

Net Epic Evolution

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1 Playing the Game

For starters you'll need a place to play – most games do well in a 4 by 6 foot (125 by 185 cm) space, although larger and smaller areas can be used as resources permit. Terrain will enhance the game but is not mandatory (you can imagine it's a desert or icy tundra).

You'll need a copy of this rulebook, the army books for your respective armies, any necessary templates and a handful of 6-sided dice. You will also need some way of indicating where your troops are, such as miniatures or paper counters. Although NetEpic is based in the Warhammer 40,000 universe, you are not required to purchase actual Games Workshop miniatures and can use whatever you've got handy.

1.1 The Object of the Game

The default way to win is to be the first player to earn enough Victory Points from killing the enemy and capturing objectives. These rules are highly abstract and the objectives represent unnamed places or things. The winning Victory Point total is dependent on the size of the game being played. At the end of each turn, count up each player's Victory Points. If one player has the required total, he wins.

Each Player's Army Size	Victory Points Needed to Win
1,000 Points	30
2,000 Points	35
3,000 Points	40
4,000 Points	45
5,000 Points	50
Etc.	Etc.

1.1.1 Killing the Enemy

You can control the battlefield by inflicting casualties on the enemy, making his army ineffective and unable to fight effectively. Army cards have both a Break Point and a Victory Point number on them. When you kill the Break Point number of models from that card, you earn the corresponding number of Victory Points (one VP per 100 points that the unit cost). These points are awarded when the unit is broken, and accumulate from turn to turn.

1.1.2 Capturing Objectives

Objectives represent defence centres, strategic buildings, supplies and other important locations, each worth 5 Victory Points. To control an objective you need to have a non-fleeing model within 15 cm of the Objective Marker, and the model must be closer to the objective than any opposing model. If models from both armies are equally distant from the objective it is considered "contested," and neither player receives Victory Points for it. Models that are pinned in Close Combat, fleeing or on other involuntary orders do not count for holding objectives.

Victory Points from objectives are not accumulated from turn to turn. During every End Phase, determine who has control of each objective and award VPs accordingly. Once captured, an objective remains under control of the capturing player until it is captured by the enemy. It is not necessary to keep one of your models within 15 cm of the objective to retain control from turn to turn.

Optional Rule: Controlling Objectives

Normally, you merely need to have the closest valid unit to the objective to control it. As an optional rule, you control the objective if you have the only valid units within 15 cm of the objective. This is a small semantic change but has significant battlefield implications.

1.2 Putting an Army Together

Armies are created by purchasing units up to a points total agreed upon by the players. A typical army size is 3,000 – 5,000 points per player. Larger battles are quite possible but beyond about 20,000 points the game tends to take more than a single afternoon.

There are two types of armies – Standard and Codex. Standard Armies are made up of common and readily-available troops and there are no special rules to worry about. Codex Armies have both special units and special rules, and require that you dedicate a minimum percentage of your points to that particular army list. Each of the Army Books describe one or more types of armies, and include all pertinent information such as background, army creation, unit statistics and special rules that apply to that army. Special rules found in an Army Book generally supersede those found here, unless it's really cheesy or makes no sense.

1.2.1 Army Cards

Army cards are used to represent the organization and elements of an army. They detail the troops you get, their abilities and points cost, and come in three types: Company, Support and Special. A card can also be Free, which means it doesn't cost you any points, and it may be Unique, which means you can only have one of them in your army. No substitutions are allowed – you get what's listed on the card and may not swap one detachment for another, even if they are of equal value.

Company Cards	These represent large groups of common troops and form the core of an army. You may not purchase Support or Special Cards without corresponding Company Cards. There are generally three or four detachments per Company Card.
Support Cards	These represent additional or specialized troops to strengthen your companies. Unless the card states otherwise, each Support Card represents one detachment. You may include up to 5 Support Cards per Company Card in your army.
Special Cards	Special Cards represent rare and powerful individuals or units that can be assigned to your army. You may include one Special Card per Company Card in your army.
Free Cards	You may only take one Free Card per Company Card in your army and it will count against the 5 Support Cards limit, though some may count as Special Cards instead.
Unique Cards	You may take one of a Unique Card (such as the Snakebite Ork Clan) for every full 3,000 points in your army, though personalities (such as Commissar Yarrik) may never be duplicated. Unique Cards usually count as Special Cards.

1.2.2 Allies

The army you put the most points into is your core army. If you'd like to field more than one army you can pick a single ally and field a force made from their Standard List. Certain races will never ally (like Eldar & Chaos, or Tyranids & anyone), and these restrictions are listed in their Army Books. The amount you can spend on your ally depends on whether your core army is Standard or Codex:

If your core army is...	You must spend...	You can choose allies from...
Standard	50% of your points on it	Any one Standard list
Codex	75% of your points on it	Any one Standard list

Both your core army and your ally force must be legal, independent of each other. That is, at least one Company Card and up to one Special and five Support Cards each. Also, you may not mix and match the Company and Support Cards from different army lists. For example, if you want one of the Support Cards from the Space Marines list, you're going to have to take a Company Card from the Space Marines list. Even if you're running both Space Marines and Eldar, you cannot buy a Space Marine Company and support it with Eldar Prism Cannons.

1.2.3 The Standard Armies

Army	At least 50% of your points into...	Up to 50% into one Standard List except...
Imperial Knights	Standard Adeptus Mechanicus List	
Space Marines	Standard Adeptus Astartes List	Chaos
Imperial Guard	Standard Adeptus Militaris List	
Chaos	Standard Chaos List	Eldar or Space Marines
Eldar	Standard Eldar List	Chaos
Orks	Standard Ork List	
Kroot Mercenaries	Kroot units from the Tau Army Book	

1.2.4 Some of the Codex Armies

Army	At least 75% of your points into...	Up to 25% into ...
Titan Legions	Titan Legions & Standard Adeptus Mechanicus Lists	Any one Standard List
Marine Chapter	Chapter & Standard Adeptus Astartes Lists	Any one Standard List except Chaos
PDF	Planetary Defense Force List	Any one Standard List
Sisters of Battle	Sisters of Battle List	One Standard Imperial or Eldar List
Khorne	That Power & the Standard Chaos Lists	Any (or all) of the other Powers, or any one Standard List except Eldar or Space Marines
Nurgle		
Slaanesh		
Tzeentch		
Chaos Marines	That Legion, the Standard Chaos List & the Standard Adeptus Astartes List	One other Craftworld, Knights, Exodites, or any one Standard List except Chaos
Craftworld Eldar Knights	Codex List & Standard Eldar List	
Exodites	Exodite List	
Dark Eldar	Dark Eldar List	Any one Standard List except Eldar
Squats	Squat List	Any one Standard List except Orks
Slaan	Slaan List	Any other Standard Lists you want
Tau	Tau List	Any one Standard List
Tyranids	100% from the Tyranid Army Book	

1.3 Setting Up

1.3.1 Choose your forces

If you're playing a scenario, first determine which one.

1.3.2 Set up the battlefield

Identify the borders and place terrain. Players can place terrain in a mutually agreed upon fashion or make use of a random terrain generation table.

1.3.3 Place objectives

Players alternate placing a total of 8 objectives on the board, no closer than 25 cm from the edge of the board or another objective. For small battles (>2,000 points) use 6 objectives.

1.3.4 Roll to choose sides

Every player rolls a die, re-rolling ties. The high roller chooses which side of the table to start on and places one Army Card's worth of models onto the table. Players alternate placing units, with the initiative winner setting one aside to be placed last. All fortifications must be placed first. The deployment zone is anywhere more than 40 cm from the centreline of the table, giving a minimum of 80 cm between enemy troops.

1.3.5 Special abilities

Units that have special abilities (such as Infiltrate) may use them. If more than one player has Infiltrating units, alternate moving detachments with the initiative winner moving the last unit.

Optional Rule: Hidden Setup

Instead of placing their models on the table in plain sight, players may wish to set up their forces without the opponent being aware of their location. There are several ways to do this, such as placing a curtain across the middle of the table, placing dummy cards on the table, or sketching out the battlefield and marking unit locations.
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1.3.6 Fog of War

In Evolution although players will usually place their models on the table in plain sight, all units begin the game hidden by a "Fog of War" as they move into place on the battlefield. In practice this means that no units can see or fire upon one another until they are activated and join the battle. Units hidden by Fog of War cannot be engaged in close combat either.

Units are only hidden by the Fog of War until activated during Turn 1. The Fog of War is removed at the start of Turn 2 and all units can be attacked regardless of whether they were not activated in Turn 1.

1.3.7 Turn Sequence

Play in Net Epic Evolution develops in turns which have a strict sequence as follows:-

- 1) Initiative
- 2) Action Phase
- 3) Close Combat Phase
- 4) End Phase

More information on these follows below.

2 Initiative

Both players roll a D6. Whoever scores highest has won the initiative and has the option of activating first or forcing the opponent to move first. In the case of a tie, re-roll only if it is the first turn. If there's a tie on any other turn, the player who lost the initiative in the previous turn now gains the initiative.

3 The Action Phase

Unlike previous versions of Net Epic, there is no orders phase in Evolution. Players take turns in activating units and declare their orders as they activate. During their activation units both move and fire. Close Combat is resolved later in the turn after the Action Phase.

To bring some order to the chaos of battle, Evolution uses counters that indicate the actions a unit will be taking for the turn. Examples can be found in Appendix C. If a unit is out of command, the default action is for a unit to stay where it is and fire at the enemy (without First Fire bonuses or penalties, see below), though some armies have instinctive behaviour for units without orders (such as Orks and Tyranids). Details for these units can be found in the appropriate Army Books.

3.1 Activations

When it is their turn to activate, the player nominates a unit, chooses and announces the order that will apply to the it and finally will carry out movement and / or firing for that unit (within the restrictions of the order chosen). Play then switches over to the opponent where they then take their turn to activate. The Action Phase continues until both players have completed all activations for the turn.

3.2 Applying Orders

Players choose and place an order counter face-up beside their detachment as they activate. There are three orders players may give to a unit, and Fall Back that may be acquired during the game.

Order	Movement Rate	Close Combat	Shooting
First Fire	None	Defend only	Snap Fire, First Fire, Pop-Up Attacks (Skimmers only)
Advance	Normal	Defend only	Standard fire
Charge	Double	May initiate	None
Fall Back	Double, away from enemy	Pass Morale or Rout, then Defend only at -2 CAF	None

3.2.1 First Fire Orders

These units sacrifice movement to gain the advantage of placing their shots more accurately but are also easier targets to hit for enemy forces. Units on First Fire Orders may not move, turn in place or initiate Close Combat, but may fire when activated or snap fire in reaction to an enemy unit's movement. First Fire Orders preclude getting on or off a transport as the unit cannot move, and unless stated in the transport's description units cannot fire from within a transport.

3.2.2 Advance Orders

These units move cautiously and fire upon enemy units. Units on Advance Orders may move up to their normal movement allowance in cm and fire during their activation. Units on Advance Orders may not initiate Close Combat. Note that units on Advance orders may only fire before or after they move their unit unless they have the Fire on the Fly ability (see 9.16).

3.2.3 Charge Orders

These units sacrifice firepower for speed and the ability to engage the enemy. Units on Charge Orders may move up to double their normal movement allowance and can engage enemy units in close combat, but may not make any sort of ranged attacks.

3.2.4 Fall Back Orders

This is an involuntary order and is only given to units as a consequence of things that happen during the game, generally by failing a Morale check. These units are running away and may not claim objectives, make ranged attacks or initiate Close Combat. In the End Phase they must retreat at double normal movement towards their deployment area and away from the enemy. If the unit fails another morale test for any reason, it routs and all models in the detachment are immediately removed from the battlefield.

If a unit on Fall Back Orders is engaged in Close Combat it must immediately make a morale test. If it fails it routs and is destroyed as above, and even if it passes suffers a -2 CAF penalty. A morale check must be made every time a new detachment charges in, even in the same turn.

Special Rule: Troops & Transports
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Units on board a transport and the model transporting them may be given different orders from each other, even for units that are listed as a single detachment. This means a player may give Charge Orders to the transport while giving Advance Orders to the troops on board. Even after they are disembarked, the different troops may still be given separate orders. They still represent a single activation and must remain within unit coherency.
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Optional Rule: Transports are Separate Detachments

Detachments that consist of both troops and transport vehicles (e.g. Space Marines and Rhinos) do not need to retain coherency between the different types of units – the transports can head out on their own. The Marines must maintain coherency between themselves, as must the Rhinos, but there may be more than 6 cm between the Marines and the Rhinos.

3.3 Psychic Powers & Special Abilities

Certain units display powers far beyond those of mortal men. These special abilities are summarized in Appendix B, and should be pretty much self-explanatory. Most of them are detailed in the appropriate sections of the rules, and the others are listed below. When they can be used and their effect is determined by the power and the unit's orders. Some may be used when the detachment is activated in the Action Phase (like psychic attacks), others may be activated at any time (like Medic) while passive ones are always working (like Stealth). Most abilities cannot be activated by a unit on Charge Orders or while inside a transport. Use some common sense to figure out when an ability can be used or not.

3.4 Movement

When it is his turn to move, a player may choose any of his units to activate. The order of movement is not dependant on the orders the unit has. This means a player can activate a unit on Advance Orders, then select a unit on First Fire Orders followed by a command unit or a unit on Charge Orders. This, in combination with applying orders only as units are activated, keeps the opponent guessing as to the orders of the remaining units.

3.4.1 Compulsory Movement

Some units have no choice about where they go. This includes units such as those on Fall Back Orders, the Eldar Avatar, Tyranid and Ork units acting on instinct, and units that Teleport or Deep Strike onto the battlefield (such as Drop Pods). These and other units are detailed in their respective Army Books. Such units are activated as normal at any time during the Action Phase.

3.4.2 Activating Units

Pick a unit and place its orders, then make any desired movement and firing. You do not have to move a unit because of its orders, but once the next detachment has been activated you may not change your mind – commanders do not have the commodity of hindsight in battle! Both players continue to alternate moving and units until all units have moved and fired.

You may not “pass” on activating a unit until all of your units have been activated, or you choose to leave the rest of your units where they are. In other words, you cannot pass and not move a detachment, then later choose to move after your opponent reveals his plans. However, once you pass you may still activate units to Snap Fire. Such units will have to be given First Fire orders when you activate to Snap Fire.

