NetEA Tournament Pack

2026-07-16

tp.net-armageddon.org

taccmd.tacticalwargames.net

What is NetEA?
Net Epic Armageddon, or NetEA, is the name of the Tactical Wargame Network's development of fan-made rule extensions, army lists and army list updates for Games Workshop's Epic Armageddon. The main focus of NetEA is to clarify the rules of Epic Armageddon and balance its tournament army lists against one another for the fun and enjoyment of all.

What is the Tournament Pack?
The NetEA Tournament Pack consists of the following:

- The Epic Armageddon game rules and **all** of the errata that used to be found on Games Workshop's Epic Armageddon Resources web page. All is stressed here as some errata was missing from the rulebook sections that used to be found on the web page above.
- The most up-to-date FAQ available, essentially an expanded version of the FAQ that used to be found on the web page above. Each Q&A is a footnote in the appropriate section of the rules.
- All of the NetEA Approved tournament army lists and any rule extensions and Q&A's that accompany them. NetEA Approved army lists are tournament ready and balanced against one another using the Epic tournament game rules.

Will the Tournament Pack be updated?
Yes. The plan is to update the Tournament Pack every month, as needed.

Which version of the Tournament Pack is this?
Each Tournament Pack has its publication date on most of its pages, this is how it is versioned.

Where can I get the latest version of the Tournament Pack?
The NetEA Tournament Pack website (tp.net-armageddon.org).

What's the best way to print the Tournament Pack?
Doubled-sided at 100% on either letter or A4-sized paper.

What's a good forum for all things Epic?
Tactical Command (taccmd.tacticalwargames.net) is, hands down, the best Epic forum there is.

I found an error/typo, where should I report it?
The TacComm forums.

Where can I find more Epic army lists?
TacComm has tons of them, and many are included in the NetEA Army List Compendium found on the NetEA website (net-armageddon.org). They are clearly labelled as NetEA Approved, Developmental and Experimental so you have an idea on how well play-tested each list is. In addition, be sure to check out Epic-UK (epic-uk.co.uk) or epic_fr (epic-fr.niceboard.com) to see what the locals in your area are using.

Where can I buy Epic models?
At this point, the various forums that have been listed, eBay or Bartertown is your best bet for the out-of-print models. However, there are many 6mm science fiction manufacturers with products that make excellent proxies for Epic units. Most post on the TacComm forums.

Is this thing Games Workshop "official"?
Yes and no. While the rules presented here are those found in the Epic Armageddon rulebook, the FAQs have been expanded upon based on what is available from Games Workshop.

Additionally, the army lists presented here will have some price and composition differences when compared to what used to be provided on Games Workshop's website. These changes were all done in the name of balance and have the support of the TacComm community. For the most part they are fairly minimal and should not be viewed as "game changing/breaking".

Are the rules that used to be on Games Workshop's Epic Armageddon Resources web page available anywhere?
Yes, they are on the NetEA website (net-armageddon.org).

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1.0 EPIC GAME RULES

"It is the purest folly to believe that an individual can save Armageddon. Wars are not won by heroes, they are won by firepower and force, and the application of strategy and tactics."

Commissar Yarrick

On the following pages you will find the core rules for the Epic game system, covering all of the basic mechanics of the Epic game. The core rules describe how units (that's to say any kind of infantry or armoured vehicles) move and fire on each other and participate in assaults.

Scattered through the rules you will occasionally find Special Rule boxes. Most special rules are described in rules sections 2.0–4.0, but some rules you really need to know about earlier on and because of this we've included them with the core rules. You will also find Design Concept boxes that explain certain fundamental principles of the rules. We've put these off to one side rather than include them in the rules proper in order to save repetition, and also to allow us to explain in rather more detail the concepts and philosophy behind the rules. The author feels quite strongly that disputes or misinterpretation of the rules can be minimised if you understand why a rule is written the way it is.

We highly recommend that you play several games using the core rules before fighting battles using the full range of Epic scale vehicle and infantry miniatures that use the special rules. In order to help with this we've included a number of "training scenarios" at the end of the core rules that will allow you to try the rules out quickly and easily.

1.0.1 What You Will Need to Play

In order to play you will need to get hold of Epic scale miniatures. These miniatures are available from Games Workshop stores and Direct Sales as well as independent specialist hobby shops.

You will also need a small amount of gaming terrain. You can use the hills and trees made for Warhammer or Warhammer 40,000 and available from the same places as Epic miniatures if you don't have any Epic scale terrain, or just lay a cloth over some books to create rolling, hilly terrain. Forge World sells a wide array of detailed resin terrain pieces to expand the boundaries of your battle settings.

In addition to models, a suitable battlefield, and players you'll need a few more essential items to begin play:

Templates: Certain weapons in Epic, such as the huge Imperial Earthshaker Cannon, have an area effect rather than targeting a specific unit. These attacks are represented by placing a circular template over the target and attempting to affect any units under it. Two types of template are used in Epic, a Barrage template that has a diameter of 7.4cm, and a larger Orbital Bombardment template that has a diameter of 12cm. The type and intensity of the attack will dictate which template is used and how many templates may be required. Copies of both templates can be found at the end of the core rules, or you can use the plastic Blast and Ordnance templates produced by Games Workshop. You can also make your own versions of the templates from card or acetate.

Measuring Instrument: You will need some kind of measuring instrument marked in centimetres (cms) in order to play Epic. You will find a retractable measuring tape most useful for measuring movement and shooting distances. If you only have a measuring instrument marked in inches then you can use it by halving any distances measured in centimetres and using the result as a distance in inches instead. For example, if the rules said 5cm you would count this as 2.5" instead. Please note that if you decide to measure any distances in inches then both players must do so!

Paper and Pens or Pencils: You may need to record details of casualties and damage to those gigantic war engines occasionally during a game, so it's useful to have some paper and a writing implement handy.

Dice: In Epic you'll need buckets full of ordinary six-sided dice to resolve shooting and fighting in an assault. These are referred to as a D6. If you need to roll more than one dice, then this is written as 2D6 (for roll two dice) or 4D6 (for roll four dice) and so on. If you have to add something to the total of the roll, this is added afterwards. For example, D6+6 means roll one dice and add 6 to the score to get a total between 7 and 12. If asked to roll a D3 simply roll a D6 and count a roll of 1–2 as a 1, a roll of 3–4 as a 2, and a roll of 5–6 as a 3. In some cases a unit or formation will need to roll a 1 or higher on a D6. In this case the roll automatically succeeds and no dice roll is strictly necessary (though you can roll anyway if you wish!).

Blast Markers: An army in battle tends to get worse at fighting as it is subjected to enemy fire and loses close combats. In Epic, Blast markers represent this. You can either make your own Blast markers, or use the Battle Markers produced by Games Workshop, or keep track of things with paper and pencil or some other method if you prefer. As long as you know how many Blast markers a formation has accumulated during the game then whatever method you use is fine with us!

1.1 UNITS

Epic lets you fight battles with everything from lowly infantry to the terrifying war engines that dominate the battle zones of the 41st Millennium. From the smallest to the greatest, every warrior and weapon has its part to play. Different types of unit complement one another in combat—war engines fighting in cities need infantry to enter buildings and drive out enemy troops, infantry in the open need support from their own tanks and war engines lest they be swept away by enemy war engines.

No matter what their size, the Citadel miniatures used to play Epic are referred to as units in the rules that follow. Each unit is an individual playing piece with its own capabilities. A unit may consist of a single model tank, a gigantic war engine, or several infantry models mounted together on a single base, but in the rules all of these things are simply referred to as units.

IMPORTANT: The core rules on the following pages only cover infantry and armoured vehicles. The rules for specialist units in Section 2.0 introduce several new unit types and characteristics, rules for Titans and other war engines are introduced in Section 3.0, and rules for aircraft in Section 4.0.

1.1.1 Unit Types

All units in the core rules are subdivided into two broad categories: Infantry and Armoured Vehicles.

Infantry (INF): This designation includes all personnel not mounted inside a vehicle. Infantry are represented by between three and seven Epic infantry models mounted on a single base (see 1.1.2 for details). Field artillery such as Ork Big Gunz also fall into this category, as do infantry that ride on bikes or horses.

Armoured Vehicles (AV): As their name implies, these vehicles are covered with thick armour plate. The category includes tanks such as Leman Russ and Land Raiders, as well as armoured troop carriers like the Rhino. Armoured vehicles are represented by a single model.

1.1.2 Stands

As previously noted, a unit can be a single vehicle model, or a *stand* made up of several very small models grouped together and glued to a small base. Stands usually represent things like infantry, where moving the individual models round on their own would be very fiddly with Epic scale models. All the models glued to a stand count as a single unit as far as the rules are concerned. The size of a stand and the number of models glued to it are left pretty much up to the player to decide within the following limitations:

- A stand may be no more than 40mm and no less than 5mm across in any direction.
- A stand must be at least 20mm across in one direction (i.e., a 5mm by 5mm stand is not allowed, but a 5mm by 20mm stand would be okay).
- Stands representing infantry units must have at least three infantry models and may not have more than seven. Infantry mounted on bikes or horses must have between two and four models mounted on each base.
- Stands representing artillery must have between one and two artillery pieces and up to six crew models.

1.1.3 Unit Datasheets [1]

Each unit in Epic has a datasheet that tells you how fast, shooty and tough the unit is. Each datasheet provides the following information:

Type: What target type the unit belongs to.

Speed: The speed of the unit. This is the distance in centimetres the unit can move each turn while still firing its weapons fairly effectively. It is possible for units to move faster than this if you wish, but their shooting will be far less effective.

Armour: This number shows how well protected and/or difficult to damage the unit is. If a hit is scored on the unit then you must roll this number or higher on a D6 to "save" the unit from the damage.

Close Combat: This number shows how effective the unit is at close combat. It is used when the unit charges an enemy unit, or is charged itself.

Firefight: This shows how effective the unit is when involved in a short-ranged firefight.

Weapons: This section of the data sheet lists what weapons the unit carries. If a unit carries more than one of a type of weapon then this will be noted as a "multiplier" by the weapon's name. For example, a Space Marine Tactical squad is noted as having a "Missile Launcher", while a Space Marine Devastator squad is noted as having "2× Missile Launcher".

Range: The range of the weapon in centimetres.

Firepower: The numbers here represent how effective the weapon is when it shoots. Firepower comes in two "flavours": Anti-personnel (abbreviated to AP) and Anti-tank (abbreviated to AT). AP fire is used against infantry targets and AT fire against armoured vehicles. A weapon that has both an AP and an AT value may choose to use either one when it attacks, but may not use both in the same turn.

The value listed for a weapon is the score required on a single D6 to score a hit. Most weapons only roll one D6 to hit when they shoot. However, if a weapon's firepower value is preceded by a multiplier then a number of dice equal to the multiplier should be rolled instead. For example, a weapon with a firepower of "AP5+" would roll one D6 to hit, while a unit with a firepower of "3× AP5+" would roll three D6. Sometimes the entry will specify a dice roll rather than a fixed number. For example, a weapon that had "D3× AP5+" would attack D3 times each time it was used.

Special Rules: Some weapons have additional abilities (see 2.0) and may have limited fire arcs (see Weapon Fire Arcs).

Notes: If any special rules apply to the unit then they will be

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1. 1.1.3 Unit Datasheets

Q: What is the difference between AND/OR designations on weapons?

A: A weapon designated as "OR" may choose between the modes of fire on the datasheet each time it is used. A weapon designated as "AND" may use all modes of fire simultaneously each time it is used.

Q: Some units can be armed with one weapon or another, when are these chosen?

A: When both players pick armies (6.1.1).

noted here. An explanation of what effect these rules have can be found in sections 2.0–4.0.

Datasheets for units from the Epic Game can be found in Section 5.0.

1.2 FORMATIONS

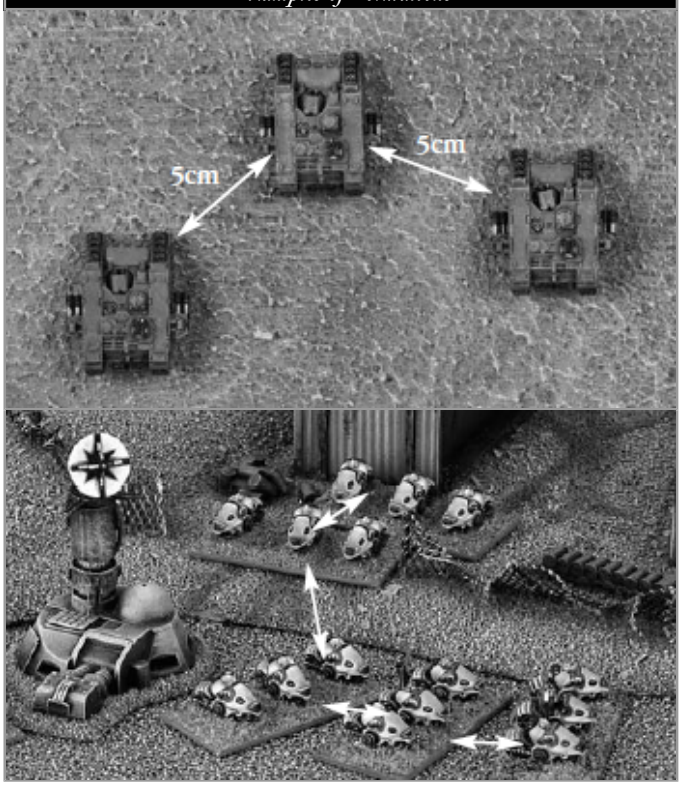
On the battlefield, vehicles and troops don't just mill around individually, instead they are organised so that they fight as a unified whole. In Epic, a body of troops and war machines that fights together on the battlefield is referred to as a *formation*.

1.2.1 Formations

All units must be organised into formations at the start of the game. The scenarios included in these rules will tell you what formations each side may use. If you are devising your own scenario then you must decide what formations the units taking part will fight in before the battle begins.

Every unit in a formation must be no further than 5cm from at least one other unit in the same formation. In addition, all units must form a "chain" without any gaps of more than 5cm. Sometimes the units in a formation will become separated due to enemy fire or assault. When this happens, the formation *must* close back up again into a legal formation when it next takes an action (see 1.6.1).

Examples of Formations



1.2.2 Initiative Values

Each formation has an *initiative value* that represents how well trained and motivated it is. The lower a formation's initiative value is, the better (e.g., an initiative of 1 is better than an initiative of 2). Formations with good initiative values are more likely to carry out orders, and will rally more quickly than formations with worse initiative values. You will find that a formation's initiative value is one of its most important characteristics. Some example initiative values are shown below:

Formation	Initiative Value
Space Marine	1+
Imperial Guard	2+
Ork	3+

1.3 BLAST MARKERS

During a game of Epic the formations under your command will receive *Blast markers* when they come under fire, take casualties, fight in assaults, or fail initiative tests. Blast markers can be removed when a formation rallies or regroups (see 1.13 and 1.14.1). The effects of blast markers will make more sense when you have read the rest of the rules, but in summary:

- A formation receives one Blast marker every time it is shot at by an enemy formation, even if no casualties are caused, unless the rules specifically state otherwise.
- In addition, a formation receives one Blast marker every time a unit is destroyed, unless the rules specifically state otherwise.
- Each Blast marker suppresses one unit in the formation and stops it from shooting. Blast markers also affect a formation's ability to carry out actions, win assaults, and rally. A formation is broken when the number of Blast markers equals the number of units in the formation, unless the rules specifically state otherwise. A broken formation has to withdraw, and is not allowed to take actions in the action phase (which basically means it can't move or shoot). It must try to rally in the end phase.

