always fires on firstfire. The Warmaster was originally designed by Squat slaves taken on a raid upon their homeplanet. It supplies the Hordes of Evil with much needed long range firepower. Its main armament are the Slaughter cannon and the Deathdealer cannon. The Slaughter cannon can fire indirectly and has a 180 degree firing arc. The Deathdealer cannon also has a 180 degree arc. The Slaughter cannon is very unstable and receives 3+1d6BP. In addition, the Warmaster is equipped with 4 one shot missiles (keep track of how many which are fired). These missiles are aptly named Deathstorm missiles. This is due to the vacuum caused by the explosion, which again causes a terrible backdraft. If more than one missile is fired per turn, the missiles have to be fired together, so that the barrage templates are touching eachother. A maximum of four missiles may be fired per turn. The Warmaster is considered to be a Greater Undead. For the Destroy Daemon ability only, the Warmaster is considered to be a Greater Daemon.

### Warmaster

Troops Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To hit Roll	Save Modifier	Notes
Warmaster	10cm max	Template	+10	Heavy Bonebolters	15cm	8	+5	0	Always fires on FF
				Slaughter cannon	150cm	1	3+1d6	-3	Destroys buildings
				Deathdealer cannons	100 cm	6	4+	-1	
				Deathstorm missiles	100cm	4	6BP	0	One Shot/May not fire seperately, ignores cover to hit

\* *Model tip : Squat Leviathan*

### Warmaster Hit Location Template

FRONT			SIDE					REA		
	Weapon 2+		Hull 2+	Hull 2+		Weapon 2+		Hull 3+		
Hull 2+	Bridg e	Hull 2+	Hull 2+	Hull 2+	Hull 2+	Hull 2+		Missil e	Hull 3+	Missil e
Weapon 2+	Weapon 2+	Weapon 2+	Missile 3+	Missile 3+	Weapon 2+	Hull 2+	Weapon 2+	Hull 3+	React or	Hull 3+
Track 2+	Hull 2+	Track 2+	Track 2+	Track 2+	Track 2+	Track 2+		Track 2+	Hull 3+	Track 2+

- *Missile* locations are treated as Hull with saves 1+ if Missiles have already been fired.

### Warmaster Damage Table

\* *Damage/Shields repaired on a 4+.*

<b>Bridge:</b>	<b>Reactor:</b>
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<p><b>1-2</b> CAF halved and needs orders as a normal unit until damage is repaired</p> <p><b>3</b> CAF halved for the rest of the game</p> <p><b>4</b> Same as 1-2, except cannot be repaired</p> <p><b>5-6</b> Bridge destroyed, all crew abandon the vehicle</p>	<p><b>1-2</b> May not move or fire until repaired</p> <p><b>3-4</b> Reactor off-line, if not repaired at end of turn, explodes as below (result 5-6)</p> <p><b>5-6</b> Boom, any units within 2 D6 cm are automatically hit by debris, unmodified save to avoid destruction</p>
<p><b>Hull:</b></p> <p><b>1-5</b> Add +1 to future rolls on hull</p> <p><b>6+</b> Bridge or reactor hit, bridge if the front half of the vehicle, reactor if the rear half. Any points over 6+ are bonuses to the bridge/reactor roll.</p> <p>Every unsaved hit on hull destroys a bolter.</p>	<p><b>Track:</b></p> <p><b>1-2</b> Damaged, speed drops by half, cannot enter difficult terrain</p> <p><b>3-4</b> Damaged heavily, same as above, but cannot be repaired, also if the vehicle moves, the track may collapse on a roll of 5+ after the move, if so track is destroyed and roll damage to the hull</p> <p><b>5</b> Track destroyed, the vehicle may only rotate in place, if both tracks are destroyed, the vehicle may not rotate or move</p> <p><b>6</b> As above, but also roll damage to hull</p>
<p><b>Weapon:</b></p> <p><b>1-2</b> Weapon damaged and cannot be used until repaired</p> <p><b>3-4</b> Weapon destroyed</p> <p><b>5-6</b> Weapon destroyed and roll damage for the hull</p>	<p><b>Missiles:</b></p> <p>Roll damage to the reactor AND hull. Add +1 to the roll for each missile detonated (only the missiles on one side will detonate).</p>

