

# **Epic 40,000 BattleBible**

***“It’s Got Your Back”***

***or***

***“Making the War-torn Wasteland of the 41<sup>st</sup> Millenia  
A Little Bit Less Confusing to Conquer”***

**Version 0.7  
6/30/1998  
J. Evans Payne**



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# Introduction



## Using the BattleBible

### Purpose

The Epic 40,000 BattleBible is the second in a series of attempts to make life easier for table-top wargamers everywhere. Due to the favorable response to the first volume, the WARHAMMER 40,000 BATTLEBIBLE, it was decided to compile the scattered and tattered rules of the larger-scale version of the game into the volume you hold now. Because the intents of the two volumes are largely similar, the following explanation is also very similar to that prefacing the previous Bible.

Epic 40,000 is an exciting, beautiful game, and despite the criticism against its simplicity it has accumulated—especially when compared to its prior incarnations—it can be a confusing mess of rules. With three main rulebooks, a dozen templates, dozens of dice, and new rules and miniatures being released every month in White Dwarf magazine, it’s often difficult to find the rule you’re looking for. The lack of an index in any of these books complicates things, and the sparsity of cross-references makes for tedious searches.

That’s why the Epic BattleBible was created. It attempts to simplify things as much as possible, so you can focus on the aspects of the hobby that were *meant* to be the challenging aspects—painting, strategy, and scraping together enough cash for that new Titan.

The text in this document is not a straight copying of that of the original—indeed, very little of the rules’ original wording has survived. This is an intentional decision and was made chiefly because of copyright infringement laws and secondly because the grammar of the original books is sometimes vague and in error. Where deemed necessary, clarifications have been made, and all attempts have been made to make sure that any additional rules or assumptions are valid and coincide with the intent of the original rules.

### What’s in it

The bare-bones, game-affecting facts from the following rulebooks are contained in this version of the BattleBible:

- Epic 40,000 Rules Book
- Epic 40,000 Battles Book
- Epic 40,000 Armies Book
- Applicable rules from White Dwarf magazine, Issues 214 (Emperor’s Tarot) & 216 (Space Marine Chapter Regiments)

Source	Status*	Notes
Epic 40,000 Rules Book	Y	
Epic 40,000 Battles Book	Y	
Epic 40,000 Armies Book	Y	

*Legend	
N	The editors of the BattleBible lack access to this product. As a result, its rules have not been added to the Bible.
Y	These rules have been added to the Bible.

### Conventions

At first glance, the BattleBible may appear to be cluttered with confusing notations. Many of these are actually attempts to make things easier on the wargamer. As is often the case with features that attempt to empower, these notations require some explanation, and may take some getting used to.

### Hyperlinks

Sometimes, the text of a rule or description of a unit will make a reference to another rule, unit, or other description. In most of these cases, the word or words that refer elsewhere are underlined, and

## Using the BattleBible

appear as a hyperlink. If you're viewing the BattleBible using Microsoft Word<sup>1</sup>, then you can simply click on the hyperlink and you'll soon be looking at the reference. For more information on hyperlinks, search through online help in Word. Here's an example of a hyperlink in the text of a rule:

*Once inside a building, models may only move at their normal rate, and may not [run](#) (Error! Bookmark not defined.).*

As you can see, the word "run" is underlined and colored blue. If you click on it, you will be taken to the rules for running, as seen here:

### **Running**

### *Rule—Movement*

*A whole squad runs together. Running models double their normal move, but cannot fire in the shooting phase. Troops may only run if there is no enemy within 8" of them.*

### Cross-References

Alas, the underlined hyperlink is seldom helpful if you're looking at a hard-copy printout of the BattleBible. To compensate for this, the BattleBible also has cross-references, which appear as numbers in parentheses to the right of any hyperlink. The number is the page number of the reference, and this number is updated every time you print the BattleBible out. Any reference that has a hyperlink will also have a cross-reference. In the above example of the referenced rule for Running, the cross reference "(8)" means that the rule for running is located on Page 8. In some cases, such as where the reference itself has some information in parentheses, it might get a little confusing, but remember that the un-boldfaced number closest to the reference contains the page number of the reference's target. The most common example might be the Wargear Card "Targeter", which gives the model wearing it a +1 bonus for hitting targets with ranged weaponry. Other examples are common items whose effects can be summarized in an inch-long parenthetical overview. Without the cross-reference, a mentioning of the Targeter might look like this:

*This model comes with a Targeter (+1 to hit) and a really nifty paint job.*

But with the reference, it looks like this:

*This model comes with a [Targeter](#) (, +1 to hit) and a really nifty paint job.*

Note that the "" that comes first in the parenthesis means that more detailed information about the Targeter can be found on that page, and has nothing to do with the "+1".

### Corrections

The BattleBible is by no means perfect, and is undergoing constant changes, especially since new rules are coming out every month in White Dwarf magazine. To add your input, please send your comments/corrections/additions to:

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<sup>1</sup> Microsoft is a registered trademark of the Microsoft Corporation.

## A Game of Epic 40,000

### Sixteen Steps

At its most basic level, a game of Epic 40,000 involves following sixteen steps. Some of these steps are more complex than others, and many steps involve sub-steps which are covered in greater depth later in the Bible. This section is for a general overview of the game or for newbies who have never played.

### Agree on Points/Scenario

#### The Point System of Army Construction

A game of any kind is fun only if the participants are balanced—that is, if neither side has an obvious advantage from the start. In an attempt to ensure the fairness of Warhammer 40,000, the *Points* system is used. Each option—tank, individual model, squad, weapon, or piece of equipment—that you can have has an associated Point Cost. The greater the number of Points a certain option costs, the more powerful an influence of victory it is likely to produce—a tank, for example, costs much more than your average lightly-armored grunt. The Points Cost of any option is generally listed with the option's description—the Army Lists are the most common places to find Points Costs.

With certain rare exceptions, each model you place on the battlefield costs you Points to have in your army. Many models are capable of carrying weapons and other equipment that they don't come equipped with normally—these options are obtained at further Point Cost. This method of “buying” options provides a control system for fairness and flexibility—two players could spend the same amount of Points on the same Army Lists and produce very different armies.

If you make add-on rules or units for your armies, make sure to carefully consider their impact on the game when deciding how many Points they are to be worth. As a common courtesy, you must make sure you have other players' approval before fielding any customizations to the army list.

The very first step of a game of Epic 40,000 is for all players to agree on how many points each will spend. This can be any number, although commonly a multiple of **500**—either **1,500**, **1,000**, or **500**. The Army Lists and the limitations therein have been built with a **500**-point force in mind as the smallest. In one-on-one battles (the most common), each player will get to spend  $x$  points on his/her army. Obviously, if you have a 2-on-1 battle, the side with the lone player should get twice as many points as either of the other players to spend on his army.

Alternately, you may choose to play a Scenario, in which case many of these steps are decided for you—notably, you will be told the contents of the armies that each side will be playing. For more details, see the Scenarios section.

### Build Armies Using Points

If you are not playing a Scenario, each player “buys” her army by making selections from the Army Lists. Unless you and your opponent agree otherwise, you must make all selections from a single Army List of your choosing. Note, however, that the “Allies” section of each Army List allows you to make restricted selections from other Army Lists. You are also subject to other restrictions specific to each Army List when building your armies; these restrictions are noted under each Army List's description.

### Terraforming

During this step, all players construct what will be the battlefield for the game. As with Step 2, if you are playing a Scenario, you will likely be able to skip the thinking portion of this step as the Scenario will describe what terrain is present. If you're not playing a Scenario, however, you need to place terrain on the battleboard. Terrain serves to break Line of Fire and provide cover for Infantry units, so the placement and eventual use of terrain plays a key role in the strategy portion of an Epic 40,000 game.

There are two schools of thought regarding Terraforming: you can either work together to build a setting that follows a certain theme or flavor that all players agree on (for example, the conquest of a desert world or the raiding of a supply bunker), or take turns placing terrain so that neither table edge will contain a

particular tactical advantage due to landscape. How much terrain is placed, and how much of the battleboard is covered with some kind of terrain is totally up to the players involved, though the general consensus seems to be that the more terrain, the better the game is—from an aesthetics point of view as well as a playability perspective.

### Mark Deployment Zones

Deployment Zones are the areas into which each player may place his/her models at the start of the game. Most Scenarios dictate special Deployment Zones and have a diagram of how they work; if you're not playing a Scenario, then you can use the standard Deployment Zone rules, which are as follows.

There are two Deployment Zones (these are the areas inside which your models will be placed to start the game), one on each of the long sides of the standard 4' x 6' rectangular gaming board. The zones begin at the long table edges and extend into the board **12"**. There is a margin of **12"** on each side.



Take four counters and place them on the board where the X's are to denote where the two Deployment Zones end.

### Deploy Units

Each side deploys their detachments in their Deployment Zone. You may hold some detachments back as Reserves; see the description of this rule for more information.

### Agree on Number of Turns

This is usually not necessary if you're playing a Scenario; if you're not, then both players should agree on a set number of turns for the game.

### Gameplay by Turn

Each Turn consists of the following sequence of phases: Movement Phase, Shooting Phase, Assault Phase, and Rally Phase. This is different than games such as Warhammer 40,000, in which each turn consisted of each player taking his/her own turn relatively independent of the other player(s). In Epic 40,000, turns are taken more in parallel so as to more accurately represent the simultaneity of combat.

### Declare a Victor

*If you're playing a Scenario...*

Victory occurs when either player meets the predefined Victory Conditions. For example, a Scenario might require one player to destroy a bunker or emplacement held by the other player; if the first player successfully destroys the objective, then he/she wins instantly regardless of the circumstances.

*If you're not...*

After taking the agreed-upon number of turns, tally up each army's Morale Points (described later); the army with the most Morale wins, though if the scores are close, players may agree to call it a draw.

### Loser Buys Pizza

All players who did not win must chip in and pay for the Game Pizza, which is sure to taste all the better to the winner. Depending on the setting, the word "pizza" may be replaced with "nachos", "dinner", "random chocolate munchies", or "drinks". As always with Epic 40,000, feel free to be inventive and customize this step to your liking.

## The Core Rules

### Unit Types

Throughout the rules, units are referred to in certain ways. To avoid confusion, you should know the language of these types and what they mean.

#### Unit

A “unit” usually means a single model—whether it be a base of infantry, a War Engine, a flyer, or a tank. Each of these is one unit. Note that this is different than a “squad” or “mob”; a *squad* of Space Marines, for example, comprises two infantry *units*. A “unit” is also different from a single figure; a *unit* of Space Marines consists of a single *base* of **5 figures**, and a unit of Space Marine Bikes consists of a single base of **3 figures**. As a general rule, if it’s a single piece of glued-together stuff, it’s one unit, no more and no less.

#### Infantry

This includes all personnel not mounted inside a vehicle. Infantry units are usually represented by up to five infantry figures mounted on a single base. Field artillery (Thudd Guns, Squig catapults, Shokk Attack Guns, etc.) also fall into this category, even though they are more likely to consist of only one figure.

#### Vehicles

All fairly small war machines are vehicles—most tanks, troop transports, artillery, and the like. Infantry units riding on bikes, horses, boars, daemonic steeds, skimmers or speeders also count as vehicles. Vehicles are represented as a single model; mounted infantry units (on bikes, horses, etc.) are represented by three figures mounted on a single base.

#### Flyers

All vehicles that fly at very high speed and are capable of extreme altitude are flyers. Note that although skimmers are capable of flight (jetbikes and the Eldar Falcon Gravtank, for example), they do not count as flyers either because they are incapable of flights of very high altitude or they were designed primarily for use as a ground-based unit. Flyers are almost always represented by a single model, and use separate rules than other types of units.

#### War Engines

War machines of titanic proportions. Titans, Gargants, and super-heavy tanks fall into this category. War Engines are the only units that may sustain more than one hit before being destroyed. War Engines also usually have many batteries of weapons, each of which may be fired at a different target. War engines can never be [broken](#) (37), and do not retreat if they lose a close combat or firefight (more on that later).

#### *Damage Capacity*

The primary characteristic of a War Engine is that it can sustain multiple points of damage. Its Damage Capacity represents the number of points of damage it can sustain before being destroyed; each point of damage it takes removes a point of Damage Capacity. When a war engine’s Damage Capacity has been reduced to 0, it is destroyed. But such is the bulk of a war engine that it is not simply removed as a casualty; it may bring other nearby units down with it in its death throes. Roll a **D6** on the engine’s Catastrophic Damage Table to see the results of the machine’s destruction.

#### *Critical Damage*

Whenever a War Engine sustains a point of damage, there is a chance that it might sustain *Critical Damage*. Roll a **D6** for each point of damage sustained; on a **6**, the hit has caused Critical Damage. For each point of Critical Damage sustained, roll on the war engine’s Critical Damage Table to determine the results of the damage. Most cases of Critical Damage cause additional damage to the war engine; these additional points of damage *may not* cause Critical Damage themselves. For example, let’s say a war engine sustains three points of damage in a turn. Three **D6**’s are rolled; let’s say a **3**, a **2**, and a **6**, meaning that one of the damages is a Critical Damage. **2D6** is rolled against the war engine’s Critical Damage Table, and the result indicates that the war engine suffers an additional **2** points of damage. *You*

## The Core Rules

do not roll **D6**'s for these points of damage to determine if they are Critical. The war engine sustains a total of **5** points of damage.

### Shields

In addition to having Damage Capacities, many war engines have extra protection in the form of shields. There are two types of shields: Force and Void. For each type of shield, every time the war engine takes a point of damage, remove one point of shields. If it has no shields left, subtract point(s) from its Damage Capacity. The only difference between the two types of shields is that Void shields may be recharged in the Rally Phase.

## Unit Characteristics

Each unit in Epic 40,000 has several characteristics which determine how it may behave on the battlefield.

### Speed

The maximum distance, in centimeters, the unit may normally move per turn while still firing its weapons at normal effectiveness. It is possible for units to move more than this distance, but at the cost of its battle effectiveness (see the Movement Phase rules for details). Note that some tactics override this value completely—such as Overwatch, which allows for **5cm** of movement per turn regardless of the Speed of the unit.

### Range

The maximum range of the unit's weaponry in centimeters. Unlike Speed, there's no way to get around this—it's a hard-and-fast limit to the effectiveness of the unit's firepower. Though most units have a single number to represent their Range, some units (heavy artillery, for example) have a Range of two numbers, e.g. "45cm—90cm". The first number is the *minimum range* of the unit's weaponry; in the example, the unit being described may fire its weapons at enemies between 45cm and 90cm away, but cannot fire them at enemies closer than 45cm away.

### Firepower

This number represents how effective the unit is when it shoots ranged weaponry. The higher the value, the more devastating an attack from the unit. Some units are armed with special weapons (see Weapon Rules) that make a special form of attack which is separate from the normal Firepower rules; in this case, the unit's Firepower value will be in parentheses and its special form of attack (for example, "anti-tank") will appear in its Notes section.

### Assault

Assault is how effective the unit is in close combat; think of it as a Firepower for hand-to-hand fights.

### Armor

How well-protected and/or how difficult to damage the unit is. Displayed as a single number. Most of the time, if your opponent causes a hit on one of your units, he/she must roll this number or higher on a **D6** in order to damage it. Thus, the values range from **1** to **6**, and the higher the number, the better (for you).