No model may end movement closer than 1 cm away from enemy models unless engaged in Close Combat. This avoids unnecessary proximity for firing purposes – if you’re closer than 1 cm to an enemy your opponent should probably give you the extra few millimetres of movement to allow you to enter Close Combat!

1) Units on First Fire Orders: Activating a unit on First Fire Orders is usually done to fire upon an enemy or Snap Fire at a moving enemy, but it may be done to gain a tactical advantage (e.g. an obvious order such as, “This artillery battery is on First Fire Orders and will be able to Snap Fire. It’s your turn to move a unit.”).

2) Units on Advance Orders: This is usually done to move a unit into a better firing position, or to slowly advance towards an objective while continuing to be a threat to the enemy.

3) Units on Charge Orders: These units are actively engaging the enemy in Close Combat, or rapidly advancing across the board. You may engage an enemy even if you can’t see it at the start of your movement.

3.4.3 Enemy Response

1) Firing at a moving unit: When an enemy unit is activated and moves, you may respond by shooting at it. This is termed Snap Fire and is detailed below. Any number of your detachments may be activated to Snap Fire in response to a single enemy movement. This is an exception to the “players alternate activating detachments” procedure. You may not Snap Fire at a unit that is activated but does not move.

2) Firing at a charging unit: If an enemy charges straight at you, you have time to get off one last, desperate shot. If a unit is the target of a charge, it may be activated on First Fire orders to Snap Fire at the charging unit without the normal –1 To-Hit penalty. Template weapons with no range, like Flamethrowers, may be used as well to fire at a charging unit.

Unit's Orders	Movement it may take...	Your opponent may...
First Fire	None.	Watch it go.
Advance	Move normal rate.	Snap Fire at it as much as he likes.
Charge	Move double rate and engage the enemy in Close Combat.	Snap Fire at it as much as he likes.

3.4.4 Moving and Turning

Models may turn as often as desired during movement. At the end of movement the model must face the direction of travel but may make a 45° correction. This is generally only important to vehicles and weapons with a restricted arc of fire.

Special Rule: Snap Fire

Units may fire at targets of opportunity. When an enemy unit is activated and moves into sight, you may interrupt its movement at any point and activate one of your units, placing a First Fire Order. You cannot make a pop-up attack in order to Snap Fire. Your unit fires at the activated enemy unit with a -1 To-Hit penalty. Casualties are removed and the enemy may continue movement. Snap Fire may interrupt any units that move, including one performing Pop-Up or Fire-on-the-Fly manoeuvres. Titan weapons that Snap Fire do not cause the Titan to count as having fired – the Titan may move and fire other weapons normally. Command units that Snap Fire are not allowed to move later in the turn, nor are Command units allowed to Snap Fire after they have moved. You may not Snap Fire with template weapons or any unit classified as artillery. You may not fire at any target other than the activated enemy unit, and your entire unit counts as having fired this turn. If you Snap Fire at a unit that is moving to engage you in Close Combat, you do not suffer the -1 To-Hit penalty.

Optional Rule: Moving Last

Being able to make the last move is an advantage and should go to the winner of initiative. Because armies may not have equal numbers of units, the winner of initiative may select one unit and have it activate last. After the players have alternated moving their units and his opponent has moved any remaining units, the winner of initiative may then make the last move.

3.5 Outnumbering

Geometry and base size determines if two units are in base-to-base contact, and therefore in Close Combat. As a general rule, as long as half of either model's base edge touches the other model's base, they're in contact. The illustrations below give some examples of models ganging up on each other, but battlefield conditions are rarely as neat as shown below. If you're unsure if there's room to make contact, roll a D6: 1-3 there is, 4+ there isn't.



- 1) Models of the same base size can usually outnumber up to four on one. The Space Marine shown is in trouble.



2) These Killa Kans demonstrate that smaller bases are sometimes more dangerous.

3.6 Unit Coherency

All models belonging to a detachment must be within 6 cm of at least one other model of the same detachment. The separate detachments from a Company Card do not need to be near each other – coherency applies only between models that form a detachment. Some units observe special rules and are described in their appropriate Army Books, and individual models which form a detachment unto themselves do not observe unit coherency.

Models that find themselves out of coherency due to casualties or movement must regain coherency in the next Action Phase. The exception to this rule is units on First Fire Orders that suffer casualties. These models may remain out of coherency so long as they remain on First Fire Orders and do not move. If they are given different orders they must move in such a way to restore unit coherency as soon as possible.

Units that contain creatures that regenerate or are otherwise not immediately removed when they are hit and fail their save do not need to continue to observe coherency with these models – they are considered eliminated until the End Phase. If a creature regenerates and is out of coherency then the entire detachment must move so as to be in coherency at the end of the next Movement Phase.



This squad is in coherency



This squad is out of coherency, even though every model is within 6 cm of another one.

3.7 Modes of Movement

This refers to how a unit moves around, from walking to burrowing up from underneath to teleporting in from orbit. Ground-based movement is assumed, and other modes are detailed below.

3.7.1 Jump Packs

Jump-capable troops are equipped with short-burst hover or rocket packs which enable them to leap over terrain, buildings and enemy troops. They can ignore terrain modifiers during movement, but may not end movement in prohibited terrain. Jump troops may not use their Jump Packs to escape Close Combat – they are pinned as normal.

3.7.2 Skimmers

These vehicles use anti-gravity motors or vectored thrust engines to move just above the surface of the earth. They may ignore terrain during movement but may not end movement in prohibited terrain.

3.7.3 Tunnelers

These units bore through the earth and surface behind enemy lines or close to vital objectives and disgorge troops. Tunnelers start the game underground and may surface anywhere on the tabletop. In any activation a player may declare a detachment of tunnelers as surfacing, and roll a D6. On a roll of “1” the tunneler has met some obstruction and may not surface. On a 2+ the player may pick any spot on the board and scatter D6 x 10 cm. If the surface point is in impassable terrain, the tunneler does not surface and may try again next turn. Otherwise, place all models in the detachment within 6 cm of the surfacing point. A tunneler may fire its weapons as though on Advance orders on the turn it surfaces. Troops carried should have their own orders independent from their transport (either Charge or Advance in order to get out of the tunnel), and may disembark the same turn the tunneler surfaces. Once on the board, tunnelers receive orders normally and may move either on or under the ground. In either case they do not double their move on Charge Orders. Tunnelers moving underground can't be engaged in Close Combat (even by other tunnelers) and ignore terrain.

Tunnelers vs. Buildings: If a tunneling unit surfaces or moves into a building, the building must make a save at a penalty equal to the tunneler's CAF (i.e. -1 for Termites, -3 for Moles, etc) or be destroyed. The tunneler must then make a normal Armour save at -1 TSM (at -3 TSM if the building was not destroyed) from falling debris. Tunnelers with a hit location template are hit on the front arc. Troops may not enter or leave a tunneler on the turn it attacks a building. Tunnelers that move onto smaller structures such as trenches, minefields, roads and barricades will destroy them with no save, but the tunneler will automatically suffer any effects such as minefield attacks.

Tunneler Launchers: Some tunneling detachments come with a transport vehicle, and if this vehicle has line-of-sight to the chosen surfacing point the deviation distance is only D6 x 5 cm. After all tunnelers in a detachment have surfaced, each launcher may act as a Forward Observer for the rest of the game.

Tunneler Support Card Rule: Company Cards composed of tunnelers may only buy other tunnelers as Support or Special cards, or infantry units that start the game mounted in the tunnelers.

Optional Tunneler Rule

Tunnelers are designed to appear in the middle of enemy formations and use their weapons to clear space around them. The embarked troops then have somewhere to go and may emerge from the tunneler. With this rule, tunnelers may fire all their weapons during the Movement Phase as soon as they appear.

Mode	Terrain Effects	Pop-Ups?	Ends movement at...	Pinned as...
Ground	Normal	No	Ground	Model Size
Jump-Pack	Ignores during movement	No	Ground	Model Size
Skimmer	Ignores during movement	Yes	Ground	Skimmer or

				Model Size
Tunneler	Ignores while underground	In a way...	Ground or Underground	Model Size

Special Rule: Pop Up Attacks

Pop Up Attacks consist of a Skimmer on First Fire Orders that rises above some obstacle that impedes line of sight, acquiring a target and firing, then sinking down out of sight. A model making a Pop Up Attack may trace its line of sight from up to 30 cm directly above its current ground position on the table. It may target models normally from this new vantage point, but models still behind cover remain out of sight (Pop Up does not give unlimited line of sight, only a better view point for target acquisition). The new line of sight does not extend into forests or similar terrain feature so "popping up" does not grant line of sight to units in the middle of a forest. A unit making a Pop Up attack can only be targeted by units that Snap Fire, or by units during the next activation. After play reverts back to the player who made the Pop Up attack the skimmer has descended behind cover and is out of sight. Units that are activated to Snap Fire will resolve their attacks before the Pop Up attack is resolved. Models that Pop Up may call in an indirect barrage if they do not fire. A Pop Up Attack may not be used to Snap Fire.

3.8 Movement Off-Table

Models that for whatever reason are moved off the table (due to involuntary movement, scatter die rolls, running away, etc.) are removed from play. These lost models may not rejoin the game and count towards Break Point determination.

3.9 Pinning Class

Pinning refers to the ability to physically restrict your enemy from leaving Close Combat, and is a general indication of size and mobility. That is, large units keep smaller ones from running away. Small models have trouble bringing a larger one into melee as the larger model can simply move away. The only way to force Close Combat with larger class models is to engage the larger model after it has completed its move.

Pinning classes, in order from smallest to largest are:

- 1) Infantry & Light Artillery
- 2) Cavalry & Walkers
- 3) Vehicles & Heavy Artillery
- 4) Superheavy Vehicles & Knights
- 5) Titans & Praetorians

Example: A Warlord titan and a Land Raider tank are in Close Combat. The tank is pinned but the titan is not. The Warlord can walk away during any Movement Phase, but the Land Raider must win or die.

Special Rule: Skimmer Pinning Class

Skimmers cannot be pinned by units that are not themselves skimmers and at least of the same pinning class, and may move out of Close Combat on their next move (even if their next move is in the same turn). However, if the skimmer decides to stay it is considered pinned for that turn ONLY. That means opponents may not be able to fire at the Skimmer since it is in Close Combat and considered pinned for that turn. If the skimmer survives combat it may move normally next turn.

Optional Rule: Overrun

Large units (such as titans) may move over smaller ones (like infantry) and have a chance of killing them on the way. In order to perform an overrun you must be at least two pinning classes larger than your opponent (e.g. tanks to infantry, titans to tanks, etc). Move the attacking model and roll a

D6 as you pass over enemy units. On a “6” the target takes a hit with 0 TSM. If the target survives it moves aside (a few centimeters at most) and lets the larger one pass. There is no penalty for this and the overrun detachment does not lose its action (as it does with the Eldar Deathspinner or Eldritch Storm).

Optional Rule: Zone of Control

You can't just ignore the enemy as you run around the battlefield – if you get too close you either have to run right up to an opponent or risk having them shoot as you pass by. This is known as a Zone of Control and refers to a unit's ability to threaten the nearby area. Units create a Zone of Control that extends for 3 cm around the unit (the size of a barrage template centered on the model). Units that are pinned do not create a Zone of Control. Units may not enter an enemy Zone of Control at any point during movement unless they meet one of the following requirements:

- 1) The moving unit cannot be pinned by the model creating the Zone of Control. For example, tanks may ignore infantry while moving.
- 2) The moving unit is on Charge Orders and moves directly into base-to-base contact with the model creating the Zone of Control.

Units on Advance Orders must stop 3 cm from the model exerting the Zone of Control, or go somewhere else. If a model is pinned in Close Combat during the Movement Phase its Zone of Control will immediately disappear. This will allow other units to move around it and continue on.

3.10 Floaters & Flyers

These units are capable of atmospheric flight and/or orbital movement, such as helicopters, fighter jets and planetary assault shuttles.

3.10.1 Altitude

Grounded: The unit is either on or very near the ground and not really moving while troops get on or off. It can't actually land in woods, buildings or other impassable terrain, but it can hover over them while troops get off. Transports that are loading or unloading troops cannot fire weapons other than Point Defence.

Low Altitude: The unit is somewhere between treetop and skyscraper high, and terrain may block line of sight to it. Floaters, Flyers, Skimmers and Jump-Pack troops can engage the unit in Close Combat. Jump-equipped troops can safely disembark, but not get on. Template weapons may affect the aerial unit or units on the ground, but not both.

High Altitude: The unit is a long ways up and has line of sight to virtually everything on the tabletop (except the inner parts of wooded terrain). Likewise, virtually everyone can see it but must add 25 cm to the range when firing at it. Only other Floaters or Flyers can engage the unit in Close Combat. Jump-equipped troops can safely disembark, but not get on. Template weapons may affect the aerial unit or units on the ground, but not both.

3.10.2 Special Ability: Floater

Floaters are a relatively slow-moving unit that moves through the air, such as a balloon or zeppelin. They follow the special rules below but otherwise are given orders, move, shoot & activate as regular units.

1) Altitude: Floaters may end their activation at any of the three listed altitudes. Due to their ability to change altitude, these units ignore terrain while moving and may end movement above impassable terrain. Only units with the Transport ability may land.

2) All-around Firing: All Floater weapons have a 360° arc of fire. Barrage weapons always fire independently, even from units in the same detachment.

3) All-Around Armour: Floaters do not suffer from side or rear Armour penalties.

4) Shoot the Thin Part: Floater attacks come from above and always get an additional –1 TSM ‘side Armour’ bonus. However, they never get a ‘rear Armour’ bonus, and this bonus only applies against things that suffer from a side or rear-Armour penalty in the first place. Flyers on the ground ignore this rule.

5) Drop Things: Some Floaters can drop template weapons during movement, centring the template on the unit’s line of movement. The attack is resolved immediately and the flier then keeps moving. Barrage weapons are never combined (like artillery barrages).

6) Hard Targets: Only Infantry-class units on First Fire Orders, and AA units may fire at Floaters that are in the air (high or low altitude). Psykers on First Fire Orders may use their abilities as normal.

7) Objectives: Floaters may not claim or contest objectives.