## Army Cards and Composition

Name	Contents	Break Point	Morale	Victory Points	Cost
<b>Undead Lords</b>					
Lich Lord / Blind Guardian	1 Lich Lord stand	Stand	-	3	250
Dracolich	1 Dracolich stand	Stand	-	3	300

## Support Cards

Name	Contents	Break Point	Morale	Victory Points	Cost
<b>LESSER UNDEAD</b>					
<b>INFANTRY</b>					
Skeleton Detachment	10 Skeleton stands	3	-	2	150
Zombie Detachment	10 Zombie stands	3	-	2	200
Spirit Warrior Detachment	6 Spirit Warrior stands	3	-	2	200
<b>CAVALRY &amp; WALKERS</b>					
Deathknight Detachment	6 Deathknight stands + One Deathknight commander	4	-	2	200
Mummy Detachment	6 Mummy stands	3	-	3	250
<b>VEHICLES</b>					
Bonewagon	2 Bonewagon stands	1	-	1	50
<b>KNIGHTS &amp; SUPERHEAVIES</b>					
Bone Golems	3 Bone Golems + One Golem Master in a Skullwagon	3	-	3	250
<b>GREATER UNDEAD</b>					
<b>INFANTRY</b>					
Crimson death guard	6 Crimson Death Guard stands	3	3+	3	300

Vampire Detachment	6 Vampire stands	3	3+	3	250
Ghost Detachment	6 Ghost stands of any one type	3	3+	3	250
<b>CAVALRY &amp; WALKERS</b>					
Headless Horsemen	6 Headless Horsemen	3	3+	2	200
<b>VEHICLES</b>					
Skullwagon	3 Skullwagon Stands	2	3+	2	200
Darkfyre	3 Darkfyre stands	2	3+	3	250
<b>KNIGHTS &amp; SUPERHEAVIES</b>					
Skeletal Champions	3 Skeletal Champions	2	2+	3	300
Harraghe	One Harraghe	Stand	2+	2	200
Genocide	One Genocide	Stand	2+	2	200

## Special Cards

Name	Contents	Break Point	Morale	Victory Points	Cost
<b>CHARACTERS</b>					
Lich	1 Lich stand	Stand	-	2	150
Lich Magi	1 Lich Magi stand	Stand	-	2	150
Necromancer	1 Necromancer + Skullwagon*	Stand*	-	2	150
Creator	1 Creator stand + Skullwagon*	Stand*	-	2	150
Summoner	1 Summoner stand + Skullwagon*	Stand*	-	2	150
Spiritguard	1 Spirit guard stand + Skullwagon*	Stand*	-	2	150
Shadows	4 Shadow stands	2	2	1	100
<b>PRAETORIANS</b>					
Gravedigger	1 Gravedigger	Stand	-	special	300+
Warmaster	1 Warmaster	Stand	-	4	400