### Notes

If any special rules or abilities apply to the unit, they are listed here.

## Detachments

Groups of units in Epic 40,000 are organized together to form a cohesive unit that fights independently of the rest of the army. Each group of units that fights together is called a Detachment, and acts in a manner similar to a squad in Warhammer 40,000. Each Detachment is led by a Headquarters unit which issues commands and coordinates the actions of its brother detachment units.

All units are organized into detachments in an Epic 40,000 battle, even if the detachment consists of only a single unit. Detachments may be made up of a mixture of different unit types—infantry and vehicles fighting side by side, for example. Generally, flyers are in detachments separate from the rest of the army; in other words, you may not have a detachment comprised of flyers and other types of units.

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As long as you follow the restrictions listed in the Detachment lists, you may include any units you like in your detachments. When you field an army, you may field any number of detachments that you desire.

### HQ Units & The Chain of Command

Each detachment has a Headquarters Unit, which must be the most senior unit in the unit's Chain of Command. Each detachment has a Chain of Command; this is listed in the detachment description in the Army Lists. The Chain of Command is simply an ordered list of unit types that defines which unit is eligible to become the HQ unit should the existing HQ unit be destroyed. Though you must choose the most senior unit to be the HQ unit, you may choose amongst units of the same seniority.

For example, let's say Detachment Bravo is made up of a Commissar unit, two Leman Russ Battle Tanks, and an Imperial Guard Heavy Weapons Squad. The Chain of Command for Detachment Bravo is "Commissar>Leman Russ Battle Tanks>Artillery units>Any other unit". When the game starts, Detachment Bravo's HQ unit *must* be the Commissar, because it is the most senior unit. If the Commissar is destroyed, then the player controlling the detachment may choose one of the three Leman Russ tanks to be the new HQ unit. Should all three tanks fall to enemy fire, the Heavy Weapons Squad becomes the HQ—even though it is the only unit remaining in the detachment, it is still designated as the detachment's HQ.

### In Command

Only units within **30cm** of their detachment's HQ unit at the start of a phase (Movement, Shooting, Assault, Rally) are said to be "in command". Units outside of this radius from their HQ are considered "out of command" and may not move in the movement or assault phases, or shoot in the shooting phase. You do not need to be "in command" to carry out any of the following actions, however: snap-fire, fight in or lend support in an assault, or shoot in a firefight (each of these is explained later in the rules).

### Flyers

Though they are organized into detachments just like normal units, Flyers are not deployed as normal with the rest of the models in your army. Instead, they are kept just off the table where they are assumed to be in orbit or at a nearby airbase.

### Flyer Missions

At the beginning of a turn where you have one or more Flyer detachments whose members are not Repairing or Refuelling, you may declare one Flyer Mission for each Flyer detachment. There are three types of Flyer missions: Ground Attack, Transport, and Intercept.

#### *Ground Attack*

Ground Attacks take place in your Movement Phase. When it's your turn to move, place the models in the detachment making a Ground Attack anywhere along any table edge. Flyers have an unlimited movement length when making a Ground Attack, but they may only fly straight across the table. Enemy units may Snap-Fire at them as they move in the normal manner; however, flyers are not halted by Snap-Fire like ground units. At any point in its move, the detachment may halt and make its ground attack. Work this out as a normal shooting attack, using each flyer's Firepower and special weapons, etc. The target detachment(s) suffering the attack must be located within the flyers' forward-facing 90 degree arc of fire, and in range. Line of Fire is automatically granted, as flyers may maneuver to any altitude.

After the flyers have made their attack, remove them from the board and place them on the card airfield included in the game in the Refuelling section. The flyers in the detachment may not be assigned a mission next turn while they are refuelling and rearming.

#### *Transport*

A Transport mission works identically to a Ground Attack mission, with some exceptions. Flyers in the detachment which are Transporting units halve their Firepower when they make their Ground Attack; any super-heavy weapons mounted on the Transporting unit only function on a **4+** on **D6**. All other flyers use their normal Firepower. After the Ground Attack has been resolved as normal, all flyers Transporting units may drop them off at the point where they made their attack; cluster the disembarking

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models around the base of the flyer which Transported them. The troops may make a normal Move, but lose **5cm** of their Speed as normal for disembarking infantry. The troops may be given Assault orders this turn, but not Overwatch or Marching orders.

Flyers can carry troops from other detachments in the same army, in which case they are kept off-board with the flyers until deployed on a Transport mission. If the transport is destroyed while carrying units, then any transported models are destroyed.

If all the units in a ground detachment cannot fit into the available Transport flyers at the same time, then any excess units are left behind and may be brought into play on a future turn. Note that troops brought in later more than **30cm** away from their HQ are considered to be Out of Command as normal. For this reason, it is best to have the HQ unit be carried in the first wave!

### *Intercept*

When flyers are placed on an Intercept mission, they may dogfight other flyer models when they are placed on a mission. When an enemy flyer detachment is assigned a Flyer Mission and you have one or more flyer detachments on an Intercept Mission, you may declare that your flyers are Intercepting the enemy flyers before they have a chance to proceed with their mission. Place your interceptors next to the enemy detachment to show they are intercepting it.

Flyers have an Assault value with two numbers (e.g., “2/2”). The first number is the Intercept Value, and represents how maneuverable the flyer is. The second number is the Gunnery Value, and is the amount of dogfighting ability the flyer has.

Starting with the flyer with the highest Intercept value, each flyer involved in the Interception is allowed to attack one enemy flyer—this means that the Intercepted enemy flyers can make a counter-attack. In the case of a tie, flyers on an Intercept mission attack first. If both detachments are on Intercept missions and have the same Intercept value, alternate attacks, starting with the player who has the Initiative.

Each flyer attacks individually, rolling a number of hit dice equal to its Gunnery value. Each die that equals or beats the target’s Armor value scores a hit; apply any damage on the target immediately and move to the next attack.

Once all flyers involved in the combat have attacked, remove the interceptors from the table. Any surviving enemy flyers on Ground Attack or Transport missions may carry them out as normal. Detachments on Intercept orders do not have to skip a turn to refuel and rearm, so they can “hover in wait” on the table edge until an enemy detachment declares a Flyer Mission.

### Flak

Some units have the Flak special ability; this means that they are specially trained to shoot down aircraft. Only Flak units may use their Firepower and weapons Range to its fullest extent; all other units only get a Snap-Fire option to shoot down aircraft. A detachment which includes one or more units with the Flak capability may go onto Flak Orders; mark this with the Special Orders (“!”) side of the Order Die. Flak units in a detachment that has Flak Orders may not fire except to shoot down enemy Flyers; treat non-Flak units in that detachment as being on [Overwatch](#) (29).

A Flak unit on Flak Orders may shoot at enemy flyers if any part of their flight path is within the unit’s range. Roll **D6** per point of Firepower the Flak unit has; each die that equals or beats the target’s Armor value causes damage. A Flak unit may split its Firepower amongst several flyers if it wishes.

### Hits on Flyers

Flyers are more maneuverable, smaller, and can take more punishment than normal vehicles. When a Flyer “takes damage” or “takes a hit”, roll **D6** immediately per point of damage sustained. If the score is less than the flyer’s Armor value, then it has only been Damaged. A Damaged Flyer aborts its mission instantly and cannot be hit again this turn; it spends the following turn being Repaired and the turn after that being

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Refuelled and Rearmed. In other words, though a Damaged Flyer is not destroyed, in most situations it might as well have been, since it will be another three turns before it may be included in a Flyer Mission.

### **Flyers & Morale Effects**

Flyers pick up no Blast markers, can never take part in close combats or firefights, and can never be Broken.

### **Initiative**

There are six Initiative counters included in the game: three yellow and three blue. Before drawing for Initiative, assign one color to each player. Then, one player mixes all six counters together and closes their eyes, and picks one of them. The player whose color is drawn has the Initiative. Just what this means depends on the circumstances around the drawing; usually, the player with the Initiative gets to take action before his opponent in a phase or turn.

Note that Initiative is drawn several times in a standard turn of Epic 40,000. Each time a counter is drawn, it is placed aside—in other words, the next time Initiative is drawn, all counters which have already been drawn this turn are not included in the mix of random counters. This means, for example, that if you gain the Initiative in the Movement Phase, your opponent has a good chance of getting it in the Shooting Phase. At the beginning of each turn, mix all of the counters together.



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## Phases of a Game Turn



## Movement Phase

### Overview

In the Movement Phase, both players get to move their detachments and resolve Flyer missions. Though very little else usually happens in this phase, it is one of the most strategically crucial parts of the game—a misstep here may cost you high casualties in later phases.

The Movement Phase consists of the following four steps, each of which is covered in detail below:

- Declare flyer missions
- Determine initiative
- First player movement
- Second player movement

### 1: Declare Flyer Missions

At the beginning of a turn where you have one or more Flyer detachments whose members are not Repairing or Refuelling, you may declare one Flyer Mission for each Flyer detachment. There are three types of Flyer missions: Ground Attack, Transport, and Intercept. See the Flyer rules for more details on the types of mission and their consequences.

### 2: Determine Initiative

Determine [Initiative](#) (25) in the standard fashion. Whoever has the Initiative has the choice of moving his troops first or forcing his opponent to move first; you cannot move some of your troops and then make your opponent move his troops, etc.—it’s all or nothing.

### 3: First Player Movement

The player who has either chosen or been forced to move first moves his/her units. You may move units in any order you desire, however, once you take your hand off of a unit, you may not “take back” its move.

### 4: Second Player Movement

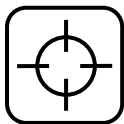
The player who has either chosen or been forced to move first moves his/her units. You may move units in any order you desire, however, once you take your hand off of a unit, you may not “take back” its move.

### Movement Notes

Normally, you may move each unit as you like, to a maximum of its Speed attribute in centimeters and limited by the [Terrain](#) (30) it is crossing. You may turn the unit as much as you want at no cost to the unit’s movement. Note that [Snap-Fire](#) (30) rules apply during the Movement Phase.

### Special Moves

You may instead prefer to give certain detachments Special Moves. A set of green Order Dice is provided with the game to place on the battleboard next to detachments that are on Special Orders to indicate what orders they have been given. The Movement Phase is usually the only time a detachment may be given Special Moves, and a Move must be given to an entire detachment, not just particular members of it.



#### *Overwatch*

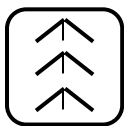
Models on Overwatch sacrifice mobility for accuracy of weaponry. Models may only move up to **5cm**, but may re-roll any of its Hit Dice that miss in the Shooting Phase. Note that as with all re-rolls, you must abide by the second roll regardless of its results.



#### *Assault*

Assaulting units advance quickly to engage the enemy in close quarters. You may move as normal (up to the Speed value) in the Movement Phase, and you may make an additional move in the Assault Phase (see later). However, units on Assault orders are “firing from the hip” as they advance, so they halve their Firepower (rounding up) in the Shooting Phase. Units on Assault *must* move towards the enemy, but may pick which enemy they move closer to.

## Movement Phase



### March

Marching units sacrifice weaponry for mobility. A marching unit may move up to *triple* its normal Speed value in the Movement Phase, but may not fire at all in the Shooting Phase. In addition, the units may not move in the Assault Phase, and its Assault and Firepower values are halved if it becomes engaged in a **close combat** or **firefight**.

### Terrain

Terrain serves to block Line of Fire, to hinder the movement of some units, and to provide valuable cover for Infantry units. Terrain either has **no effect** on a unit when it moves through it, is **impassible** to a unit, or is **dangerous**. The table below outlines which effects apply to which units when passing through which terrain types:

Terrain	Infantry Armor Bonus	Infantry	Effect On Vehicle	War Engine
Fortifications	+2	No Effect	Impassible	Impassible
Buildings	+1	No Effect	Impassible	Impassible
Ruins, Rubble	+1	No Effect	Dangerous	Dangerous
Woods	+1	No Effect	Dangerous	Dangerous
Marsh, Swamp	0	Dangerous	Dangerous	Dangerous
River	0	Dangerous	Impassible	Dangerous
Roads	0	See rules	See rules	See rules
Open Ground	0	No Effect	No Effect	No Effect

### Dangerous Terrain

Roll a **D6** when a unit enters terrain that is Dangerous to it, or when it starts to move if it's already in the terrain. On a roll of **1**, the unit must immediately halt its movement. If the unit is already halted, roll another **D6**; if this roll is a **1**, then the unit takes a hit as normal (roll a **D6**; if the score equals or beats the unit's Armor value, the unit takes a point of damage). Hits from Dangerous terrain cannot cause Critical Damage on war engines.

### Roads

All units add **5cm** to their Speed if they spend the entire Movement or Assault phase on a road. Note that this bonus is to the unit's *basic* Speed before modification. For example, a **Marching** unit of Ork infantry would move **45cm** if it stayed on a road throughout its movement (the Ork's Speed of **10cm** + **5cm** road bonus x **3** for Marching).

### Snap-Fire

If an enemy unit moves within **10cm** of one of your units in the Movement Phase, your unit may make a Snap-Fire at the enemy. The enemy unit is halted immediately by the rain of fire and may move no further in the Movement Phase. You may roll **D6** for each unit that is making a Snap-Fire at the advancing enemy unit—note that you always roll **D6**, regardless of the Firepower or armament of the Snap-Firing unit. If the roll equals or beats the enemy unit's Armor value, the enemy unit takes a point of damage. A unit may Snap-Fire any number of times in a single turn, but never more than once at a particular enemy unit. Any unit within **10cm** of an advancing enemy unit may Snap-Fire at it. For all of these reasons, it is a good idea not to rush the enemy in the Movement Phase; the Assault Phase is a much better time for charging.

### War Engines and Movement

War Engines do not move freely as most other units do. War engines are not allowed to March or go into Overwatch, but they do not need to be given Assault orders to move in the Assault phase. War engines may only move straight ahead, though they may turn up to 45 degrees for free as part of their move. Any additional turns cost **5cm** per 45 degrees or fraction thereof.



Note also that Immobilized war engines (marked with the Order Die face shown to the left) may not move at all—even rotate—until repaired in the Rally Phase.

## Shooting Phase

### Overview

In the Shooting Phase, both players get to make ranged attacks with their detachments and war engines. This is where the majority of the action of a game of Epic 40,000 takes place.

The Shooting Phase consists of the following six steps, each of which is covered in detail below:

- Determine initiative
- First player resolves shooting with vehicles and infantry
- Second player resolves shooting with vehicles and infantry
- Determine initiative again
- First player resolves shooting with War Engines
- Second player resolves shooting with War Engines

### 1: Determine Initiative

Determine [Initiative](#) (25) in the standard fashion. Whoever has the Initiative has the choice of shooting his troops first or forcing his opponent to shoot first; you cannot shoot with some of your troops and then make your opponent shoot with his troops, etc.—it's all or nothing. Note in addition that the Initiative counter drawn in the Movement Phase should be left out of the draw this time—meaning that whoever lost the Initiative in the Movement Phase has a better chance of gaining it in this phase.