8) Pinning: Floaters do not belong to any pinning class because while in the air they cannot be pinned at all – not even by other flyers. If a Flier is on the ground it is considered a Vehicle for pinning other units, but like a skimmer it may choose to break off combat at any time and move away.

3.10.3 Special Ability: Flier

Flyers are fast-moving aerial units such as attack helicopters and vectored-thrust craft. They follow all rules for Floaters (above) as well as the following rules: All Flyers are activated as normal in the Action Phase. Flyers must move at least half their base move every turn. A flier moves in a straight line between its starting point and its destination. A flyer may rotate to face any direction at the start and end of its move. Flyers receive the same orders as other units, but these orders have slightly different meanings.

1) First Fire: This order causes the flier to land and load or unload troops. The flier moves its normal distance in an evasive pattern, and incoming fire receives a –1 To-Hit penalty. Troops must pay the normal 5 cm to board or exit the flier, but the flier may move its full distance. It remains on the ground until the next turn. Flyers on First Fire Orders cannot fire weapons other than Point Defence.

2) Advance: This permits the flyer to fire its weaponry as it activates in the Action Phase.

3) Charge: The flyer may engage other flyers in Close Combat (dogfights). A flying unit’s base move is not increased by Charge Orders.

4) Fall Back: Flyers that fail a morale check will attempt to fly off the table. The player may attempt to rally in the same turn’s End Phase, but if failed the flyers rout and count as destroyed.

3.11 Floaters & Flyers (Alternate Rules)

Play testing has shown the current Floater and Flier rules can be unbalancing. The following is an alternate set of rules developed to reduce the near invulnerability Floaters and Flyers have under the standard rules.

3.11.1 Special Ability: Floater (Alternative)

Floaters are a relatively slow-moving unit that moves through the air, such as a balloon or zeppelin. They follow the special rules below but otherwise are given orders, move, shoot & activate as regular units.

1) Altitude: Floaters may end their activation at any of the three listed altitudes. Due to their ability to change altitude, these units ignore terrain while moving and may end movement above impassable terrain. Only units with the Transport ability may land.

2) All-around Firing: All Floater weapons have a 360° arc of fire. Barrage weapons always fire independently, even from units in the same detachment.

3) All-Around Armour: Floaters do not suffer from side or rear armour penalties.

4) Shoot the Thin Part: Shoot the Thin Part: Flyer and Floater attacks come from above and always get an additional –1 TSM ‘side armor’ bonus when they are at High Altitude. While gaining the benefit of Shoot the Thin Part they do not get a ‘rear armor’ bonus, and this bonus only applies against things that suffer from a side or rear-armor penalty in the first place. Flyers and Floaters at low altitude or on the ground ignore this rule.

5) Drop Things: Some Floaters can drop template weapons during movement, centring the template on the unit’s line of movement. The attack is resolved immediately and the flier then keeps moving. Barrage weapons are never combined (like artillery barrages).

6) Objectives: Floaters may not claim or contest objectives.

7) Pinning: Floaters do not belong to any pinning class because while in the air they cannot be pinned at all – not even by other Flyers. If a Flier is on the ground it is considered a Vehicle for pinning other units, but like a skimmer it may choose to break off combat at any time and move away.

3.11.2 Special Ability: Flyer (Alternative)

Flyers are fast-moving aerial units such as attack helicopters and vectored-thrust craft. They use the following rules:

1) Altitude: Flyers may end their activation at any of the three listed altitudes. Due to their ability to change altitude, these units ignore terrain while moving and may end movement above impassible terrain. Only units with the Transport ability may land.

2) Front Firing: All Flyer weapons have a 180° arc of fire. Barrage weapons always fire independently, even from units in the same detachment.

3) All-Around Armour: Flyers do not suffer from side or rear Armour penalties.

4) Shoot the Thin Part: Flyer and Floater attacks come from above and always get an additional –1 TSM ‘side armor’ bonus when they are at High Altitude. While gaining the benefit of Shoot the Thin Part they do not get a ‘rear armor’ bonus, and this bonus only applies against things that suffer from a side or rear-armor penalty in the first place. Flyers and Floaters at low altitude or on the ground ignore this rule.

5) Drop Things: Some Flyers can drop template weapons during movement, centring the template on the unit’s line of movement. The attack is resolved immediately and the flyer then keeps moving. Barrage weapons are never combined (like artillery barrages).

6) Objectives: Flyers may only claim or contest objectives when landed.

7) Pinning: Flyers do not belong to any pinning class because while in the air they cannot be pinned at all – not even by other flyers. If a Flyer is on the ground it is considered a Vehicle for pinning other units, but like a skimmer it may choose to break off combat at any time and move away.

8) Hard Target: Flyers are a difficult target to shoot for non-dedicated AA units. To represent this only certain units may target flyers, the unit must be on First Fire orders, and it suffers a -1 penalty to hit. The following units may target flyers: - Infantry, Cavalry, Walkers, Light Artillery, Knights, Titans
The following units face the further restriction in that they may only target flyers with Turreted weapons or those listed as having 360 degree arc: - Vehicles, Floaters, Praetorians

All Flyers are activated as normal in the Action Phase. Flyers must move at least at least half their base move every turn. A flyer moves in a straight line between its starting point and its destination. A flyer may rotate to face any direction at the start and end of its move. Flyers receive the same orders as other units, but these orders have slightly different meanings.

1) First Fire: This order causes a flyer to land and load or unload troops. The flyer moves its normal distance in an evasive pattern, and incoming fire receives a –1 To-Hit penalty. Troops must pay the normal 5 cm to board or exit the flyer, but the flyer may move its full distance. It remains on the ground until the next turn. Flyers on First Fire Orders cannot fire weapons other than Point Defence.

2) Advance: This permits the flyer to fire its weaponry when activated.

3) Charge: The flyer may engage other flyers in Close Combat (dogfights). A flying unit's base move is not increased by Charge Orders.

4) Fall Back: Flyers that fail a morale check will attempt to fly off the table. The player may attempt to rally in the same turn's End Phase, but if failed the flyers rout and count as destroyed.

3.12 Transports

Several models have the capability to transport troops into combat. It costs a unit 5 cm worth of movement to enter or leave a transport. It also costs a transport 5 cm of movement to have any number of units get on or off, and players can combine vehicle and troop movement in order to load or unload troops. This system is to reflect the time lost or consumed by either the transport or cargo.

First Fire Orders preclude disembarking as units cannot move, and unless stated in the transporting unit description, units cannot fire from a transport. Units may enter or leave a transport that is engaged in Close Combat as long as there is room around the transport for the units to move into. If a transport is completely surrounded, embarked units cannot fight or get out (and do not get a Bail-Out roll, either).

Example: Two stands of tactical Space Marines begin the turn embarked within a Rhino. Both the Marines and the Rhino have Charge Orders. The Rhino moves 45 cm then unloads the Marines (costing it 5 cm of movement for a total charge move of 50 cm – exactly right). The Marines have spent 5 cm of movement to leave the Rhino and may move an additional 15 cm (for their total charge move of 20 cm).

Example: Two stands of tactical Space Marines begin the turn adjacent to a Rhino. The Marines have Advance Orders (total move of 10 cm) and the Rhino has Charge Orders (total move of 50 cm). The Marines embark (costing both the Marines and the Rhino 5 cm of movement) and Rhino charges 40 cm forward (it has effectively moved a total of 45 cm so far). The Marines then unload, costing everyone the last 5 cm of their movement. The Marines may then fire normally.

Special Rule: Only Standard Transports are Free

Many army cards contain both combat units and transports. If you purchase a different type of transport (such as Thunderhawks for Marines) and start the game loaded up, you lose the normal transport vehicles. If the troops don't start loaded up they may board the transport on turn one, but must observe coherency between their normal transports. You always lose the normal transports for Drop Pods.

Optional Rule: Special Cards for Cavalry Companies

If a player purchases an Infantry or Cavalry Company and a Special Card consisting of a single or small group of people, the Special Card may gain the same movement rate as the company for no extra cost. The character is assumed to be mounted in the same sort of vehicle as the company, but all other characteristics (such as Armour Save, CAF and weapons) remain the same.
Example: A Major is purchased for an Imperial Guard Land Speeder Company. He gains a 30 cm Skimmer movement rate, but does not gain a Multi-Melta.

3.13 Terrain & Structures

3.13.1 Terrain

The battlefield presents more challenges than just facing the enemy. Terrain will influence a battle as it provides a barrier that may adversely affect a model's ability to move. The effect of terrain depends on both a model's size and mode of transport, since some modes of transport are more efficient in traversing terrain than are others. It is also harder to target models when they hide, reflected by a To-Hit penalty.

Forest: This is thick and heavy vegetation all over the place – light woods, tall grass and brush just can't hide you from the sensors of the 41st millennium. A model that is at the edge of the woods terrain may shoot out and be shot at, but gains the –1 To-Hit protection. Models more than 2 cm into the woods are hidden, cannot be targeted and the only way to get 'em is to send troops in after 'em and go to Close Combat. Troops that are in the woods and on First Fire Orders that get charged by an enemy may still Snap Fire, but suffer the –1 “your opponent is in the woods” penalty.

Marsh: Mud, sand dunes or mudflats and shallow water – any ground that heavy things will sink into. There's generally a lot of plant life around and most troops are willing to get dirty in order to gain a little protection.

Rivers & Lakes: These are very deep as most vehicles are at least temporarily amphibious.

Rough: This category includes ruined buildings, rockslides and junkyards. There are lots of large, solid things around that people can hide behind and vehicles have to drive around.

3.13.2 Structures

Armies sometimes use structures to aid the defence of their troops and to impede enemy movement. The term is used to cover everything that isn't a terrain feature, from trenches to strongholds. Any army may purchase fortifications, though some assault-oriented armies (like Tyranids) won't have much use for them. Structures are set up before any other units are placed on the table, with at least 5 cm between any two buildings. If a building or bunker collapses then all units inside are destroyed with no save (yes, some things aren't killed by being buried under tons of rubble, but they're still out of the current battle and that's what counts).

Roads: Roads allow ground units to move more quickly across the board. There is no penalty to enter or exit a road, and for every 5 cm you move on a road you may move an extra 1 (20% bonus). Only ground units get this benefit – jumpers, skimmers & Flyers don't. Any unit taking advantage of the road movement bonus are said to be in “Road Mode” and are more subject to enemy fire. All units firing directly at a model in Road Mode receive a +1 bonus To-Hit. It is possible to move on a road without being in Road Mode.

Barricades: These are anything that gets in the way of running straight at the enemy, including spiked logs, razorwire, mutant thornbushes and other things that prevent you from moving fast. They provide no cover and do not block line-of-sight. Infantry, Cavalry, Walkers & Vehicles must be on Advance Orders to move through them, while anything bigger (and anything in the air) can ignore them. **Minefields:** These are fields of both passive explosives and proximity-sensitive “jumping” mines that attack models trying to pass by them. Any model (except Flyers at high altitude) that moves over or through a minefield will be hit on a 4+ at –2 TSM. Superheavies and units with a hit location template are attacked D6 times. A model will not be attacked if it remains unmoving in the middle of a field, but will be attacked if it attempts to leave.

Trenches: The term “trench” encompasses a wide range of non-enclosed fortifications that offers protection to infantry. A trench includes small shelters, wire barricades and tank traps as well as actual holes in the ground. They provide a -2 To-Hit bonus to units inside but do not block line-of-sight. Infantry, Cavalry, Walkers & Vehicles must be on Advance orders to move through them, while anything bigger (and anything in the air) can ignore them. Units on Charge orders may enter a trench but may not leave in the same turn.

Infantry Bunkers: These protect up to two Infantry and Light Artillery from enemy fire. Units on Advance Orders may fire the turn they enter or leave the bunker. Both the protection provided and the arc of fire are 360°.

Artillery Emplacements: These may hold one Vehicle or Heavy Artillery (or any smaller model), which may fire in the 180° front arc. Protection is for the front and side arcs, but not from the rear. Vehicles may not turn and must be on Advance orders to back out of the bunker.

Composite Bunkers: These are Artillery Emplacements with an attached Infantry Bunker on top.

Strongholds: These are heavily fortified complexes that provide significant protection and firepower for to the defending army. One non-plasma titan weapon (see the Titan Legions Army Book) may be mounted on a turret for the regular cost of the weapon. The weapon has a 360° arc of fire but does not benefit from the building's protection. There is no To-Hit penalty for targeting the weapon but you do have to make your To-Hit roll as normal, and it has a 1+ Armour Save. Victory Points for a Stronghold with a weapon are calculated as for titans (cost divided by 100, rounded up). A plasma weapon may be mounted at double cost. The extra cost represents the expense and rarity of plasma generators. If a Stronghold with a plasma generator is destroyed it will explode, forcing every unit within 3D6 cm to make an unmodified save or be destroyed.

Buildings: These come in all shapes and sizes, from apartment blocks to stadiums and warehouses. There are three grades of construction, from light apartment buildings to heavily defended shelters. Bunkers have been designed to allow Light Artillery to fire normally, but buildings have not. Light Artillery may not fire the turn it enters a building, but may leave and fire normally on Advance Orders. When a unit is inside a building, the building itself may block the line of sight to some targets. This must be determined on a case-by-case basis, and players must use common sense when deciding if a unit may fire at a target or not. Bunkers and Strongholds never block line of sight for units inside.

Light Construction: Things that are delicate, poorly constructed or have obvious weak points, like suspension bridges. Light buildings tend to be taller than anything else.

Standard Construction: Your everyday 40k-era plasteel & ceramicrete building. They're not built for combat but will serve adequately, as most Cold War-era Soviet construction demonstrates rather nicely.

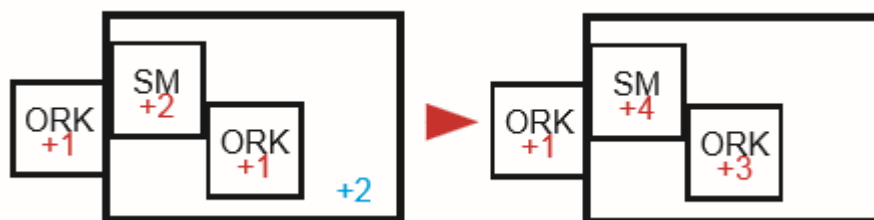
Fortification: These are built to withstand combat-level damage: strongholds, bunkers & the like.