*\*Breaks only when stand is killed.*

## Summary

Troops Type	Move	Saving Throw	CAF	Weapon	Range	Attack Dice	To hit Roll	Save Modifier	Notes
<b>Lesser Undead</b>									
Skeleton	10cm	none	+1	Boneclub					Special command rules
Zombie	10cm	6+	+2	Claws					Special command rules
Spirit Warriors	10cm	none	+1	Assault Rifle	50	1	5+	0	
Deathknight	20cm	none	+3	Deathlance	25cm	1	6+	0	
Deathknight Commander	20cm	5+*	+5	Deathlance	25cm	2	5+	0	Commander, Elite
Mummy	15cm	4+	+5	Mummy rot					Special rules
Bonewagon	15cm	3+	+3	Heavy Bonebolter	15cm	2	5+	0	Carries 5 stands, special attack, may enter woods and rubble
Skullwagon	20cm	4+	+2	Bone Cannon	75 cm	1	5+	-1	Carries 2 stands,
Bone Golem	15cm	1+	+8	Huge bone club					
Golem Master	10cm	6+	+4	Psi-wand	25cm	2	5+	0	Commander
<b>Greater Undead</b>									
Vampire	15cm	6+	+4	Bite	0	1	4+	None	Special rules, Elite, Skimmer, Regen
Crimson Death Guard	30cm max	5+*	+2	Splinter Pistol	10cm	2	4+	none	Special rules, Elite,
Shadow	15cm	6+	+2	Shadowgun	50cm	1	4+	0	Special rules, Elite, Skimmer
Defiler	15cm	6+	+4	none					Special rules, Elite, Skimmer, Ghost
Spirit	15cm	6+	+2	Mindlash	35cm	1	4+	0	Special rules, Elite, Skimmer, Ghost
Banshee	15 cm	6+	+2	Scream	Template	1	5+	+1	Special rules, Elite, Skimmer, Ghost
Haunt	15cm	6+	+2	Possession	10cm	1	Special	Special	Special rules, Elite, Skimmer, Ghost
<b>Undead Magi</b>									
Necromancer	10 cm	None	0	Psi-wand	25 cm	2	5+	0	Special rules, HQ Unit
Summoner	10 cm	None	0	Psi-wand	25 cm	2	5+	0	Special rules, HQ Unit

Creator	10 cm	None	0	Psi-wand	25 cm	2	5+	0	Special rules, HQ Unit
Spiritguard	10 cm	6+	+2	Psi-wand	25 cm	2	5+	0	Special rules, HQ Unit
<b>Liches</b>									
Lich	15cm	5+*	+2	Psi-Wand	25 cm	2	5+	-1	Special rules, HQ Unit, Psychic powers
Lich Lord	15 cm	1+**	+7	Psi-Wand	25 cm	2	4+	-1	Special rules, HQ Unit, Psychic powers
<b>Walkers/Cavalry</b>									
Headless Horsemen	15cm	5+	+5	Doomlance	25cm	1	5+	0	Elite, always completes charge
<b>Vehicles</b>									
Darkfyre	20cm	2+	+3	Heavy Bonebolters Darkfyre cannon	15cm 50cm	2 2	5+ 5+*	0 -2	*ignores cover
<b>Knights/Superheavies</b>									
Skeletal Champion	25cm	2+	+2	Gatling Gun	50cm	6	5+	-1	Aura, Knight
Harraghe	10 cm	1+	+6	Bonecannons Heavy Bonebolters Cannon of Harraghe	75cm 15cm 150cm	2 4 1	5+ 5+ 3+d6 BP	-1 0 -2	Destroys buildings, ignores cover
Genocide	10 cm	1+	+6	Bonecannons Heavy Bonebolters Genocide gun	75cm 15cm 100 cm	2 4 1	5+ 5+ 3+	-1 0 -4	+3 damage roll
<b>Praetorians/Titans</b>									
Warmaster	10cm max	Template	+12	Heavy Bonebolters Slaughter cannon Deathdealer cannons Deathstorm missiles	15cm 150cm 100 cm 100cm	8 1 6 6	+5 3+1d6 4+ 6BP	0 -3 -1 0	Always fires on FF Destroys buildings One Shot/May not fire seperately
Dracolich	20cm	Template	+10	Breath of Death	Special	1	4+	-1	Special rules, HQ Unit
Gravedigger	15cm	Template	+10	Gravedigger Cannon Vulcan Megabolter Special Special	75cm 25cm	4BP 8	5+ 4+	-1 0	Barrage templates, always moves on advance or charge, regen roll., psychic save 4+.

## Optional Unit: Imperial Planetary Assault Ship

By Nils Saugen

Assault Ships are smaller versions of the Imperial Dropships, used by marine chapters to rapidly and precisely deploy troops during planetary assaults. The Assaultship can carry up to 25 space marine infantry stands.