### 2: First Player Resolves Vehicle & Infantry Shooting

The player designated by the player with the Initiative resolves all shooting with his vehicles and infantry units. The player assigns shooting as he desires. See Notes on Shooting at the end of this section for more details.

### 3: Second Player Resolves Vehicle & Infantry Shooting

The other player resolves all shooting with his vehicles and infantry units. The player assigns shooting as he desires. See Notes on Shooting at the end of this section for more details.

### 4: Determine Initiative Again

Determine [Initiative](#) (25) in the standard fashion. Whoever has the Initiative has the choice of shooting with his war engines first or forcing his opponent to shoot with his war engines first.

### 5: First Player Resolves War Engine Shooting

The designated first player resolves shooting with his war engines.

### 6: Second Player Resolves War Engine Shooting

The designated second player resolves shooting with her war engines.

### Notes on Shooting

#### Picking Targets

Each unit in each detachment may fire on whatever enemy models are within range. Multiple units within the same detachment firing at targets in the same enemy detachment must be resolved together, but units in a detachment may split their fire between multiple enemy detachments.

#### Shooting Procedure

For each ranged combat that is declared, use the following Shooting Procedure steps:

#### *Add Up Firepower*

Measure the range from units in the firing detachment to the target detachment using a ruler. Add up the Firepower values of attacking units that have a Line of Fire and range to at least one unit in the enemy detachment. Do not include Firepower values from Super-Heavy Weapons in the firing detachment; this is covered separately (see Shooting Procedure: Super-Heavy Weapons later in this

## Shooting Phase

section). Note that vehicles and infantry may fire in any direction at any time, so the direction each model is facing is not an issue.

### *Place Blast Markers*

Whenever a detachment is fired upon, it may accumulate Blast Markers. Blast Markers represent the combined effects of heavy fire: infantry units being forced into cover, damage to vehicles, confusion, explosions, mayhem, and all the other calling cards of the Fog of War.

The number of Blast markers a target detachment takes depends on the total Firepower directed at it by the attacking detachment before modification (for Assault orders, Blast markers on the detachment, etc.). Super-Heavy and Special weapons may go outside these rules, but for the most part, Blast markers are allocated based on sheer amount of Firepower. Consult the table below:

Firepower	# of Blast Markers
1-7	*
8-15	1
16-23	2
24+	3
<i>*Allocate <b>one</b> Blast marker only if one or more hits are scored in the attack</i>	

See the Blast marker rules for more details on the effects Blast markers have on a detachment.

### *Determine Number of Dice to Roll*

The number of Hit Dice the attacking detachment rolls is based on the Firepower of the firing detachment, the type of unit the target detachment is made up of, and the conditions of the target detachment. Use the Firepower Table below to figure it out:

	Vehicle or Infantry	Vehicle or Infantry	Vehicle or Infantry
<b>Marching:</b>	Mobile War Engine	Mobile War Engine	Mobile War Engine
<b>In Open:</b>	Immobilized War Engine	Mobile War Engine	Vehicle or Infantry
<b>In Cover:</b>	Immobilized War Engine	Mobile War Engine	Vehicle or Infantry
1	1	1	1
2	2	1	1
3	2	2	1
4	3	2	2
5	4	3	2
6	5	3	3
7	5	4	3
8	6	4	3
9	7	5	4
10	8	5	4
11	8	6	4
12	9	6	5
13	10	7	5
14	11	7	5
15	11	8	6
16	12	8	6
17	13	9	7
18	14	9	7
19	14	10	7
20	15	10	8

For example, a detachment bringing **10** Firepower to bear against a Vehicle in the open would roll **5** dice, and a Firepower-**19** attack against a Marching unit of Infantry would roll **14** dice. In the case that the Firepower total is greater than **20**, treat the attack as two attacks of **20** and the difference (for example, a Firepower-**24** attack would be treated as a Firepower-**20** attack and a Firepower-**4** attack).

## Shooting Phase

The one condition not provided for by the above table is firing at an Immobilized War Engine in the Open; in this case, the number of Hit Dice rolled is equal to the Firepower value.

Of course, part of the detachment may be in cover and part of it may be in the open. In this case, it is the firing detachment's choice whether to roll the dice listed for Cover or the dice listed for the Open; however, if the Open figure is used, units in the detachment in Cover *cannot not be hit* by the attack. In other words, if you want to be able to kill the entrenched infantry, you're going to have to take a penalty to do so.

### *Find Lowest Armor Value*

Find the unit with the lowest Armor value in the target detachment; this represents the lowest number that can be rolled and still cause damage. For example, if you're firing at a detachment comprised of a unit of Gretchin (Armor 3+), twelve units of Battlewagons (Armor 5+), and a unit of Orks (Armor 4+), the Lowest Armor Value is 3—that of the Gretchin.

### *Roll Hit Dice*

Roll your Hit Dice. After rolling, remove any rolls that are less than the Lowest Armor Value before proceeding to the next step. Continuing the example above, if you rolled a 2, 2, 3, 4, 4, 5, 5, 6, you would only discard the two 2's because the Lowest Armor Value is 3.

### *Allocate Dice*

This tends to be the most confusing part of the Shooting Phase, but if you take it slowly, it will be easier. Allocate one die at a time. Dice are allocated to the *closest target first*, then the second closest, etc, skipping targets that the dice can't affect (in other words, targets with an Armor value higher than the die's score). Once all of the units in the target detachment have taken a hit, start with the closest target again and carry on until all of the hits have been allocated.

Each die must be allocated against the nearest unit in the target detachment which it can affect (e.g., you couldn't allocate a Hit Die that rolled a 4 against a unit with Armor 5). Remember that targets in Cover may only be affected if you used the Cover column of the Firepower Table.

Hits may only be allocated against units that are in range and in the Line of Fire of at least one unit from the attacking detachment (you can't be hit if you can't be shot at!). Note that dice don't represent the attacks of any one particular firing model, so only one model in the firing detachment must be in range.

You may only allocate one hit to each unit in the target detachment that can be affected until all of the units that can be affected have taken a hit, then you may allocate each unit a second hit, starting again with the closest. If all of the units have taken two hits, you may allocate third hits, etc.

### *Remove Casualties*

Each unit that takes a hit sustains a point of damage. This will destroy nearly all units, the exceptions being war engines and units with the [Save](#) (43) ability. As they are destroyed, remove casualties from the table. Alternately, you may decide to tip the destroyed units over on their side to have wreckage on the battlescape.

## Shooting Procedure: Super-Heavy Weapons

Each super-heavy weapon has its own method of firing. The important thing to note is that its Firepower is not included in the normal Firepower total, and the number of Blast markers assigned is different based on the number of super-heavy weapons being fired. If there are Super-Heavy Weapons in the firing detachment, first work out and assign Blast markers for the normal Firepower-based attack, and then total the number of Super-Heavy Weapons being fired and consult the table below to determine how many additional Blast markers are placed:

## Shooting Phase

# Super Heavy Weapons Firing	# Blast Markers
1-3	*
4-8	1
9+	2

*\*Allocate **one** Blast marker only if one or more hits are scored in the attack*

Some super-heavy weapons (e.g., a [Mega Cannon](#) (41)) assign Blast markers independent of the number of super-heavy weapons being fired. These Blast markers are *in addition to* any Blast markers resulting from the chart above. For example, if a detachment fired **4** Mega Cannons, the target detachment would suffer **1** Blast marker automatically, plus one Blast marker for each model the Mega Cannon Barrage templates cover up. All of this makes for a truly devastating attack—hence the name “Super-Heavy” Weapon.

### War Engines and Shooting

#### *Shooting With War Engines*

War engines normally mount several weapons, each with a certain firing arc. Weapons with a firing arc are only capable of firing at targets in their arc. Weapon batteries may combine their Firepower together if they are shooting at the same target detachment. Super-heavy weapons are fired individually, and targets may be nominated separately.

#### *Shooting At War Engines*

Resolve the attack as normal. Though one hit is not necessarily sufficient to destroy such a massive machine as a war engine, there is a chance that each hit may cause Critical Damage. For each hit that a war engine sustains, roll a **D6**; on a **6**, the hit has caused Critical Damage. Roll **2D6** and consult the war engine’s Critical Damage Table for each point of Critical Damage sustained. Certain results on the Critical Damage Tables indicate that the War Engine is “immobilized”; in these cases, place an Order Die next to the War Engine with the Immobilized face up (shown to the left). An immobilized war engine cannot move and makes an easy target.



## Assault Phase

### Overview

In the Assault Phase, players get to resolve close combats—armed engagements involving units which are in base-to-base contact with one another. This is akin to the Hand-to-Hand Combat phase of games like Warhammer 40,000.

The Assault Phase consists of the following three steps, each of which is covered in detail below:

- Determine initiative
- Resolve the first player's assault moves, close combats & firefights
- Resolve the second player's assault moves, close combats & firefights

### 1: Determine Initiative

Determine [Initiative](#) (25) in the standard fashion. Whoever has the Initiative has the choice of making Assault moves first or forcing his opponent to make his Assault moves first; you cannot make Assault moves with some of your troops and then make your opponent make Assault moves with his troops, etc.—it's all or nothing. Note in addition that the Initiative counter drawn in the Movement Phase and the counter drawn at the start of the Shooting Phase should both be left out of the draw this time.

### 2: Resolve First Player's Assault Moves

The first player makes his Assault moves.

### 3: Resolve Second Player's Assault Moves

The second player makes her Assault moves.

### Assault Moves

You may make another normal move with units that were given the Assault command in this turn's Movement Phase, and with all of your War Engines (note that War Engines always get to move in the Assault Phase). Moving in the Assault phase is subject to all the rules you used in the Movement Phase, except that enemy units may not [snap-fire](#) (30) in the Assault Phase. Remember that detachments with Blast markers on them may still not move unless they pass a Leadership test.

Units that have been given the [Assault](#) (42) command *must* move at least **5cm**, and in a direction towards an enemy—note that this doesn't have to be the nearest enemy. The exception to this is if the units can move less than this distance and get into a close combat. Assaulting units may not move *past* any enemy units unless those enemies have already been engaged in close combat by another unit friendly to the Assaulting unit.

### Charging into Close Combat

You can declare that any or all of your Assaulting detachments are charging into close combat in the Assault Phase. This is the only time that units are allowed to move into contact with enemy units. Infantry are allowed to move at double speed when they are charging into close combat if it will bring them into contact with the enemy (check this prior to moving the models).

### Close Combat

Close combats are fought whenever there are opposing detachments in base-to-base contact after a player has made all of his Assault Moves. If a detachment has any units in base contact with an enemy detachment, a close combat *must* be resolved between the two detachments. The close combat is resolved before the opposing player gets a chance to move his Assaulting units. The player with the Initiative decides which order close combats are resolved in.

Note that if units from more than one detachment are in base-to-base contact with a single enemy detachment at the end of a player's Assault Moves, work it out as a single large combat (in other words, when you total Assault values, you total them from all detachments involved).

## Assault Phase

Units may only be engaged in Close Combat by charging them or being charged by them in the Assault Phase. Use the following procedure for resolving Close Combats:

### Total Assault Values

Each player starts by adding up the Assault values of units in base-to-base contact with the enemy. A maximum of two units can “gang up” on each enemy unit. The exception to this is when ganging up on a War Engine; a number of units equal to up to half their starting Damage Capacity may gang up on a war engine, though units attacking a war engine in close combat must be in contact with the model or its base.

Any other units from the detachment involved in the combat which are within **15cm** of the enemy each add a further **+1** to the total, representing the effects of their supporting fire. Note that units within **15cm** which have the [Close Support](#) (42) ability may add their Firepower value instead of just **+1**. War Engines within **15cm** lend a Firepower value to the fight equal to half their current Damage Capacity. Each war engine may only support one close combat in each player’s Assault Phase.

### Work Out Bonuses

Each player may receive bonuses to the Assault total of their units. Consult the table below to compute bonuses:

Condition	Bonus
The opposing side has <b>5</b> or more Blast markers	<b>+1</b>
The opposing side has more Blast markers than your side	<b>+1</b>
Your own side has the most psykers fighting in or supporting the combat	<b>+1</b>
Your own total Assault value is higher than the enemy’s	<b>+1</b>
Your own total Assault value is at least double the enemy’s	<b>+1</b>
Your own total Assault value is at least triple the enemy’s	<b>+1</b>
Your own total Assault value is at least quadruple the enemy’s	<b>+1</b>

Note that these bonuses are cumulative, so if your side’s Assault value is three times that of the enemy’s, you get a **+3** bonus. Note additionally that Blast markers on any war engines involved in the close combat are not counted one way or another.

### Players Roll D6 and Apply Modifiers

Each player rolls a **D6** and adds the bonuses from the table above. Note that the Assault total computed initially is only used to compute the type of bonus one side receives and is not used further.

### Compute Difference and Place Blast Markers

The player with the highest total score has won the close combat. Place one Blast marker on each losing detachment for each point of difference in the two scores (for example, if Player A’s total was **6** and Player B’s total was **9**, Player A’s detachment takes **3** Blast markers). In the event of a tie, each detachment involved in the close combat is allocated one Blast marker and the **D6**’s are rolled again.

Note that the maximum number of Blast markers a detachment may suffer as a result of a close combat is equal to the number of units it had in base-to-base contact with the enemy. War engines lending supporting fire to the close combat never sustain any Blast markers as a result of it.

### Roll for Hits, Remove Casualties

Both sides take hits and casualties in a close combat, regardless of who won it. However, winning the fight gives you a distinct advantage in sustaining casualties. Each player rolls a **D6** for each unit he has in base-to-base contact with the enemy. In close combat, Armor values are ignored; instead, you get a hit if you equal or beat the hit number determined by the following table.

## Assault Phase

Combat Difference	Result	Hit Numbers	
		Winner	Loser
+1	Narrow Win	4+	4+
+2	Forced Back	3+	4+
+3	Driven Off	3+	5+
+4	Hurled Back	2+	5+
+5	Overwhelmed	2+	6+

Note that “Winner” means “the number the winning player needs to roll on **D6** to destroy an enemy unit”; likewise with “Loser”. War engines which are in base contact in a close combat roll a number of dice equal to half their remaining Damage Capacity (rounded up) instead of just one die. Note that a war engine cannot destroy more units than it is fighting even if it scores excess hits. Hits scored against war engines in close combat bypass all manner of shields; roll for Critical Damage as normal.

### Break Losing Detachments

All detachments on the losing side are considered Broken, and must retreat.

### Firefights

A firefight takes place if there is an enemy detachment within **15cm** of a player’s units after a player has resolved his close combats. Note that it is thus possible for a detachment to be involved in a close combat and then take part in a Firefight immediately afterwards! If a detachment has any units within **15cm** of an enemy detachment, a firefight *must* be resolved between the two detachments. When several firefights occur in the same turn, the player with the Initiative may determine in what order they are resolved.

Use the following procedure to resolve each firefight:

#### Total Firepower Values

Each player counts up the Firepower values for every unit she controls within **15cm** of the enemy. Each Super-Heavy Weapon involved in the Firefight only counts as having a Firepower of **1**; war engines may use any weapon batteries which have enemy units in their fire arc and who are within **15cm** towards this total.