3.13.3 Structure Characteristics

Entering & Leaving: It costs 5 cm of movement to enter or leave a building, in addition to the movement required to get there. Infantry and Light Artillery may enter and fight in structures normally. Cavalry and Walkers may engage things inside in Close Combat but may not actually enter. Larger units may only shoot at things inside. Armour Save: Buildings always roll 2D6 and add them, trying to get their Armour Save number or more.

Protection: Things inside are harder to hit than things outside and gain a To-Hit modifier. Buildings also grant a CAF bonus to all units that are inside, both attackers and defenders. Template weapons will automatically hit buildings, and you first roll to see if the building falls down. If it doesn't, roll to hit all units underneath the template with the appropriate To-Hit modifier.

Example: Two Orks (CAF +1) are assaulting a Marine (CAF +2) in a Standard Building (+2 CAF modifier). Both of the units that are in the buildings receive the CAF modifier, illustrated in the picture below. Close Combat is then resolved as normal.



Resistant To Damage: If you aim at a building (as opposed to units inside), you automatically hit. However, most weapons can't hurt buildings – only artillery and weapons listed as “Damages Buildings” or “Destroys Buildings” will force an Armour Save. Buildings cannot be engaged in Close Combat. If you want to destroy a lot of buildings, use Engineers.

Structural Integrity: This represents how many times you have to hit a building before it falls down. Buildings that are damaged but not destroyed have a chance of falling down on their own. Every time a structure fails an Armour Save, give it an SI counter. In the End Phase roll a D6, and if it's equal or less than the number of SI counters, the building falls down.

Special Rule: Destroying Barricades, Trenches & Minefields

Barricades and Trenches unlike other buildings cannot be destroyed by artillery. They may be destroyed by Engineers "Damages/ Destroys Buildings" weapons or by anything that scours a large section of ground. This includes Deathrollers Gorgon blades and passing titans & praetorians. These units do not need to have any special orders to remove the obstacle – they just take it out on the way past. Minefields are cleared in the same way but the clearing unit will suffer D6 automatic hits. Providing the unit survives it will clear a path through the minefield as wide as the model.

Terrain	Infantry & Light Artillery	Knights, Cavalry & Walkers	Vehicles & Heavy Artillery	Titans & Praetorians	To-Hit Modifier
Forest	Normal	Half Speed	Half Speed	Normal	-1
Marshes	Half Speed	Impassable	Impassable	Impassable	-1
Rivers & Lakes	Impassable	Impassable	Impassable	Normal	None
Rough	Normal	Half Speed	Half Speed	Normal	-1
Roads	+20% for ground units, Normal otherwise.				(+1)
Barricade	Must be on Advance Orders to pass.			Normal	None
Trench	May enter on Charge, Advance to enter & leave.			Normal	-2
Minefield	Normal movement, but hit on 4+ at -2 TSM.			D6 attacks	None
Light Building	Costs 5 cm to enter or exit.	May engage units inside, but may not actually enter.	Impassable	Impassable	-1
Standard Building			Impassable	Impassable	-2
Fortification			Impassable	Impassable	-3

Structure	Construction	Save (2D6)	Protection	Structural Integrity
Road	Light	6+	None	1 per 5 cm piece
Barricade	Light	6+	None	1 per 5 cm piece
Trench	Standard	4+	-2 To Hit / +2 CAF	1 per 5 cm piece
Minefield	Light	6+	None	1 per 5 cm piece
Light Building	Light	6+	-1 To Hit / +1 CAF	1
Standard Building	Standard	4+	-2 To Hit / +2 CAF	1-2
Infantry Bunker	Fortification	2+	-3 To Hit / +3 CAF	1
Artillery Emplacement	Fortification	2+	-3 To Hit / +3 CAF	1
Composite Bunker	Fortification	2+	-3 To Hit / +3 CAF	2
Stronghold	Fortification	2+	-3 To Hit / +3 CAF	3

Type	Contents	Break Points	Victory Points	Cost
Road	100 cm	50 cm	1	100
Barricades	100 cm	50 cm	2	150
Trenches	Five 3x10 cm trench sections	3	2	150
Minefields	Five 5x10 cm minefields	3	2	150
Infantry Bunkers	Five Infantry Bunkers	3	2	150
Artillery Emplacements	Five Artillery Emplacements	3	2	150
Composite Bunkers	Five Composite Bunkers	3	3	225
Stronghold	One Stronghold & weapon	Building	Varies	100+Weapon

3.14 Ranged Combat

As well as moving your units, you will want to fire them during your activations (orders permitting)! The accuracy of your fire will depend upon the orders both you and your opponent are on.

3.15 First Fire

3.15.1 Standard First Fire

As mentioned briefly above in the section concerning orders, First Fire orders make ranged weapon attacks more accurate as the vehicle is stationary. In gameplay terms this means that when rolling for ranged attacks the unit on First Fire orders will gain a +1 on rolls to hit. The downside of this is that because the vehicle is stationary it is an easier target to hit for enemies. This means that a unit on First Fire orders grants enemy units +1 on their rolls to hit them. These modified rolls are cumulative. Note that a roll to hit must be a minimum of 2+, rolls of 1 are always a miss.

Example: A Land Raider detachment is placed on First Fire orders and fires upon an enemy Titan which, in a previous activation, was also revealed to be on First Fire orders. The Land Raider therefore gains +1 on rolls to hit for being on First Fire and an additional +1 on rolls to hit for firing at a unit on First Fire orders. The Land Raiders' chances of hitting are significantly improved, rising from the usual roll of 5+ to hit to a required roll of 3+ to hit.

Example: Another Titan is given First Fire order to return fire upon the Land Raiders with a Volcano Cannon. Normally because both units are on First Fire orders the Titan would receive +2 on rolls to hit, but the Volcano Cannon has a roll of 3+ to hit and this cannot be improved further than a roll of 2+. A roll of a 1 will always miss.

3.15.2 Hold Fire

A unit is placed on First Fire orders but for whatever reason does not wish to fire during the unit's activation. The unit will still be subject to rolls of +1 to hit from incoming fire but will be able to Snap Fire should any enemy unit move in its line of sight later in the turn. It is possible that if no enemy does move in the unit's line of sight during the remainder of the turn that the unit may not fire at all. Note that if a Snap Fire situation arises, the unit gains +1 for being on First Fire but that this is negated by the usual -1 to hit roll for Snap Fire.

Example: Space Marine Devastator units Hold Fire. Enemy Imperial Guard Predators then move into the Devastators' line of sight later in the turn as they advance. The Devastators snap fire at the Predators, gaining a +1 on rolls to hit but also with a -1 on rolls to hit for using Snap Fire. This means that the Devastators will require to roll their basic 5+ to hit the Predators. Unfortunately they miss and the Predators complete their movement before turning their guns upon the Devastators. Because the Devastators are on First Fire orders, the Predators gain a +1 on rolls to hit, requiring rolls of 4+ to hit the vulnerable troops.

3.15.3 Pop-Up Attacks

Skimmer units have a special attack they can perform when on First Fire orders, known as a Pop-Up attack. Unlike other units on First Fire, skimmers do move as they rise up into the air and then back down again. This means that they are not stationary and neither gain the +1 on rolls to hit nor the penalty +1 on rolls to hit from incoming fire. Units which pop-up remain popped up for the remainder of their activation and the opponent's next activation. Thereafter they descend back down to ground level.

3.15.4 Snap Fire

If a unit has not been activated and an enemy unit moves across its line of sight, a player may interrupt the enemy's activation to Snap Fire. As with Hold Fire above, the unit does gain a +1 on rolls to hit but this is negated by the -1 roll for Snap Firing. Once Snap Fire has been resolved, the enemy unit resumes its activation. Enemy units will now gain a +1 on their rolls to hit should they target a unit which Snap Fired.

3.16 Firing Ranged Weapons

3.16.1 Firing Resolution

Select a detachment to fire and follow the steps below. Models in base contact with enemy units may fire out of the Close Combat engagement if they are 2 or more pinning classes larger than the largest enemy unit they are in base contact with.

1) Assign Attack Dice: Each die may be given a separate target, so you can spread your fire around or concentrate on one target. Units with multiple weapons and weapons with multiple dice may spread the dice among different targets. You may assign dice to targets that are engaged in Close Combat if they are 2 or more pinning classes larger than the largest unit they are in contact with, however if a unit chooses to do so the Cold Blooded special rule will apply.

2) Check Range: You can pre-measure so check anything in doubt. If the target is out of range, you can target something which is in range, or if there is nothing in range you miss. All measurements are made from the centre of the firing model to the centre of the target model.

3) Roll To-Hit: Roll the dice, and you hit on a modified score equal to or over the shooter's To-Hit value. A roll of one always misses regardless of modifiers.

4) Resolve Damage: See The Effects of Damage for details on what happens, as the rest of this section is concerned with special rules. In general, armour saves and special abilities that affect damage must be used immediately, since when a casualty is removed from the tabletop it has no further effect on the game. Yes, this means that units can be killed before they are activated (any turn after turn 1).



In the illustration, the Space Marine can see and may fire at the Ork to the left and the one at the edge of the woods (suffering a -1 To-Hit penalty), but not the one around the corner of the building.

Nobody can see the Ork in the bottom left corner, as there's more than 2 cm of woods between him and anyone else.

3.16.2 Line of Sight (LoS)

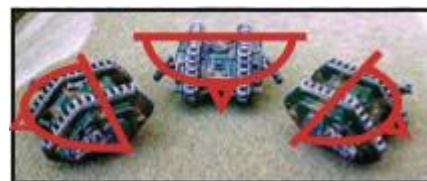
Models may only fire at things they can see (artillery has its own special rules). Sometimes it may be better to get a model's eye view to better appreciate line of sight, but the rule of thumb is that if you can draw a line from the centre of the attacking model to the centre of the target model, there is line of sight and you can fire. Large targets (those with a hit location template) may be targeted even if less than half the model can be seen – if a hit location can be seen it can be shot. Terrain may either block line of sight completely, or provide some cover to your target (such as units in buildings). If a terrain piece looks unclear, you should talk with your opponent before the game to clarify things. This is a grey area, so use common sense and fairness to determine if models can see each other. If the players can't agree, roll a D6 – on a 1-3 there is LOS, on 4-6 there isn't. Of course, if you can see your target he can see you. More than 2 cm of wooded terrain will block line of sight, but less than that (e.g. models on the edge of a wood) merely gain the -1 To-Hit cover advantage. Units within buildings and fortifications may see out through any edge they touch, but not through the building

itself. Units block line of sight to any unit of their pinning class or smaller – you can see tanks behind infantry but you can't see tanks behind tanks.

3.16.3 Firing Arc

Firing arcs are the areas around a model that can be hit by the model's weapons. Models have the following firing arcs, with exceptions noted in the unit's description.

Unit or Weapon Type	Arc of Fire
Infantry, Light Artillery, Cavalry, Walkers	360°
Turret-mounted weapons	
Point Defence	
Flyers, Floaters and things in the air	180° to the front
Vehicles / Knights Heavy Artillery, Flyers on the ground	
Superheavies, Praetorians, Titans	



Special Rule: To-Hit Roll Greater Than 6

Various modifiers such as Snap Fire and cover may require a To Hit roll greater than 6. It is still possible to hit the target and the following system is used: for every 6 rolled an extra D6 is rolled. A roll of 4 on the second D6 equals seven, 5 equals eight and another roll of 6 equals a nine!

3.16.4 Template Weapons

When using a template weapon, place the template and make a separate To-Hit roll against each unit that is more than half under the template. If you're unsure, roll another D6 and on a 4+ it's attacked. Some template weapons have no range – flamethrowers for example. The small end of the template must touch the firing model and the entire template must be within the model's arc of fire. If a template weapon is fired at a model with a hit location template, treat it as any other shot – roll To-Hit, deviation and Armour save normally.

Template Name	Used For...	Description
Standard Barrage	Artillery, Vortex, Tzeentch Bolt of Change, Aura of Slaanesh, Firelord Bomb	A circle 6 cm in diameter
Large Barrage	Gutbuster Explosive, Large Pulsa Rokkit, Land Train Bomb, Large Airburst	As Standard Barrage but 12 cm in diameter.
Large Teardrop	Flamer, Firethrower, Hellhound, Bowelburna	A half-circle 6 cm in diameter with a triangle attached, 25 cm long
Small Teardrop	Nurgle Vomit, Stream of Corruption, Scorcher, Warp Spider Death-spinner	As Large Teardrop but 5 cm diameter and 10 cm long.

3.16.5 Artillery

Artillery is a general term used to describe weapons that are capable of both direct and indirect fire. An artillery unit is normally referred to as a battery, and consists of three to five launchers. Artillery weapons have several special rules, such as combining and indirect fire. Any weapon that lists a number of Barrage Points (BP) instead of a number of Attack Dice will use the 6 cm barrage template.

Because of their nature and Indirect Fire rules Artillery units are usually in a default position of being on First Fire orders. To offer some additional flexibility to artillery units, players may opt to use First Fire orders as normal or they may be put on First Fire orders but fire without the standard benefits and penalties; such units may also turn up to 45 degrees on the spot (it is because they are slightly repositioning that they don't receive the FF bonuses + penalties). Units using the normal First Fire rules will gain a +1 on their To-Hit Rolls for everything caught under a barrage template, a powerful advantage which may encourage taking the risk of leaving themselves vulnerable to enemy fire...

3.16.6 Combined Fire

Instead of a fixed To-Hit value, most artillery units combine their fire to become more effective. All fire from an artillery detachment must be concentrated into one barrage template. Exceptions to this are usually stated in the unit description, but the requirement to combine Barrage Points is also denoted in a units statistics by the use of the @ symbol after their Barrage Point value. As the detachment sustains casualties, the effectiveness of the fire will be likewise reduced. The To-Hit roll is determined by the total number of barrage points making up the template:

Total Barrage Points	To-Hit Roll
1 – 2	6+
3 – 4	5+
5 – 6	4+
7 – 8	3+
9 – 10	2+

3.16.7 Indirect Fire

Artillery units have several ways in which they may fire. As with other units, they may fire their weapons directly at an enemy they can see – this is direct fire. Artillery may also fire at a target that a friendly unit can see – this is indirect fire as the artillery unit itself need not have line of sight to the target.