Blast Marker Table		
Blast Markers	*Result*	*Effect*
Each Blast Marker	Unit *Suppressed*	May not shoot
One per unit	Formation *Broken*	Withdraw

DESIGN CONCEPT
Blast Markers

Blast markers are an attempt to show in a simple and playable manner that the psychological effect of fire is every bit as important, if not more important, than the actual number of casualties caused. Blast markers represent a whole range of personal disasters occurring to the units in a formation: things being damaged, squads being scattered, breaking or fleeing, and so on. They are a vital part of Epic so don't overlook their importance. The rules for Blast markers reflect the fact that most troops will tend to grind to a halt and seek cover when they come under even quite a small amount of fire (that's why a single sniper can slow down many times his own number of enemy troops), but will only withdraw when a combination of casualties and sustained enemy pressure convinces them that their position is untenable and they should withdraw (which is why a single sniper will rarely drive the enemy off).

1.4 SEQUENCE OF PLAY

An Epic battle is fought over a number of turns. How many turns a battle will last is determined by the players themselves or the scenario being fought.

Epic uses the following *sequence of play*. As you can see, each turn in Epic Armageddon is split into three phases. However, the bulk of the action occurs, appropriately enough, in the action phase. During this phase, the players take it in turn to pick one of the formations in their armies and carry out an action with it. Each formation in an army can carry out one action. After both players have taken one action with each of their formations, they move onto the end phase. This is basically a "tidy-up" phase, where things that are not carried out during the action phase are sorted out. Note that both players do things in each phase, so both carry out actions in the action phase, rally broken formations in the end phase, and so on.

1.4.1 Sequence of Play

I – Strategy Phase: Each player rolls a D6 and adds their army's strategy rating to the score. Whoever scores higher may choose to go first or second in the action phase.

II – Action Phase: The players alternate carrying out actions with their units.

III – End Phase: Both players rally formations with Blast markers or that are broken, and then check the scenario victory conditions to see if either side has won.

1.4.2
Abilities Used at Start of Turn/Action[2]

Some units have special abilities that are specified as taking effect at the beginning of the turn. These effects are resolved before the Strategy roll. Similarly, abilities that are used at the start of an action can be taken before the Initiative roll is made or the action chosen. If both players have effects for the beginning of the turn, take turns resolving them starting with the player with the higher Strategy rating, alternating between players for each subsequent effect until all effects are resolved.

1.5 THE STRATEGY PHASE[3]

Each army has a *strategy rating*. This will either be listed in the notes for a scenario, or can be found in the army list if you are playing a tournament game. An army's strategy rating represents a mixture of its aggression and the ability of its commanders. An army with a high strategy rating is more likely to act before an enemy with a lower strategy rating.

In the strategy phase at the start of each turn both players make a strategy roll by rolling a D6 and adding their strategy rating to the score. The player whose army scores higher can choose to go first or second in the action phase. In the case of a tie, the side that failed to win the initiative last turn gets it on this turn.

DESIGN CONCEPT
Ties

In the case of a tie or any situation where the rules allow both players to do something at the same time, the player with the next birthday gets to go first unless the rules specifically say otherwise.

2. 1.4.2 Abilities Used at Start of Turn/Action

Q: Can the player with the higher strategy rating choose to make their opponent go first?

A: Yes.

Q: What happens when both armies have formations with the same ability used at the start of the turn and the same strategy rating?

A: Dice to see who chooses to go first.

Q: Should you dice for each ability (e.g. teleport, tunneler, etc.) used at the start of the turn?

A: Bring it up in the five minute warm-up.

3. 1.5 The Strategy Phase

Q: What is the order of events that happen in the Strategy Phase?

A: If alternating, the player with the higher strategy rating chooses who will go first.

1. Units with tunneler surface (alternate)
2. Units with teleport are placed, other "start of turn" abilities go into effect (alternate)
3. Make a strategy roll (simultaneous)

1.6 THE ACTION PHASE

In the action phase, the players take it in turns to carry out actions with their unbroken formations. Each unbroken formation can take one action per turn. The player that won the strategy roll can choose whether to go first or second.

The player going first then carries out an action with one formation, and then their opponent does likewise, and so on until all formations have taken an action. If one player runs out of formations to activate, then the opposing player may keep on activating formations one after the other until all of his formations have taken an action.

There are three steps to carrying out an action:

I – Nominate a formation.
II – Declare which action it will carry out.
III – The formation must then pass an action test to see if it carries out the action successfully.

Each of these steps is explained in more detail below. Note that you must declare both the formation and the action it will carry out before taking the Action test. If you fail to do these things, then the formation chosen automatically fails the Action test without the dice being rolled (we can imagine this is due to a communications failure). If you failed to even nominate the formation then your opponent may nominate the formation for you.

1.6.1 Actions

To carry out an action, first nominate an unbroken formation and then choose an action for it to carry out. The actions that can be chosen are listed as follows. Note that you must activate a formation if you can, you can't choose to "pass" unless you have no choice in the matter. Also note that a formation may only be activated once per Action phase.

Advance: The formation may make one move and then shoot.

Engage: The formation may make one "charge" move and then fight an assault.

Double: The formation may make two moves and then shoot with a -1 modifier.

March: The formation may make three moves.

Marshal: The formation may either shoot with a -1 modifier and then regroup, or make one move and then regroup. Regrouping allows the formation to remove some of the Blast markers affecting the formation (see 1.13).

Overwatch: The formation may not move, but instead enters overwatch. Being on overwatch allows the formation to interrupt an enemy formation's action to shoot at it. You may not choose this action if the formation has any units that are out of formation.

Sustained Fire: The formation may not move (not even to turn in place), but can shoot with a +1 modifier. You may not choose this action if the formation has any units that are out of formation.

In addition to these basic actions, there are two more special types of action a formation may make:

Hold: This action is the only one allowed to a formation that fails an Action test (see the rules for action tests next). The formation may make one move or shoot or regroup. You must choose to move if any units are out of formation.

Special Actions: Some formations are allowed to carry out special actions. Some of these are described in the Special Rules section of this rulebook, or they may be included in the rules for a scenario.

1.6.2 The Action Test [4]

Before a formation can carry out an action it must pass an action test. Broken formations may not take an action. Instead they must pass a rally test in the end phase in order to rally. See the rules for broken formations (1.13) later on.

To pass an action test, you must roll equal to or over the formation's initiative value on a D6. If the formation passes the action test, it may carry out the stated action. If the formation fails the test, it can still carry out a hold action (even if the player nominated something else), but the formation receives a Blast marker. There is a -1 modifier to the action test if the formation has one or more Blast markers, and a further -1 modifier if the formation is trying to retain the initiative (see 1.6.3).

1.6.3 Retaining the Initiative

Once you have successfully carried out an action with a formation, you may if you wish try to retain the initiative and take two actions in a row. If you decide to retain the initiative then you must nominate a new formation and declare the action it will carry out, but the formation will suffer a -1 modifier to its action test. Note: If the first formation fails its action, you may not attempt to retain the initiative—i.e., you may only attempt to retain the initiative after a successful action.

You must hand over the initiative after you have completed the action for a formation that retained the initiative (i.e., you can't retain the initiative twice in a row). The only exception to this is if one player has no formations left to activate. In this case, the other player may keep on activating formations without suffering the -1 modifier for retaining the initiative until all of the opposing formations have taken an action.

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4. 1.6.2 The Action Test

Q: When rolling an action test does a result of 1 automatically fail?

A: No.

EXAMPLE OF PLAY

Actions

After setting up their forces, the Ork player (Matt) and the Imperial Guard player (Bill) both roll a dice and add their strategy rating. The Imperial Guard player rolls a 6, to which he adds his strategy rating of 2 for a total of 8. The Ork player rolls a 3 on the dice, plus his strategy rating of 3, giving him a total of 6. The Imperial Guard player hence wins the strategy phase and may choose whether to go first or second. He chooses to go first.

The action phase now begins and the Imperial Guard player nominates the formation with which he will attempt his first action.

He picks a Steel Legion Mechanised Infantry Company out on the left flank and declares that they are going to attempt a double action. The chosen formation are members of the Imperial Guard, and therefore have an initiative rating of 2+. The player rolls the dice and scores a 4—the action is successful and the formation makes its chosen action (in this case, moving twice up the flank. They then have the option to shoot but can't see any enemy so the formation's action is at an end).

The Imperial Guard player then decides he is going to try to retain the initiative.

He nominates a Steel Legion Super Heavy Tank Company on the other side of the battlefield and declares that they are also going to attempt a double action. The player rolls a dice and scores a 2—the action fails, since the formation has an Initiative of 2, and suffers -1 to its dice roll for retaining the initiative. The formation receives a Blast marker and must take a hold action instead of taking the double action.

Action Test Table		
Formation has at least one Blast marker		-1
Formation is trying to retain the initiative		-1
Action Test Result	*Actions*	*Notes*
Pass Action Test	Any	Player may attempt to retain the initiative (see 1.6.3).
Fail Action Test	Hold	Formation receives one Blast marker. Player may not attempt to retain the initiative.

1.7 MOVEMENT [5]

Most actions allow all the units in a formation to make one or more moves. Units move a distance in centimetres up to the Speed value shown on their datasheet—there is no compulsion on players to use the total move available to them. Depending on the action they are taking, a unit may move one, two or three times (see 1.7.1). They may turn freely as they move. A unit is never forced to move, but sometimes failing to do so can result in its destruction (see 1.13.3). Once a player has moved a unit and removed his hand from the model, the move may not be changed.

1.7.1 Multiple Moves

If an action allows units to make multiple moves, take each move one after the other, following the rules that follow for each move (i.e., don't simply add the movement distances together). For example, a Space Marine Tactical detachment (Speed 15cms) taking a March action would make three moves of 15cm each, rather than one move of 45cms.

1.7.2 Other Units

Enemy units may never move over or through each other. With the exception of infantry, a friendly unit may never move directly over another friendly unit. You can move over infantry units with other units, as the stationary infantry are assumed to get out of the way. Note that "moving over" refers to the model itself, not the unit's base.

1.7.3 Zones of Control [6]

All units in Epic have a zone of control that extends 5cm in every direction from the model. Models mounted on a stand may measure the zone of control from any model on the stand.

Units may not enter an enemy zone of control while they move, unless they are undertaking an engage action and use their charge move to get into base contact with the nearest enemy unit whose zone of control they have entered. Once a unit has been contacted by an engaging enemy unit, it loses its own zone of control for the rest of that engage action (including the ensuing assault). This will allow other units to move round it. Units are never allowed to cross directly over an enemy unit, even if it has lost its zone of control.

If a unit finds itself in an enemy zone of control for any reason, then it must either charge the enemy or leave the zone of control when it next takes an action (note that this will require an action that allows it to charge or move).

1.7.4 Formations

Any units that are out of formation for any reason after a formation has taken the movement part of its action are destroyed. The controlling player may choose which units are "out of formation" and destroyed. Note that each unit lost will place one Blast marker on the main part of the formation. This applies after each individual move, so if a formation made a march action, you can't wait until the end of all three moves in order to bring units back into formation—any out of formation units are destroyed at the end of the first move (and again at the end of the second and third moves if any other units have also ended up out of formation following the move).

5. 1.7 Movement

Q: Can units move off the gaming table?

A: Only if specifically allowed to do so by a special rule.

Q: Can I choose to move a unit 0cm? If so, is it still susceptible to overwatch?

A: Yes and yes. Any action that includes one of more moves (advance, engage, double, march and possibly marshal, hold and special actions) is considered a move for the purposes of overwatch, even if units moved 0cm.

Note that withdrawals are optional however, and that a player can choose not to move a broken formation at all, thus avoiding overwatch.

6. 1.7.3 Zones of Control

Q: If a unit finds itself in an enemy zone of control is it obligated to leave it via the shortest possible path?

A: No, the unit just needs to leave the zone of control before the end of the action.

Q: Can a unit be exactly 5cm away from an enemy unit?

A: No, the unit must be more than 5cm away from enemy unit, otherwise it would be in the enemy's zone of control.

Q: If a formation is within an enemy formation's zone of control can it engage another enemy formation?

A: Yes, so long as it completely leaves the first enemy formation's zone of control with the "charge" move.

1.7.5
Transport Vehicles[7]

Many formations include transport vehicles that can be used to carry other units that belong to the same formation. The number and type of units that can be carried will be listed on the transport vehicle's datasheet. Transport vehicles may only carry units from their own formation. Transport vehicles can pick up and carry units as part of the transport vehicle's move. The vehicle simply moves into base contact with the unit to be picked up, and then carries on with its move as normal. Note that the transported unit is not allowed to move themselves during the move when they are picked up.

Transported units may disembark at the end of any move after the move in which is it was picked up. This happens after any overwatch shots (see 1.10) but before the moving formation shoots or assaults. Disembarking units may be placed within 5cms of the transport vehicle. If the formation has engage orders then they may be placed in base contact with an enemy unit. Otherwise they may not be placed within an enemy unit's zone of control. Note that units do not have to disembark, and may remain in their transport if they prefer. Units may not be picked up and disembark as part of the same move, though a formation making multiple moves as part of a march or double action could pick up units in one move and drop them off as part of a subsequent move. Units may embark or disembark as part of a counter-charge move (see 1.12.4), unless the transport vehicle carrying them is already in base contact with two enemy units—in which case they must stay on board (they are trapped inside!).

Units being transported may not shoot unless the transport vehicle's datasheet specifically says otherwise. Transported units are counted towards the number of units in the formation for all rules purposes (i.e., when working out the number of units involved in an assault or if the formation is broken by Blast markers, etc.). If the transport unit is destroyed, then any transported units may make their normal armour save OR make a 6+ cover save. See 2.2.6 if a transport is destroyed by a macro-weapon.

Please note that a transport vehicle that is being transported cannot transport other units itself (i.e., the "Russian Doll" tactic is not allowed!).

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7. 1.7.5 Transport Vehicles

Q: Does a transported unit lose its zone of control?

A: Yes.

Q: Are transported units considered to be in specific transporting units of their formation?

A: You can play it either way, just bring it up in the five minute warm up.

Q: Can a transport unit pick up a unit that is in terrain that is dangerous to the transport unit?

A: Yes, but if the unit being picked up was completely within the dangerous terrain then the transport would have to take a dangerous terrain test.

Q: Can a transport unit pick up a unit that is in terrain that is impassable to the transport unit?

A: Yes, but only if the unit being picked up is not completely within the impassable terrain.

Q: When disembarking, are transported units placed completely within 5cm of the transport unit or just so one part of the transported unit is within 5cm of the transport unit.

A: You can play it either way, just bring it up in the five minute warm up.

Q: How do transported units that are immobile or which have a speed of 0cm disembark?