#### Work Out Bonuses

Each player may receive a bonus to the Firefight; consult the chart below:

The opposing side has <b>5</b> or more Blast markers	+1
The opposing side has more Blast markers than your side	+1
Your own side has the most psykers fighting in or supporting the combat	+1
Your own total Firepower value is higher than the enemy’s	+1
Your own total Firepower value is at least double the enemy’s	+1
Your own total Firepower value is at least triple the enemy’s	+1
Your own total Firepower value is at least quadruple the enemy’s	+1

Note that these bonuses are cumulative, so if your side’s Firepower value is three times that of the enemy’s, you get a **+3** bonus.

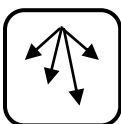
#### Each Player Rolls D6 and Applies Bonuses

Each player rolls a single **D6** and adds his/her bonus to the score.

#### Apply a Blast Marker and Hit, Break Losers

Whoever has the highest total after adding the bonus wins the Firefight. Each detachment involved on the losing side takes one hit on the unit in the detachment nearest to the enemy and receives one Blast marker. Losing detachments are also Broken and must retreat.

### Broken Detachments



Mark broken detachments with the appropriate face of the Order die (shown to the left). A detachment becomes broken if it loses a close combat or loses a firefight. A broken detachment must retreat the

## *Assault Phase*

instant it breaks, and may make a retreat move in a subsequent Movement Phase if the player desires and if it is still broken. Broken detachments are not allowed to move or shoot except for this retreat move, and has its Assault and Firepower values halved (rounded up) for close combats and firefights.

Units that are “out of command” are not affected if their parent detachment is broken. Conversely, if a unit that is out of command is broken, it is destroyed automatically with no other effects on the parent detachment.

### Retreat

A retreat move may be made up to **20cm** regardless of the normal Speed of the unit. Retreat moves may be made in any direction, and the normal terrain rules apply. Any units finishing their Retreat move within **15cm** of any enemy are removed as casualties.

## Rally Phase

### Overview

Very little happens in the Rally Phase, making it one of the quickest phases to resolve. This is more of a recuperation and upkeep style of phase where damage can be repaired and troops can recover from loss of morale and the fog of war. It is also the only phase in which Initiative is not determined.

The Rally Phase consists of the following four steps, each of which is covered in detail below:

- Roll to remove Blast markers
- Roll to rally Broken detachments
- Repair war engine damage & shields
- Check scenario victory conditions

### 1: Removing Blast Markers

Each player may remove **D6-1** Blast markers from each of his/her detachments that has Blast markers on it at the end of the turn. Since the order in which this is done does not matter, players do it simultaneously.

### 2: Rallying Broken Detachments

If a player controls one or more detachments that are [Broken](#) (37), he may attempt to bring them out of the condition by making them pass a Leadership test.

#### Leadership Tests

Roll a **D6**; if the roll is greater than the number of Blast markers on the Broken detachment, it has passed the test and is no longer Broken; remove the Order die and the detachment returns to normal. A detachment is not allowed to Rally if the number of Blast markers on it is equal to or greater than the number of units in it.

### 3: Repairing War Engine Damage

War Engines that have sustained Critical Damage with special results which include the phrase “until repaired” may attempt to repair each system damaged in such a manner. Roll a **D6** for each damaged system: it is repaired on a **4+**.

War Engines with damaged Void Shields may attempt to bring them back up again; roll a **D6** for each point of damage that has been done to a War Engine’s Void Shields; on a **4+**, the shield re-activates and the damage is effectively shrugged off.

### 4: Victory Checkpoint

Depending on what kind of game you are playing—and what Scenario you are playing—you may have already won or lost the game. Unless otherwise specified in the Scenario’s description, this is the only point in the turn where you can win or lose the game based on Victory Conditions.



## Unit Abilities

### Weapons

Some weapons confer certain bonuses or enable the use of certain abilities. These are all listed here.

#### Anti-Tank

Anti-Tank shots do not count towards normal Firepower and count instead as a Super Heavy Weapon. Each anti-tank firepower automatically rolls a die against its target, and penetrates armor on a **4+** instead of having to beat the target's Armor value. Despite the name, you may fire anti-tank shots against infantry or war engines with the same effect as firing them against vehicles.

#### Barrage

When a unit with Barrage firepower fires its weapons, take the Barrage template and place it over the target detachment any way you desire. Count the number of enemy units even partially under the template; the firing unit has a Firepower equal to this number. You must cover at least three foot trooper models of an infantry unit to count it in this score. The Firepower of a Barrage is added to the attacking detachment's Firepower; the barrage does *not* count as a super-heavy weapon for placing Blast markers.

#### Close Combat Weapon

War engines armed with close combat weapons double their Assault value if they are fighting against enemy war engines in close combat. If a war engine armed with a close combat weapon wins a close combat against an enemy war engine, it automatically inflicts Catastrophic Damage on it; make one roll against the losing war engine's table to see what happens.

#### Death Ray

Think of Death Rays as super anti-tank weapons. Each Death Ray shot counts as a Super-Heavy weapon, and always rolls one die against its target. On a **2+**, the Death Ray causes damage to the target, regardless of the target's Armor value. Death Ray hits always cause Critical Damage against war engines.

#### Disrupt

Roll a **D6** for each Disrupt weapon firing against a detachment; on a **4+**, place one Blast marker on the target in addition to any other Blast markers that would normally be placed. Disrupt weapons inflict no other damage.

#### Distortion Cannon

When a D-Cannon is fired, roll a **D6** and multiply the score by **5**; if this number beats or equals the target unit's basic Speed value, you've hit it (a roll of **6** is always a hit, and a **1** always a miss). War engines which are hit take a single Critical Hit, ignoring shields. Any other kind of target is destroyed.

#### Heavy Barrage

After firing, units with Heavy Barrage must wait a turn before firing again. Place a Barrage template as with a Barrage weapon, except count a Firepower equal to *twice* the number of enemy units under the template.

#### Mega Cannon

Place a Barrage template over the target unit(s). For each unit even partially under the template, roll a **D6**; if the roll equals or beats the unit's Armor value, the unit **1** point of damage. Infantry Armor bonuses for cover are ignored. Place one Blast marker on the detachment under fire for each unit under the template; these markers are in addition to any others that may be placed.

#### Pulsar

When fired, a Pulsar generates the equivalent of **D6 anti-tank** (41) shots, each of which may be fired against targets in range.

## Unit Abilities

### Ripper Tentacles

When in close combat with another war engine, the Ripper Tentacles can be wrapped around one close combat weapon of the enemy war engine's, preventing the opposing Titan from using it.

### Super Lifta Droppa

May be used to pick up and smash vehicles and war engines, but not infantry or flyers. In order to grab and lift a target, you must roll a **D6** and beat the target's Damage Capacity (1 for vehicles, 3 or more for war engines). If you succeed, the target can be moved up to **1cm** for each point your roll beats its Damage Capacity by, and the dropped. The dropped unit is destroyed automatically (roll for Catastrophic Damage on war engines). If any units are under the model when it is dropped, roll a **D6**; on a **4+**, they take a point of damage.

### Vortex Missile

Vortex Missiles are devastating one-shot weapons. When a Vortex Missile is fired, place a Barrage template over the target unit(s). Every unit under the template suffers the equivalent of **D6** [Death Ray](#) (41) hits. Once the Vortex Missile is fired, it is expended and may not be used again during the battle.

## Abilities

### Assault

Assault units count **+1** to their normal Assault value but their Range is reduced to **15cm**.

### Artillery

Artillery units are capable of Indirect Fire; they may fire at any target detachment within range even if they don't have a Line of Fire to it. They are also capable of making a special Preparatory Bombardment attack.

#### *Preparatory Bombardment*

Before the Movement Phase begins, place an Order Die with the Special Orders face up ("!") next to a detachment which includes one or more Artillery units that you wish to make a Preparatory Bombardment. The Artillery units in the detachment may not move this turn, and the non-Artillery units in the detachment are counted as being on [Overwatch](#) (29).

The Bombardment may be fired at the start of or at the end of the opposing player's Movement. Work out the attack using the normal Shooting rules, except that only Artillery units in the detachment may fire.

### Cavalry

Cavalry units have their Speed doubled, and during the Assault phase their speed is tripled if they charge into close combat. Cavalry are counted as vehicles as it's difficult to take cover behind vehicles when mounted on a horse, etc. Cavalry also add **+1** to their Armor value, up to a maximum of **6**.

### Close Support

Close Support units count their entire Firepower value in support during close combat, instead of simply adding **+1**. Note that they still use their Assault value if they are attacked directly so they do need to be used in support of other units.

### Flak

These are units designed to shoot down enemy Flyers. A detachment containing Flak units may be placed on Alert when flyer missions are being declared. If you want to do this, mark the detachment with an Order die showing Special Orders ("!"). Flak units on Alert may not move or fire in the Shooting Phase; they fire at flyers in the Movement Phase instead. Other units in a detachment on Alert count as being on Overwatch, so they may move up to **5cm** and re-roll any misses in the shooting phase. A Flak unit on Alert may shoot at enemy flyers if any part of their flight path is within the unit's Range. Roll **D6** per point of Firepower the Flak unit has; each die that equals or beats the flyer's Armor value scores a hit. A Flak unit can split its Firepower amongst several flyers if you wish. Once a Flak unit has rolled **D6** for each point of its Firepower, it has completed all of the firing it can do in one turn. See the Flyers section of the rules for more details on how Flyers operate.

## Unit Abilities

### Heavy Weapons

Units with Heavy Weapons ability add **+1** to their Firepower value, increase their Range to **45cm**, but halve their Assault value (rounded up).

### Hero

Heroes have a [Save](#) (43) and their Assault value is doubled.

### Infiltrators

Infiltrator units count as being “in command” distance if they are within **60cm** of their detachment HQ at the beginning of a phase, instead of the normal **30cm** range. They may also deploy up to **30cm** outside the normal deployment zone, or add **+30cm** to their first move if they are not deployed at the start of the battle. An Infiltrator unit which is more than **30cm** from its HQ unit is still destroyed if it is Broken in close combat or a firefight.

### Jump Packs

Units with Jump Packs have their normal Speed doubled and during the Assault phase their normal Speed is tripled if they charge into close combat. Because they can jump over terrain when they are moving, jump pack units may ignore the effects of a piece of terrain as long as they don't end their move on/in it.

### Psyker

In a close combat or a firefight, the side with the most psykers either supporting or participating will have a distinct advantage and gains a **+1** modifier. Also, Fate cards can be used to make special attacks with Psyker units.

### Rampage

Normally, a unit only rolls **1** die to try and score hits in close combat. However, a unit that has the Rampage ability rolls **2** dice to score hits. Rampage units are so berserk they may not retreat from combat; this means that Rampage units are always caught by the enemy and destroyed if they lose a close combat.

### Rapid Fire

Units with the Rapid Fire ability double their Firepower when they are on Overwatch. Heavy Weapons units may not use Rapid Fire.

### Save

Units with the Save ability get a saving throw against each hit inflicted on them; roll a **D6** for each hit, and if the roll is a **4+**, the hit is nullified. Blast markers are still placed on units which make their saves.

### Skimmer

A Skimmer unit may ignore terrain when it moves, but if it starts or ends its move in dangerous terrain it must still take a Dangerous Terrain test. A skimmer may also make a “pop-up attack” in the Shooting Phase, rising above any blocking terrain so that it can trace a Line of Fire over it when it shoots. A skimmer which has popped up may also be shot at, ignoring any intervening terrain. A popped-up skimmer returns to ground level at the end of the shooting phase.

### Stubborn

Stubborn units may re-roll the dice for any failed Leadership tests.

### Supreme Commander

Any detachment with its HQ unit within **30cm** of the Supreme Commander becomes Stubborn. Also, if the Supreme Commander fights in close combat or contributes his Firepower to a firefight then you may re-roll the dice for that close combat or firefight.

## Unit Abilities

### Transport- $n$

A unit with Transport capability may carry up to  $n$  Infantry units inside it. Embarking or disembarking a unit with Transport capability consumes **5cm** of both the (dis)embarking unit and the Transporting model. Note that a Transport unit does *not* gain the special abilities possessed by any units it is carrying.

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# Armies of the 41<sup>st</sup> Millenium



## Chaos

### Special Rules

#### Strategy Rating

A Chaos army normally has a Strategy Rating of **3**. This assumes Chaos Space Marines, Cultists and/or Daemons are present. If the force is completely made up of Chaos Space Marine detachments, its Strategy Rating is increased to **5**. If it comprises only Cultists and/or Daemon detachments, its Strategy Rating is lowered to **2**.

#### Allies

You may choose Allied detachments from the Orks detachment list. You may spend as many points as you wish on Allied support, provided that your opponent(s) agree that this is acceptable; any opponent has “veto authority” on your ability to use Allies at all.

### Unit Summaries

#### Chaos Space Marine Infantry

Unit	Speed	Range	Firepower	Assault	Armor	Notes
Chaos Space Marines	10	30	1	3	5+	Rapid Fire
Berzerkers	10	30	1	3	5+	Rapid Fire, Rampage, Assault
Noise Marines	10	30	1	3	5+	Heavy Weapons, Stubborn
Thousand Sons	10	30	1	3	5+	Rapid Fire, Stubborn
Veterans	10	30	1	3	5+	Rapid Fire, Infiltrators
Chaos Warmaster	10	30	1	3	5+	Rapid Fire, Hero, Commander
Chaos Lord	10	30	1	3	5+	Rapid Fire, Hero
Chaos Sorcerer	10	30	1	3	5+	Rapid Fire, Hero, Psyker

#### Chaos Space Marine Vehicles

Unit	Speed	Range	Firepower	Assault	Armor	Notes
CSM Bikers	35	15	1	2	4+	-
Dreadnought	15	45	1	5	6+	Rampage
Land Raider	20	45	(2)	2	6+	Anti-tank, Transport-2
Rhino	30	n/a	0	0	5+	Transport-2
Predator	30	45	2	1	6+	-
Khorne Engine	20	30	2	D3+3	6+	Rampage
Nurgle Engine	20	30-90	Disrupt	1	5+	Artillery
Slaanesh Engine	25	45	3	2	5+	-
Silver Tower	15	30	2	1	5+	Skimmer, Close Support
Chaos Artillery	10	90	Hvy Barrage	0	5+	Artillery

#### Chaos Space Marine Flyers

Unit	Speed	Range	Firepower	Assault	Armor	Notes
Doomwing	Flyer	15	2	4/2	4+	-
Firelord	Flyer	30	Hvy Barrage	1/3	5+	-

## Chaos

### Chaos Daemon Infantry

Unit	Speed	Range	Firepower	Assault	Armor	Notes
Daemon Prince	15	n/a	0	6	6+	Save
Bloodthirster	25	n/a	0	10	6+	Skimmer, Save, Rampage
Great Unclean One	10	15	2	8	6+	Save, Psyker
Keeper of Secrets	15	n/a	0	8	6+	Save, Psyker, Stubborn
Lord of Change	25	n/a	0	8	6+	Save, Psyker, Skimmer
Daemon	15	n/a	0	4	4+	Save
Bloodletter	15	n/a	0	4	4+	Save, Rampage
Flesh Hound <i>OR</i> Slaanesh Fiend	15	n/a	0	4	4+	Save, Cavalry
Flamers	15	n/a	0	4	4+	Save, Jump Packs
Daemonette <i>OR</i> Pink Horror <i>OR</i> Plaguebearer	15	n/a	0	4	4+	Save, Psyker

### Chaos Cultist Infantry

Unit	Speed	Range	Firepower	Assault	Armor	Notes
Cultist	10	30	1	1	3+	-
Demagogue	10	30	1	1	3+	Hero
Magus	10	30	1	1	3+	Psyker
Beastmen	10	n/a	0	2	4+	-
Beastmen Champion	10	n/a	0	2	4+	Assault

### Chaos Detachments

#### Chaos Space Marine Detachment

##### Command

You must make at least **1** choice from the following list. You must designate a detachment HQ for a cost of **+25** points.