Direct Barrages: An artillery detachment may place its barrage template anywhere within range and line of sight. After the barrage template is placed, roll to hit every model at least half covered by the barrage template. If there is any doubt as to whether a model is underneath, roll a D6 and on a 1-3 the stand can be shot at, on a 4-6 it cannot. When placing a barrage template, the template need not be centred on a target model. It may be placed in any way to maximize the number of troops targeted. It may not cover an HQ unit unless the HQ unit is a valid target.

Indirect Barrages: Artillery may fire at targets they do not directly see but are still within range. Two requirements must be met in order to fire indirectly. First, the artillery detachment must be on First Fire Orders. Artillery units that voluntarily hold fire from First Fire may not fire indirect barrages. Second, some other unit from the same army (called a “spotter”) must be able to see the target point. The spotting model must give up its ability to fire in exchange for calling in an indirect barrage, so units on Charge Orders may not call in barrages. A single model may only call in a one indirect barrage, but each model in a detachment may call in a separate barrage.

Indirect barrages are very imprecise and are likely to deviate from their intended target. After you have placed the template at the desired spot, roll the scatter die and move the template 2D6 cm in that direction. If the scatter die result is the “Hit”, the barrage has landed on target and does not deviate.

Example: An Imperial Guard tactical detachment is on Advance Orders. After they have moved, four of the models can see approaching Orks. Three of the models give up their ability to fire and can call in one indirect barrage each. The fourth elects to fire as normal. The three spotters may be used during later activations when a unit with barrage capabilities is activated. The spotters can be used all at once or be used one at a time to spot for different units during different activations.

3.16.8 Off-Board Artillery

This represents a battery of long-range weapons that have been deployed some distance behind the combat zone, and includes orbital and naval artillery as well. They are abstract units and players do not need models for them, neither can they be attacked. They do not cost points (as for other units). Instead, the firing player gives up Victory Points when they are used. This represents the fact that the game board only describes a small part of the overall battlefield. If you decide to pull resources to one part of the war, other places will suffer. This has been translated into a Victory Point cost.

A player planning to use Off-Board Artillery must write down, before the battle, the number of Victory Points he is willing to give up for Off-Board barrages. Each Victory Point of barrage requires one Support Card slot, so a maximum of five VPs per Company Card may be chosen. The firing player need only give up Victory Points for barrages actually used – unused Off-Board barrages are ignored. See the various Army Books for details on their types of Off-Board Barrages. Remember to buy a Forward Observer, as they are the only units capable of calling in an Off-Board Barrage.

3.16.9 Minimum Range

Due to their elevated weapons, many artillery units have a minimum range and cannot fire at nearby targets. If one or more of the models in a battery cannot fire because of minimum range, they are not allowed to pick another target – reduce the Barrage Point total appropriately.

As a secondary effect, if some models in an artillery detachment are engaged in Close Combat, those that are unengaged may fire barrages as normal, reducing the total points of the barrage for models that are not firing.

3.17 The Effects of Damage

Once a model is hit it is allowed to make an Armour Save to avoid destruction. An Armour Save is successful if a D6 roll is equal to or greater than the model's Armour Save value, modified by the weapon's Target Save Modifier. If the save is failed the model is destroyed and removed from the table. Models that do not possess an Armour Save are destroyed when hit.

Special Rule: Side and Rear Shots

Armoured vehicles have their heaviest Armour at the front with lighter Armour on the sides and rear. Shots that hit the side or rear Armour of a model gain a bonus to their normal TSM. Shots to the side gain an additional –1 TSM, and rear shots gain an additional –2 TSM. Shots to the side or rear are determined by drawing an "X" between the corners of the model. This rule applies to all vehicle class units and larger that have an armour save.

3.17.1 Bail-Out Roll

Infantry-class units carried by a transport that is destroyed by enemy fire are allowed a "bail out" save. Roll a D6 for each stand in the transport, and on a 4+ it managed to make it out in time. The weapon's TSM applies to this roll, and there must be room around the transport for the infantry to be placed. Units that have natural Armour saves better than 4+ may use them, as can units with fixed saves. Vehicles that are destroyed by a reactor meltdown do not allow a bail out roll.

Example: A transport carrying a Terminator and a Tactical Space Marine is hit and destroyed by a Volcano Cannon (-4 TSM). The bail-out save is 8+ (4+ modified by the -4 TSM), and this is impossible so the Marine is destroyed. The Terminator has a fixed save of 6+ and will survive if the player rolls a 6.

Special Rule: Superheavy

Vehicles Superheavy vehicles are huge, heavily Armoured machines that are very difficult to destroy all at once. When a hit on a superheavy vehicle is scored and the Armour Save fails, roll a D6:

D6 Result	Effect
1	No Effect
2 – 3	The superheavy is damaged, and for the rest of the game has a –1 To-Hit penalty when firing its weapons. A second damaged result on an already damaged superheavy will destroy it.
4 – 6	The superheavy is destroyed and removed from the battlefield.

Damage can be repaired by Mechanics, but a successful roll will only repair a single “level” of damage per turn. E.g. a result of 4-6 (destruction) that is repaired will be reduced to a result of 2-3 (damaged). This damage may be repaired by a second roll on a following turn, but not by a second Mechanic in the same turn.

Example: A Plasma Cannon scores 3 hits on a Stormhammer Superheavy Tank. The Armour Save of 1+ is modified by a TSM of -4, and rolls of 5, 2 and 4 indicate that two shots do damage. The Titan player rolls twice on the damage table, getting a 2 and a 3. The first result damages the Stormhammer and the second destroys it. A nearby Adeptus Mechanicus attempts to save it from destruction, and with a roll of 6, succeeds in negating one of the “damaged” results. The Stormhammer has survived but the first “damaged” result still applies.

4 Close Combat Phase

Sometimes subduing your opponent with firepower is not enough and you must come to grips with the enemy in vicious hand-to-hand combat. Close Combat not only involves physical combat but also short-ranged fire and grenades.

Players alternate choosing and resolving a group of models that are involved in a Close Combat. The combat is resolved for all units involved in that fight, and then the other player picks which fight to resolve next.

4.1.1 Close Combat Resolution

Close Combat is resolved between two models by each player rolling 2D6 and adding the unit’s Close Assault Factor. The high score wins and the losing model is removed. Close Combat is extremely deadly, and to reflect this no Armour Saves (fixed, psychic or otherwise) are allowed for models that lose Close Combat. The loser is automatically removed. In the event where the Close Combat result is a tie both models remain engaged and must fight another round of Close Combat immediately in this phase until one is eliminated. If a model has been immobilized or killed (in the case of Regenerating creatures such as Trolls and Bio-Titans) for any reason and is in Close Combat, it will only be able to use its base CAF (don’t roll any dice).

Example: An Eldar guardian troop stand (CAF +0) is engaged with one Space Marine stand (CAF +2). The Eldar player rolls a 9 on 2D6. The marine player rolls an 8 on 2D6, and he adds his CAF (+2 in this case) for a total of 10, The Eldar Guardian has a CAF of +0 so his die roll remains at 9. The Eldar stand loses the fight and is removed from play.

Example: A Space Marine Assault stand (CAF +3) engages a Land Raider tank (CAF +3). The Marines roll a 7 modified to a 10, while the tank rolls a 6 modified to a 9. The tank loses, and since its Armour Save of 2+ is of no use in Close Combat it is removed.

4.1.2 Multiple Opponents

For every extra combat a unit fights beyond the first, the next opponent receives a cumulative D6. Additional attackers continue to receive extra dice as long as the target model survives.



Example: Three Ork infantry stands (CAF +0) engage a single Terminator stand (CAF +6). The first stand attacks and rolls a 7 on two D6, and since he has no CAF bonus the 7 is not modified. The Terminator stand rolls a 5 on 2D6, but it is modified to 11. The first attacker is destroyed.

It's the second stand's turn, and since he is the second attacker he receives an extra die, and rolls a 12 on the 3D6. The Terminator stand rolls a seven on 2D6, but his CAF modifies this to 13 and he destroys the second infantry stand as well. The last infantry stand counts as yet another additional attacker and receives an extra D6 over what the previous infantry stand received.

The last infantry stand gains two dice for being the third attacker, and rolls 4D6 and gets 20! The Terminator stand rolls 2D6 and gets, with his CAF, a combined total of 14, so he is finally destroyed by overwhelming odds!

4.1.3 Complex Combats

Frequently, large Close Combats involving many models per side will happen, where units touch and engage several enemies each. The simplest way to resolve them is to identify all the models in the combat and pair them off. The player with the most models, after all the opponents stands are engaged at least once, can begin to double up on opponents. Three or more against a single opponent is not allowed until all others have been engaged by at least two, and so on. This is to avoid the unrealistic singling out of a stand. Furthermore, the player who has more models in the Close Combat may decide in which order this Close Combat is resolved (i.e. which models will attack first and which last).



Example: A group of two Tactical Space Marine stands and a Medic are engaged by six Ork Boyz. Pairing off models, each Marine and the Medic are engaged by two Orks. The Ork player may decide the order of combats, and wisely chooses to resolve the combat against the Medic first. If the Medic dies he may not use his special ability to save the Marines.

5 The End Phase

This is when the players take a breather and look at what just happened. Things determined in this phase include repair, regeneration, morale and rally rolls. This is also when Victory Points are counted up and a possible winner determined.

5.1 Special Abilities

Any ability that hasn't been used yet should probably be used now. This includes Regeneration, repair rolls, attempts to raise Void Shields and the like. If you've forgotten to use an ability to prevent damage, such as Medic or Technician, it's too late – once models are taken off the board, they're out of the game.

Certain armies, namely Chaos and Tyranids, receive cards indicating special abilities they can use. When these cards can be used and what effect they have is detailed in the appropriate Army Book. Instantaneous cards (such as most Chaos Cards) are played whenever the player wants and the effect is resolved immediately. Cards that act as an attack (such as the Tyranid Psychic Barrage) are used in the Action phase and count as the player's activation just as if a detachment had been activated.

5.2 Break Points & Break Tests

Count up how many models have been killed from each Army Card. If this number is equal or greater than the Break Point, the unit has been broken. Your opponent is awarded Victory Points and the unit must make a Break Test or immediately be given Fall Back Orders. This is also called a morale check.

When an Army Card consisting of multiple detachment reaches the Break Point (such as most Company Cards), each detachment must make a morale check (regardless of whether that individual detachment is still intact!). In the case of Support and Special Cards, only the detachment it represents needs to make the morale check.

Optional Rule: Broken Units in Close Combat

Under the original Space Marine rules, broken troops are less effective in Close Combat as they know they've taken a beating and are ready to run away. At the start of the Close Combat Segment, any broken unit that is engaged in Close Combat must make a morale check. If it passes it may fight normally, but if it fails it goes on Fall Back Orders and suffers the associated -2 CAF penalty.

5.3 Morale

This represents how well trained and disciplined the unit is. Troops can only take so much before their discipline breaks and they decide to flee the battlefield. A unit's Break Point and Morale values determine how long a unit will continue to fight.

5.3.1 Morale Test

A morale test is made anytime a unit suffers a strenuous shock to its fighting effectiveness, such as heavy casualties or a charging Greater Daemon. It may occur several times during the turn if the circumstances are right. Whatever the source, the resolution is the same. Roll a D6 and if the roll is equal to or higher than the unit's Morale value the check is passed. If not the unit immediately receives Fall Back Orders and acts accordingly. The Fall Back move is carried out immediately in the End Phase, and this is then followed by a second morale test to rally the troops. If this second morale test is passed the units may be ordered normally in the next turn. If it is failed, the unit is routed.

5.3.2 Routing

A unit that is on Fall Back Orders that fails a second morale check, for whatever reason, will rout. A routed unit is destroyed and all units are immediately removed from the battle with no save or regeneration. They count towards the Army Card's Break Point and VP's awarded to your opponent.

In campaign games these units will return after the battle, but they are no longer a cohesive force for this fight.

5.3.3 Command Radius Check

Forces such as Orks and Imperial Guard have special command rules. At this stage of the End Phase players should check their forces to see if any units are out of command. If not, all units may be ordered as normal during the next turn, even if their Command Unit is destroyed before they activate. Units which are out of command will be bound by the rules set out in the relevant army books.

Example: An IG Company which starts Turn 2 of a battle in coherency finds its CHQ is eliminated before any detachments have a chance to activate. The detachments may continue to activate during the course of the turn as though they were still being ordered by their Command Unit. However, at the end of turn 2 if another Command Unit (such as a Commissar) has not filled the void created by the death of the CHQ, they will find themselves out of command and unable to move, firing as though on Advance orders in Turn 3..

5.4 Victory Points

Count up how many VP's each player has. If one or both players reach the preset VP total the game ends and either a victory or tie is declared. VP's gained from breaking enemy units accumulate from turn to turn, but those from objectives must be calculated every turn. An objective will count toward a player's total only if he has the only effective unit within 15 cm of the objective. Units engaged in Close Combat or on Fall Back Orders may not claim objectives.

6 Titans & Praetorians

Titans are walking behemoths of death and destruction. The smallest are a dozen meters tall while the largest dwarf buildings. Praetorians are gigantic armoured vehicles of death and destruction, and although ponderously slow they are no less deadly.

Imperial Titans: Built by the Adeptus Titanicus, these vast machines are maintained and used by the Orders of the Divisio Militaris. Hundreds of feet tall, wrapped in protective Void Shields, sheathed in meters of Armour and carrying the largest weapons available, titans are the most powerful force in the Imperium. Chaos armies sometimes field corrupted and mutated versions of these as well as the dreaded Banelord.

Eldar Titans: Eldar armies, as many of their opponents, use these giant walking war machines. Eldar Titans are very agile and can make as many turns as they like when they move. They carry both technological and devastating psychic weaponry and are protected by special Holo-fields.

Ork Gargants: Gargants are the titans of the Ork armies. They are large fat machines walking on short legs. Gargants are powered by low-technology boilers and lack the agility of Imperial and Eldar Titans. Nevertheless, with their powerful arsenal of weapons and their structural resiliency, they are matching opponents to most of those.

Tyranid Bio-Titans: These monstrous creatures tower over the battlefield, terrorizing enemy troops with needle showers, acid sprays and other biological horrors. Bio-titans do not have shields, but regenerate over time.