A: As normal.

Q: Where are transported units placed when the unit transporting them is destroyed?

A: Where the unit transporting them was.

Q: What happens to transported units when the unit transporting them is destroyed by: dangerous terrain, the result of an assault, or an additional hit from a Blast marker on a broken formation?

A: They make their normal armour save or a 6+ cover save, the formation they are part of would not receive a Blast marker for any of these saves if they failed.

Q: What happens to transported units when the unit transporting them is destroyed by ending its second withdrawal move within 15cm of the enemy?

A: If they're broken and not fearless they will be destroyed. Otherwise they make their normal armour save or a 6+ cover save.

Q: If a transport is destroyed by a hit with a special ability does that carry over to the transported units?

A: Yes, the transported units save is affected by the type of hit the transport is destroyed by. For example, an ignore cover hit would prevent the transported units from making a 6+ cover save.

Q: If a transported unit does not have to disembark to shoot or use their firefight value, where are they considered to be?

A: Measure to the unit transporting them for the purposes of determining line of fire, range and suppression of the transported units. If the transported units are not able to physically fit on the transport unit's model use an off-board piece of card to show their relative position for the purposes of suppression.

1.8 TERRAIN

The galaxy is a vast place with millions of different worlds. The terrain covering these worlds can vary from empty plains to sky-scraping hive cities, and from verdant jungles to arid ash-waste deserts. Only one factor is common to them all, and that is that they all have areas where it is difficult to wage war!

In Epic, terrain affects units in one of three ways:

- The terrain has no effect on the unit when it moves through it.
- The terrain is impassable to the unit so it cannot move through the terrain under any circumstances.
- The terrain is dangerous to the unit, so the unit can enter the terrain but it might take damage (see 1.8.1).

The Terrain Effects table on the next page details some common types of terrain and the effects they have on different types of unit. How to represent terrain on the battlefield is discussed later on in this rulebook.

1.8.1 Dangerous Terrain Test [8]

Roll a D6 when you enter dangerous terrain, or when you start to move if already in dangerous terrain. On a roll of 1, the unit is destroyed with no save allowed, but the formation it is part of does not receive a Blast marker.

Units may choose to move through dangerous terrain cautiously. A unit that is moving cautiously counts as having a speed of 5cm, but is allowed to re-roll any Dangerous Terrain tests that it fails.

DESIGN CONCEPT
Terrain Conventions

It is possible to have all kinds of arguments about whether terrain partially or fully blocks the line of fire to a target. Because of this, you should discuss the terrain on your gaming table with your opponent before a game starts and make sure you both agree on how it will work with regard to this and any of the other terrain rules. However, the -1 to hit modifier should be generously applied, and if in any doubt it should be counted rather than ignored.

1.8.2 Cover to Hit Modifiers [9]

Units that are in terrain that is tall enough to at least partially obscure them from an attacker's view receive a -1 to hit modifier when being shot at (see 1.9.5). The to hit modifier also applies if intervening terrain obscures the target partially from view.

1.8.3 Infantry Cover Saves

Certain terrain is noted as giving infantry a cover save. While in such terrain, the infantry receive the cover save listed on the Terrain table in addition to the -1 to hit modifier for being in cover. The cover save can be used instead of their normal armour save whenever they have to take an armour save. Note that they can use one or the other of these saves against a hit, not both.

8. 1.8.1 Dangerous Terrain Test
Q: How many D6 does a war engine roll when it enters dangerous terrain?
A: One. Are units that are making counter charge moves subject to Dangerous Terrain tests?
Yes.

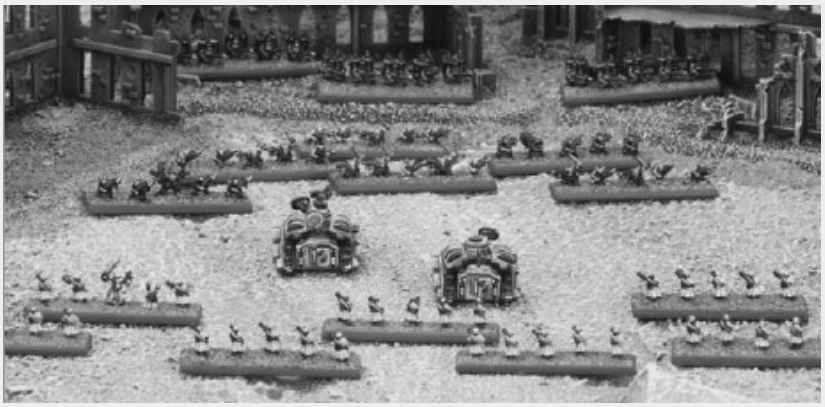
9. 1.8.2 Cover to Hit Modifiers
Q: When does a unit count as being in cover?
A: This should be brought up in the five minute warm up.

EXAMPLE OF PLAY

Terrain

The Shadowsword has moved into a "hull down" position behind a low ridge. From this position it counts as being in cover against attacks from the Ork formation with the Battlefortress and Buggies attacking it from the front, and so they will suffer the -1 to hit modifier. However, the Ork Gunwagons have manoeuvred to a position where the ridge does not block their line of fire, and so they do not suffer the penalty.

An Imperial Guard infantry company is attacking an Ork warband. Some of the Ork Boyz are in cover in the buildings at the back, while some of the Ork Boyz are in the open. The Imperial player must choose if he wishes to attack only the Boyz in the open, or the whole of the Ork formation. If he chooses to attack the whole formation then he will suffer a -1 to hit modifier. In addition, the Orks in the building will benefit from the 4+ infantry cover save against any hits applied against them.



1.8.4
Terrain Effects[10]

Fortifications: Units in fortifications receive the -1 to hit modifier for being in cover and may ignore the -1 save modifier for being caught in a crossfire, though they still receive the extra blast marker (see 1.11). In addition, infantry in fortifications receive a 3+ cover save. Fortifications are normally impassable terrain for vehicles unless they are specifically designed to hold them (e.g., tank emplacements).

Hills: Units on hills will benefit from better lines of sight to enemy units, as they will be high enough to see over some terrain features (see 1.9.2, Line of Fire). This aside, units on hills count as being in open ground (or whatever other type of terrain they occupy that is also on the hill, such as roads, woods or buildings).

Open Ground: Infantry count as being in cover (-1 to hit modifier) and receive a 5+ cover save if they are on Overwatch in Open Ground. This represents the fact that stationary infantry are very hard to see. Note that the save will be lost after the infantry shoot and the Overwatch marker is removed.

Roads: Units that spend a whole move on a road may add 5cms to their move. In addition, if all of the units in a formation are on a road at the start of their action, you may declare they will make a road march. The formation takes a march action, and automatically passes the Action test. However, all of the units in the formation must remain on the road for the entire three moves.

Armoured Vehicles: Infantry count as being in cover and receive the -1 to hit modifier (but no cover save) if they are touching an armoured vehicle or war engine, to represent their ability to take cover from enemy fire by crouching behind the vehicle.

Terrain Effects Table

Terrain	*Infantry*	*Vehicle*	*War Engine*
Buildings	4+ Cover Save	Impassable	Impassable
Cliffs	Impassable	Impassable	Impassable
Fortifications	3+ Cover Save, See rules	See rules	Impassable
Jungle	4+ Cover Save	Impassable	Dangerous
Marsh	6+ Cover Save, Dangerous	Dangerous	Dangerous
Open Ground, Hill Slopes	No Effect	No Effect	No Effect
River	6+ Cover Save, Dangerous	Impassable	No Effect
Roads	See rules	See rules	See rules
Ruins, Rubble	4+ Cover Save	Dangerous	Dangerous
Scrub	6+ Cover Save	No Effect	No Effect
Woods	5+ Cover Save	Dangerous	Dangerous

10. 1.8.4 Terrain Effects

Q: How many units can claim cover from a fortification?

A: If this isn't covered by special rules or the scenario then it should be brought up in the five minute warm up.

Q: Can a speed 0cm unit on a road claim the +5cm move bonus?

A: There is no clear distinction in the rules between speed 0cm and immobile units. We recommend you go over it with your opponent during the 5 minute warm-up. A speed 0cm unit could possibly benefit from the road movement bonus, allowing it to move 5cm per move. However, it may obviously not leave the road as it would then lose its bonus movement. A unit with a speed of "immobile" may not move, even on a road.

Q: Can units making a counter charge move on a road claim the +5cm move bonus?

A: No, the "moves" referenced here are those in actions. A counter charge move is not one of those moves.

Q: How many infantry can be counted as being in cover when touching an armoured vehicle or war engine?

A: There is no limit as per the written rules, so long as the infantry bases can touch the AV or WE. However, a limit of 2 per AV (2 per starting DC of a WE) is an extremely common house rule. Enough so that it should be brought up in the five minute warm up.

Q: Can an infantry unit claim cover from enemy armoured vehicles?

A: Yes.

1.9 SHOOTING [11]

Many actions allow a formation to shoot. This takes place in the Action phase when the formation takes its action.

1.9.1 Picking a Target

When a player picks one formation to fire, an enemy formation is also chosen as its target. Formations may NOT split fire—any units unable to shoot at the nominated target formation lose the chance to shoot altogether.

1.9.2 Who May Shoot [12]

In order to shoot, a unit must be in range and have a line of fire to at least one unit in the target formation, and must not be suppressed.

Line Of Fire: The line of fire is a straight line drawn from the shooting unit to one unit in the target formation. The line of fire is blocked by terrain features such as buildings, hills, woods, etc. Weapons higher up can often see over any terrain that is lower down. Buildings, rubble, woods, fortifications and the like don't block the line of fire to or from units that are in the terrain itself unless the line of fire passes through more than 10cms of the terrain feature (i.e., you can shoot 10cms "into" a terrain feature, but the line of fire is still blocked to units on the other side). The only units that can block the line of fire are war engines (see 3.0). Other units do not block the line of fire for friend or foe.

Range: In order to shoot, a unit must be in range of a unit to which it has a line of fire in the target formation.

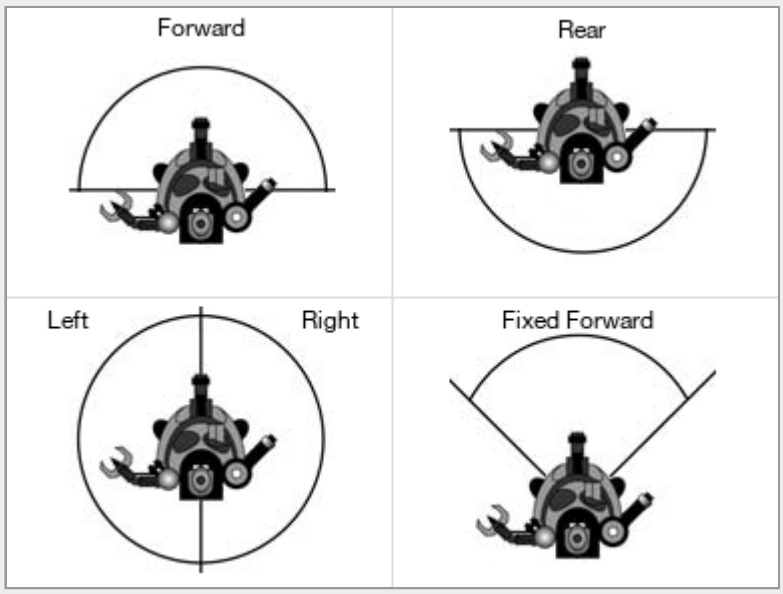
Suppressed Units: One unit that has a line of fire and is within range may not shoot for each Blast marker on the formation. Units are suppressed "from the back to the front" of a formation, with the front and the back being determined by the location of the target formation. The units that are the furthest away from any units in the target formation are suppressed first, on the basis that troops lurking at the rear are more likely to keep their heads down than the more gung ho chaps at the front! If several units are equally far away from the target formation, then the controlling player may choose which to suppress.

11. 1.9 Shooting
Q: Can you withhold fire for later in the turn?
A: No. A unit either fires when its formation activates with an action that allows it to shoot or forfeits its right to shoot.
12. 1.9.2 Who May Shoot
Q: Can a unit being transported be suppressed?
A: Only if the transported units are allowed to shoot as per the transport unit's datasheet. Otherwise, they don't have a line of fire.
Q: Can a unit without a ranged weapon be suppressed?
A: Units with a firefight (small arms weapons) may be suppressed if they are within 15cm and have a line of fire. Units without a firefight and ranged weapons may not be suppressed.
Q: Can a unit be suppressed if it has no enemy in the fire arc of its weapons?
A: No.
Q: When are units that are armed with a weapon that does not require a line of fire suppressed?
A: Only when they are within range of a unit from the target formation.

Weapon Fire Arcs

Most weapons can be fired in any direction (i.e., the unit does not have to be pointing at the target). However, in some cases, a weapon will be noted as having a limited weapon arc.

Weapons that are noted on the data sheet as firing to the forward have a 180° arc of fire to the unit's front, while weapons noted as firing to the rear have a 180° arc of fire to the unit's rear. Weapons with a left fire arc may fire in the 180° arc to the unit's left side, while weapons with a right fire arc can fire 180° to the unit's right. Finally, weapons that are noted as fixed forward firing can only fire on targets that lie within 45° of either side of the direction that the unit is facing.



DESIGN CONCEPT
Shooting Conventions

The following principles apply to shooting:

Measuring Ranges: You must decide with your opponent how you will measure the range between two models during a game. The method used by the author (and the default you should use if you can't agree to an alternative) is that a weapon is in range if any bit of the attacking weapon is within range of any part of the target model (or at least one of the models on a target stand).

Lines of Fire: In Epic, the terrain and the models are assumed to be the same scale, so if you want to check a difficult line of sight between two units, all you need to do is bend over and get a "model's eye view" to see if they are in each others line of fire.

Pre-measuring: You must decide with your opponent if you are allowed to pre-measure distances during a game of Epic, or if you must declare charges or shooting attacks before measuring. For example, you must decide if you can measure to make sure a unit is within range of the enemy before deciding who it will shoot at, etc. Each method has its own distinct advantages, which boil down to pre-measuring being more precise and tactical, and not allowing pre-measuring being more characterful and exciting. If you cannot agree on which method to use then use the author's method, which is to allow pre-measuring.

1.9.3 Shooting Procedure

This is a summary of the shooting procedure. We'll work through it step-by-step in the rules that follow.

I – Place one Blast marker on the target formation.
II – Roll to hit.
III – Allocate hits, make saving throws and remove casualties.
IV – Place additional Blast markers for casualties and check to see if the enemy formation is broken.

1.9.4 Place Blast Marker [13]

The target formation automatically receives a Blast marker as long as at least one attacking unit can shoot at the formation. An additional Blast marker is received for each unit that is destroyed. A formation receives a Blast marker for coming under fire even if none of the attackers can cause any damage (e.g., armoured vehicles coming under heavy bolter fire).

13. 1.9.4 Place Blast Marker

Q: Can a formation of units armed only with AP fire at an enemy formation of armoured vehicles to place a Blast marker on them?

A: Yes, and the same holds for the situation in reverse (AT fire on infantry).