Name	# of Units	Cost per Unit/Option
Chaos Lord (0-1x)	1	25
<i>Upgrade to Juggernaut of Khorne or Steed of Slaanesh*</i>	-	Free
<i>Mount in Rhino*</i>	1	+7
<i>Mount in Land Raider*</i>	1	+35
Tzeentch Sorcerer (0-1x)	1	35
<i>Upgrade to Disc of Tzeentch*</i>	-	Free
<i>Mount in a Rhino*</i>	1	+7
<i>Mount in Land Raider*</i>	1	+35

\*Pick up to **one** of these options.

\*\*Pick up to **one** of these options.

##### Main Force

Make up to **10** selections.

Name	# of Units	Cost per Unit/Option
Chaos Space Marine Terminator Squad	1	18
<i>Upgrade to Khorne Berserkers*</i>	-	+3
<i>Upgrade to Noise Marines*</i>	-	+9
<i>Upgrade to Thousand Sons*</i>	-	+2
<i>Mount in Land Raider</i>	1	+35
Chaos Space Marine Bikers Squad	1-3	10
Chaos Space Marine Squad	1-2	15
<i>Upgrade to Veterans*</i>	-	+1
<i>Upgrade to Khorne Berserkers*</i>	-	+2
<i>Upgrade to Noise Marines*</i>	-	+6

#### Chain of Command

Captain  
Sorcerer  
Chaos Terminators  
Chaos Space Marines  
Any other unit

## Chaos

Name	# of Units	Cost per Unit/Option
<i>Upgrade to Thousand Sons*</i>	-	+1
<i>Mount in Rhino</i>	1	+7

\*Pick up to **one** of these options.

### Support

Pick up to **10** of the following, but not more than the number of Main Force choices you made.

Name	# of Units	Cost per Unit/Option
Khorne Daemon Engine	1	26
Nurgle Daemon Engine	1	31
Slaanesh Daemon Engine	1	29
Chaos Artillery	1	50
Silver Tower	1	18
Chaos Space Marine Dreadnought	1	24
Chaos Space Marine Land Raider	1	35
Chaos Space Marine Predator	1	27

## Chaos Cultist Detachment

### Command

You must make **1** choice from the following list.

Name	# of Units	Cost per Unit/Option
Coven	1	32
<i>Include a Demagogue</i>	-	+8
<i>Include a Magus</i>	-	+10
<i>Mount in Chimera</i>	1	+14

### Chain of Command

Coven  
Cultists  
Any other unit

### Main Force

Make up to **10** selections.

Name	# of Units	Cost per Unit/Option
Cultist Squad	1-4	7
Beastman Squad	1-4	5
<i>Include Beastman Champion</i>	-	+1

### Support

Pick up to **5** of the following, but not more than the number of Main Force choices you made.

Name	# of Units	Cost per Unit/Option
Sentinel Squadron	1-3	8
Support Weapon Battery	1-3	13
Leman Russ Battle Tank	1	32
Demolisher Support Tank	1	22
Griffon Mortar Tank	1	19
Hellhound Flame Tank	1	12
Hydra Flak Tank	1	24
Chimera Troop Transport	1	14

## Daemon Detachment

### Command

You must choose a detachment HQ, subject to the Chain of Command and at a cost of **+25** points.

### Chain of Command

Greater Daemon  
Daemon

### Main Force

Choose up to **5** of the following Daemon Packs:

Name	# of Units	Cost per Unit/Option
Khorne Daemon Pack	Choose 1-5 of the following	
<i>Bloodthirster Greater Daemon</i>	1	29
<i>Bloodletters</i>	1	11
<i>Flesh Hounds</i>	1	16
Nurgle Daemon Pack	Choose 1-5 of the following	

Chaos

Name	# of Units	Cost per Unit/Option
<i>Great Unclean One Greater Daemon</i>	1	27
<i>Plaguebearers</i>	1	15
Slaaesh Daemon Pack	Choose 1-5 of the following	
<i>Keeper of Secrets Greater Daemon</i>	1	25
<i>Daemonettes</i>	1	15
<i>Fiends</i>	1	16
Tzeentch Daemon Pack	Choose 1-5 of the following	
<i>Lord of Change Greater Daemon</i>	1	27
<i>Pink Horrors</i>	1	15
<i>Flamers</i>	1	14

Chaos Flyer Detachment

*Command*

You must assign a detachment HQ at a cost of +25 points and subject to the detachment's Chain of Command.

**Chain of Command**

Firelord  
Doomwing

*Main Force*

Make up to 5 selections.

Name	# of Units	Cost per Unit/Option
Firelord	1	53
Doomwing	1	31

Chaos Engine Detachment

*Command*

You must assign a detachment HQ, subject to the Chain of Command and at a cost of +25 points.

**Chain of Command**

Detachment HQ  
Any Main Force unit  
Any other unit

*Main Force*

Make up to 10 selections.

Name	# of Units	Cost per Unit/Option
Khorne Daemon Engine	1	26
Nurgle Daemon Engine	1	45
Slaanesh Daemon Engine	1	29
Silver Tower	1	18
Chaos Artillery	1	50

*Support*

Pick up to 10 of the following, but not more than the number of Main Force choices you made.

Name	# of Units	Cost per Unit/Option
Chaos Space Marine Squad	1-2	15
<i>Mount in Rhino</i>	1	+7
<i>Upgrade to Veterans*</i>	-	+1
<i>Upgrade to Khorne Berserkers*</i>	-	+2
<i>Upgrade to Noise Marines*</i>	-	+6
<i>Upgrade to Thousand Sons*</i>	-	+1

\*Pick up to **one** of these options.

Chaos Space Marine Armored Detachment

*Command*

You must assign a detachment HQ, subject to the Chain of Command and at a cost of +25 points.

**Chain of Command**

Land Raider  
Predator  
Chaos Space Marines

*Main Force*

Make up to 10 selections.

## Chaos

Name	# of Units	Cost per Unit/Option
Chaos Space Marine Dreadnought	1	24
Chaos Space Marine Land Raider	1	35
Chaos Space Marine Predator	1	27

### Support

Pick up to **10** of the following, but not more than the number of Main Force choices you made.

Name	# of Units	Cost per Unit/Option
Chaos Space Marine Squad	1-2	15
<i>Mount in Rhino</i>	1	+7
<i>Upgrade to Veterans*</i>	-	+1
<i>Upgrade to Khorne Berserkers*</i>	-	+2
<i>Upgrade to Noise Marines*</i>	-	+6
<i>Upgrade to Thousand Sons*</i>	-	+1

\*Pick up to **one** of these options.

### Chaos War Engine Detachment

#### Command

You may assign any unit in the detachment as the HQ at no points cost.

**Chain of Command**  
N/A

#### Main Force

Choose **1** and only **1** of the following.

Name	# of Units	Cost per Unit/Option
Nurgle Plague Tower	1	170
Warhound Titan	1-2	200
Reaver Titan	1	390
Khorne Lord of Battles	1	225
Warlord Titan	1	555
Khorne Banelord Titan	1	545
Slaanesh Scout Titan	Choose up to 2 of the following	
<i>Subjugator Scout Titan</i>	1	160
<i>Questor Scout Titan</i>	1	135

### Supreme Commander

#### Command

You must make **1** and only **1** choice from the following list.

Name	# of Units	Cost per Unit/Option
Chaos Space Marine Warmaster	1	50
<i>Mount in Rhino*</i>	1	+7
<i>Mount in Land Raider*</i>	1	+35
<i>Upgrade to Juggernaut of Khorne or Steed of Slaanesh*</i>	-	Free
<i>Upgrade to Disc of Tzeentch*</i>	-	Free
Daemon Prince (you may choose up to <b>2</b> of the following abilities)	1	45
<i>Assault</i>	-	+2
<i>Psyker</i>	-	+10
<i>Rampage</i>	-	+2
<i>Skimmer</i>	-	+3

\*Pick up to **one** of these options.

#### Bodyguard

Make up to **1** selection.

Name	# of Units	Cost per Unit/Option
Chaos Space Marine Terminator Squad	1	18
<i>Upgrade to Khorne Berserkers*</i>	-	+3
<i>Upgrade to Noise Marines*</i>	-	+9

**Chain of Command**  
The Commander and its bodyguard form a separate detachment.  
Detachments whose HQ is within 30cm of the Commander become Stubborn. If the Commander participates in an assault or firefight, you may re-roll the dice for that combat.

Chaos

Name	# of Units	Cost per Unit/Option
<i>Upgrade to Thousand Sons*</i>	-	+2
<i>Mount in Land Raider</i>	1	+35
Chaos Space Marine Squad	1-2	15
<i>Upgrade to Veterans*</i>	-	+1
<i>Upgrade to Khorne Berserkers*</i>	-	+2
<i>Upgrade to Noise Marines*</i>	-	+6
<i>Upgrade to Thousand Sons*</i>	-	+1
<i>Mount in Rhino</i>	1	+7

*\*Pick up to **one** of these options.*

## Eldar

### Special Rules

#### A Dying Race

The Eldar are not a numerous people, and every loss in battle brings them a step closer to the extinction they battle so fiercely. Wherever possible, they must recover the spirit stones of the fallen to place in their Craftworld's infinity matrix.

The Eldar must deduct the Morale Value of any detachments reduced to half strength from their army morale as normal. In addition, if a detachment is wiped out (or if a war engine is wrecked or destroyed), the Eldar's Army Morale is reduced by an additional **D3** points to represent the fact that the spirit stones are lost forever.

#### Strategy Rating

An Eldar army has a Strategy Rating of **5**.

#### Detachment Cards

Eldar detachments are smaller than those of other races because of their desperate lack of numbers. To illustrate this, Eldar Detachment Cards are slightly different from the standard ones. You are limited to **5** lines of Main Force entries and **5** lines of Support entries, but otherwise the cards are very similar.

#### Allies

You may choose Allied detachments from the Forces of the Imperium detachment list. You may spend as many points as you wish on Allied support, provided that your opponent(s) agree that this is acceptable; any opponent has "veto authority" on your ability to use Allies at all.

### Unit Summaries

#### Eldar Infantry

Unit	Speed	Range	Firepower	Assault	Armor	Notes
Avatar	15	-	0	8	6+	Save, Rampage, Commander
Guardians	15	15	2	1	3+	-
Farseer	15	15	2	1	3+	Hero, Psyker
Warlock	15	15	2	1	3+	Psyker
Wraithguard	10	15	(1)	3	6+	Anti-tank
Scouts	15	30	1	1	4+	Infiltrators
Support Platform	10	45	(1)	0	4+	Anti-tank
Aspect Warriors	15	15	1	4	4+	
Swooping Hawks/Warp Spiders	15	15	1	4	4+	Jump Packs
Dark Reapers	15	15	1	4	4+	Heavy Weapons
Exarch	15	15	1	4	4+	Assault
Great Harlequin	15	15	1	4	4+	Hero
Shadow Seer	15	15	1	4	4+	Hero, Psyker
Death Jester	15	15	1	4	4+	Heavy Weapons
Solitaire	15	15	1	4	4+	Assault

## Eldar

### Eldar Vehicles

Unit	Speed	Range	Firepower	Assault	Armor	Notes
Falcon	30	45	2	1	5+	Skimmer, Transport-1
Wave Serpent	30	30	Disrupt	2	6+	Skimmer, Transport-2
Night Spinner	30	90	Disrupt	1	5+	Skimmer, Artillery
Fire Prism	30	45	(1)	1	5+	Skimmer, Flak, Anti-tank
Dreadnought	20	45	2	4	6+	-
War Walker	20	45	2	0	6+	-
Jetbikes	40	15	2	1	4+	Skimmer
Vypers	40	30	2	1	4+	Skimmer

### Eldar Flyers

Unit	Speed	Range	Firepower	Assault	Armor	Notes
Night Wing	Flyer	15	2	4/2	5+	-
Phoenix	Flyer	30	6	2/2	5+	-
Vampire	Flyer	30	6	1/2	5+	Transport-4

### Eldar Detachments

#### Eldar War host

##### Command

You must make **1** choice from the following list, and assign a detachment HQ at the cost of **+25** points.

Name	# of Units	Cost per Unit/Option
Farseer	1	50
<i>Mount in a Falcon*</i>	1	+29
<i>Mount in a Wave Serpent*</i>	1	+28
<i>Upgrade to a Vyper*</i>	-	+14

*\*Pick up to one of these options.*

##### Main Force

You may make up to **5** choices.

Name	# of Units	Cost per Unit/Option
Eldar Guardian Squad	1-2	8
<i>Mount in a Falcon*</i>	1	+29
<i>Mount in a Wave Serpent*</i>	1	+28
<i>Include a Warlock in up to one unit</i>	-	+10
<i>Upgrade to a Jetbike unit*</i>	-	+7
Eldar Scout Squad	1-2	10
Aspect Warrior Squad	1	10
<i>Upgrade to Jump Packs*</i>	-	+4
<i>Upgrade to Heavy Weapons*</i>	-	+10
<i>Mount in a Falcon**</i>	1	+29
<i>Mount in a Wave Serpent**</i>	1	+28
<i>Include an Exarch</i>	-	+1
<i>Include a Warlock</i>	-	+10
Falcon	1	29

*\*Pick up to one of these options.*

*\*\*Pick up to one of these options.*

##### Support

You may make up to **5** choices, but not in excess of the number of Main Force choices.

Name	# of Units	Cost per Unit/Option
Aspect Warrior Squad	1	10
<i>Upgrade to Jump Packs*</i>	-	+4
<i>Upgrade to Heavy Weapons*</i>	-	+10
<i>Mount in a Falcon**</i>	1	+29

#### Chain of Command

Farseer

Any unit w/a Warlock

Any unit w/an Exarch

Any other unit

Eldar

Name	# of Units	Cost per Unit/Option
<i>Mount in a Wave Serpent**</i>	1	+28
<i>Include an Exarch</i>	-	+1
<i>Include a Warlock</i>	-	+10
Wraithguard Squad	1	19
<i>Mount in a Falcon*</i>	1	+29
<i>Mount in a Wave Serpent*</i>	1	+28
<i>Include a Warlock</i>	-	+10
Falcon	1	29
Vyper	1	22
Dreadnought Group	1-2	28
War Walker Group	1-2	24
Support Platform Battery	1-3	15
Night Spinner	1	41
Fire Prism	1	35
Wave Serpent	1	28

\*Pick up to **one** of these options.

\*\*Pick up to **one** of these options.