An Imperial Assaultship is armed with a Battlecannon, Melta Bombs and Bolters to clear the ground before landing. It can drop two barrage templates, directly underneath, during its move. It always fires on first fire. The Assaultship has 2 Void Shields powered by its plasma engines for its defence. Because of its huge size, the Assaultship is treated as a flying platform (like a flying building) while on flight, and can not be engaged in close combat by enemy thrusters. However, it is subject to anti-aircraft fire from the ground troops. AA units snap firing at the Assaultship, do not receive the normal snapfirepenalty.

The ship starts off table and may enter from the end of the Marine player's setup zone, it may move in a straight line for a maximum of 120cm. The ship must land in the turn it appeared; nominate the landing point as soon as the ship appears on the table. Use this landing point as the basis for scattered landings mentioned in the damage chart. When landing normally the ship may be positioned to face any direction desired. Once landed, the ship is unable to move for the rest of the game and is treated as a Praetorian, shoots and fights by the rules governing those.

### Special Card:

Unit Type	Contents	BP	Morale	VP	Cost
Planetary assault ship	1 Dropship model	-	-	4	400

See the data sheet below for the hit templates and damage tables.

*Models: Ramon Class VTOL from Brigade models or any suitably large spaceship models that more or less match the hit templates.*

Imperial Dropship Data Sheet

Move	CAF	Shields	Notes
Max 80 cm	+8	2	May carry 25 Space Marine infantry stands. Special CC rules when flying.

Weapons	Range	Attack Dice	Roll To Hit	TSM	Notes
Battlecannons	50 cm	3	4+	-2	Front 180 arch
Melta Bombs	-	2	d6 + 2BPs	-2	
Bolters	15 cm	16	6+	0	360 arch

Assault Ship Hit Location Templates

FRONT

	Engine	Bridge	Engine	
	e	e	e	
Wing 3+	Wing 3+	BatCa n	Wing 3+	Wing 3+

REAR

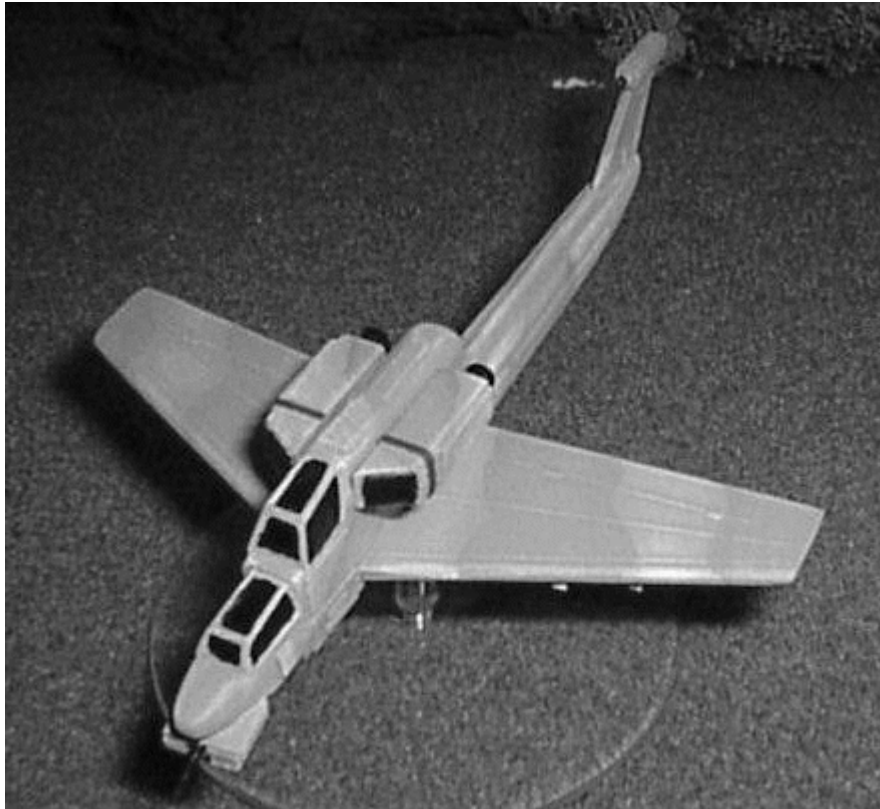
	Engine	Wing	Engine	
	e	3+	e	
Wing 3+	Wing 3+	Engine e	Wing 3+	Wing 3+