Q: Can a formation of units armed only with Small Arms fire at an enemy formation to place a Blast marker on them?

A: No.

Q: Can units that are out of range of an enemy formation fire at them to place a Blast marker?

A: No.

1.9.5 Roll to Hit [14]

The player must decide at this stage whether weapons will fire with their AP or AT values if they have both. Then roll a D6 for each shot being directed at the target formation. You must roll equal to or higher than the appropriate "to hit" value to score a hit (e.g., if the weapon has an AT4+, you must roll a 4 or more to hit). The dice roll is modified for the following reasons. However a roll of 1 *before* modification is always counted as a miss.

To Hit Modifier Table	
Target is in cover	-1*
Attacker is carrying out a double or marshal action	-1
Attacker is carrying out a sustained fire action	+1

**The attacker can choose to ignore the cover modifier if it applies to some units in the target formation but not to others. However, you can't score hits on units in cover unless you take the -1 to hit modifier.*

Needing 7+ to Hit

If to hit modifiers result in a required score of 7 or more to hit then it is still possible to score a hit, though very unlikely. As it is impossible to roll a 7 on a D6 (go on, try if you don't believe us), you will first need to roll a 6, and then, for each dice rolling a 6, you will need to roll a further score as shown on the chart below. So, for example, to roll an 8 you must roll a 6 followed by a 5 or 6.

Target	D6 rolls needed
7	6 followed by 4, 5 or 6
8	6 followed by 5 or 6
9	6 followed by 6
10	May not be hit

14. 1.9.5 Roll To Hit

Q: Can a unit armed with two or more of the same kind of weapon choose to fire some with their AP value and others with their AT value?

A: Yes.

Q: Can a unit armed with a weapon with multiple shots choose to fire some shots with the AP value and others with the AT value?

A: No. The decision to fire with the AP or AT value is by weapon and for all of its shots.

Q: If a target formation has infantry in cover and armoured vehicles not in cover will my AT to hit rolls suffer the -1 modifier?

A: No, and the same holds for the situation in reverse (AV in cover, INF out of cover).

Q: Can I choose to fire some shots at units in cover (taking the -1 to hit modifier) and the rest at units out of cover?

A: You may not split each type of fire like this. All AP fire from a shooting formation must take the -1 modifier, or not, at the choice of the player. The same holds for AT and MW fire. However, the player could choose to take the -1 for one type of fire and not to for another.

1.9.6 Allocate Hits & Make Saving Throws [15]

You must allocate hits inflicted on your formation against targets that are within range and line of fire of the enemy. Hits are allocated "from the front to the back" of a formation. Note that this is the opposite of suppression. AP hits can only be allocated against infantry units, and AT hits may only be allocated against armoured vehicles. Hits must be allocated to the closest potential target first. You may not allocate a second hit to a unit until one hit has been allocated to every potential target, or allocate a third hit until all targets have been allocated two hits, etc.

Once all hits have been allocated, make saving throws for each unit that has been hit, using the unit's armour value from its datasheet or the cover save from the terrain table. Roll a D6. If the score is lower than the armour value or cover save value then the unit fails its save, and is destroyed and removed from play. If the roll is equal to or greater than the armour or cover save value then the unit is saved and it remains in play. Make a separate save for each hit the unit suffers. Remember that the target formation receives a Blast marker for each unit that is destroyed.

If an attacking formation scores hits both with normal weapons and weapons with the macro-weapon ability, then the opposing player must allocate and make any saves for the normal hits first, and then allocate and make any saves for the macro-weapon hits. Hits from macro-weapons can only be applied to units that are in a position to be hit by a macro-weapon (Note: With the exception of War Engines (see 3.3.2), during an assault, all units up to 15cm away are valid targets for allocation, regardless of whether the hits are from CC or FF).

1.9.7 Check to See if Target Breaks

Once the attack is completely resolved, you must check to see if the target formation has been broken by the Blast markers it has received. The formation breaks if the number of Blast markers equals or exceeds the number of units in the formation. Note that formations do not break part way through a shooting attack—only once it has been resolved.

EXAMPLE OF PLAY
Shooting

A Space Marine Devastator Detachment in Rhinos has just made an advance action (to get within range of the enemy). All units have made their move, and now are permitted to shoot. They decide to shoot at an Ork warband nearby. The Space Marine player measures the range (which is within the Devastators' range and line of fire) and places a Blast marker.

There are four Devastator units in the formation, each with two missile launchers, making for a total of eight shooting attacks. All the units in the target formation are infantry, so the Devastators elect to shoot using their AP value, which is AP5+.

The player controlling the Devastators then rolls eight dice, scoring 1, 2, 2, 4, 4, 5, 6 and 6—making for a total of 3 hits.

The nearest units in the enemy formation are all Ork Boyz stands, three of whom suffer a hit.

The Ork player then attempts to make saves for these three units, rolling one dice for each. The Ork player fails to roll any 6s, meaning that all three units are destroyed.

A further three Blast markers are placed on the warband, taking the total number of Blast markers up to four—not enough to break the warband (since it has more than four units remaining).

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15. 1.9.6 Allocate Hits & Make Saving Throws

Q: Are modifiers to an amour save cumulative? For example, does a sniper hit on a unit caught in a crossfire suffer a -2 save modifier?

A: Yes, all modifiers apply unless specifically stated otherwise.

Q: If a unit suffers save modifiers so that its armour value is effectively 7+ does it still get a save?

A: No, 7+ rolls are for hits only.

Q: How are hits allocated on a formation when it contains light vehicles as well as infantry or armoured vehicles?

A: The hits must be allocated so that none are wasted and each unit has one hit allocated to it before being allocated a second, or third, etc. if possible.
In other words, if light vehicles are with infantry then allocate AT hits to the light vehicles before AP hits. If light vehicles are with armoured vehicles then allocate AP hits to the light vehicle before AT hits. If all three types are in the same formation talk it out with your opponent.

1.9.8
Barrages [16]

Many artillery pieces, rocket launchers and some other weapons fire a barrage of shots causing mass destruction on the enemy. When these guns or launchers are grouped together in an attack they always fire a single barrage at the same target. On their datasheets, these weapons have no to hit rolls—instead they have a number of barrage points (BPs). The main difference between a barrage and a normal attack is that the barrage covers a substantial area and so may hit several units.

To fire a barrage, first take a Barrage template (see 1.0.1) and place it on the table where you want the barrage to land. Each weapon contributing to the barrage must be within range and have a line of fire to at least one unit under the template. Weapons that are not in range or do not have a line of fire to an enemy unit that falls under the template may not fire at all this turn. You are allowed to place templates over your own units, or units from several enemy formations if you wish but all units under the templates—friend and foe alike—are attacked. Any formation that is attacked receives a Blast marker for "coming under fire" (see 1.9.4). Next, refer to the data sheet to work out the total number of Barrage points. The whole formation fires at once, so the number of Barrage points for each weapon that is in range and has a line of fire is added together. When you have worked out the total number of barrage points refer to the barrage table below. Note that a formation may only fire one barrage per turn—a single formation may not fire separate barrages at different targets.

The Barrage table lists the hit roll required to hit each unit under the Barrage template. Roll to hit all units (friend or foe) under the template with the appropriate to hit values. In order to speed dice rolling we recommend rolling to hit all units of exactly the same type together, and then removing any casualties from those closest to the enemy first.

Barrage Table

Barrage Points	*Extra Templates*	*Extra Blast Markers*	*To Hit Rolls*	
			AP	*AT*
1	None	None	6+	6+
2	None	None	5+	6+
3	None	None	4+	5+
4–5	One	None	4+	5+
6–7	One	One	4+	5+
8–9	Two	One	4+	5+
10–12	Two	Two	4+	5+
13–15	Two	Three	4+	5+
16–18	Two	Four	4+	5+

Extra Barrage Templates: Large barrages may receive extra Barrage templates. The Barrage table will tell you if a barrage receives any extra Barrage templates. Place any extra templates so that they touch the first template that was placed, and so that no templates overlap. All units under the templates are attacked with the barrage's to hit values. Note that once the first template has been placed, the attacker may choose where to place the additional templates, as long as they are touching the first template, and no line of fire, placement or range restrictions apply (see below).

Extra Blast Markers: Really large artillery barrages are very effective at suppressing enemy troops as well as killing them. To represent this, a large barrage may inflict one, two or three extra Blast markers, as shown on the barrage table. The Blast markers are placed in addition to any Blast markers placed on a formation for it coming under fire or for any casualties that it suffered. If several formations are being attacked then each receives the appropriate number of extra Blast markers.

Using Barrage Templates: Deciding which enemy units have been caught underneath a circular Barrage template is another one of the things that can cause endless arguments during a game. The method we use (and the default you should use unless you have a different convention that you prefer) is that a unit is affected if any part of the model falls under the template, or at least one model on a stand. In addition, templates must be placed in such a way as to get as many enemy units from the target formation under them as possible within the restrictions for lines of fire and range. This stops players "sniping" at important units with artillery.

16. 1.9.8 Barrages

Q: Can a barrage claim a crossfire bonus?

A: Yes.

Q: If a unit is under multiple templates from the same barrage how many to hit rolls are rolled for it?

A: One.

Q: Do extra Barrage templates have to be placed to get as many enemy units from the target formation under them as possible?

A: The rules are unclear here, but yes they do.

Q: Can a Barrage template be placed over units that can't be seen? Or over units that are out of range?

A: Yes, each weapon contributing to the barrage need only have a line of fire and range to a single unit under the first Barrage template. Extra Barrage templates do not require either condition, and an indirect fire barrage does not require a line of fire.

Q: Can a Barrage template be placed completely out of range?

A: Extra templates certainly can, and the first Barrage template can in certain circumstances (a unit that is partially in and partially out of range for instance). The Barrage template can be placed over any part of a unit (even if that part is out of range) so long as part of that unit is in range. A line of fire is still required to this unit, unless it is an indirect fire barrage.

Q: How do you resolve hits for a Barrage template that's over some units in cover and some that aren't?

A: Roll to hit separately for those units in cover, and for those units not in cover.

Q: How do you resolve hits for a Barrage template that's over different kinds of units?

A: Each unit under a template requires a separate to hit roll to see if it has been hit. For example, a barrage covering two Nobz (one with the Warlord), six Boyz (with two in cover), two Grotz, four Battlewagons and one Flakwagon would need to roll the following to hit rolls: one for the Nobz with the Warlord, one for the other Nobz, four for the Boyz out of cover, two for the Boyz in cover, two for the Grotz, four for the Battlewagons and one for the Flakwagon.

The "type" referred to in the sentence about speed dice rolling refers to the kind of unit (Tactical, Assault, Devastator, etc.) not the unit type (INF, AV, etc.).

Q: How are barrages where some barrage points have special abilities resolved?

A: When firing in a barrage, a special weapon ability can only be used if all of the units firing have it. If a special ability is used in a barrage then those barrage weapons that don't have the special ability may not fire in the barrage, nor may they fire a separate barrage during their activation.

1.10 OVERWATCH [17]

A formation that takes an overwatch action may not move, but may shoot, outside of the normal turn sequence, in response to an enemy formation's movement. We mark formations on overwatch using the Games Workshop Order dice, but you can use other methods if you prefer. Note that if a formation has units more than 5cm from another unit in the formation (i.e., it is not in a legal formation), then the formation may **not** take an overwatch action, as it **must** move back into a legal formation if it can.

A formation that is on overwatch may choose to shoot immediately after an enemy formation completes a move or unloads troops, and before the target either shoots or assaults.

Note that a formation on overwatch is allowed to shoot at an enemy formation after any move, so it may shoot at a formation making several moves after it has completed one of these moves and before it carries out the next one. This stops fast formations using double or march actions to "whiz past" a formation that is on overwatch.

Also note that formations on overwatch may only react when a formation moves or unloads troops. They may not to choose to shoot at a formation that does anything else in their line of fire, such as shooting without moving or regrouping.

Resolve the shooting attacks using the normal rules. The overwatching formation must shoot at the formation that triggered the shooting—it can't pick a different target. Once it has fired, the formation is no longer considered to be on overwatch.

Formations remain on overwatch until they either shoot, or they undertake a new action in the following turn. Note that this means that a unit can go into overwatch on one turn, and not shoot until the following turn. Shooting in the following turn counts as your action for that turn, and will stop the formation taking an action later on. If the formation does not shoot in the following turn then it may take an action instead of shooting.

EXAMPLE OF PLAY
Overwatch

As his first action for the turn, the Imperial Guard player chooses to try to put one of his Steel Legion Mechanized Infantry Companies onto overwatch. He passes the Action test and the unit goes onto overwatch.

Nearby, an Ork formation chooses a sustained fire action and shoots at a nearby Titan. The Ork formation doesn't move, so can't trigger the formation on overwatch to fire. Their overwatch goes on…

Later in the same turn, another Ork formation chooses a double action and moves across in front of the Imperial Guard on overwatch. At the end of their first move, the Orks are within line of fire of the Imperial Guard detachment, but the player decides not to shoot at them since their second move will take them closer to another unit with which he can shoot them anyway. The overwatch is not triggered and still goes on…

A new turn begins and the Ork player wins the Strategy phase, enabling him to go first. The first thing the Ork player does is begin an engage action with a Kult of Speed, which begins tearing towards the Imperial Guard. At the end of their move, they are very close to the Imperial Guard formation, but before the assault is resolved, the Imperial Guard player announces that he is going to trigger the formation's overwatch and shoot at the Kult of Speed. The shooting is resolved normally, and in all likelihood will provide a massive aid to the Imperial Guard in the coming assault.

After the effects of the shooting have been resolved, the assault is resolved normally.

17. 1.10 Overwatch

Q: Can a formation on overwatch use its overwatch fire when it is not a legal formation?

A: Yes, the requirement to be a legal formation is only when the formation is taking an overwatch action. However, it could not choose to remain on overwatch as it would have to move back into a legal formation.

Q: Can a formation on overwatch use its overwatch fire when it is in the zone of control of an enemy formation.

A: Yes, as it is not taking an action when shooting while on overwatch. However, it could not choose to remain on overwatch as it would have to charge the enemy or leave its zone of control.

Q: A formation carries out an action that involves a move but none of the units physically move, is it still susceptible to overwatch?

A: Yes. Any action that includes one of more moves (advance, engage, double, march and possibly marshal, hold and special actions) is considered a move for the purposes of overwatch, even if units moved 0cm.
Note that withdrawals and consolidation moves are optional however, and that a player can choose not to move the formation at all, thus avoiding overwatch.

Q: Do units that enter play via a special rule (landing, planetfall, self planetfall, teleporting, tunneling, being summoned or swarmed) trigger overwatch fire?

A: No, only completing a move or disembarking triggers overwatch.

Q: An air assault suffers overwatch fire when a transported formation disembarks. Which formation receives the Blast marker for coming under fire?

A: The disembarking formation, as it triggered the overwatch.

Q: A commander orders a second formation to follow their formation in an assault, they count as a single formation when making an engage move and take overwatch fire. Which formation receives the Blast marker for coming under fire?

A: The formation that was closest to the enemy overwatching formation.

Q: Does a counter charge move trigger overwatch fire?

A: No.