Eldar Harlequin Detachment

*Command*

You must make **1** choice from the following list, and assign a detachment HQ at the cost of +25 points.

Name	# of Units	Cost per Unit/Option
Great Harlequin	1	45
<i>Upgrade to a Vyper</i>	-	+15
Shadow Seer	1	55
<i>Upgrade to a Vyper</i>	-	+15

**Chain of Command**

Great Harlequin  
Shadow Seer  
Any unit w/Solitaire  
Any unit w/Warlock  
Any unit w/Death Jester  
Any other Harlequin unit

*Main Force*

You may make up to **5** choices.

Name	# of Units	Cost per Unit/Option
Harlequin Squad	1-2	10
<i>Mount in a Wave Serpent**</i>	1	+28
<i>Include a Solitaire in one unit*</i>	-	+1
<i>Include a Warlock in one unit*</i>	-	+10
<i>Include a Death Jester in one unit*</i>	-	+10
<i>Upgrade to Jetbikes**</i>	-	+5

\*Pick up to **one** of these options. If you choose one of these, you may not choose Jetbikes.

\*\*Pick up to **one** of these options.

Eldar Titan Detachment

*War Engines*

You must make up to **1** choice.

Name	# of Units	Cost per Unit/Option
Revenant Scout Titan	1-2	185
Phantom Titan	1	380
<i>Upgrade to Warlock Titan</i>	-	+10

**Chain of Command**

N/A

Eldar Engines of Vault

*Main Force*

You must make up to **1** choice.

Name	# of Units	Cost per Unit/Option
Cobra or Scorpion Super-Heavy Gravitank	1-2	110

**Chain of Command**

N/A

## Eldar

### Eldar Fleet

#### Command

You must assign a detachment HQ at a cost of +25 points and subject to the Chain of Command.

#### Main Force

You may make up to 5 choices.

Name	# of Units	Cost per Unit/Option
Nightwing Interceptor	1	40
Phoenix Bomber	1	50
Vampire Raider	1	60

#### Chain of Command

HQ  
Any other unit

### Eldar Commander

#### Command

You may choose up to 2 commanders, either of which may be made the detachment's HQ.

Name	# of Units	Cost per Unit/Option
Avatar	1	40
Farseer (0-1x)	1	50
<i>Mount in a Falcon*</i>	1	+29
<i>Mount in a Wave Serpent*</i>	1	+28
<i>Upgrade to a Vyper*</i>	-	+15

\*Pick up to **one** of these options.

#### Main Force

You may make up to 4 choices.

Name	# of Units	Cost per Unit/Option
Eldar Guardian Squad	1-2	8
<i>Mount in a Falcon*</i>	1	+29
<i>Mount in a Wave Serpent*</i>	1	+28
<i>Include a Warlock in up to one unit</i>	-	+10
<i>Upgrade to a Jetbike unit*</i>	-	+7
Wraithguard Squad	1	19
<i>Mount in a Falcon*</i>	1	+29
<i>Mount in a Wave Serpent*</i>	1	+28
<i>Include a Warlock</i>	-	+10
Aspect Warrior Squad	1	10
<i>Upgrade to Jump Packs*</i>	-	+4
<i>Upgrade to Heavy Weapons*</i>	-	+10
<i>Mount in a Falcon**</i>	1	+29
<i>Mount in a Wave Serpent**</i>	1	+28
<i>Include an Exarch</i>	-	+1
<i>Include a Warlock</i>	-	+10
Dreadnought	1	28
Vyper	1	22
Falcon	1	29

\*Pick up to **one** of these options.

\*\*Pick up to **one** of these options.

#### Chain of Command

Commander  
Any unit w/Warlock  
Any unit w/Exarch  
Any Aspect Warrior  
Any other unit

## Forces of the Imperium

### Special Rules

#### Merged Forces

No longer are the twin fists of the Emperor separated; the Imperial Guard and the Space Marines fight side by side in Epic 40,000. You may choose freely from the detachment lists of both armies; they are separated simply to avoid confused questions like “since when did Space Marines use Hellhound tanks?”

#### Strategy Rating

If your Imperium army is comprised entirely of Space Marine detachments, its Strategy Rating is **5**. If your army is entirely Imperial Guard detachments, its Strategy Rating is **2**. Mixed forces have a Strategy Rating of **4**.

#### Allies

You may choose Allied detachments from the Eldar detachment list. You may spend as many points as you wish on Allied support, provided that your opponent(s) agree that this is acceptable; any opponent has “veto authority” on your ability to use Allies at all.

### Unit Summaries

#### Imperial Guard Infantry

Unit	Speed	Range	Firepower	Assault	Armor	Notes
Inquisitor Lord	10	30	1	3(6)	5	<a href="#">Hero</a> (43), <a href="#">Rapid Fire</a> (43), <a href="#">Stubborn</a> (43), <a href="#">Commander</a> (43)
Imperial Guard	10	30	1	1	3	-
Colonel <i>OR</i> Commissar General	10	30	1	1	3	<a href="#">Hero</a> (43), <a href="#">Commander</a> (43)
Heavy Weapon Squad	10	30	1	1	3	<a href="#">Heavy Weapons</a> (43)
Rough Riders	10	30	1	1	3	<a href="#">Cavalry</a> (42)
Ratlings	10	30	1	1	3	<a href="#">Infiltrators</a> (43)
Ogryns	10	15	1	4	5	-

#### Imperial Guard Vehicles

Unit	Speed	Range	Firepower	Assault	Armor	Notes
Leman Russ	25	45	3	1	6	-
Demolisher	15	15	4	1	6	<a href="#">Close support</a> (42)
Chimera	25	45	1	1	5	<a href="#">Transport</a> (44)-2
Hellhound	20	15	3	1	5	<a href="#">Close support</a> (42)
Griffon	25	30	<a href="#">Barrage</a> (41)	0	5	<a href="#">Artillery</a> (42)
Sentinel	20	30	1	1	4	-
Heavy Artillery	15	90	<a href="#">Barrage</a> (41)	0	5	<a href="#">Artillery</a> (42)
Siege Artillery	10	45-125	<a href="#">Hvy Barrage</a> (41)	0	5	<a href="#">Artillery</a> (42)
Deathstrike Launcher	15	U/L	-	0	5	<a href="#">Vortex Missile</a> (42)
Hydra	15	30	3	1	5	<a href="#">Flak</a> (42)

#### Imperial Guard Flyers

Unit	Speed	Range	Firepower	Assault	Armor	Notes
Marauder	Flyer	30	5	2/2	5	-
Thunderbolt	Flyer	15	2	3/2	5	-

#### Imperial Guard War Machines

##### *Imperial Leviathan*

Speed	Armor	Shields	Dmg Cap.	Assault	Transport
10	6+	Void-4	8	6	6

## Forces of the Imperium

### Space Marine Infantry

Unit	Speed	Range	Firepower	Assault	Armor	Notes
Space Marines	10	30	1	3	5	<a href="#">Rapid Fire</a> (43), <a href="#">Stubborn</a> (43)
Chapter Master	10	30	1	3	5	<a href="#">Hero</a> (43), <a href="#">Commander</a> (43)
Captain	10	30	1	3	5	<a href="#">Hero</a> (43)
Librarian	10	30	1	3	5	<a href="#">Hero</a> (43), <a href="#">Psyker</a> (43)
Devastator Squad	10	30	1	3	5	<a href="#">Heavy Weapons</a> (43), no Rapid Fire
Assault Squad	10	30	1	3	5	<a href="#">Assault</a> (42), <a href="#">Jump Packs</a> (43)
Terminators	10	30	1	3	5	<a href="#">Save</a> (43)
Scouts	10	30	1	3	5	<a href="#">Infiltrators</a> (43)
Support Weapons	10	45	(1)	0	4	<a href="#">Anti-tank</a> (41)

All Space Marine Infantry units have Rapid Fire and Stubborn.

### Space Marine Vehicles

Unit	Speed	Range	Firepower	Assault	Armor	Notes
Land Raider	20	45	(2)	2	6	<a href="#">Anti-tank</a> (41), <a href="#">Transport</a> (44)-2
Whirlwind	30	45	Barrage	0	5	<a href="#">Artillery</a> (42)
Razorback	30	45	1	1	5	<a href="#">Transport</a> (44)-1
Predator	30	45	2	1	6	-
Vindicator	25	15	3	1	6	<a href="#">Close support</a> (42)
Bike Squadron	35	15	1	2	4	-
Attack Bike	30	30	2	1	4	-
Land Speeder	35	30	2	1	4	<a href="#">Skimmer</a> (43)
Dreadnought	15	45	2	4	6	-
Rhino	30	n/a	0	0	5	<a href="#">Transport</a> (44)-2

### Space Marine Flyers

Unit	Speed	Range	Firepower	Assault	Armor	Notes
Thunderhawk	Flyer	30	8	¼	6	<a href="#">Transport</a> (44)-6

### Imperial Guard Detachments

Keep in mind that you may spend as many points as you desire on whatever kind of detachments you desire—provided that you follow the rules for selecting units for each detachment and do not fill more spaces than are provided in the Detachment Record Sheet.

#### Infantry Detachment

##### Command

You may make between **1** and **3** choices from the following list. You must spend **+25 points** to designate any unit that is part of the detachment as its HQ, subject to the Chain of Command.

##### Chain of Command

Captain  
Command Squad  
any squad w/Commissar  
Imperial Guard  
any other unit

*Forces of the Imperium*

Name	# of Units	Cost per Unit/Option
Command Squad	1	32
<i>Include Captain (Hero)</i>	-	+5
<i>Include Primaris (Psyker)</i>	-	+10
<i>Mount in Chimera</i>	-	+14
<i>Upgrade to Rough Riders (Assault, Cavalry)</i>	-	+4

*Main Force*

You may make up to **3** choices for each Command Squad in the Detachment.

Name	# of Units	Cost per Unit/Option
Imperial Guard Heavy Weapon Squad	1	14
<i>Mount in Chimera</i>	-	+14
<i>Include Commissar (Hero)</i>	-	+6
Imperial Guard Squad	2	7
<i>Mount in Chimera</i>	-	+14
<i>Include Commissar (Hero) in one unit</i>	-	+6
Rough Rider Squad	1	10

*Support*

You may make up to **10** choices, but not in excess of the number of Main Force choices.

Name	# of Units	Cost per Unit/Option
Ratling Squad	1	8
Ogryn Squad	1	10
Sentinel Squadron	1-5	8
Support Weapon Battery	1-3	13
Leman Russ Battle Tank	1	32
Demolisher Tank	1	22
Hellhound Tank	1	12
Hydra Flak Tank	1	28

Tank Detachment

*Command*

Any unit that is a part of the detachment can be designated as the detachment HQ for an additional cost of **+25 points**, subject to the Chain of Command. You must choose a commanding unit.

**Chain of Command**  
 Leman Russ tank  
 Any other Main Force unit  
 Any other unit

*Main Force*

Choose up to **10** squadrons.

Name	# of Units	Cost per Unit/Option
Leman Russ Squadron	1-3	32
Demolisher Squadron	1-3	22
Griffon Squadron	1-3	19
Hellhound Squadron	1-3	12

*Support*

Make up to **10** choices, not to exceed the number of Main Force selections.

Name	# of Units	Cost per Unit/Option
Imperial Guard Squad	2	7
<i>Include Commissar in one unit</i>	-	+6
<i>Mount in Chimera</i>	1	+14
Imperial Guard Heavy Weapons Squad	1	14
<i>Include Commissar</i>	-	+6
<i>Mount in Chimera</i>	1	+14
Sentinel Squadron	1-5	8
Support Weapon Battery	1-3	13
Heavy Artillery Unit	1	41
Siege Artillery Unit	1	54
Deathstrike Missile Launcher	1	53

*Forces of the Imperium*

Name	# of Units	Cost per Unit/Option
Hydra Flak Tank	1	28

**Artillery Detachment**

*Command*

Any unit that is part of the detachment may serve as its HQ for an additional cost of **+25 points**; you must choose a commander in this fashion.

**Chain of Command**

Any Main Force unit

Any other unit

*Main Force*

Make up to **10** choices.

Name	# of Units	Cost per Unit/Option
Heavy Artillery Unit	1	41
Siege Artillery Unit	1	54
Deathstrike Missile Launcher	1	53
Griffon Squadron	1-3	19

*Support*

Make up to **10** choices, not to exceed the number of Main Force choices.

Name	# of Units	Cost per Unit/Option
Imperial Guard Squad	2	7
<i>Include Commissar in one unit</i>	-	+6
<i>Mount in Chimera</i>	1	+14
Imperial Guard Heavy Weapons Squad	1	14
<i>Include Commissar</i>	-	+6
<i>Mount in Chimera</i>	1	+14
Leman Russ Battle Tank Squadron	1-3	32
Hydra Flak Tank	1	28

**Titan Legion Detachment**

*War Engines*

Choose one only. Since a Titan Legion Detachment only has one unit, it lacks an HQ and is never considered to be **out of command**.

**Chain of Command**

n/a

Name	# of Units	Cost per Unit/Option
Warhound Titan	1-2	200
Reaver Titan	1	390
Warlord Titan	1	555
Adeptus Mechanicus Ordinatus	1	200
Imperator Titan	1	900

**Super Heavy Tank Company**

*Command*

Select one unit from the Company to act as the HQ.

**Chain of Command**

HQ-Designated unit

Any other unit

*War Engines*

Make one choice only.

Name	# of Units	Cost per Unit/Option
Leviathan	1	330
Super Heavy Tank	1-4	110

**Air Detachment**

*Command*

Any unit that is part of the Detachment may be designated as its HQ for an additional cost of **+25 points**; you must choose a commander in this fashion.

**Chain of Command**

HQ-Designated unit

Any other unit

*Main Force*

Make up to **10** choices.

## Forces of the Imperium

Name	# of Units	Cost per Unit/Option
Thunderhawk Gunship	1	80
Marauder Fighter/Bomber	1	45
Thunderbolt Fighter	1	30

### Space Marine Detachments

#### Space Marine Detachment

##### Command

You may make between **1** and **3** choices from the following list. You must spend **25 points** to designate one of your selections as the Detachment's HQ, subject to the Chain of Command.

Name	# of Units	Cost per Unit/Option
Space Marine Captain	1	25
<i>Mount in Rhino*</i>	1	+7
<i>Mount in Razorback*</i>	1	+15
<i>Mount in Land Raider*</i>	1	+35
Upgrade to Jump Packs	-	+0
Upgrade to Bike unit	-	+0
Space Marine Librarian	1	35
<i>Mount in Rhino*</i>	1	+7
<i>Mount in Razorback*</i>	1	+15
<i>Mount in Land Raider*</i>	1	+35
<i>Upgrade to Jump Packs**</i>	-	+0
<i>Upgrade to Bike unit**</i>	-	+0

\*Pick up to **one** of these options.

\*\*Pick up to **one** of these options.

##### Main Force

Make up to **10** selections.

Name	# of Units	Cost per Unit/Option
Space Marine Terminator Squad	1	19
<i>Mount in Land Raider</i>	1	+35
Space Marine Squad	2	15
<i>Mount in Rhino*</i>	1	+7
<i>Upgrade both to Assault (Assault, Jump Packs)*</i>	-	+4
<i>Upgrade both to Devastators (Heavy Wpns)*</i>	-	+10
<i>Space Marine Bike Squad</i>	1-3	10
<i>Space Marine Scout Squad</i>	1	16

\*Pick up to **one** of these options.