SIDE

Wing 3+		Hull 2+	Hull 2+	Bridge e	
Engine e	Hull 2+	Wing 3+	Wing 3+	Hull 2+	BatCa n

Assaultship Damage Table

<p><b>Bridge:</b>  <b>1-2</b> Bridge damaged; ship cannot fire bolters, missile shots scatter 1D6.  <b>3-4</b> Heavy damage; cannot fire any weapons, erratic landing (see below).  <b>5-6</b> Bridge destroyed. If flying, apply crash landing (see below). Otherwise abandon ship immediately (VPs are awarded).</p>	<p><b>Engine:</b>  <b>1-3</b> Engine damaged; erratic landing (see below), add+1 to future damage rolls.  <b>4-5</b> Major damage; crash-landing (see below), add+1 to future damage rolls.  <b>6</b> Plasma explosion; ship and transportees destroyed. If on the ground, everything within 2D6cm gets hit on a 4+ with 0 save modifier.</p>
<p><b>Wing (if flying):</b>  <b>1-3</b> Wing damaged, erratic landing (see below).  <b>4-6</b> Heavy damage, crash landing (see below).</p>	<p><b>Hull:</b>  <b>1-5</b> Add +1 to future rolls on hull  <b>6+</b> Bridge or engine hit; bridge if the front half of the vehicle, engine if the rear. Any points over 6 are bonuses to the engine roll.</p>
<p><b>Battlecannon :</b>  <b>1-2</b> Weapon damaged (-1 to hit), add +1 to future rolls.  <b>3-5</b> Weapon destroyed (only that location). If already destroyed, roll for damage on the hull.  <b>6</b> Weapon destroyed. Also roll for damage on the hull.</p>	<p><b>Meltabombs:</b>  <b>1-2</b> Launcher damaged, missile shot from this side scatters 1D6, add +1 to future rolls.  <b>3-4</b> Missile Launcher destroyed (this side).  <b>5-6</b> Launcher destroyed. Also roll for damage on the hull.</p>
<p><b>Erratic Landing:</b>  ♦ Ship lands on a random spot 2D6 scattered from the original landing point.  ♦ Any movable models (except T/P class) under the ship run away before landing on 4+ on a D6 otherwise are destroyed.  ♦ If any Titan/Praetorians or buildings are hit, both sides get D6 hits on random locations with -2 save modifier.</p>	<p><b>Crash Landing:</b>  Same as Erratic Landing except:  ♦ Ship scatters 3D6 on landing.  ♦ Roll on every location plus the transportees even if no obstacles are hit; on 4+ on a D6 the location/model gets a hit with 0 save modifier.</p>



*Picture is a suggested mini for the Assaultship it is the 15mm Ramon Class attack VTOL from brigade models.*

## **Epic Armageddon Q&A from Jervis Johnson**

Compiled by Tuffskull and Jervis Johnson

### **Questions compiled from the forums and emails (bold text), Answers from Jervis Johnson (italic text)**

*Thanks for the feedback. I've done my best to answer your questions below.*

*Any comments have been snipped and added to the melting pot!*

**1. It states in the demo rules that a move into combat is made at normal rate, but it also implies that movement is doubled for charging. Which is true?**

*Only one move is allowed.*

**2. The way the transport rules are written, it almost seems that transports would almost have to 'pick-up' units from another formation to be most effective.**