Q: What happens to formation that is broken from overwatch fire while it is carrying out an action?

A: See 1.13.3, "it makes a withdrawal and loses the rest of its action."

Q: Do formations on overwatch need to take an Action test to remain on overwatch?

A: Yes. However, if all the unactivated formations you have left are on overwatch you can declare they are all remaining on overwatch without an Action test (even if they are not a legal formation, in enemy zone of control, have Blast markers, etc.), effectively ending your part in the Action phase.

1.11 CROSSFIRE [18]

"'Ere we go, 'ere we go, 'ere we go… Bloody hell, where'd dose beaky wagonz come from? Quick ladz, face dis way. No, no, no! Not dat way, dis way. Oi! Where are yooz boyz running off too? Come back 'ere ya yoosless lot… Bugga! Oh well, I guess I'll just have to take out dem wagonz meself. 'Ere we go den… WAAAAAARGH!!!"

Last words of Warlord Naz-bakk

Formations that take fire from the flank or rear are caught in a deadly crossfire, and will suffer additional casualties as troops struggle to find cover from attacks coming from an unexpected direction.

To represent this, formations are allowed to use the following rules to claim a crossfire bonus when they shoot. You can claim the crossfire bonus if you can draw a straight line up to 45cm long from any of the units in the shooting formation to any unit in another friendly formation *and* this line crosses a unit from the target formation *or* the gap between two units from the target formation.

The friendly unit that the crossfire line is drawn to must have a line of fire to a unit from the target formation, but does not have to be in range with any of its weapons. You may not use units that are in broken or marching formations to claim the crossfire bonus.

All units from a formation caught in a crossfire suffer a -1 save modifier. This may result in some units automatically failing their saving throw. Some terrain features or special rules may counter this modifier (see 1.8.4 and 2.1.16).

In addition, a formation caught in a crossfire attack receives two Blast markers for the **first** unit destroyed by the attack, rather than just one Blast marker for the destroyed unit as would usually be the case (see 1.9.4).

Note that a formation attacked by several enemy formations, each of which can claim a crossfire, will receive the extra Blast marker from *each* enemy formation that inflicts one or more casualties.

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18. 1.11 Crossfire

Q: Does the friendly unit need to shoot at the same target formation in order to be used to catch it in a crossfire?

A: No.

Q: Does the friendly unit need to have a weapon that can affect the target formation in order to be used to catch it in a crossfire?

A: No, it doesn't need weapons at all or even a Firefight value.

Q: Does the shooting formation need to have a line of fire to the friendly unit?

A: No, both the shooting formation and the friendly unit only need a line of fire to the target formation.

Q: Does the -1 save modifier apply to cover saves?

A: Yes.

EXAMPLE OF PLAY

Crossfire

The Land Raiders have taken an advance action and moved to the position shown in the photograph below. The Space Marine player is able to draw a line of fire less than 45cms long to a unit in the Space Marine Tactical formation, and so is able to claim the crossfire bonus when shooting on the Orks.

The Land Raiders' lascannon are ineffective against the Ork infantry, but their heavy bolters inflict three hits. The -1 save modifier means that it is impossible for the Orks to make their armour save so three units are removed as casualties.

Five Blast markers are inflicted on the Orks: one for coming under fire, two for the first casualty caused by the heavy bolter fire, and two more for the remaining two casualties. There are only five units left in the Ork warband, so the five Blast markers inflicted by the Land Raiders are just enough to break the warband.

1.12 ASSAULTS [19]

Formations that carry out an engage action are allowed to move and then fight an assault. An assault represents a situation where all hell breaks loose as troops desperately try to seize a vital objective, or fight a tenacious defence to keep the objective in friendly hands. Assaults are not necessarily face to face or toe to toe, simply close enough that individual infantry are able to engage in the fight and make use of their small arms, grenades and other short ranged weapons. Casualties will often be high on both sides, and at the end of the assault, one side or the other will be forced to withdraw with its morale shattered, leaving the field to the victor.

DESIGN CONCEPT
Assaults

The rules for assaults that follow are a crucial part of the Epic rules, and so it's important to understand what they represent. Unlike most wargames, where assaults only really cover hand-to-hand combat, in Epic an assault covers everything that happens when a formation is ordered to assault an enemy formation. To put this another way, if you think of an assault as covering everything that happens in a typical 4–6 turn game of Warhammer 40,000, then you won't go too far wrong!

This means that while hand-to-hand combat (called close combat in Epic) can be a part of what happens in an assault, it is by no means everything that happens. You will find it quite common for assaults to be resolved without any units making it into close combat at all, just as games of Warhammer 40,000 can be resolved without any close combat taking place.

One final point that needs to be made here is that an assault only occurs if a formation takes an engage action. This means it is possible for enemy formations to end up very close to each other (less than 15cms) without having to fight an assault. This reflects your troops' natural inclination to get under cover when they are close to the enemy unless they are ordered to attack.

19. 1.12 Assaults

Q: Do assaults occur when neither player takes an engage action?

A: No, they never automatically occur.

1.12.1 Assault Procedure

This is a summary of the assault procedure. We'll work through it step by step in the rules that follow:

I – Choose target formation
II – Make charge move
III – Make counter-charges
IV – Resolve attacks
V – Work out result
VI – Loser withdraws
VII – Winner consolidates

1.12.2 Choose Target Formation

A formation taking an engage action must pick an enemy formation as the target of the assault. Any enemy formation may be chosen anywhere on the table, though for reasons that will become apparent it makes sense to choose someone fairly close by.

Under certain circumstances, a formation may assault two or more enemy formations (see the special rule for intermingled formations).

1.12.3 Make Charge Move [20]

A formation undertaking an engage action is allowed to make **one** move (not a double distance move as is the case in many sets of wargame rules, not least many Games Workshop games), and then fights an assault against the enemy formation that was chosen as the target of the charge. This move is known as the *charge move*.

Make the move normally, as described in the movement rules given previously. Once the move is complete, the engaging

20. 1.12.3 Make Charge Move

Q: Can a unit that's making a charge move put an enemy unit in base contact if the enemy is in terrain that is dangerous to the charging unit?

A: Yes, if part of the enemy unit is not in dangerous terrain the unit can be put in base contact there without taking a dangerous terrain test. If the enemy unit is completely within the dangerous terrain then the charging unit would have to take a dangerous terrain test.

Q: Can a unit that's making a charge move put an enemy unit in base contact if the enemy is in terrain that is impassable to the charging unit?

A: Yes, if part of the enemy unit is not in impassable terrain the unit can be put in base contact there. If the enemy unit is completely within the impassable terrain then no.

Q: What happens to a charging unit that enters the zone of control of an enemy unit and it does not have enough movement to make it into base contact?

A: The charging unit would move as much as possible towards the closest enemy unit. The intent of the rule is that you should not be able to charge through a zone of control to reach a unit further away but should always move towards the closest enemy unit even if you cannot make it into base contact.

Q: Can a unit making a charge move claim the cover to hit modifier and receive a cover save against overwatch fire?

A: Yes and yes.

Q: After it makes a charge move does the engaging formation need to have at least one unit with a line of fire to a unit in the target formation in order for the assault to take place?

A: Yes. While it is not specifically stated in the rules it is implied ("close enough that individual infantry are able to engage in the fight and make use of their small arms") and required to resolve firefight attacks.

formation must have at least one unit within 15cms of a unit from the target formation. If this is not the case then the assault does not take place and the action ends. This caveat aside, units from the charging formation may move in any direction and do not have to head towards the enemy.

Units making a charge move are allowed to enter enemy zones of control in order to move into base contact with an enemy unit from the target formation. Moving into base contact allows the unit to fight with its close combat value rather than its firefight value, as described below. This is the only time a unit may enter an enemy zone of control. See the rules for zones of control (1.7.3). Note that charging units may not enter the zone of control of enemy units from another formation that is not the target of the assault.

A maximum of two units may move into base contact with each defender. A charging unit that enters a zone of control must move into base contact with the nearest enemy whose zone of control has been entered. Once a unit has been contacted it loses its zone of control for the rest of the assault, allowing other units to move past it.

It's important to note that all you have to do is get one unit within 15cms of the enemy chosen as the target of the assault. There is no need for any units to get into base-to-base contact with the enemy unless you want them to.

1.12.4 Counter Charges [21]

An assault represents a brutal short-range battle involving movement, shooting and close combat. Although the assaulting formation will have initiated the combat, the defending formation will have time to react to the enemy assault and make limited moves of their own. To represent this, units from the defending formation involved in the assault are allowed to make a special move called a *counter charge*.

Defending units that are not already in base contact with an enemy unit are allowed to counter charge. Units with a speed of 30cm or more may make a counter charge move of 10cm. Units with a speed of 25cm or less may make a counter charge move of 5cm. Counter charges happen after the engaging formation has finished moving and any overwatch shots have been taken, but before the combat is resolved. All the normal charge move rules apply, and defending formations must still be in a legal formation after the counter charge moves have been made (i.e., all units must be within 5cm of another unit from their formation). Embarked units may dismount.

A unit must use their counter charge move to move directly towards the closest enemy unit. It may move into base contact if close enough, and as long as the enemy is not already in contact with two defending units. Units can choose not to counter charge if they wish, but if they do counter charge they must head towards the nearest enemy.

Counter charging units are allowed to counter charge enemy units from any enemy formation, not just the one they were assaulted by. Any enemy formations that are contacted by counter charging units are drawn into the assault, and will fight just as if they had made the assault themselves. Treat them and the original attacking formation as a single formation for all rules purposes for the duration of the assault.

A 2D6 roll is used to resolve a combined assault. If the attacker loses then each formation is broken. If the attacker wins then each formation receives a number of Blast markers equal to the number of units the formation lost in the assault.

1.12.5 Resolve Attacks [22]

All units have two assault values: a *close combat* value and a *firefight*

21. 1.12.4 Counter Charges
Q: When a unit uses its counter-charge is it towards the closest enemy unit in the attacking formation or just the closest enemy unit?
A: The closest enemy unit. This could be a unit from another formation.
Q: If the closest enemy unit is in contact with two defending units can a unit counter-charge the next closest instead?
A: Yes.
Q: What happens when the closest enemy unit cannot be reach due to impassable terrain or friendly units?
A: The counter-charge would follow the shortest path to get to the closest enemy unit.
Q: Can units counter-charge over friendly units?
A: Follow the normal movement rules (see 1.7.2) with respect to this.
Q: Can units disembark from a unit that has already counter-charged?
A: Yes, so long as the transport unit isn't in base contact with two enemy units.
Q: Can a unit that disembarked other units still counter-charge?
A: No, disembarking happens at the end of a move.
Q: Can a formation that used its overwatch fire on the attacking formation still counter-charge?
A: Yes.
Q: After counter charges are made does the engaging formation need to have at least one unit with a line of fire to a unit in the target formation in order for the assault to take place?
A: In the first round yes, as "all the normal charge move rules apply". In subsequent rounds the assault is already taking place and its result must be determined.
Q: What happens when an assault goes into a second round and no units are within 15cm of each other after both sides counter charge?
A: Work out the result again.

22. 1.12.5 Resolve Attacks
Q: Do cover to hit modifiers apply in an assault?
A: No.
Q: Can a hit be allocated to a unit that does not have a line of fire to an enemy unit?
A: No, these hits are allocated in the same manner as shooting hits: they require a line of fire.
Q: How are attacks with special abilities like ignore cover and lance allocated in an assault?
A: This was never covered in the rules. The unofficial consensus is that they should be allocated in such a way to utilize their special rules, if possible. I.e., ignore cover hits should be allocated to units that are benefiting from a cover save and lance hits should be allocated to units with reinforced armour. This is something you should bring up with your opponent in the five minute warm up.
Q: Can a cover saves be used in an assault?
A: The defender can use them, but not the attacker.
Q: Can the crossfire bonus be used in an assault?
A: No.
Q: Does an attacking unit need to have a line of fire to a unit in the target formation in order to be considered "directly engaged"?
A: Yes.

value. Units that are in base-to-base contact with the enemy use the close combat value, while units that are not in base contact but are within 15cm and have a line of fire to the enemy can use their firefight value. Units that are armed only with close combat weapons and do not have any small arms or other ranged weapons may only attack if in base contact with the enemy.

Roll 1D6 for each unit that may attack. Note that Blast markers do not suppress units from formations involved in an assault—it is assumed that the proximity of the enemy means that everyone joins in! Compare the dice roll to the unit's close combat value if it's in contact with the enemy, or its firefight value if it's within 15cm of the enemy but not in base contact. If the dice roll is equal to or greater than the relevant value, then a hit is scored on the enemy. No modifiers ever apply to these dice rolls.

Each player allocates the hits and make saving throws in the same manner as they would when allocating hits from shooting. Hits may only be allocated to units that were directly engaged in the combat (i.e., that belonged to the attacking or defending formation and which were within 15cms of the enemy after charge and counter-charge moves were completed). Infantry units from formations taking a charge action may not take cover saves (they are assumed to have left cover to charge the enemy), but other infantry units may take cover saves normally.

If all of the units in the defending formation have been killed and at least one attacker survives, then the attacker wins and the assault is over (go straight to 1.12.8). If all of the attacking units directly engaged in the assault are killed then the assault has stalled and the defender wins (go straight to 1.12.8). "Directly engaged" means being within 15cm of a defending unit after charge and counter-charge moves have been completed. If even one of the original attackers that were within 15cms of the enemy survives, then the attack has not stalled. In any other case, both sides can call on support (see 1.12.6).

Important Note: Kills inflicted in an assault do not count for placing blast markers or for breaking a formation until **after** the result of the combat has been worked out. Also note that the attacker must completely destroy the defending formation to win at this stage, while all the defender has to do is to kill all the attacking units that made it to within 15cms of a defender.

DESIGN CONCEPT

Assault Weapons and Small Arms

Many unit datasheets include weapons that are noted as being either assault weapons or small arms.

The term assault weapons covers all of the diverse close combat weapons of the 41st Millennium, including chainswords, power weapons and Ork choppas. The effect of these weapons is included in a unit's Close Combat value and so they can only be used during an assault. For example, Assault Marines with chainswords have the effect of these weapons included in their Close Combat value of 3+.

The term "small arms" covers a dizzying array of short-range weapons used by units in the 41st Millennium. Examples include lasguns, bolters and Ork shootas. The effect of these weapons is included in a unit's Firefight value and can only be used during an assault. For example, Tactical Marines with boltguns have the effect of these weapons included in their Firefight value of 4+.

An assault is the only time that units get to use their "small arms" such as bolters or lasguns, although these weapons have a nominal range of 15cm on the unit datasheets. This represents the limited amounts of ammo carried for such weapons, and also that in combat most soldiers will keep their heads down and only shoot when the situation is really desperate! Neither of these problems generally apply to heavy weapons teams, which is why these weapons get to shoot all of the time.

1.12.6 Supporting Fire [23]

Both sides may call upon support unless the defender has been wiped out or the attack stalled as described above. Calling on support allows units from other formations to attack with their firefight value if they are within 15cm and have a line of fire to an enemy unit directly involved in the assault. In this case "directly involved" means belonging to the attacking or defending formation(s) and in a position to attack. This rule represents units from both sides that are not directly involved in the assault lending supporting fire when they see their friends coming under attack. Units from formations that are either Broken or Marched this turn cannot lend support.