6.1 Purchasing Titans & Praetorians

Praetorians and some titans carry a fixed array of weapons and are purchased as any other Army Card, i.e. as a Special or Support Card for your army. Most titans, however, may be fitted with a variety of weapons according to the mission and the player's preferences. The various hulls, weapon descriptions and point costs can be found in the appropriate Army Books, but the procedure for outfitting a titan and purchasing weapons is the same in all cases.

- 1) Purchase the hull.** These are listed in the Army Card lists and purchased normally.
- 2) Select weapons.** The descriptions and costs are listed in the Army Books.
- 3) Count the cost.** Add the cost of the hull and weapons together, and round up to the nearest 50 points.
- 4) Calculate Victory Points.** Titans are worth one VP per 100 points they cost, rounded up.

Example: An Imperial Warlord titan is armed with a Volcano Cannon, Vortex Missile, Gatling Blaster and a Chain Fist. The cost is 500 (hull) + 100 (Volcano Cannon) + 150 (Vortex Missile) + 60 (Gatling Blaster) + 25 (Chain Fist) = 835, rounded to the nearest 50 becomes 850. This Warlord costs 850 points to field and is worth 9 Victory Points to the enemy if destroyed.

Optional Rule: Titan Battle Groups

Titan Battle Groups (also called Bio-titan Broods or Big Mobz) are a Company Card consisting of 3 titan hulls. When forming a Battle Group round up the purchase values for each individual Titan then add those for the total Battle Group cost. Titans in a Battle Group have a 25 cm unit coherency.

Big Mobz are battle groups where you can have both Great Gargants and Slasha Gargants. The largest becomes the Boss Gargant and automatically receives a full compliment of power fields. All Gargants in the Big Mobz must be within 25 cm from the Boss Gargant to receive orders. If the Boss Gargant is destroyed the player may designate another one in the End Phase.

Example: A Warlord Battle Group consisting of three of the above-mentioned Warlords costs 2550 points and each titan is worth 9 VPs.

6.2 Shields

Titans and Praetorians possess more than mere Armour, and are protected by various types of shields. Imperial titans, praetorians and their Chaos counterparts use Void Shields. Ork Gargants use Power Fields that are slightly less reliable, while Eldar Titans use a protective system known as a Holo-field.

Void Shields: These absorb all incoming hits until knocked down. Weapons must have a TSM of at least -1 in order to knock down shields. Downed shields may be repaired on a 4+ in the End Phase, rolling once for each shield. Void Shields provide a 4+ Psychic Save.

Power Fields: These Ork-built shields may flicker out of existence when needed. Roll a D6 for each shot that hits, and on a 6 the Gargant is hit instead of the shield. Check to see if the shield flickers before ignoring shots without at least a -1 TSM. Power Fields may not be repaired during battle, and provide a 4+ Psychic Save.

Holo-fields: These shields disrupt targeting systems and distort the image of the titan. The effectiveness of the shield depends on the speed the titan is moving. The shields provide a Fixed Save according to the table below. This save does not apply to weapons that use any kind of template, but any barrage template that is placed to cover the titan will always scatter regardless of whether the barrage is direct or not. Holo-fields provide a 4+ Psychic Save against powers that require a line of sight. Note that in the first turn the Eldar Titan will be hidden by the Fog of War and that the Holo-field save will be applied once it is activated. In subsequent turns the previous order will dictate the Holo-Field save until such a time as the Titan is activated again at which point that turn's orders will set the Holo-Field save.

Example: In Turn 1 the Eldar Titan starts the game hidden by the Fog of War until it is activated. It is placed on Advance orders which mean that until such time as the Titan is activated in Turn 2 that the Holo-Field save will be 3+.

Titan Is On...	Fixed Save
First Fire Orders	4+
Advanced Orders	3+
Charge Orders	2+

6.3 Hit Location Templates

Titans and praetorians can withstand more damage than lowly troops and vehicles. To represent this they possess location templates. These locations, and their saves, vary according to whether the shot hits the front, side or back of the unit. Due to their size titans and praetorians may be targeted regardless of whether the whole model can be seen. After you roll and hit a model with a hit location template, follow the steps below:

1) Scatter the shot. Pick a location and roll the two target dice. A shot that deviates to a blank or already destroyed location, or a location covered by an obstacle is considered a miss.

2) Make an Armour Save. Modify the location's Armour Save by the weapon's TSM as normal. If the save fails the shot has penetrated the Armour. If a location has been destroyed or blown off, the shot will hit the hull (if that wouldn't make sense, choose another logical location) with an additional -1 TSM.

3) Consult the Damage Table. For each failed save roll once on the appropriate damage table and apply the damage described. Weapons that have the special ability Penetrating add their bonus to this roll. If a location is hit more than once, roll for damage normally but the second and following hits add a cumulative +1 to the roll. Any result above 6 should be treated as a 6. The damage bonus is permanent and relates to the exact hit-location that has been hit.

Damage Results

Reactor Damaged: The titan is immobilized, may not fire weapons and all shields go down. Do not roll to repair anything other than the reactor in the End Phase.

Reactor Crippled: As above, but if the reactor is not repaired this turn, it will explode (as below).

Reactor Explodes: The titan is destroyed, and all units within 3D6 cm are hit at 0 TSM.

Titan Falls: The titan is destroyed. Roll a scatter die for direction and determine which units are underneath. Knight-class and larger models take a hit at -3 TSM, and smaller units are destroyed with no save.

Weapon Blown Off: The weapon will scatter 2D6 cm and hit units underneath at 0 TSM.

Example: A Warlord Titan fails two Armour Saves to the reactor. The first damage roll is a two, meaning the reactor is off line and must be repaired. The second roll is also a 2, modified to a 3 because it is the second hit to that location. This damage result indicates that if the reactor is not repaired this turn it will explode.

Example: The two hits on the Warlord above were caused by a lascannon and a volcano cannon. The volcano cannon has the special ability Penetrating +3, so the second roll on the damage table would be modified to a 6 (roll of 2, +1 because it's the second hit to that location and +3 from Penetrating). This damage result indicates that the reactor explodes now!

6.4 Repair Rolls

In the End Phase, players may roll a D6 for each damaged (but not crippled or destroyed) location and all downed Void Shields. On a 4+ it's fixed. Locations described as crippled or destroyed cannot be repaired. If a titan's reactor, generator or main power supply has been damaged, only roll to repair the reactor. Other locations cannot be repaired until the titan has power again. If by some circumstance the reactor is damaged and the titan still has shields, the shields are non-functional until the reactor is back again online.

6.5 Special Rules: Titans

Orders: Titans use and follow the normal order rules as other ground units.

Movement: Titans are ponderous machines and are extremely difficult to manoeuvre. To reflect this, titans can only turn a total of 90 degrees during their movement, though this may be divided between any number of turns. Titans can move backwards at half speed.

Firing: Titans fire normally as per their given orders. Their multiple weapons can bring fire upon various targets as line of sight and range permits. Titan weapons that count as Anti-Aircraft may Snap Fire even if the titan is on Advance Orders. If a titan's AA weapons do Snap Fire, it does not prevent the titan from later moving and firing the rest of its weapons normally – the weapons are considered independent from each other.

Imperial, Eldar and Chaos Titans possess a 180° arc to the front of the model. Ork Gargants possess a 180° arc from front to back of the model, covering the right or left side. This means that Gargants can fire at models behind them, but weapons on the left side of the titan cannot fire at models to its right and vice versa. Some weapons have special fire arcs and these will be detailed in their corresponding descriptions.

Close Combat: Titans are fearsome opponents and possess several special rules regarding Close Combat. First and foremost is the combination of their size and mobility, resulting in their inability to be outnumbered by anything smaller than a Knight-class opponent. That is, small units do not generate additional Close Combat dice for having multiple opponents.

Titans vs. Titans, Praetorians, Superheavies & Knights: Close Combat is resolved as normal, with each player rolling 2D6 + CAF and the highest total wins. If the losing model has a hit template, the

winning player chooses a location on the template and rolls on the damage table. There is no scatter or Armour Save – the location just takes damage. If the losing model is not destroyed another round of Close Combat must take place until one model is eliminated. This means that Titan vs. Titan combat is particularly deadly and will result in one Titan being destroyed during the Close Combat Phase. Superheavies and Knights that lose a round of Close Combat are destroyed without any rolls on their damage tables (if any). See the related sections in the Titan Legions and Ork Army Books for the special rules about Emperor Titans and Mega-Gargants.

Titans vs. Everything Else: The first level of defence is the titan's anti-personnel weapon. Be it an electrified hull, reactive Armour, anti-personnel weapons or a horde of crazed Snotlings, the effect is the same. Roll a D6 for each stand or model engaging the titan. On a 3+ the unit takes a hit with zero TSM.

Surviving models may then fight a round of Close Combat with the titan. These fights are all resolved as individual combats, with no additional dice gained for multiple attackers. Yes, taking infantry up against a titan is an effort in futility. Should the infantry win a round of combat but fail to destroy the Titan, they must fight again. Close combat always continues until one party is eliminated.

Elite Units vs. Titans: These well-trained and experienced units have a higher chance of surviving a Close Combat encounter with a titan. An Elite model is hit by titan's anti-personnel weapons on a roll of 4+ instead of the standard 3+.

6.6 Special Rules: Praetorians

Orders: Praetorians usually carry a large compliment of recon and intelligence apparatus which make them able to react promptly to battlefield conditions. To reflect this all praetorian vehicles are considered Command vehicles for purposes of movement and firing. Despite their fulfilling the headquarters role on the battlefield, they never receive the Headquarters special ability and targeting protection – they're too big to fade into the background.

Movement: Praetorians are slow and their movement rate is not doubled for Charge Orders. They can only turn a total of 90 degrees during their movement, though this may be divided between any number of turns. Praetorians can move backwards at half speed.

Firing: Superior fire control systems permit praetorians to always fire as though on First Fire orders. This means that they are likely to fire with deadly accuracy but will attract substantial firepower from the enemy. The weapon firing arcs are detailed in the units' descriptions. Note that as with Command Units, the Praetorians may opt to fire as though on Advance Orders than First Fire orders at the controlling player's discretion. This means they would lose the +1 on rolls to hit but would not incur the penalty of +1 on rolls to hit from incoming fire.

Shields: Many praetorians possess some type of shield. Individual unit descriptions will specify the number and type of shields. Templates for praetorians may be found in the relevant Army Books.

Close Combat: Despite their size, praetorians are vulnerable to lesser units due to their slow speed. Close Combat with praetorians is resolved as normal.

7 Appendix A: Normal Abilities

All units have characteristics such as movement rate, Armour and weapons. The default is a human, e.g. an organic biped with the intelligence, reflexes, natural resistances and senses (sight, hearing, etc.) of an Earth-normal human. There are special abilities that affect all characteristics, but all units (infantry at least) start at human levels.

Characteristic	Examples
Movement: How far the unit can move. Related Special Abilities: Deep Strike, Flier, Floater, Independent, Infiltration, Jump Pack, Skimmer, Teleport, Tunneler	10 cm: Infantry 20 cm: Medium tanks 25 cm: Cavalry 75 cm: Flyer
Armour Save: A unit must roll this number or more on a D6 to survive after being hit. This roll is modified by the weapon's Target Save Modifier (TSM). Related Special Abilities: Fixed Armour Save, Psychic Save	None: Flak vest 5+: Power Armour 4+: Light tanks, APCs 3+: Medium tanks
Close Assault Factor (CAF): This represents how good the unit is in Close Combat, including melee weapons and grenades. For vehicles it also represents anti-personnel systems, reactive Armour and short-range weaponry. Related Special Abilities: Combat Leader, Fortifications, Morale	-1: Untrained militia +0: Army basic training +2: Space Marines +4: Ork Nobz +6: Marine Terminators
Morale: This represents how well trained and disciplined the unit is, and how likely it is to remain on the battlefield after taking significant casualties. Roll this number or more on a D6 to pass a Morale Test. Related Special Abilities: Fear, Fearless, Inspirational, Terror	4+: Orks & PDF militia 3+: Imperial Guard 2+: Space Marines 1+: Veteran Marines None: Robots
Pinning Class: A measure of how large and manoeuvrable a model is, and whether it can move away from unwanted melee combat or not. See the Movement and Close Combat sections for details. Related Special Abilities: Flier, Floater, Hit & Run, Skimmer	1) Infantry & light artillery 2) Cavalry & walkers 3) Vehicles & heavy artillery 4) Superheavies & knights 5) Titans & praetorians
Hit Points: One. That's it – most units are either on the board and fully functional, or removed from play when hit. Superheavy and larger units have special rules and may take multiple hits to destroy, but anything smaller is destroyed by a single shot. Related Special Abilities: Mechanic, Medic, Multiple Wounds, Regeneration	-

Characteristic
Attack Dice: The number of D6's rolled when attacking with a ranged weapon. Compare to the weapon's To-Hit Roll to see if you hit or not. Related Topics: Barrage weapons, Template weapons
Range: How far the weapon reaches. There is no effect due to movement or range. Related Topics: Line of Sight, Indirect Barrage
To-Hit Roll: How good the model is at shooting its weapons. Roll this number or more on each Attack Die to lay the smack down on your target. There are no penalties for moving or range. Related Topics: Cover, Fortifications, Combining Barrages
Target Save Modifier (TSM): How well a weapon punches through Armour. This number is applied as a penalty to any Armour Save that the target makes, i.e. making it harder to survive. Negative is good, zero is standard. Related Topics: Fixed Armour Save, Penetrating

What may not be immediately obvious is how the various units are divided up. Certain characteristics of a unit, such as pinning and terrain effects, will depend on what class it falls into.

Unit Class	Description	Models
Infantry	From a man with a gun to power Armour to slithering creepies, the core of most armies is the infantryman	Bases are 20 mm square (old GW bases) or 12 x 40 mm (new GW), holding 3-5 infantry or 2-3 cavalry models.
Cavalry	These are fast-moving, have little to no Armour, and short-ranged weaponry.	
Walker	Armoured battlesuits larger than power Armour but smaller and slower than tanks.	These are represented by a single model that is 15-30 mm tall, using a 20 or 25 mm base.
Knight	The walkers' big and more heavily armed brother, a.k.a. the battlemech.	
Vehicles	These range from dune buggies to massive tanks	These are also represented by a single model, and bases are optional. Vehicles and artillery pieces range from 20-40 mm long with Flyers being only slightly larger.
Light Artillery	These are medium-range guns with no Armour and a small crew (such as a mortar team).	
Heavy Artillery	These are long-range guns mounted on a vehicle	
Flier	While some units can move above the ground, only Flyers can reach high altitudes.	
Superheavy	The largest tanks on the battlefield that don't have special rules.	Single models between 40-60 mm long and 20-30 mm wide, with no base
Praetorian	These are bigger and do have special rules	
Titan	Walking behemoths of death and destruction. They generally swat lesser units aside like bugs – the only real defense against a titan is another titan.	These are 40-60 mm tall and use a 50 mm round base.