**Infantry units from the 'transporting' formation would have to be on the same orders as the vehicles. If you had them on Move or Double orders, they would not be able to assault after they dismount, or can they?**

*The transport rules don't make it clear that in most cases transport vehicles can only carry units from their own formation. The exception are war engine transports like Thunderhawks, but the vast bulk of transports have to follow this rule.*

**3. It says infantry are not allowed to move themselves on the same turn they are picked up. Does that mean the whole turn or just the portion prior to being picked up?**

*The portion prior to pick up.*

**4. Overwatch would seem to be more effective if you were allowed to shoot after a formation completes 'a move' and not just all movement.**

*This is the way the rule is meant to work, it's just badly worded!*

**5. In a close combat between formations A and B, Formation 'A' loses. It is broken and forced to retreat beyond the 15 cm range from enemy forces to stay alive. Formation 'B' sustained enough BMs for them to break as well, but since 'A' had already moved away and there are no other enemy units within 15 cm, does 'B' have to move at all or can it just reside in-place, broken?**

*It can reside in place, broken.*

**6. Can Broken units be transported by non-broken vehicles/formations?**

*See note above. - To my mind this doesn't answer the question, I might re-word it and try again with the next batch! - TuffSkull*

**7. When a unit assaults another, formations within 15cm can lend fire support. Is it correct that these units break as well as the unit actually in CC if the CC is lost?**

**This implies that a formation which has only one unit in range to support a CC can be broken if the CC is lost. So if a small (weak) formation (A) is assaulted, and there's a huge wedge of troops in another formation (B) behind it but only one stand from (B) can lend support, then the whole huge wedge will run away if the CC is lost By (A)?!?!?**

*Only \_enemy\_ formations that have a unit within 15cm of a unit from the \_charging\_ formation are involved in the combat. All engaged enemy formations are involved in the combat, can make reserve moves, and will be broken if their side loses. Use the*

*reserve rules to get more units involved if clipped! Read the first paragraph of section 1.12 again, carefully.*

**8. If the above is true, can the player decide not to lend support from some formations if he believes the fight a lost cause and doesn't want to risk them breaking and falling back?**

*There is no such thing as lending support. If you are within 15cms of the enemy then you are engaged. Charging units do not have to move into base contact to initiate the combat.*

*Bear in mind that an assault represents what goes on in an entire game of 40K - including all of the long range shooting and such like. Close combat is only a small part of what takes place during an assault.*

*This thinking behind this rule is based on observations of the way combat works in real-life. 'Shooting' in Epic represents the kind of long-range sustained shooting attacks you'll often see in news-reels; the kind of thing where you see tanks or heavy weapons popping away at a distant hillside at an invisible target - the aptly named 'empty battlefield' situation. An assault represents the situation where troops have been ordered to take and hold a position, and all hell breaks loose as they close in. If you say the series 'Band Of Brothers' you'll know what kind of thing I mean. This is the main reason that small arms are only really used in assaults, as they are not very effective at the kind of long-ranged suppressive fire represented by 'shooting' in Epic.*

**9. Similarly, if the above (#1) is true, then how come the reserve rolls only apply to the formation directly involved in the combat?**

*It applies to all formations*

**10. It was stated in one of the Evolution articles that (something along the lines of) the SM's benefit was being able to retain the initiative whilst their small formations quite easily took a battering from larger formations such as the IG. Now that the rules for retaining the initiative have been reduced (it can only be done once), what chance do the SM's or any small formation now stand against large formations? Are you using the SM's blast marker allowance (twice their number not equal to it) to allow them to soak up more or is there something else?**

*In the full rules Space Marines have a special rule that means that it takes two BM to pin a SM unit, and BM equal to double the number of units in a SM formation to break it.*

If you have any questions or comments regarding Epic Armageddon which you would like answered by Jervis and posted on this page, please [email](#) them to me and I will include them in my next batch of questions!

Many thanks to Jervis for taking the time out to answer these questions,