

Net Epic Evolution Summary Reference Sheet

Turn Sequence
Orders Phase
Action Phase
Close Combat Phase
End Phase

Orders	Effect of Orders
First Fire	No movement, +1 on rolls to hit enemy units, +1 to being hit from incoming fire once order revealed. May Snap Fire.
First Fire (Skimmers)	No movement but can perform Pop-Up attack OR standard First Fire / Snap Fire attack as outlined above
Advance	May move up to standard Move rate in cm. May fire normally. May also Snap Fire
Charge	May move up to double Move rate in cm. Can engage enemy units in Close Combat
No Orders	No movement, no Snap Fire. May fire as per Advance Orders
Fall Back	Compulsory. Move double Move rate away from enemy unit. May not fire.

Firing Procedure	1) Assign Attack Dice
	2) Check Range
	3) Calculate To Hit Roll; i.e. Apply To-Hit modifiers
	4) Roll to hit
	5) Apply effects of damage

Notes	
Transports	Infantry and Transports can be give differen orders. Deduct 5cm from transport Move and 5cm from infantry Move if troops embarking/disembarking
Terrain	Units taking cover are more difficult to hit. Buildings/Trenches/Bunkers provide infantry with a -2 To-Hit Modifier. Rubble/Rocks/Ruins/Craters/Broken Ground provide all units with a -1 To-Hit Modifier.
Automatic Fail	A roll of 1 is always a miss
Template Weapons	Place Template as desired. No need to target particular enemy.
Direct Barrage	Lands where desired, no scatter. FollowFiring Procedure from Point 2
Indirect Barrage	Roll Scatter Dice. If barrage misses, it scatters 2D6 cm in direction indicated on Scatter Dice
Snap Fire	Does not count as activation. Unit may not activate after it has Snap Fired. - 1 to hit enemy units when using Snap Fire
Close Combat	Both players roll 2D6 and add CAF. Highest is victorious. Units inside buildings gain +2 to their CAF
Morale Check	Roll D6. Must score equal to or higher than Morale Value. Place and immediately apply Fall Back orders if Morale Check failed.
Rally Check	As per Morale Check. Any units failing a Rally Check are routed and removed from board as casualties.

Barrage Table	
Total Barrage Points	To Hit Roll (remember to modify for cover/ First Fire orders)
1 - 2	6+
3 - 4	5+
5 - 6	4+
7 - 8	3+
9 +	2+

Terrain Saving Rolls	
Type	Saving Roll (roll 2D6)
Light	6+
Standard	4+
Fortification	2+

Terrain Classification	
Light	Road, Barricade, Minefield, Light Building (Ork, Wood, Mud Bricks)
Standard	Trench, Standard Building
Fortification	Bunkers, Entrenchments, Strongholds

Victory Level Table	
Game Battle Value	Number of VPs Required to Win
Up to 1,000	30
Up tp 2,000	35
Up to 3,000	40
Up tp 4,000	45
Up to 5,000	50
etc	etc