There are also a few special abilities that modify what the unit is, as opposed to what it can do:

Biology

Organic	This is the default for all units, the alternatives being Inorganic and Daemonic.
Inorganic	The unit is a technological, crystalline or energy-based being and does not have an organic biology. Powers and effects based on poison, disease, pheromones and smells are ineffective, though mental, emotional and soul/life-force based powers still work. Inorganic does not give any immunity to fear or morale effects – see Artificial Intelligence and Robot, below.
Daemonic	Also known as extra-dimensional, the unit is not native to this state of existence. The energy matrix that binds the being to this dimension strengthens the host body, but is also vulnerable to disruption, e.g. exorcism or banishment. The accompanying aura of evil and 'wrongness' causes any morale check caused by Daemonic units to be failed on a "1." This only applies to units that actually possess a morale score, and not to Fearless or other units that are immune to morale (like robots). Daemonic beings are not naturally immune to this effect from other Daemonic beings.
Angelic	The "good guy" counterpart to Daemonic. This is only included for the editor's sense of completeness, as there are no angels in the grim, war-torn future of the 41st century.

Intelligence

Stupid	Certain units are not noted for their intelligence and must receive direction from someone else. If there is no one to give them orders, roll a D6: 1-2 the unit has Advance Orders, 3+ Charge Orders.
Instinct	The being possesses only rudimentary self-awareness. Without external guidance it will revert to instinctual behaviour beyond the player's control. Examples: Ork Boyz, Tyranids.
Artificial Intelligent	The unit is a construct, designed without emotional responses. Powers and effects based on fear or emotions are ineffective, and the unit is immune to morale. While it is common to be both AI and Inorganic, it is not required (e.g. undead). Examples: OGRE tanks, mindless zombie slaves, Necrons.
Robot	The unit is a non-sentient robot or other technological construct, designed without a self-preservation instinct or the ability to act independently. Powers based on fear, life-force, souls or emotions are ineffective, and the unit is immune to morale. Robots must usually be programmed before a battle, and are almost always Inorganic.

8 Appendix B: Special Abilities

8.1 Agile

A titan with this ability may make as many turns as desired during movement.

8.2 All-Around Armour

These units do not suffer from the Side and Rear Shot penalties to their Armour save.

8.3 Anti-Aircraft

These weapons have been designed to quickly track and engage fast-moving aerial targets. AA units or weapons may Snap Fire at no penalty, gain a 360° arc of fire and suffer a -2 To-Hit penalty for firing at small ground targets (such as infantry and tanks - things that aren't buildings or don't have a hit location template). Skimmers, and jump troops that Deep Strike or leave a flying transport, are considered aerial targets.

8.4 Artificial Intelligence

The unit is immune to morale and powers based on fear or emotions.

8.5 Cold Blooded

Chaos, Dark Eldar, Orks and Tyranids may fire into Close Combat since they do not mind slaying their own troops. If you fire into Close Combat and miss your target, make another To-Hit roll against one of your own troops. Template weapons are used normally, making separate To-Hit rolls against every single unit under the template, friend or foe.

8.6 Combat Engineer

In the war-torn battlefields of the universe it is a valuable ability to create obstacles to slow down the enemy advance while facilitating the advance of friendly units. Combat Engineers have been specially trained to perform these tasks, and scenarios may have other things for them to do. Examples are minefields that can bar passage and demolition charges that destroy critical fortifications.

Engineers may perform one Engineering Mission per turn, indicated by giving the detachment First Fire Orders and specifying what the unit is doing. The mission takes the entire turn and fails if the Engineers move, shoot, engage in Close Combat or are closer than 6 cm to an enemy model in the End Phase.

Engineering Missions:

- 1) Lay Minefield:** Place a 5x10 cm minefield model on the table, touching any 3 Engineer stands.
- 2) Clear Obstacle:** 3 Engineers must be adjacent to it, and they will remove one piece (about 5x10 cm in size) at the end of the turn. Roll a D6 if they're clearing a minefield, and on a 5+ one stand takes a hit at 0 TSM.
- 3) Set Demolition Charge:** Two Engineers may place demolition charge on a building, fortification, bridge, road segment or other structure. Use a marker or small bomb model to represent this. This charge may be detonated in the End Phase of this or any later turn. When it is detonated, centre a 3 cm (small Gutbuster) barrage template on it. Any model even partially under the barrage template is automatically hit at -6 TSM, and the structure must make an Armour save at -6 TSM or be destroyed.
- 4) Defuse Demolition Charge:** Any Engineer stand may attempt to defuse a demolition charge if it is in base to-base contact. Roll a D6 for each attempting stand and on 4+ the charge is defused, but if any dice show a one it goes off. Otherwise your opponent may choose to set it off or wait.

8.7 Combat Leader

All friendly detachments with a model within 10 cm gain +1 CAF.

8.8 Command

Command units represent leaders and highly-trained people in your army and have abilities beyond those of regular troops. Command units are not given orders, as they may always move double their normal movement as though on Charge Orders and can fire as though on First Fire orders. Players may opt to move them as though on Charge Orders for movement and Advance Orders for firing, thereby negating the bonus and penalties of being on FF.

Command units who are in or have initiated Close Combat may not shoot, and Command units that Snap Fire may not later move. In addition, armies in which a Commander is part of a Company or other formation must activate at the same time as one of the units under its command (even if both units may be involved in action at opposite ends of the battlefield). This is to prevent armies of the Imperium gaining a significant advantage in terms the number of activations. This rule applies specifically to Company HQ units and Commissars. Note that Command Units bought as Special Cards are not subject to this rule and may be activated separately as normal.

Example: A Battle Company HQ unit must activate at the same time as either the Assault, Tactical or Devastator units under its Command. A Space Marine Inquisitor on the other hand would still activate on its own as usual because it is a Special Card which is not tied to any particular formation.

Optional Command Rule: Many players feel that Command units are overvalued and have slightly restricted their abilities. Command units may either A) move on Charge Orders and fire as though on Advance orders, or B) move on Advance Orders and fire as though on First Fire Orders.

8.9 Daemonic

Any morale check cause by the unit will fail on a roll of "1."

8.10 Daemon Hunter

These units have been specially trained and equipped to face the powers of Chaos. The unit is immune to any morale effects caused by Chaos or warp creatures, including Chaos Rewards, Greater Daemons and always failing morale tests on a "1." Daemon Hunters are also exceptionally deadly in Close Combat and negate all "after death" effects: Greater Daemons can't use Chaos Rewards to save themselves, Trolls can't regenerate, Pink Horrors don't split into Blue Horrors, and so on. This ability does extend to non-Chaos beings, such as regenerating Tyranids – after a Daemon Hunter kills you he cleanses the area with flaming holy oil and purifying plasma.

8.11 Damages Buildings

Non-artillery weapons that are listed as "Damages Buildings" will force a building to make an Armour Save and inflict one SI point if the save is failed.

8.12 Destroys Buildings

A building hit by a "Destroys Buildings" weapons must make an Armour Save or be destroyed, no matter how many SI points it has.

8.13 Elite

These are the best fighters in your army. In Close Combat, Elite units are assigned against enemy troops last and may engage in selective pinning. This means a unit of Elite troops does not have to engage all models in a unit before it can gang up on one or more models. In essence they may pick and choose which stands they may engage while ignoring others.

In addition, each Elite detachment in your army gives you a re-roll counter. This counter may be used once per game on any die roll that any Elite unit makes.

8.14 Fear

When engaged in Close Combat, your opponent must pass a morale check or suffer a –2 CAF penalty. This ability only has an effect if you are able to pin your opponent.

8.15 Fearless

Some units have no morale values, such as robots and drug crazed fanatics. These units never make morale checks nor are they affected by powers that involve morale, such as Fear, Terror or Greater Daemons. Having no morale value is different than a 1+ morale value or automatically passing morale checks – this is important for certain psychic and Chaos powers.

8.16 Fire on the Fly

Some units are able to Snap Fire their weapons in the middle of their own movement. These units are able to fire their weapons in the middle of their own movement if they are on Advance Orders. Anywhere along their movement path, models may Snap Fire at any enemy unit they can see. They may not call in indirect fire, Pop-Up or use special abilities other than Fire on the Fly. Units suffer the normal –1 To-Hit penalty for Snap Fire, and no model in the detachment may fire later in the turn.

8.17 Fixed Armour Save

Fixed Armour saves work just like regular Armour saves, but they are not modified by a weapon's Target Save Modifier. If a unit has both a regular and a fixed save, the unit only makes one save but may choose the best one. Example: A Terminator has a 4+ Armour Save and a 6+ Fixed Armour Save. It is hit by a bolter (TSM 0) so the player must roll a 4+ to save. If it is hit by a volcano cannon (TSM -4) the regular save becomes 7+ and therefore impossible, so the player must roll the 6+ Fixed Save to survive.

8.18 Flier

The unit moves through the air. See Modes of Movement for details.

8.19 Forward Observer

While any unit may call in an indirect barrage, many armies have specially trained and equipped spotters. These troops are capable of relaying precise coordinates and deciding on the appropriate ammunition to use. Any barrage directed by a Forward Observer will scatter 1D6 cm (instead of 2D6). All FO units are HQ units and have the Stealth ability. FOs are also the only units capable of calling in an Off-Board Barrage. A single FO stand may call in any number of indirect barrages against any number of targets, or a single Off-Board Barrage. FOs may not request fire if they are involved in Close Combat, and may not both call in fire and shoot. To call in an Off-Board barrage, the FO must make a communications roll of 3+ on a D6. If the roll is successful then the barrage arrives anywhere in the FO's line of sight. Failure indicates the spotter has given the battery the wrong coordinates, or the battery is preoccupied with other things. Multiple Off-Board Barrages do not combine fire – they are resolved separately (including separate scatter rolls), even if they are called in on the same target by different stands belonging to the same Forward Observer Team.

8.20 Hard to Hit

All ranged weapon fire at the unit suffers a –1 To-Hit penalty. This does not apply to template weapons.

8.21 Headquarters (HQ)

These units represent a small number of important people, and as long as they stay close to something their size they receive some protection from being fired at. An HQ unit may not be fired at unless it is the closest valid target of their pinning class, or is more than 10 cm from things in their

pinning class. This protection applies to template weapons as well – the template may not cover the HQ unit unless it meets one of the two requirements. However, buildings and transports are not protected – you may shoot at the building or transport normally, hoping to bring it down and kill the HQ inside. Example: An infantry HQ stand in a group of other troop stands cannot be targeted unless it is the closest target within range. An infantry HQ stand among Titans will stand out like sore thumb, so it may be targeted.

8.22 Hit & Run

Some units combine their movement and firepower to perform quick, devastating attacks. If a unit with Hit & Run initiates Close Combat during movement, the Close Combat must take place immediately. Thereafter, if the unit survives and has enough movement allowance remaining, it may engage a second unit in Close Combat. Note that this second Close Combat will be resolved in the Close Combat phase as usual.

8.23 Ignores Cover

The weapon ignores cover modifiers To-Hit, such as from woods or fortifications.

8.24 Independent

Several armies have restrictions on the maximum distance between units, such as the Tyranid Hive Mind Radius and the Ork Nob Command rule. Normal units that are beyond this range have restrictions on their actions. Independent units are not bound by any army coherency restrictions (Command Radius, Hive Mind, Nob Command, etc.), but must keep coherency between the models making up the detachment itself. On the down side, if an Independent unit is ever placed on Fall Back Orders, it routs immediately and is removed from the board. Some armies impose additional restrictions, and these are detailed in the appropriate books.

8.25 Infiltration

These units are stealthy and able to sneak closer to the enemy before the shooting starts. Infantry and Walker-class units may move double their normal movement rate after setup is complete, and Cavalry & Vehicles may move normally. This move may not bring the unit closer than 5 cm to an enemy model. Units with Infiltration still begin the game covered by the Fog of War rule.

8.26 Inorganic

The unit is immune to powers based on poison, disease, pheromones and smells.

8.27 Inspirational

All friendly detachments with a model within 10 cm get +1 to all morale tests.

8.28 Jump Packs

The unit leaps over the ground. See Modes of Movement for details

8.29 Medic & Mechanic

Units such as Apothecaries, Techmarines and Bonesingers can heal or repair damaged units and get them right back into the fight. These abilities must be declared and used immediately after the Armour Save (if any) is failed. You can't wait and see who gets hit in order to pick and choose who to save – you have to treat or ignore casualties as they arrive. Medics grant a save to Infantry and Cavalry-class units. Mechanics grant a save to Walker, Vehicle and Superheavy-class units. Healers may only grant a save to their own armies, e.g. Eldar mechanics may not repair Imperial tanks. When a healer uses his ability, roll a D6 and on a 5+ the hit is negated. This additional roll is not an Armour Save, instead it's a "save the dying" roll. Healers that administer to things killed in Close Combat can save them. All healers have the following characteristics no matter who they are or what they fix:

1) Ignore TSM: The 5+ roll is unmodified by the weapon that did the damage.

2) Healers are not gods. They cannot save an infinite number of troops or vehicles from death or destruction. To represent this, saves are limited to 5 attempts per turn. Use a die or counter to keep track, if needed. Only one additional save may be given to any unit, no matter how many healers are around.

3) “He’s Dead, Jim” Weapons that remove a model from existence (such as Warp Missiles and Vortex Cannons) do not allow a healing save – there’s nothing there to patch up.