Roll to hit using the firefight values of the supporting formations, and then allocate hits and make saving throws as you would do for shooting attacks. Once all casualties have been removed you must work out the result of the attack (see 1.12.7).

23. 1.12.6 Supporting Fire
Q: Is supporting fire affected by suppression?
A: No.
Q: What does "directly involved" mean here?
A: In order to support with their firefight a unit must have a line of fire to at least one enemy unit that attacked with its close combat or firefight during the assault.
Q: Can hits from supporting fire carry over on to units that weren't "directly involved"?
A: No.
Q: How is "directly involved" evaluated in assaults that go on for multiple rounds?
A: Check and re-evaluate at the end of every round. In a three round assault a unit can go from directly involved, to not, and back again with counter-charges and units being removed.

1.12.7 Work Out Result [24]

After both players have removed casualties, the outcome of the combat must be decided.

First, if one side completely wiped the other side out, then it is the winner. If this isn't the case then each player rolls 2D6, and adds any modifiers that apply from the chart below to the single D6 that rolled highest. Note that you don't add your dice rolls together, but use the single dice with the highest score. Whoever has the higher score after any modifiers have been added wins the assault.

In addition, the losing formation suffers a number of extra hits equal to the difference between the two sides' result scores. There are no saves for these hits, which represent units being hacked down as they turn and run, or disintegrating into a panic-driven rout as they flee. Remove these additional casualties as you would hits inflicted in the assault phase (i.e., units in base contact first, then those closest to the enemy, etc.).

In the case of a tied dice roll fight a second assault using any surviving units, starting with step 4 (i.e. roll dice, allocate hits, make saves and resolve the combat all over again with any survivors). Units from both sides are allowed to make a counter charge move before the second round is fought, with the attacker moving his counter charging units first (see 1.12.4). If a second round is fought then any casualties from the first round carry over when working out the result of the combat.

24. 1.12.7 Work Out Result
Q: Are the extra hits the losing formation suffers only applied to units that were "directly involved"?
A: No, the are applied to any units in the losing formation.
Q: Do the extra hits the losing formation suffers require a line of fire?
A: No.
Q: Can the extra hits the losing formation suffers be allocated to units being transported in a fearless transport?
A: Yes.
Q: How are the extra hits the losing formation suffers allocated to a formation with units being transported?
A: Once one of these hits is allocated to a transport (or it is skipped over because it is fearless) all units it is transporting must be allocated a hit (while any remain) before moving on to the next closest unit. Any remaining units that were being transported (fearless units, or those that weren't allocated a hit) would then make their normal armour save or a 6+ cover save if the transport was destroyed, the formation would not receive a Blast marker for any of these saves if they failed.
Q: Are units lost due to overwatch fire on the attacking formation counted when working out the result?
A: No.
Q: Are units lost due to failed dangerous terrain tests counted when working out the result?
A: No, they are not kills you have inflicted.

1.12.8 Loser Withdraws

After the result of the combat has been worked out (either because all defending units were destroyed, or the attack stalled, or through a result roll), then the loser is broken and must withdraw, and formations on the winning side receive Blast markers for the casualties they suffered.

If the loser was already broken when it was assaulted then the whole formation is destroyed, and ALL units in the formation are removed from play as casualties. If the losing formation is not broken then it becomes broken and may withdraw (see 1.13.3).

Once any additional casualties have been removed, any surviving units on the losing side must make an immediate withdrawal as explained in the rules for broken formations later on (see 1.13.3).

Finally, any formations belonging to the losing side that were in a position to have lent support (i.e., they were within 15cms of an enemy unit in the assault) receive one Blast marker each, even if they did not actually lend support. These Blast markers represent the detrimental effect on morale of seeing friends defeated in an assault.

1.12.9 Winner Consolidates [25]

After the loser has withdrawn, the winning formation receives a number of Blast markers equal to the number of units that were killed by the enemy. Note that it is possible for a formation to win an assault and then become broken by the casualties that they suffered! In this case, the winning formation is broken, but does not have to make a withdrawal even if other enemy units are within 15cm (see 1.13.3). If the winner of the combat was already broken at the start of the combat, they do not receive any additional Blast markers.

Any units on the winning side may then move 5cm. This is a free bonus move designed to allow attacking units to occupy territory they have captured. Units may not enter an enemy's zone of control when they consolidate.

25. 1.12.9 Winner Consolidates

Q: Can a transport unit pick up another unit as part of its consolidation move? What if the unit being picked up disembarked at the end of the charge move?

A: Yes and yes, but the unit being picked up may not make a consolidation move when this happens (see 1.7.5).

Q: Do I have to use a consolidation move to move out of an enemy's zone of control?

A: No. A consolidation move isn't mandatory, it just can't be used to enter another enemy unit's zone of control.

Note that this can create the situation where a fearless unit does not withdraw and units from the winning side remain in base contact with it. When this happens the opposing formation will automatically be drawn in to an assault on either formation.

Assault Modifiers	**(Cumulative)**
For each kill you have inflicted during the assault	+1
You have more units than the opposing formation	+1*
You have more than twice as many units as the opposing formation	+1*
Your formation has no Blast markers	+1**
The opposing formation has more Blast markers	+1**

** Count the total number of units remaining in the charging formation against the total number of units remaining in the defending formation. Don't include units from other formations that were lending supporting fire.*

*** Count broken enemy formations as having as many Blast markers as units.*

1.12.10

Intermingled Formations[26]

Occasionally an attacker will wish to attack a position where units from two enemy formations are intermingled together. When a player declares the target for a charging formation he can choose, if he wishes, to include any enemy formations that are intermingled with the target formation as being part of the target of the charge. Two formations are intermingled if they have any units within 5cm of each other. If there are two or more formations within 5cm of the target formation, then the attacker can choose to include one or more of them as the target, he does not though have to include any of them.

For the purposes of the assault, the intermingled formation is treated as being a single formation. All of the intermingled formations are allowed to make counter charges, and hits may be allocated to all of the formations involved. Once casualties have been worked out, a 2D6 roll is used to resolve the assault. Add together all of the Blast markers on the intermingled formations when working out the result of the assault. If the defender loses then each formation is broken and must withdraw. If the defender wins then each formation receives a number of Blast markers equal to the number of casualties it suffered in the combat (i.e., if one defending formation lost two units and then another one, then the first would get two Blast markers and the other would receive one Blast marker).

26. 1.12.10 Intermingled Formations

Q: If a formation is intermingled with a broken formation, can the extra hits from loosing the assault be taken on the broken formation?

A: Yes, so long as those units are closer to the attacking formation. Units are removed for those extra hits and then broken formations are destroyed.

Q: Does the charging formation need to get within 15cm of all intermingled formations?

A: No.

Q: Does the charging formation need to get within 15cm of the original target or can it get within 15cm of any intermingled formation?

A: Talk about it with your opponent during the five minute up, it's played both ways around the world.

1.13 REGROUPING & BROKEN FORMATIONS

Formations that take a marshal action are allowed to regroup in order to remove Blast markers and attempt to avoid becoming broken. Formations are broken once they have received a number of Blast markers equal to the number of units in the formation, or if they lose an assault. Broken formations may not be selected to take an action in the Action phase.

1.13.1 Regrouping

Formations that take a marshal action may regroup. Roll 2D6 and remove a number of Blast markers equal to the highest roll. Note that the dice are not added together; instead the score of the higher dice is used.

1.13.2 Becoming Broken [27]

Check to see if a formation is broken after it receives any Blast markers (either from failing an Action test, shooting or winning an assault). Formations that lose an assault are automatically broken. You should completely resolve an assault or an attacking formation's shooting before checking to see if the target formation breaks (i.e., don't break a formation that comes under fire until all of the shooting has been resolved).

Remove all of the Blast markers from a formation when it breaks, and mark it in some way to show that it is broken. You can mark a broken formation in any manner you like; some players simply remember, others turn units in a broken detachment away from the enemy, or you can use the Order Dice or Battle Markers produced by Games Workshop. At the end of the day, as long as you remember which formations are broken and which are not then any method will do.

1.13.3 Withdrawals

Unless the rules state specifically otherwise, a broken formation may choose to make a withdrawal immediately after the action that caused it to break has been resolved. If a formation is broken part way through an action that it is taking (i.e., by the Blast marker received for failing an initiative test, or as a result of Blast markers received from overwatch fire), then it makes a withdrawal and loses the rest of its action.

A formation making a withdrawal may make two moves. Withdrawal moves may be made in any direction, but if a unit ends the second withdrawal move within 15cm of the enemy, it is destroyed (it is killed while trying to escape!). Units may ignore enemy zones of control while making a withdrawal move but may not move directly over enemy units. These changes aside, withdrawal moves are treated exactly like a normal move. Enemy formations on overwatch can shoot at formations making withdrawal moves.

Units with a speed of 0cm obviously cannot move when making a withdrawal, so are destroyed if there are any enemy units within 15cm at the point they become broken.

1.13.4 Blast Markers and Broken Formations [28]

Broken formations count as having as many Blast markers as units for any rules purposes.

Broken formations do not receive Blast markers after they have been broken and before they rally. Instead each Blast marker that the formation would normally receive causes an additional hit on the formation, with no saving throw allowed. Apply these extra hits as you would from normal shooting (i.e., from front to back of the formation). These additional hits represent individual units panicking and fleeing the battlefield, and they make broken formations extremely vulnerable to enemy attack—you have been warned!

Remember that a broken formation that wins an assault does not receive any Blast markers for the casualties it suffered, and will not therefore lose any additional units due to panic. It is assumed that in this case, the feeling of triumph at winning the assault overcomes any feelings of terror or fear.

27. 1.13.2 Becoming Broken
Q: Does a broken unit have a zone of control?
A: Yes.

28. 1.13.4 Blast Markers and Broken Formations
Q: Do the units removed from the additional hits cause Blast markers.
A: No.

1.14 THE END PHASE [29]

The End phase takes place, unsurprisingly, at the end of the turn, once both players have taken an action with each of their unbroken formations. Both players *must* attempt to rally any formations and then check the scenario victory conditions to see if either side has won.

1.14.1 Rallying Formations [30]

In the End phase both players take turns to rally formations that have Blast markers or that are broken. Rally the formations one at a time, starting with the player with the higher strategy rating. In order to rally a formation you must roll equal to or over the formation's initiative value on a D6 (see 1.2.2). There is a -2 modifier to the dice roll if the formation is broken, and a -1 modifier if enemy units are within 30cm of a unit from the formation.

If the test is failed, then broken formations must make a withdrawal (see 1.13.3), while formations that are unbroken must remain in place but may not remove any Blast markers.

If the test is passed then remove half the Blast markers from the formation, rounding fractions up. Formations with one Blast marker remaining that pass a Rally test remove the last Blast marker. A broken formation that rallies is no longer broken. It counts as having as many Blast markers as units, half of which will be removed for passing the Rally test. For example, a broken formation with seven units that rallied would no longer be broken and would receive three Blast markers.

Rally Test Modifiers	
Formation is broken	-2
There are enemy units within 30cms	-1
Modifiers are cumulative.	

1.14.2 Check Victory Conditions

Most games of Epic are played using a scenario that will have a set of victory conditions that a player needs to achieve in order to win. See the special rules for scenarios in the special rules section for more details on how this works.

> *Rounding*
>
> In Epic, all fractions are rounded up unless the rules specifically say otherwise. Generosity rules where 6mm soldiers are concerned!

29. 1.14 The End Phase
Q: What is the order of events that happen in the End Phase?
A: If alternating, the player with the higher strategy rating chooses who will go first.
1. Aircraft make disengagement moves (simultaneous)
2. Resolve critical hit and other "end of turn" effects (alternate)
3. Rally (alternate)
4. Remove daemons (simultaneous)
5. Check victory conditions (depends on scenario)

30. 1.14.1 Rallying Formations
Q: Can a broken formation activate in the turn after it failed to rally?
A: No, it can only attempt to rally in each End phase.
Q: Can a broken formation that failed to rally make a withdrawal move in the End phase if it already made a withdrawal in the Action phase when it broke?
A: Yes.
Q: Can formations that are off-board rally?
A: Yes, unless a special rule states otherwise, and they are not considered to be within 30cm of enemy units.

1.15 CORE RULES TRAINING SCENARIOS

"Only faith in the Emperor and the training I am going to give you will save you on the battlefield."

Veteran Sergeant Kesser

You have now read all you need to know in order to try out the following training scenarios. A scenario is basically a set of notes, telling you all you need to know about the battle you are going to fight. It will tell you what forces are involved, what vehicles each player has, what each side's objectives are, and so on.

In order to play the core rules training scenarios you will need to get hold of a couple of dozen units of Epic scale Space Marines. It will help if you can track down some Predator Destructors and Rhinos too, but these are not vital. There is a free downloadable file on the NetEA website which has a set of counters for the Space Marine units and vehicles used in the scenarios, so if you have access to the internet you can try out the first two scenarios even if you don't have the correct models. Datasheets for the units can be found in the Forces section (see 5.0).

In order to play the scenarios that follow, you will also need a small amount of gaming terrain. You can use Warhammer or Warhammer 40,000 hills and trees if you don't have any in Epic scale, or just lay a cloth over some books to create rolling, hilly terrain.

Note: The datasheets for these five scenarios are in Section 5.0.

1.15.1 Basic Training Scenario

Even Space Marines need to practise their tactics and strategy. This basic training scenario is based on one of these exercises and pits Space Marines from the same Chapter against each other in a simple training exercise. The object is to take and hold an objective.

Force Alpha: Two formations each with six Space Marine Tactical units. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Force Beta: Two formations each with six Space Marine Tactical units. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Gaming Area: Set up a playing area approximately 60–90cm square. Set up any scenery you have in a mutually agreeable manner. You can set up as much or as little scenery as you like, but try to make sure that you have at least a couple of hills and either a built-up area or some woods for the troops to hide behind or take cover in. Place an "objective counter" in the very centre of the battlefield (a coin will do just fine).

Deployment: If one player set up the scenery then his opponent can choose which table edge to deploy on. If you set up the scenery together then roll dice to see who gets the choice of edge. The other player sets up on the opposite table edge. You must deploy all of your units within 15cms of your table edge.

Special Rules: All Space Marine units may use the *They Shall Know No Fear* special rule (see 5.1.1).

Victory Conditions: You capture the objective if you have a unit within 15cms of it in the end phase and your opponent does not. To win the game, you must capture the objective and hold it for one full game turn.

1.15.2 Fast Attack Training Scenario

Space Marine armies are highly mobile and make great use of armoured transport vehicles to strike at the enemy with lightning speed. By far the most common Space Marine transport vehicle is the ubiquitous Rhino, a sturdy and reliable machine capable of transporting ten fully equipped Space Marines across the battlefield.

Force Alpha: Two formations each with six Space Marine Tactical units and three Rhinos. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Force Beta: Two formations each with six Space Marine Tactical units and three Rhinos. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Gaming Area: Same as Basic Training (see 1.15.1).

Deployment: Same as Basic Training (see 1.15.1).