##### Support

Pick up to **10** of the following, but not more than the number of Main Force choices you made.

Name	# of Units	Cost per Unit/Option
Land Speeder Squadron	1-3	20
Attack Bike Squadron	1-3	10
Support Weapon Battery	1-3	13
Dreadnought	1	27
Land Raider	1	35
Predator	1	27
Razorback	1	15
Whirlwind	1	26
Vindicator	1	22

### Armor Detachment

#### Chain of Command

Captain  
 Librarian  
 Terminators  
 Space Marines  
 Any other unit

## Forces of the Imperium

### Command

You must spend **25 points** to designate one of your selections as the Detachment's HQ, subject to the Chain of Command. You must pick one or both of the following units, and designate one of them as the HQ:

### Chain of Command

Captain  
 Librarian  
 Land Raiders  
 Land Speeders  
 Any other unit

Name	# of Units	Cost per Unit/Option
Captain	1	25
<i>Mount in Rhino*</i>	1	+7
<i>Mount in Razorback*</i>	1	+15
<i>Mount in Land Raider*</i>	1	+35
<i>Upgrade to Bike unit*</i>	-	+0
Librarian	1	35
<i>Mount in Rhino*</i>	1	+7
<i>Mount in Razorback*</i>	1	+15
<i>Mount in Land Raider*</i>	1	+35
<i>Upgrade to Bike unit*</i>	-	+0

\*Pick up to **one** of these options.

### Main Force

Choose up to **10** of the following squadrons.

Name	# of Units	Cost per Unit/Option
Land Speeder Squadron	1-3	20
Attack Bike Squadron	1-3	10
Land Raider Squadron	1-3	35
Predator Squadron	1-3	27
Whirlwind Squadron	1-3	26
Razorback Squadron	1-3	15
Vindicator Squadron	1-3	22

### Support

You may pick up to **10** of the following, but not more than the number of choices you made in the Main Forces section.

Name	# of Units	Cost per Unit/Option
Terminator Squad	1	19
<i>Mount in Land Raider</i>	1	35
Space Marine Squad	2	15
<i>Mount in Rhino</i>	1	+7
<i>Upgrade both to Assault (Assault, Jump Packs)</i>	-	+4
<i>Upgrade both to Devastators (Heavy Wpns)</i>	-	+10
<i>Bike Squad</i>	1-3	10

## Special Detachments

### Supreme Commander Unit

#### Commanders

You may include up to **1** Supreme Commander. Whichever model you pick is automatically the Detachment's HQ.

### Chain of Command

Commander  
 Bodyguard

Name	# of Units	Cost per Unit/Option
Chapter Master	1	50
<i>Mount in Rhino*</i>	1	+7
<i>Mount in Razorback*</i>	1	+15
<i>Mount in Land Raider*</i>	1	+35
<i>Upgrade to Jump Packs**</i>	-	+0
<i>Upgrade to Bike unit**</i>	-	+0
<i>Upgrade to Land Speeder**</i>	-	+0
Imperial Guard Colonel	1	40
<i>Mount in Chimera*</i>	1	+14

*Forces of the Imperium*

Name	# of Units	Cost per Unit/Option
<i>Include a Primaris Psyker (+Psyker)*</i>	-	+10
<i>Upgrade to Leman Russ Battle Tank*</i>	-	+26
Commissar-General	1	40
<i>Mount in Chimera*</i>	1	+14
<i>Upgrade to a Leman Russ Battle Tank*</i>	-	+26
Inquisitor Lord	1	50
<i>Mount in Rhino*</i>	1	+7
<i>Mount in Chimera*</i>	1	+14
<i>Mount in Razorback*</i>	1	+15
<i>Mount in Land Raider*</i>	1	+35
<i>Upgrade to Ordo Malleus (+Psyker)</i>	-	+10
<i>Upgrade to Bike unit*</i>	-	+0
<i>Upgrade to Land Speeder*</i>	-	+0

\*You may pick up to **one** of these options.

\*\*You may pick up to **one** of these options.

*Space Marine Bodyguard*

You may choose up to **1** Space Marine bodyguard or squadron for a Space Marine Chapter Master or Inquisitor Lord.

Name	# of Units	Cost per Unit/Option
Terminator Squad	1	19
<i>Mount in Land Raider</i>	1	+35
Bike Squad	1-3	10
Land Speeder Squadron	1-3	20
Attack Bike Squadron	1-3	10

*Imperial Guard Bodyguards*

You may choose up to **2** Imperial Guard bodyguard squads for an Imperial Guard Colonel, Commissar General or Inquisitor Lord.

Name	# of Units	Cost per Unit/Option
Imperial Guard Squad	2	7
<i>Mount in Chimera</i>	1	+14
Imperial Guard Heavy Weapon Squad	1	14
<i>Mount in Chimera</i>	1	+14
Ogryn Squad	1	10
Rough Rider Squad	1	10



## Orks

### Special Rules

#### Strategy Rating

Ork armies have a Strategy Rating of **3**.

#### Allies

You may choose Allied detachments from the Chaos detachment list. You may spend as many points as you wish on Allied support, provided that your opponent(s) agree that this is acceptable; any opponent has “veto authority” on your ability to use Allies at all.

### Unit Summaries

#### Ork Infantry

Unit	Speed	Range	Firepower	Assault	Armor	Notes
Orks	10	30	1	2	4+	-
Warlord	10	30	1	2	4+	<a href="#">Hero</a> (43), <a href="#">Commander</a> (43)
Warphead	10	30	1	2	4+	<a href="#">Hero</a> (43), <a href="#">Psyker</a> (43)
Warboss/Nobz	10	30	1	2	4+	<a href="#">Hero</a> (43)
Weirdboy	10	30	1	2	4+	<a href="#">Psyker</a> (43)
Shooty Boyz	10	30	1	2	4+	<a href="#">Heavy Weapons</a> (43)
Stormboyz	10	30	1	2	4+	<a href="#">Assault</a> (42), <a href="#">Jump Packs</a> (43)
Kommandos	10	30	1	2	4+	<a href="#">Infiltrators</a> (43)
Boarz	10	30	1	2	4+	<a href="#">Assault</a> (42), <a href="#">Cavalry</a> (42)
Skarboyz	10	30	1	2	4+	<a href="#">Assault</a> (42)
Gretchin	10	15	1	1	3+	-
Big Gunz	10	45	2	0	4+	<a href="#">Artillery</a> (42)
Pulsa Rokkit	10	45	<a href="#">Disrupt</a> (41)	0	4+	<a href="#">Artillery</a> (42)

#### Ork Vehicles

Unit	Speed	Range	Firepower	Assault	Armor	Notes
Bikeboyz	35	45	1	1	4+	-
Buggy	35	30	1	1	4+	-
Battlewagon	25	45	1	2	5+	-
Mekboy Speedsta	30	30	1	1	6+	Weapon options
Dreadnought	15	45	1	3	5+	-
Flakwagon	25	30	2	1	5+	<a href="#">Flak</a> (42)
Stompa	15	45	4	4	5+	-
Squiggoth	15	30	2	D6	5+	<a href="#">Rampage</a> (43)

#### Ork Flyers

Unit	Speed	Range	Firepower	Assault	Armor	Notes
Fighta-Bommer	Flyer	15	<a href="#">Barrage</a> (41)	3/2	5+	-

### Ork Detachments

#### Ork Warband

##### Command

You must choose one of the following units and assign him as the detachment’s HQ.

##### Chain of Command

Warboss  
Nobz  
Orks

Name	# of Units	Cost per Unit/Option
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Orks

Name	# of Units	Cost per Unit/Option
Warboss	1	40
<i>Mount in Battlewagon</i>	1	+14
<i>Upgrade to a Stompa*</i>	-	+24
<i>Upgrade to Boarz*</i>	-	+4
Weirdboy (0-1x)	1	20
<i>Upgrade to a Battlewagon**</i>	-	+6

\*Pick up to **one** of these options.

\*\*Note that this option does not provide an additional unit; the Weirdboy is the Battlewagon.

**Main Force**

Make up to **10** selections.

Name	# of Units	Cost per Unit/Option
Ork Boyz Mob	1-4	9
<i>Upgrade all units to Nobz*</i>	-	+5
<i>Upgrade all units to Shooty Boyz*</i>	-	+8
<i>Upgrade all units to Boarboyz*</i>	-	+4
<i>Upgrade all units to Skarboyz*</i>	-	+2
Stormboyz Korps (0-1x)	1-4	12
Kommandos Mob (0-1x)	104	12
Gretchin Mob	2-4	5

\*Pick up to **one** of these options.

**Support**

Pick up to **10** of the following, but not more than the number of Main Force choices you made.

Name	# of Units	Cost per Unit/Option
Battlewagons Mobs	1-3	14
Speed Freeks Mob	1-3	11
Bikeboyz Mob	1-3	13
Big Gunz Mob (Big Gunz or Pulsa Rokkits)	1-2	14
Stompa	1	32
Orky Dreadnought	1	13
Squiggoth	1	18
Flakwagon	1	20

**Ork Kult of Speed**

**Command**

You must choose a Warboss to act as the detachment commander.

Name	# of Units	Cost per Unit/Option
Warboss	1	40
<i>Mount in Battlewagon</i>	1	+14
<i>Upgrade to a Stompa*</i>	-	+24
<i>Upgrade to Boarz*</i>	-	+4
Weirdboy (0-1x)	1	20
<i>Upgrade to a Battlewagon**</i>	-	+6

\*Pick up to **one** of these options.

\*\*Note that this option does not provide an additional unit; the Weirdboy is the Battlewagon.

**Main Force**

Make up to **10** selections.

Name	# of Units	Cost per Unit/Option
Battlewagons Mob	1-3	14
Speed Freeks Mob	1-3	11
Bikeboyz Mob	1-3	13

\*Pick up to **one** of these options.

**Support**

Pick up to **10** of the following, but not more than the number of Main Force choices you made.

**Chain of Command**

- Warboss
- Battlewagons
- Buggies/Bikez
- Nobz

Orks

Name	# of Units	Cost per Unit/Option
Mekboy Speedsta	1	16
<i>Upgrade to include Death Ray*</i>	-	+22
<i>Upgrade to include Lifta-Droppa*</i>	-	+22
Ork Boyz Mob	1-4	9
<i>Upgrade all units to Nobz*</i>	-	+5
<i>Upgrade all units to Shooty Boyz*</i>	-	+8
<i>Upgrade all units to Boarboyz*</i>	-	+4
<i>Upgrade all units to Skarboyz*</i>	-	+2
Gretchin Mob	2-4	5
Flakwagon	1	20

\*Pick up to **one** of these options.

Ork Warlord

*Command*

You must choose **1** and only **1** Commander.

Name	# of Units	Cost per Unit/Option
Warlord	1	50
<i>Mount in Battlewagon</i>	1	+14
<i>Upgrade to a Stompa*</i>	-	+24
<i>Upgrade to a Gargant*</i>	-	+cost of any one Gargant
<i>Upgrade to Boarz*</i>	-	+4

\*Pick up to **one** of these options.

**Chain of Command**

Warlord  
Nobz  
Orks

*Bodyguard*

Make up to **10** selections.

Name	# of Units	Cost per Unit/Option
Ork Boyz Mob	1-4	9
<i>Upgrade all units to Nobz*</i>	-	+5
<i>Upgrade all units to Shooty Boyz*</i>	-	+8
<i>Upgrade all units to Boarboyz*</i>	-	+4
<i>Upgrade all units to Skarboyz*</i>	-	+2
Weirdboy Warhead (0-1x)	1	25
<i>Upgrade to Battlewagon</i>	-	+5
Stormboyz Korps (0-1x)	1-4	12
Mercenary Ogryn Mob	1	10
Gretchin Mob	2-4	5
Battlewagons Mob	1-3	14
Speed Freeks Mob	1-3	11
Bikeboyz Mob	1-3	13
Stompa	1	32
Flakwagon	1	20

\*Pick up to **one** of these options.

Ork Gargant

*War Engines*

You may make **1** and only **1** choice.

Name	# of Units	Cost per Unit/Option
Gargant	1	300
Great Gargant	1	430
Mega Gargant	1	640

**Chain of Command**

N/A

Orks

Ork Battle Fortress Mob

*Main Force*

You may make up to **1** choice.

Name	# of Units	Cost per Unit/Option
Battle Fortress	1-5	85

**Chain of Command**

HQ  
Any other unit

Ork Flyboyz Mob

*Command*

You must assign a detachment HQ at the cost of **+25** points.

*Main Force*

You may make up to **10** choices.

Name	# of Units	Cost per Unit/Option
Fighta-Bommer	1	30

**Chain of Command**

HQ  
Any other unit

## Tyranids

### Special Rules

#### Strategy Rating

Tyranid armies have a Strategy Rating of **1**.

#### Synapse Creatures

Some Tyranid units are designated as Synapse creatures; all Tyranids always pass any Leadership tests they are required to make if a swarm has any Synapse creatures still alive. Test for Leadership as normal if a swarm has no surviving Synapse creatures. In addition, a Tyranid detachment can never be Broken if it still contains Synapse creatures. If the detachment loses a close combat or firefight it must retreat as normal, but the detachment is not marked as broken. Note that all Tyranid War Engines count as Synapse Creatures.

#### Hive Mind

The Tyranid unit nominated as the nexus of the Hive Mind (the Synapse-Nexus) is the equivalent of the swarm's [HQ unit](#) (23). The rules are identical for these Tyranid HQ's, they are simply called Synapse-Nexi. Note that a Hive Mind Nexus doesn't have to be a Synapse creature (but it usually is).

#### Dominatrix

You may include one Dominatrix for every **2,000** points or fraction thereof that your army consists of. Due to the influence the Dominatrix has over lesser Tyranid creatures, it acts as a [Supreme Commander](#) (43), but you may also re-roll the dice for close combat if the Dominatrix is supporting a close combat as well as if the Dominatrix is actually involved.

#### Objectives

Tyranids never use objectives in any scenario. However, Tyranids always receive the full Morale Value for any opposing detachments they wipe out (or war engines they destroy), adding the wiped out detachment's Morale Value to the Tyranid's army morale when calculating morale in the Rally Phase.

#### Detachment Cards

Tyranids use a slightly different Detachment Card than other armies; a sample is included in Appendix A.

#### Allies

Under normal circumstances, Tyranids do not ally themselves with anyone or anything. If your opponent agrees, however, you may include a handful of non-Tyranid units.