8.30 Multiple Wounds

Some creatures are so tough that they will not die the first time they fail a saving throw. These creatures are represented as having multiple wounds. Place a wound marker next to the model each time it fails its Armour save. When it has accumulated as many wound markers as it has wounds the creature is killed and removed as a casualty. Enemy commanders may continue to pour fire into downed multiple wound creatures and hits are automatic, but Armour saves are made as normal. Creatures with multiple wounds suffer more damage from Close Combat than from shooting attacks. A creature with multiple wounds will suffer 1 wound for each point it loses a Close Combat. These creatures may be close assaulted when down and as such the creature does not roll any dice for determining results, and only receives its base CAF score. Some weapons or abilities slay the target outright. In the case of creatures with multiple wounds these weapons inflict as many wounds as the model has. These wounds may be regenerated unless the attack is an ethereal psychic attack. In that case they are irrevocably destroyed as these attacks usually do not leave anything behind to regenerate.

8.31 Open Top Vehicle (OTV)

This indicates an infantry transport with an open firing area (such as a pick-up truck) and transported units may fire while loaded. However, any hit on the vehicle will also hit one transported stand (make separate Armour saves), and any template weapon covering the vehicle will also hit all transported units.

8.32 Penetrating +(X)

These weapons severely damage what they hit, by adding X to any damage roll they cause on a damage table. This does not modify the Armour Save, but rather rolls on the superheavy damage or a hit location tables.

8.33 Point Defence (X)

This is a variety of light, short-range weapons designed as a close-in anti-infantry defence. This can be a combination of reactive Armour, energized hulls and automated weapons systems, though there are different mechanisms, i.e. Ork Point Defence generally consists of Gretchen with pistols, tied to the hull. Point Defence systems (the X listed next to the ability) always act as though they were on First Fire Orders no matter what the unit’s actual orders are, and may be thought of as a separate unit. They may be used in the Movement Phase in order to Snap Fire at the target of a charge (with the normal –1 To-Hit penalty) or to gun down a Charging enemy (without the –1 penalty), or they may fire in the Combat Phase when the model make it’s normal ranged attacks. All PD attacks have a 360° arc of fire, a range of 15 cm, hit on a 6+ and have 0 TSM. Point Defence may only attack once per turn, but all the dice do not need to be used at the same time or against the same target. Note that although PD count as being on First Fire they do not enjoy the +1 on rolls to hit, nor do they attract the +1 on To Hit rolls from enemy units.

8.34 Psychic Save

Some units have extraordinary resilience to psychic intrusion, due to innate force of will or possession of something that interferes with psychic attacks. This is called a psychic save and will be noted the

unit's description. Psychic Saves are only useful against Ethereal psychic attacks – physical Psychic attacks are stopped by a normal Armour save.

8.35 Psyker

These units have special abilities such as magic, mutant powers and techno-wizardry as well as psychic and hive mind powers. Details on the abilities are in the unit's description – most psykers have three powers and may use any one of them each turn. Powers are broadly grouped into Physical or Ethereal psychic powers. A Psyker may use both a psychic power and a conventional weapon in the Action Phase.

Physical: Physical powers represent tangible forces that cause physical damage. These powers function as normal firing weapons and possess To-Hit values, TSM modifiers and require line of sight. Physical psychic powers that hit active shields will knock one down as they represent a physical force like normal shots. Since this power is basically physical in nature, Psychic Saves do not protect against them but regular Armour saves will.

Ethereal: Ethereal psychic powers do not create a physical force to deal damage. These powers bypass normal defences and directly attack the target's mind or spirit. These powers can only be avoided by a Psychic Save.

8.36 Quickdraw

The unit does not suffer the –1 To-Hit penalty when Snap Firing. This may be due to an automated weapon system, an advanced sensors or simply honed reflexes.

8.37 Regeneration

These units are able to heal themselves. When a regenerating unit fails an Armour Save, turn the model on its side and treat it as dead. Keep track of how many wounds it has suffered, as the enemy can keep shooting it to make sure it stays down. Shots against a downed creature hit automatically but Armour saves are made normally. During the End Phase roll a D6 for each wound. On 4+ it's healed.

8.38 Robot

The unit is immune to morale and powers based on fear, life-force, souls or emotions. Robots must be programmed before a battle, and are almost always Inorganic.

8.39 Skimmer

The unit moves and hovers just above the ground and has the ability to make Pop-Up attacks. See Movement and Ranged Combat for details.

8.40 Sniper

Some units are especially keen in identifying enemy commanders and eliminating them. To assign attack dice to a Headquarters unit, the player must first roll a D6 for each Sniper that attempts to target an HQ unit. On 4+ the Sniper identifies the stand and may shoot at it, otherwise they have to shoot at some other target.

8.41 Static Artillery

Any artillery unit with a movement of 0 is considered to be static. Light artillery with a movement of 0 may be towed following the normal rules (see special ability: Transport), although in this case the Artillery does not sacrifice any movement.

Any effect that would force a static unit to move (e.g Eldritch Storm) will destroy the unit instead. If at any time a static artillery unit fails a morale check the crew abandon the artillery piece. It is effectively destroyed and so is removed from the game.

8.42 Stealth

These units are skilled at using cover and not being seen. If they are in terrain that grants any sort of To-Hit penalty they cannot be seen at a range of over 25 cm. In other words, if the firer is not within 25 cm then he can't shoot at the Stealthy unit. Barrages that cover a valid target and "happen" to catch the stealthy unit are acceptable. Stealth is negated until the End Phase if the Stealthed unit makes a ranged attack or is engaged in Close Combat.

8.43 Teleport and Deep Strike

Some units start the game off the board and arrive by teleporting, tunnelling, flying in from orbit or being summoned from another dimension. These are all one-time effects, and the units will use their normal movement for the rest of the game. If a player chooses to move one of these units onto the battlefield via Teleportation or Deep Striking, it is resolved in the Action Phase as a standard activation. On the turn they arrive the troops must be given Advance Orders. Teleportation is the most accurate method of indirect arrival. When a unit is teleported onto the battlefield, the player picks a spot on the tabletop. Roll the scatter die and move 2D6 cm in the indicated direction, just as for an indirect artillery barrage. This is the arrival point of the first model. The remaining models are then placed anywhere within unit coherency (6 cm) of the first stand. Deep Striking is a little less accurate. The player picks a location on the tabletop and scatters it 2D6 cm, twice. Once the landing point is determined, place all models anywhere within 20 cm of that point. Then scatter each model 2D6 cm once. This usually results in units that are out of coherency, and they must regain coherency as normal at the end of their first activation. Anything that lands in impassable terrain is destroyed, and the effects of landing on another unit will vary – see the unit description for details.

8.44 Terror

These are fearsome opponents and literally paralyze their opponent with fear. Any opponent who wants to engage you in Close Combat must pass a morale check to enter into base-to-base contact. A failed morale check means the enemy stops 1 cm away and can't move any farther. A passed check means the enemy may move in and fight you in Close Combat as normal. Enemy units that you charge and engage in Close Combat must make a morale check or immediately go on Fall Back Orders (the associated -2 CAF penalty applies to this combat). Additionally, if you charge someone who opts to go on First Fire Orders, they don't get to fire at you. If you charge a unit that is already on Fall Back Orders it must make two morale checks – one for Terror and one because it's a Fall Back unit in Close Combat. If either one is failed then the unit routs. This ability only has an effect if you are able to pin your opponent.

8.45 Transport (X)

The unit may carry up to X number of infantry stands.

Towing Light Artillery: Light Artillery units can be towed as well as move on their own, trading their ability to fire in exchange for an increased movement rate. A transport unit may tow one Light Artillery piece in addition to any transport capability it has. When a unit is towed it is considered to be transported by the towing vehicle and thus subject to the Bail-Out roll. It costs both the artillery piece and the towing unit the usual 5 cm of movement to load or unload the artillery.

Optional Transport Rule: Walker-class units (Dreadnaughts, Tinbots, etc.) count as two infantry stands.

8.46 Tunneler

The unit moves underground. See Movement for details.

9 Special Unit Rules for Net Epic Evolution

Most of the unit rules remain as they were under Net Epic Gold but there are a few units which are affected by changes made from Gold to Net Epic Evolution. These are set out below:

Space Marines

9.1.1 Chapter Master

Tactical Genius: One Imperial Detachment within 10cm may opt to activate last, regardless of the number of activations the enemy has. If the enemy has a similar ability, both units activate simultaneously.

9.1.2 Legion of the Damned

The Legion are placed at the start of the Action Phase rather than in the Compulsory Movement Phase (which no longer exists).

9.1.3 Drop Pods

Enemy units which can see Drop Pods arriving in their LOS may be placed on First Fire orders to Snap Fire at the pods. Units Snap Firing do gain a +1 to hit for being on First Fire but also receive the usual penalty of -1 for Snap Fire.

Drop pods which fail to open may attempt to do so in the following turn during a standard activation.

9.1.4 Tarantula

If the Tarantula is on First Fire orders it may be activated twice in the Action Phase. It only gains the +1 on the To Hit roll for the first activation but the +1 on rolls To Hit from enemy fire remains for the entire turn.

Eldar

9.2.1 Avatar

The Avatar is activated during the Action Phase like any other unit.

9.2.2 Farseer

Precognitive Direction: One Eldar Detachment within 10cm may opt to activate last, regardless of the number of activations the enemy has. If the enemy has a similar ability, both units activate simultaneously.

Coercion: As rules except that the Farseer can use this ability as the enemy unit activates. While the Farseer may not use another power this turn, it does not count as his activation and he may activate, move and fire later in the turn.

9.2.3 Spiritseer

Coercion: as set out above for the Farseer.

9.2.4 Wave Serpent

The Wave can be fired at the start of the Action Phase before any units have activated. The Wave Serpent may then move as normal during a standard activation in the Action Phase.

9.2.5 Doomweaver

Units caught under the Doomweaver template but which make the 4+ save cannot be then be activated on First Fire orders for the remainder of the current turn.

9.2.6 Storm Serpent

The Storm Seeker may attempt to open a Wraithgate during a normal activation in the Action Phase. During another standard activation in the Action Phase of the following turn, units emerge from the Wraithgate.

Imperial Guard

9.3.1 Assassin

Both Callidus and Vindicare assassins can be used any time during the Action Phase.

9.3.2 Sanctioned Psyker

The effects of both Embolden and Telepathic link apply until the next Initiative Phase.

9.3.3 Colonel & Major

One Imperial Detachment within 25cm may opt to activate last, regardless of the number of activations the enemy has. If the enemy has a similar ability, both units activate simultaneously.

9.3.4 Human Bomb

Human Bomb units may be activated in the Action Phase.

9.3.5 Tarantula

If the Tarantula is on First Fire orders it may be activated twice in the Action Phase. It only gains the +1 on the To Hit roll for the first activation but the +1 on rolls To Hit from enemy fire remains for the entire turn.

Orks

9.4.1 Weirdboy

Power calculations for the Weirdboy or the Weirdboy Battletower occur as the unit is activated and about to fire. This means that a Weirdboy on Advance orders can either soak up the psychic energy if it fires before movement or it can move, soak up the energy and then fire. Either way, whenever the energy is soaked up, if there is a possibility of overload then that roll must be made immediately; i.e. it is made before any attack can happen. Obviously if the Weirdboy overloads it is killed and cannot fire!

9.4.2 Madboy

At the end of every segment where the Madmob has suffered at least one casualty – Action Phase & Close Combat Phase – they must make a Morale Test. If failed they must make a roll on the Madboy table. (See page 10 of the Ork rulebook)

As the Madmob are activated their insanity means they are given random orders determined by the roll of a D6: 1 – 2 First Fire, 3 – 4 Advance Orders, 5 – 6 Charge Orders

9.4.3 Dreadnought

If Dreadnoughts find themselves out of command, the random orders are rolled for as they are activated in the Action Phase

9.4.4 Mekboy Tinbotz

Orders for the next turn must be placed for the Tinbotz Mob at the end of the Action Phase in the current turn.

9.4.5 Shokk Attack Gun

As stated in the rulebook with the following minor change:

HIT + Other: If the target can be pinned by infantry stands and wins, it cannot move or fire for the rest of the turn.

9.4.6 Landa

Landas may Deep Strike when activated during the Action Phase and land immediately.

9.4.7 Supa Rockitt Transport

The Rockitt is fired during the Action Phase and counts as a standard activation.

Chaos

9.5.1 Blood Slaughterer

They must be placed on Charge orders but if they are not able to engage an enemy in Close Combat can fire as though on Advance orders.

9.5.2 Great Unclean One

The Stream of Corruption can be fired when the Great Unclean One is activated. Note that there is no bonus for First Fire; units will be hit on a roll of 3+ as stated in the rules.

9.5.3 Mortarion

Mortarion may use the Plague Wind when activated.

9.5.4 Keeper of Secrets

The Aura of Slaanesh may be cast when the Keeper of Secrets is activated.

9.5.5 Fulgrim

Fulgrim's power is used at the start of the Action Phase, before any activations have begun.

9.5.6 Lord of Change

The Bolt of Change is cast when the Lord of Change is activated.

9.5.7 Automatons

If an Automaton is not within 10cm of a Chaos Champion of Tzeentch or a Greater Daemon of Tzeentch they will always be placed on Advance orders, advancing toward and firing upon the nearest enemy.

9.5.8 Psychic Screammers

Screammers may Deep Strike when they are activated in the Action Phase.

9.5.9 Tzeentch Magi

As stated in the rules although the Terror Wave is fired at the start of the Action Phase before any activations have taken place.

9.5.10 Silver Tower of Tzeentch

Silver Towers are always able to fire as though on First Fire orders.

9.5.11 Drop Pods

As per rules above, see 9.1.3.

9.5.12 Android

When Androids are activated in the Action Phase, both players roll 1D6 to see who will place orders.

9.5.13 Obliterator

The player should note down at the start of the turn which configuration the Obliterators are in.

9.5.14 Tarantula

As per rules above, see 9.1.4.

Squats

9.6.1 Ancestor Lord

Precognitive: All Squat Detachments within 6cm may opt to activate last, regardless of the number of activations the enemy has. If the enemy has a similar ability, all units activate simultaneously.

9.6.2 Living Ancestor

Experienced: If the Living Ancestor is within 6cm of a Warlord, roll a D3. The Squats may "pass" this number of activations during the remainder of the turn. The passes can be used at any point during the Action Phase.

9.6.3 Tarantula

As per rules above, see 9.1.4.

9.6.4 Overlord Armoured Airship

Overlords are Floaters, and fire as their orders would normally allow.

10 Appendix C: Order Counters