Victory Conditions: Same as Basic Training (see 1.15.1).

Special Rules: Same as Basic Training (see 1.15.1).

1.15.3 Armoured Training Scenario

Space Marines make use of a number of different types of armoured fighting vehicle. Among the most common is the Predator Destructor, a nicely balanced fighting machine with weapons suitable for engaging both armoured and vehicle targets. This scenario is based on the training exercises used to teach Space Marines the skills required to work as a member of the crew of a Predator tank.

Force Alpha: Two formations each with four Space Marine Predator Destructors. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Force Beta: Two formations each with four Space Marine Predator Destructors. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Gaming Area: Same as Basic Training (see 1.15.1).

Deployment: Same as Basic Training (see 1.15.1).

Victory Conditions: Same as Basic Training (see 1.15.1).

Special Rules: Same as Basic Training (see 1.15.1).

1.15.4 Advanced Training Scenario

Space Marine armies include a number of specialised formations and troop types such as Space Marine Assault units equipped with Jump Packs, and Space Marine Devestators equipped with additional heavy weapons. This scenario is based on the advanced training missions used by the Space Marines to show how the presence of these units affects the tactics learned during basic training.

Force Alpha: Two formations each with six Space Marine tactical units and three Rhinos, plus one formation of four Space Marine Assault units. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Force Beta: Two formations each with six Space Marine tactical

units and three Rhinos, plus one formation of four Space Marine Devastators. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Gaming Area: Same as Basic Training (see 1.15.1).

Deployment: Same as Basic Training (see 1.15.1).

Victory Conditions: Same as Basic Training (see 1.15.1).

Special Rules: All Space Marine units may use the *They Shall Know No Fear* special rule (see 5.1.1), and Assault Marines may use the *Jump Packs* special rule (see 2.1.7).

1.15.5 Combined Arms Training Scenario
In most circumstances, a Space Marine commander will field a combined arms force. This scenario teaches the vital skills needed to weld infantry, artillery and armoured vehicle formations into a single fighting force.

Force Alpha: Two formations each with six Space Marine tactical units and three Rhinos, plus one formation of four Space Marine Assault units, one formation of four Predator Destructors, and one formation of three Whirlwinds. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Force Beta: Two formations each with six Space Marine tactical units and three Rhinos, plus one formation of four Space Marine Devestator units, one formation of four Predator Destructors, and one formation of three Whirlwinds. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Gaming Area: Set up a playing area approximately 90–120cm square. Set up any scenery you have in a mutually agreeable manner. You can set up as much or as little scenery as you like, but try to make sure that you have at least a couple of hills and either a built-up area or some woods for the troops to hide behind or take cover in. Place an "objective counter" in the very centre of the battlefield (a coin will do just fine). Then each player must set up another objective 45cms away from any other objective. There should be a total of three objectives once they have all been set up.

Deployment: Same as Basic Training (see 1.15.1).

Victory Conditions: You capture the objective if you have a unit within 15cms of it in the end phase and your opponent does not. To win the game you must capture two objectives and hold them both for one full game turn at the same time.

Special Rules: Same as Advanced Training (see 1.15.4).

DESIGN CONCEPT
Rules Questions

Tabletop wargaming is an imprecise science and can often generate rules questions. The sheer number of variables thrown up by the rules, army lists and varied tabletop terrain pretty much guarantees that at some point during any game you and your opponent will have a discussion about how exactly to deal with a situation that has occurred, or you will find that you play the game using slightly different methods or conventions.

Usually, you will be able to overcome these differences by simply chatting about them with your opponent, but occasionally you will find that you each feel a rule or situation should be interpreted in a diametrically opposed way. Such a situation can lead to a very heated debate that might spoil your enjoyment of the game, and because of this, when these situations occur try not to argue about the rules, and instead simply smile and say "Okay, let's play it your way!" Trust me, you'll find that this method of play is much more relaxing and fun than bickering about rules, and you may find that you actually prefer your opponent's method to your own. It's also the mature approach, which I think is rather appropriate for a game like Epic, which when all is said and done is designed for experienced wargamers rather than experienced rules lawyers. 'Nuff said, I hope!

2.0 SPECIALIST UNITS & WEAPONS[31]

"We're safe 'ere Gobbitz. There's no way da beakies can get to us at the top of dis cliff…"

Last words of Gibli the Gretchin before being overrun by Space Marine Assault troops from the Salamanders Chapter

The battlefields of the 41st Millennium are home to a vast array of extraordinary units and weapons. These can range from infantry units equipped with jump packs that allow them to fly through the air, through to heavily armoured vehicles equipped with huge macro-weapons so powerful they make a mockery of all but the very thickest armour. These kinds of units have special abilities that often break the core game rules in some way—troops with jump packs can leap over impassable terrain, for example, while units hit by macro-weapons do not get an armour save, and so on. These rules are not particularly complex and you can start using them more or less straight away. We have simply separated them off here so that they do not clutter up the core game rules.

Specialist abilities represent unique attributes for a unit or weapon. Because of this, abilities are not transferable to other units or weapons in the same formation. For example, Terminators are allowed to teleport onto the battlefield and this ability is listed in their profile in the Forces section of the rulebook. However, any other non-Terminator units in the same formation would not have this ability.

Sometimes situations will occur where some units have a special ability and others do not, raising the question of whether the ability may be used. For example, some units in a formation may be able to fire a barrage that ignores cover or has the macro-weapon effect, while other weapons taking part in the barrage do not. If such a situation occurs in a battle then you may only use the ability if all of the units taking part can use it—so the barrage would only ignore cover or count as a macro-weapon if all of the units participating in the barrage had these abilities.

Finally, unless the rules specifically state otherwise then any special abilities can be used by units belonging to a broken formation. Thus a supreme commander, for example, could still use his special abilities even if he was broken.

31. 2.0 Specialist Units & Weapons

Q: Some special abilities can apply to both units and weapons. Are there any differences?

A: Special abilities on a weapon apply to only to the datasheet line they are on (e.g. Banshee Masks grant first strike to Howling Banshees in close combat and Lictor Talons grant sniper to Lictors in close combat).
Special weapon abilities on the unit apply to all attacks where applicable (e.g. Warp Spiders have first strike so all their CC and FF attacks have it, as do any extra attacks added from characters), while special unit abilities on the unit do not (e.g. Eldar Rangers have sniper for their shooting attack while their CC and FF attacks do not).

2.1 SPECIALIST UNITS[32]

Some units have special abilities that allow them to "buck the rules" in some way. This is usually because the units themselves are unusual due to their training, equipment or temperament. Any special abilities that apply to a unit will be noted on its datasheet (see 1.1.3).

2.1.1 Characters

Certain units are noted as being *characters*. These units represent important individuals rather than groups of soldiers or the crew of a vehicle or war engine. Because of this they are not represented by a separate model on the tabletop, and are instead *added* to another unit in the army. The unit the character is added to receives any weapons and abilities that the character has noted on their datasheet. For example, Space Marine Chaplains are characters that are armed with a Power Weapon (assault weapon, macro-weapon, extra attack (+1)), and have the *invulnerable save* and *inspiring* abilities. Any unit they are added to will count as having all of these things in addition to their normal weapons and abilities. Note that characters can be added to any type of unit, including vehicles and war engines.

The unit and the character must operate together throughout the entire battle. The character can be transported in any vehicle allowed to transport the unit that he joins, and does not take up an extra space. The character should be represented by a suitable model or command banner that is added to the unit he joins. Characters that are taken as an upgrade for a formation must be added to a unit from the formation they were taken as an upgrade for.

32. 2.1 Specialist Units

Q: Can a unit have the same special ability more than once?

A: No. Duplicated abilities (from characters being added to the unit, for example) should be treated as occurring once.

Q: Can units being transported use their special abilities?

A: Yes.

Q: Can units that are off board use their special abilities.

A: No, but there are some exceptions. Special abilities that allow the formation to be placed on the table (teleport, tunneler, etc) may obviously be used. Also, any special abilities that affect the formation's action or rally test (farsight, supreme commander, etc.) may be used, but only on the unit's formation. Finally, leader and slow and steady may be used off-board.

Q: Can units that are in a broken formation use their special abilities.

A: Yes.

2.1.2 Commanders [33]

Some units and characters are noted as being *commanders*. Commanders can order up to three formations of troops to follow them when they make an assault, as long as all the formations have at least one unit within 5cm of a unit from the commander's formation.

Make a single initiative roll for all the formations, counting a -1 modifier if any have Blast markers. If the test is failed then the commander's formation receives a Blast marker and must take a hold action, but the other formations are unaffected (and may take an action later in the turn).

If the test is passed then all three formations may take an engage action. Treat the three formations as if they were a single formation for all rules purposes for the duration of the assault. A 2D6 roll is used to resolve a combined assault. If the attackers lose then each formation is broken. If they win then each formation receives a number of Blast markers equal to the casualties it suffered in the combat.

2.1.3 Fearless [34]

Some units are noted as being *fearless*. Such units are either exceptionally brave or so crazed that they will never run away even when broken (though you can choose to have them make a withdrawal move if you want them to).

Units that are Fearless are immune to damage from losing an assault (both the additional hits and being wiped out if already broken) and from the damage inflicted by Blast markers if broken. When broken or otherwise forced to take a withdrawal move, Fearless units may choose not to withdraw, and if the unit elects to withdraw it will be destroyed only if it ends its move within 5cm of the enemy rather than 15cm. Fearless units that remain stationary do not take additional damage. Note that other units in the formation that are not fearless will be affected normally by additional hits for Blast markers or losing an assault or whatever—just don't allocate any of the hits to the units that are immune, but hand them out as normal to units that are not.

Fearless units still count as part of a formation, and so will sometimes be "dragged along" as their formation withdraws even though they don't have to, simply in order to stay in formation (see 1.2.1). Finally, note that not needing to withdraw can mean that fearless units can end an assault still in an enemy zone of control, or even in base-to-base contact with the enemy (see 1.7.3 for details of how to deal with situations where units start an action in an enemy zone of control).

2.1.4 Infiltrators [35]

Some units are noted as being *infiltrators*. These are allowed to double their speed when they make a charge move (and only when they charge!), and they can also ignore enemy zones of control from the formation they are charging. These two special abilities allow them to sneak past enemy units when they charge in order to attack enemy units that are further back. Note that the unit coherency rules still apply to infiltrators.

2.1.5 Inspiring [36]

Some units or characters are noted as being *inspiring*. Each inspiring unit involved in an assault adds +1 to the result roll (as long as it survives the combat of course!)

2.1.6 Invulnerable Saves [37]

Certain units or characters receive a special *invulnerable save*. These units either have protective devices or supernatural vitality that will allow them to survive an attack that would kill another creature. To represent this, units with an invulnerable save receive a second save of 6+ if they fail their first save for any reason. They may take this second save against any form of attack, even attacks that would normally not allow a save to be taken. No modifiers ever apply to the second save.

2.1.7 Jump Packs

Some units are noted as having *jump packs*. These units are equipped with special devices that allow them to fly for short distances, usually in a series of long "hops".

Units equipped with jump packs may ignore dangerous or

33. 2.1.2 Commanders
Q: Can the commander ability be used if the unit with commander, or its whole formation, is not within 15cm of a unit from the target formation after the charge move?
A: Yes in both cases.
Q: Which initiative value do I use if the following formations have a value different than the commander's formation?
A: Use the initiative value of the activating formation.

34. 2.1.3 Fearless
Q: What happens when a broken fearless unit remains in base contact with an enemy unit after loosing assault?
A: Nothing special. If the enemy unit does not consolidate out of its zone of control then see 1.7.3. If the units remain in base contact then the opposing formation will automatically be drawn in to an assault on either formation.

35. 2.1.4 Infiltrators
Q: Can infiltrators double their counter-charge move?
A: No.
Q: Can infiltrators double the distance they are placed from a unit when disembarking as part of a charge move?
A: No.
Q: Can infiltrators move over enemy units?
A: No.

36. 2.1.5 Inspiring
Q: Are units from supporting formations considered to be "involved" in an assault?
A: No.

37. 2.1.6 Invulnerable Saves
Q: Can invulnerable saves be used by units destroyed by dangerous terrain?
A: No.
Q: Can invulnerable saves be used by units destroyed by the extra hits from the result of an assault?
A: No.
Q: Can invulnerable saves be used by units destroyed from ending their second withdrawal move within 15cm of the enemy?
A: No.
Q: Can invulnerable saves be used by units destroyed from an additional hit from a Blast marker on a broken formation?
A: No.
Q: How many invulnerable saves must a unit make if it is hit by a Titan Killer weapon that causes multiple points of damage?
A: One, unless it is a War Engine in which case it must make one invulnerable save for each point of damage.

impassable terrain as they move (they jump over it). They may not land on impassable terrain, and if they land in dangerous terrain they must take a dangerous terrain test. Units equipped with jump packs may also move over other friendly units as they move, but may not land on them. Units with jump packs are affected by enemy units and zones of control normally, and cannot jump over enemy formations.

2.1.8 Leaders
Some units or characters are noted as being *leaders*. A formation that includes any leaders may remove one extra Blast marker for each leader whenever it regroups or successfully rallies.

2.1.9 Light Vehicles [38]
Light vehicles include any unarmoured vehicles where the crew is exposed to enemy fire, such as Ork buggies and Space Marine Land Speeders. The only difference between light vehicles and armoured vehicles is that light vehicles can be affected by AP fire as well as AT fire; in effect they count as infantry targets against AP fire and armoured targets against AT fire.

Light vehicles rely on speed and agility to protect them from enemy fire, and because of this their saving throw is based on these factors rather than the thickness of any armour they may carry. This aside, their saving throw works in exactly the same manner as the saving throw of any other unit, and will be ignored by macro-weapons, can be used against barrages, and so on.

2.1.10 Mounted
Some infantry units are noted as being *mounted*, and will either ride on bikes or living creatures such as horses. Mounted units count as vehicles for terrain effects, and as infantry units for all other purposes.

2.1.11 Reinforced Armour [39]
Units with *reinforced armour* are protected by armour many times thicker than that found on most armoured vehicles and have extremely robust internal construction too. Because of this they still take their saving throw when hit by macro-weapons (see 2.2.6). In addition, they may re-roll a failed save against any non-macro-weapon hit, including those inflicted during an assault.

2.1.12 Scouts [40]
Some units are noted as being *scouts*. These units are trained to operate on their own, scouting ahead of their formation to seek out the enemy. Scout units only have to remain within 20cm of another unit from their formation, rather than 5cm as would normally be the case. In addition, scouts are trained to spread out so they can cover a wide area, and so have a 10cm zone of control. Note that these abilities only apply to scout units and cannot be transferred to other units in the same formation or transport units carrying the scouts.

2.1.13 Skimmers [41]
Some units are noted as being *skimmers*. These units are equipped with devices that allow them to hover a short distance above the ground, so that they can fly over terrain that would slow other units down. Note that skimmers do *not* follow any of the rules for aircraft in Section 4.0.

Skimmers may ignore dangerous or impassable terrain as they move. They may not land on impassable terrain, and if they land in dangerous terrain they must take a dangerous terrain test.