### Unit Summaries

#### Tyranid Infantry

Unit	Speed	Range	Firepower	Assault	Armor	Notes
Termagants	15	15	1	2	3+	-
Hive Tyrant	15	30	2	6	6	Save, Psyker
Hormagaunts	20	n/a	0	3	3+	-
Tyranid Warriors	15	30	2	4	5+	-
Genestealers	15	n/a	0	6	4+	-
Lictor	15	n/a	0	4	6+	Infiltrators
Carnifex	15	30	2	4	6+	Rampage
Zoanthrope	10	n/a	0	2	6+	Psyker
Biovore	10	60	Disrupt	1	4+	Artillery

## Tyranids

### Tyranid Vehicles

Unit	Speed	Range	Firepower	Assault	Armor	Notes
Exocrine	15	45	(1)	2	6+	Anti-tank
Dactylis	15	60	Barrage	2	6+	Artillery
Assault Spawn	25	15	2	4	6+	Rampage, Transport-2

### Tyranid Flyers

Unit	Speed	Range	Firepower	Assault	Armor	Notes
Gargoyles	Flyer	15	1	1/1	3+	-
Harridan	Flyer	30	6	1/5	5+	-

### Tyranid Detachments

#### Tyranid Swarm

##### Synapses

You must choose **3** and only **3** Synapse creatures to control the swarm, assigning one of them to be the HQ.

**Chain of Command**  
 Hive Tyrant  
 Tyranid Warriors  
 Any other unit

Name	# of Units	Cost per Unit/Option
Hive Tyrant	1	50
Tyranid Warrior Brood	1-6	17

##### Broods

Make up to **10** selections.

Name	# of Units	Cost per Unit/Option
Termagant Brood	1-5	7
Hormagaunt Brood	1-5	7
Genestealer Brood	1-2	10
Lictor Brood	1-3	17
Carnifex Brood	1-3	26
Zoanthrope Brood	1-3	15
Biovore Brood	1-2	20
Assault Spawn Brood	1-3	24
Exocrine Brood	1-3	28
Dactylis Brood	1-3	32

#### Tyranid Mycetic Swarm

##### Synapses

You must choose **3** and only **3** Synapse creatures to control the swarm, assigning one of them to be the HQ.

**Chain of Command**  
 Hive Tyrant  
 Tyranid Warriors  
 Any other unit

Name	# of Units	Cost per Unit/Option
Hive Tyrant	1	50
Tyranid Warrior Brood	1-6	17

##### Broods

Make up to **10** selections.

Name	# of Units	Cost per Unit/Option
Termagant Brood	1-5	7
Hormagaunt Brood	1-5	7
Genestealer Brood	1-2	10
Lictor Brood	1-3	17
Carnifex Brood	1-3	26
Zoanthrope Brood	1-3	15
Biovore Brood	1-2	20

#### Tyranid Bio-Titan Brood

##### Synapses

All Bio-Titans count as Synapse creatures, so they pass Ld tests automatically.

**Chain of Command**  
 N/A

## Tyranids

### War Engines

Make up to **1** choice.

Name	# of Units	Cost per Unit/Option
Hierophant	1	480
Hierodule	1-2	325

### Tyranid Flight Swarm

#### Synapses

You must choose **1-3** Synapse creatures.

Name	# of Units	Cost per Unit/Option
Harridan	1	50

#### Chain of Command

Harridan  
Gargoyles

#### Broods

Make up to **3** choices.

Name	# of Units	Cost per Unit/Option
Gargoyle Brood	1-5	16

### Tyranid Hive Mind Synapse-Nexus

#### Synapse-Nexus

You may include one Dominatrix for every **2,000** points or fraction thereof in your Tyranid army.

Name	# of Units	Cost per Unit/Option
Dominatrix	1	490



*Fate Cards*

## ***Fate Cards***



## Appendix A: RTS Campaign Rules

WarCraft. Command & Conquer. And, if you have a really good memory, Dune II: The Building of a Dynasty. These are all popular real-time strategy (RTS) computer games, enjoyed by gamers everywhere. If you've played at least one of these games, and have played Epic 40,000, you've probably asked the following question:

“Hey; here we have a bunch of really cool-looking miniatures that look like the tanks and stuff from <your favorite RTS>. Aren't there rules to capture the cool stuff from both types of game?”

If you've never played an RTS, go get yourself a \$10 copy of Command & Conquer right now, and continue reading this section when you've played it long enough for your mouse hand to go completely cold from lack of circulation. If you've played one of these games and are an Epic fan, and still haven't asked yourself this question, then you might want to consider asking it to yourself right now. Go ahead; we'll wait.

As far as the legal stuff goes, the following rules are not sanctioned by Games Workshop and are purely the construct of the compilers of this BattleBible. This means that we have the copyright on them, but that shouldn't mean that much because we're not likely to try to get money off of it—unless you'd like to help us out (hint, hint). Obviously all of these rules are optional, in their beta stages, and when it comes right down to it, just an opinion on how things might be cool. So feel free to customize them to taste, on the condition that if your rules work better than those listed here, you have to email us them.

### Purpose

The Epic 40,000 RTS Campaign Rules try to capture all of the fun and suspense of building up massive armies and impregnable fortresses by collecting resources. The biggest change to the standard Epic 40,000 rules set is the inclusion of Structures, and the system of Unit Construction that may be used. In an RTS Campaign, your objective is most often to completely eliminate your opponent(s) by building up an army over time.

### Changes to Turn Sequence

### Structures

In WarCraft, it was the Town Hall, the Stables, and the Barracks; in Command & Conquer, it was the Construction Yards and Power Plants. Structures are the permanent objects you create to help you get things done—most often to create more units or different types of units.

To make things really look good, you'll need to model your own Structures so that you can place them on the battleboard when they are created—but feel free to use counters, bits of card with the name of the structure written on them, etc. Maybe even miniature bases from Warhammer 40,000!

Once you build a Structure, you place it somewhere on the board. The Structure will remain where you have placed it until it is destroyed by sustaining enough damage or you decide to dismantle it (for example, if you no longer needed it and it was taking up [Resources](#) (76)). Structures all have the following characteristics: Size, Build, Damage Capacity (DC), Maintenance (Maint), Notes, and Prerequisites (PReq).

#### *Size*

This is the size of the Structure when it is constructed and placed on the battleboard. It is usually given as a two-dimensional figure—the height of the Structure shouldn't be a factor that much, especially in Epic 40,000.

#### *Build*

The amount of Resources required to construct the Structure.

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### *Dmg Capacity/Shields*

The number of hits the Structure can sustain before it is destroyed, and the amount of Shields the Structure has. These function just like the War Engine characteristics of the same names.

### *Maint*

The amount of Resources you must spend every turn so that the Structure will continue to function normally. Not all Structures have this characteristic.

### *Notes*

Usually, Structures have more than purely cosmetic value—otherwise you wouldn't build them! The extra abilities that the Structure affords its controller are listed here. For example, a Heavy Vehicle Factory would likely have a list of the models it can Construct.

### *PreReq*

Quantum leaps aren't commonplace, not even in the 41<sup>st</sup> millennium. In order to build most Structures, you'll have to already have at least one other Structure on the battleboard. Some Structures require that you have certain vehicles in play, or that you control a certain area, etc.

## Resources

Factories and tanks don't just pop out of thin air; it takes a great deal of metal, gunpowder, electricity, and raw labor-hours to craft such complex items. Dune II used a single resource, the spice Melange, to represent all of this; WarCraft used two, gold and wood. The more types of resources a game has, the more realistic it tends to be—but the more complex it is, too. Since Epic 40,000 is complex enough a game already, these campaign rules use a single resource, as well—called Resources. You gain Resources four ways.

### Simple Presence

You gain some Resources simply by having a military presence on the BattleBoard. This represents the fact that the Emperor wouldn't likely leave the 27<sup>th</sup> Catachan Artillery regiment stranded on a remote outpost without some degree of support. To some degree, the amount of Simple Presence Resources you gain each turn are based on the amount of military presence you have—in other words, the more tanks and infantry and War Engines you have on the battleboard, the more support the Imperium would give you.

At the beginning of your turn, tally all of the military units (not Structures) you have on the board. Divide by 5; you receive this many Resources from your supply lines.

### Resource Generators

Some Structures and even some new military units are capable of generating Resources every turn. This ability will be noted in the Notes characteristic of the Structure's profile; unless there are specific rules or conditions for the Resources' generation, it will be listed as Generator-*n*, where *n* is the number of Resources each of the Structures gives you each turn.

### Scrap

Everything has an upkeep cost, and sometimes it's just not worth it. It's a wise commander that knows when a unit has outlived its usefulness. At the end of your turn, you may Scrap units or Structures for salvage, gaining resources by recycling the parts, personnel, energy, etc. reclaimed by its destruction. If you Scrap a Structure, you gain Resources equal to one-quarter the Build characteristic of the Structure, rounded up. If you Scrap a unit (e.g., tank, infantry model, War Engine), you gain Resources equal to one-tenth the Points value of the unit... not a very good return on investment, but an way for the desperate commander to recoup Resources stored in unhelpful form.

### Capture

Not all war is pure destruction—the good commander knows it's better to use the enemy's resources against him rather than simply lay waste to them. The Capture rules are optional and are a bit involved, but not that difficult to understand with the examples provided.

You may Capture an enemy Structure by moving an infantry model onto

*"The enemy's sword is a double-edged blade."*  
—Commissar Genkris, Imperial Guard

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the Structure. The change in control of the Structure takes one turn to complete—the old personnel must be... downsized (most often by bolter fire). The infantry model which took over the Structure is removed, but does not count as a casualty—it is assumed that the personnel in the squad were needed either to crew the Structure or to keep guard on those who do.

Of course, change-overs of staff aren't instantaneous, and it's unlikely that the existing personnel will be very cooperative. To represent this, you don't gain control of the Structure immediately—for one whole turn, it is effectively neutral. This means that it counts as neither your Structure or your opponent's. If your opponent is able to move any of his own models onto the Structure in that time, or if at the end of the "up for grabs" time the closest models to the Structure are not yours, her troops wrest control away from yours and she gains control of the Structure with no penalty.

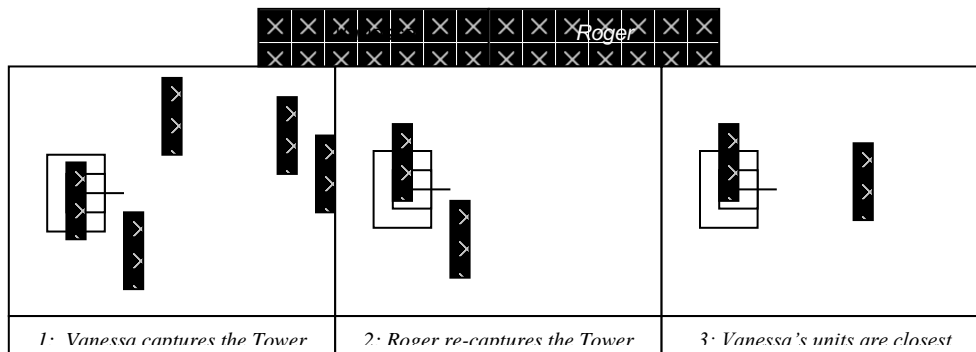
If you keep control of the Structure for one whole turn, you may choose to gain Resources or to take them away from your opponent. This represents the ability to scour the captured Structure's computer banks, records, interrogate the personnel, etc. in order to gain knowledge that could be used against your opponent. Whether you choose to gain Resources yourself or to subtract them from your opponent's Storage total, the amount of Resources involved is equal to half the Build characteristic of the captured Structure, rounded down.

*"I can't use this—it's got goop all over it!"*  
—Lt. Fennel, upon receiving command to "make use of" a captured Tyranid spawning vat

Note that if the Structure captured is one that normally isn't available to the army that captured it—a Space Marine Geneseed Library captured by Orks, for example; or virtually anything Tyranid captured by any other army—then the side which captured it is not able to gain any benefits from it, aside from the Resource bonus and denying it from the enemy.

An example: Vanessa moves her Gretchin mob onto Roger's Sentry Tower, capturing it. She removes the Gretchin—perhaps placing them on top of the Tower to represent that it's "up for grabs" now—and ends her turn.

Roger takes his turn as normal, and tries to get an infantry squad of his own onto the Tower to reclaim it, but Vanessa's forces guard it well and manage to fend the enemy off. At the beginning of Vanessa's turn, the Tower becomes hers (1 below). The Imperial Sentry Tower costs 5 Resources to build, so Vanessa can either gain 2 Resources or destroy 2 of Roger's Resources.



Continuing the example, let's say that Vanessa ends her turn with a smug grin on her face at having so easily tricked Roger. Roger, however, was able to build some more forces, and sends them after Vanessa's guards. It's a close battle, and though Roger is left with just two infantry models left, he destroys all of her guards and manages to move one of the infantry models onto the Tower by the end of his turn (2, above). The Tower is now "up for grabs". Vanessa starts her turn, and she only has one infantry model within striking distance of the Tower—so she sends it after Roger's other infantry model standing guard. She destroys Roger's model—and though she wasn't able to move onto the Tower (3 above), a quick check shows that her infantry model is the closest to the Tower; the Tower becomes hers again.

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**Imperium Structures**

The following is a list of structures available to Imperium (Space Marines, Imperial Guard) forces.

Generators

*Solar Cell Array*

Size	Build	DC	Shields	Maint	PreReq
30cm x 30cm	2	1	-	-	-

Generator-1.

*Solar Cell Farm*

Size	Build	DC	Shields	Maint	PreReq
60cm x 60cm	5	1	-	-	-

Generator-3.

*Ore Processing Plant*

Size	Build	DC	Shields	Maint	PreReq
30cm x 30cm	12	1	-	-	-

Generator-5.

Unit Production

*Barracks*

Size	Build	DC	Shields	Maint	PreReq
30cm x 30cm	10	3	-	1	-

Allows the production of Basic Infantry models.

*Elite Barracks*

Size	Build	DC	Shields	Maint	PreReq
30cm x 30cm	20	3	-	2	Barracks

Allows the production of Advanced Infantry models.

*Airfield*

Size	Build	DC	Shields	Maint	PreReq
30cm x 90cm	15	3	-	2	-

Flyers may take off from, land at, and be refuelled at an Airfield. Because the Airfield is primarily just a stopping point, there is only a 50% chance per Flyer per turn that the Airfield can rearm a Flyer.

*Airbase*

Size	Build	DC	Shields	Maint	PreReq
60cm x 120cm	25	4	-	4	-

Flyers may take off from, land at, be refuelled at, and rearm at an Airbase.

*Naval Bay*

Size	Build	DC	Shields	Maint	PreReq
60cm x 60cm	30	8	-	6	-

A Naval Bay may Build Flyer units. If it is built next to an Airbase or Airfield, or if it is connected to one of these Structures via a Road, the Naval Bay may also be used to Repair damaged Flyers.

Defense

*Missile Silo*

Size	Build	DC	Shields	Maint	PreReq
20cm x 20cm	25	1	-	1	-

Any time during your turn, you may spent 2RC to launch a missile from the Silo. The missile has a range of 30cm and is treated as a Firepower-2 attack on its target.

*Rocket Tower*

Size	Build	DC	Shields	Maint	PreReq
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20cm x 20cm	35	2	Force-1	2	-
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Any time during your turn, you may launch up to three missiles from the Tower. Each missile launched costs you **1RC**, has a range of 30cm and is treated as a Firepower-2 attack on its target.

*Sentry Tower*

Size	Build	DC	Shields	Maint	PreReq
30cm x 30cm	25	3	-	1	-

Any time during your turn, you may spent 2RC to launch a missile from the Silo. The missile has a range of 30cm and is treated as a Firepower-2 attack on its target.



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