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38. 2.1.9 Light Vehicles
Q: Can light vehicles grant the -1 to hit modifier to infantry units touching them?
A: No.

39. 2.1.11 Reinforced Armour
Q: Can a unit with reinforced armour re-roll an invulnerable save against a non-macro-weapon hit?
A: No.
Q: Can a unit with reinforced armour re-roll a cover save against a non-macro-weapon hit?
A: Yes, but only using its armour value.

40. 2.1.12 Scouts
Q: How do formations that contain scout and non-scout units form a "chain" to be a legal formation?
A: Every non-scout unit must be within 5cm of at least one other unit while scout units must be within 20cm of at least one other unit.
Q: Are scouts intermingled if they are within 10cm of another formation?
A: No.
Q: Can a charging unit move into base contact with an enemy unit that is completely within an un-intermingled enemy scout's zone of control?
A: Yes, but only if the enemy unit is closer than the scout, In this instance you may enter the zone of control of a formation that is not the target of the assault.

41. 2.1.13 Skimmers
Q: Can a skimmer transport unit pick up a unit that is in terrain that is dangerous to the skimmer?
A: Yes, but if the unit being picked up was completely within the dangerous terrain then the skimmer would have to take a dangerous terrain test.
Q: Can a skimmer transport unit pick up a unit that is in terrain that is impassable to the skimmer?
A: Yes, but only if the unit being picked up is not completely within the impassable terrain.
Q: Does a skimmer that starts a move in dangerous terrain have to take a dangerous terrain test.
A: Yes.
Q: Can a skimmer pop up as part of a hold action where it is shooting?
A: No. While it is not specifically stated in the rules you have to be able to move to pop up (overwatch being the only exception).
Q: Can a skimmer pop up as part of a counter charge?
A: Yes, if the unit can move it can pop up.
Q: If a skimmer chooses to use its firefight value in an assault when in base contact with an enemy unit are both units still considered to be in base-to-base contact?
A: Yes.
Q: What happens if two skimmers are in base contact with each other?
A: If either player chooses to use their skimmer's firefight value they both use their firefight value. Otherwise, they use their close combat value.
Q: If a unit is in base contact with a skimmer that chooses to use its firefight value and another non-skimmer unit can it still use its close combat value?
A: Yes.
Q: Can a war engine skimmer choose to use its firefight against units in base contact with it?
A: Yes.
Q: Two skimmers in an assault are in base contact with enemy units. One uses its close combat and the other its firefight. The enemy inflicts one hit on them, can the skimmer in firefight be allocated the hit?
A: Rules as written, yes. However, players doing so should be publicly shamed and ridiculed.

Skimmers may also move over other friendly units as they move, but may not land on them. Enemy units and zones of control affect skimmers normally.

A skimmer may declare that it is *popping up* at the start of any action that it takes, including when the skimmer goes into overwatch. A skimmer may not pop up as part of a sustained fire action or a marshal action, but may pop-up when it goes onto overwatch. Popping up counts as movement for the purposes of triggering firing by enemy units on overwatch.

A skimmer that has popped up, "pops down" at the conclusion of the action. Skimmers on overwatch do not pop down until after they make their overwatch attack. Skimmers with a transport capacity may not embark or disembark units while they are popped up, and if they are destroyed while they are popped up then any units on board will be destroyed with no save.

A skimmer that has popped up is assumed to be flying high enough that nearby intervening terrain that is closer to the skimmer than the target does not block the line of fire. To check if the line of fire is blocked, simply measure the distance between the skimmer and the terrain, and then measure the distance between the terrain and the target unit. If the skimmer is nearer to the intervening terrain then the line of fire is not blocked. If the skimmer is further from the terrain, then work out the line of fire normally. If the distance is is equal, then both the skimmer and the target unit can fire at each other, but they both count as being in cover and the cover to hit modifier will apply.

Skimmers may always choose to use their firefight value in an assault, even if there are enemy units in base contact with the skimmer. If they do this then the enemy must use their firefight value also. This represents the skimmer lifting off the ground out of reach of enemy ground units.

2.1.14 Sniper [42]

Some infantry units are noted as being *snipers*. Roll separately when attacking with a sniper unit. If they hit, the attacker can choose which enemy unit is hit from those within range and in the line of fire of the sniper unit. In addition the target suffers a -1 save modifier.

42. 2.1.14 Sniper
Q: Can the sniper ability be used in an assault?
A: Only if it is on an assault weapons or small arms weapon.
Q: What units may an attacker choose to hit with sniper hits in an assault?
A: Any enemy units within 15cm and in the line of fire of the unit, regardless if the hit was from an assault weapons or small arms weapon.
Q: When are sniper hits allocated?
A: Before or after regular hits but before saving throws are made (and thus before macro-weapon hits are allocated).
Q: Can a sniper hit be allocated to a unit that has already been allocated a regular hit?
A: Yes.

2.1.15 Supreme Commanders [43]

Supreme Commanders represent high-level command units. They count as commanders and leaders (see 2.1.2 and 2.1.8 respectively). In addition, each supreme commander unit in the army allows a player to re-roll one failed initiative test (of any type) once per turn.

2.1.16 Thick Rear Armour

Some armoured units are noted as having *thick rear armour*. These vehicles have equally thick armour all round, and so ignore the -1 save modifier when they are caught in a crossfire.

2.1.17 Teleport [44]

Units with the *teleport* ability can appear suddenly on the battlefield, either because they have access to technological or arcane devices that allow them to be instantaneously moved from one place to another, or because they are capable of hiding extremely well and then suddenly appear "as if from nowhere".

Formations where all of the units have this ability may be kept off the table, and can appear at the start of any turn. Simply place the unit anywhere you like on the table at the start of any turn, before determining who wins the strategy roll. The unit must be placed within 5cms of another unit from its own formation if there are any already in play. So, for example, if a whole formation teleported into play then the first unit could be placed anywhere, but any other units would need to be placed within 5cms of a unit that had already been placed. All units must be placed outside enemy zones of control. If placed in dangerous terrain then a dangerous terrain test must be taken when the unit is placed on the table.

Teleporting is an inherently dangerous business, and doesn't always go as planned. To represent this roll a D6 for each unit that teleports into play. On a roll of a 1 the formation that the unit belongs to receives a Blast marker.

2.1.18 Walkers

Some vehicle units are noted as being *walkers*. They are able to negotiate dangerous terrain more easily than other vehicles. To represent this they may re-roll any failed dangerous terrain tests.

43. 2.1.15 Supreme Commanders
Q: Can an army have more than one supreme commander?
A: Yes, although the tournament army lists assume a maximum of one.
Q: What is an initiative test?
A: An action or rally test.
44. 2.1.17 Teleport
Q: Can a formation that contains transport units with teleport and transported units without it still teleport in?
A: Yes, but any units that can't be transported should be considered destroyed.
Q: Can a unit with teleport and scout teleport onto the board and set up within 20cm from each other?
A: No, all units after the first need to be placed within 5cms of a unit that has already been placed.
Q: How many D6 should a war engine unit roll when it teleports into play?
A: A number equal to its starting damage capacity.

> ***Re-rolls***
>
> Sometimes the rules will allow you to re-roll a dice if you don't like the first score you rolled. Re-rolls always apply to single dice rolls—if you rolled more than one dice then the re-roll will only allow you to re-roll one of them unless the rules specifically say otherwise. No dice may be re-rolled more than once (you can't re-roll a re-roll) and you must accept the result of the second roll.

2.1.19 Slow and Steady
Some spacecraft units are noted as being *slow and steady*. They may not be used on the first two turns of a battle unless the scenario specifically says otherwise.

2.1.20 Support Craft [45]
Support craft are much like a hybrid between a skimmer and an aircraft. They remain high up in the air, hovering over the battlefield, firing over intervening terrain when possible. Support craft function identically to a skimmer unit that is always "popped up". Support craft fire and are fired at normally (i.e. anti-aircraft ability is not required). In an assault, support craft automatically force a firefight in the same manner skimmers may choose. It is assumed that support craft transports or the troops they carry are appropriately equipped to embark and disembark troops as normal.

2.1.21 Self Planetfall
Self planetfall is plotted exactly as planetfall (see 4.4). Both the turn in which the formation arrives and the landing location is plotted. The only exception is that, because these units are much smaller than orbiting spacecraft, they may be plotted to arrive in the same turn that an enemy spacecraft is present.

On the designated turn the self planetfalling unit is activated in the normal activation sequence, as with spacecraft. Nominate the action for the formation and roll to activate. If the unit fails to activate its arrival is delayed to the next following turn. If the activation is successful, place the formation at the plotted landing zone and determine scatter according to 4.4 as if it were a normal planetfall, including loaded units disembarking up to 5cm. The formation's action proceeds as normal in all respects from that point. In other words, the formation gets the "free move" from planetfall placement at the beginning of its action but in all other ways activates as normal.

Note: The action is chosen at activation, before scatter is determined. Choose the action carefully as a poor scatter role could render some actions ineffective.

2.1.22 Expendable
Some units are seen by their allies as ablative or just plain disposable. This may be because the units are specifically created to sacrifice themselves or because the units are simply not valued.

A formation does not receive a Blast marker when a unit with *expendable* is destroyed, this includes the extra Blast marker from the first casualty of a crossfire and for units destroyed for being out of formation after a move.

If an expendable unit is hit by a weapon with disrupt it does not inflict a Blast marker. If a formation is comprised completely of expendable units then they do not benefit from any of the rules above.

Expendable units killed in an assault count for the purposes of working out its result (see 1.12.7).

2.1.23 Tunneler
Formations where all of the units have *tunneler* (or are transported in units that have the ability) may be kept off the table and can appear at the start of the second turn or after. Set up the units touching their own side's table edge before the battle starts at the same time that spacecraft are setup (see 4.3.1). Any units transported in the tunneler should be placed to one side at this time too.

Secretly write down the location where the tunneler will surface at the same time and in the same manner that you record the coordinates of a drop zone (see 4.3.1). You must also secretly record when the tunneler will surface. If it is going to surface in your half of the table it may arrive from the second turn onwards. If it is going to surface in the opposing half of the table, it may arrive from turn three onwards.

Set up the tunneler at the start of the stated turn, before placing units with teleport, at the location you wrote down. Any units being transported are allowed to disembark immediately upon surfacing. Surfacing does not count as movement for the purposes of triggering overwatch fire. Disembarking triggers overwatch fire as normal.

If the tunneler surfaces on terrain that is impassable for it, under a friendly unit, or in an enemy zone of control then it is assumed that on-board sensor equipment will divert it towards another entry point. The unit should be moved by the opposing player to the nearest area where it can surface.

Formations of multiple tunneler need only record one location where they will surface. Place a unit at this location, or within 5cm of another unit that has already been placed, so long as all units are placed within 15cm of the location and on the appropriate half of the table.

Tunneler, and any units being transported in them, may take an action on the turn they appear.

2.1.24 Self-Reliant
Some units or characters are noted as being *self-reliant*. A formation that includes one or more self-reliant units may remove one extra Blast marker whenever it regroups or successfully rallies. Multiple self-reliant units in a formation does not allow it to remove multiple Blaster markers, simply check for the presence of one or more self-reliant units and remove one Blast marker if they are found.

Some self-reliant units may have a trailing number noted in parentheses (e.g. *self-reliant (x)*). If this is the case, remove a

45. 2.1.20 Support Craft
Q: Can a unit with jump packs be placed within 15cms when disembarked from a support craft?
A: No.

number of Blaster markers equal to "x" instead (e.g. a formation of *self-reliant (2)* units would remove two Blast markers instead of one). If a unit has multiple self-reliant abilities then use the one with the greatest number and ignore the rest. Similiarlly, if a formation contains units with different self-reliant abilities then use the one with the greatest number and ignore the rest.

2.2 SPECIALIST WEAPONS

Some exotic or powerful weapons have special abilities to represent their unique properties. Any special abilities that apply to a weapon will be noted in the line for the weapon on a unit's datasheet.

2.2.1 Anti-aircraft Weapons

Some of the weapons used in Epic are used in dogfights or to defend against aircraft. These weapons are collectively known as anti-aircraft weapons in the rules. Anti-aircraft weapons have an "AA" firepower value, in addition they may also have AP or AT firepower values. For example, the Space Marine Hunter has a Firepower value of AT4+/AA4+. The rules for carrying out AA shooting are described in full in the rules for Aerospace Operations (see 4.0).

2.2.2 Disrupt [46]

Certain weapons are designed to disrupt enemy formations as much as kill enemy troops. To represent this weapons noted as having the disrupt ability inflict a Blast marker on an enemy formation for each hit they inflict instead of for each kill they inflict. Note that the hits inflicted by disruptor weapons are saved for normally. Any units that fail their save are removed as casualties but do not cause a second Blast marker to be placed on the target formation.

2.2.3 Extra Attacks [47]

Some assault and close combat weapons are noted as having *extra attacks (+x)*. Units armed with these weapons receive a number of extra attacks equal to "x" during an assault. For example, an assault weapon noted as having "extra attacks (+2)" would allow the unit using it to make two extra close combat attacks in an assault. Sometimes the entry will specify a dice roll rather than a fixed number. For example, a weapon that had "extra attacks (D3)" would attack D3 times each time it attacked. Extra attacks can apply to shooting attacks, close combat attacks, and firefight attacks.

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46. 2.2.2 Disrupt

Q: Does a disrupt hit inflict a Blast marker on an expendable unit?

A: No.

Q: Does a disrupt hit inflict a Blast marker when it takes down a void shield or power field?

A: No.

Q: A disrupt hit destroys a transport unit carrying other units. Do these units count as being hit by the disrupt hit?

A: No. Note that Blast markers should still be placed if the transported units are destroyed however.

47. 2.2.3 Extra Attacks

Q: How do special abilities apply to a weapon with extra attacks?

A: Special abilities (unit or weapon) that are on a weapon with extra attacks apply to, and only to, the extra attacks. All special weapon abilities (e.g. first strike) on the unit are also inherited by the extra attacks, but special unit abilities (e.g. sniper) on the unit are not.

Q: If a unit has an extra attack on a Small Arms weapon, can it be used if the unit is in base contact with an enemy unit?

A: Only if the unit is a war engine, and that hit can only be allocated to units in firefight with the war engine.

2.2.4 First Strike [48]

Weapons with the first strike ability attack first in an assault. Resolve the attack and inflict damage for the weapon before any enemy units make their attacks. This may result in some enemy units being destroyed before they can attack. If the ability is noted for a weapon with extra attacks (see 2.2.3) then only the extra attacks gets the first strike ability; otherwise it will count for all close combat attacks if noted for an assault weapon, or all firefight attacks if noted for small arms. If opposing units both have first strike weapons then all first strike attacks are resolved simultaneously and their results applied to both sides before other attacks are resolved.

2.2.5 Ignore Cover

Some weapons are noted as being able to *ignore cover*. These weapons are designed to negate the effects of cover, either by blasting it apart or simply bypassing it altogether. These weapons ignore cover to hit modifiers, and negate infantry cover saves.

2.2.6 Macro-Weapons [49]

Some of the weapons used in Epic are absolutely huge. These weapons are collectively known as *macro-weapons* in the rules. Only units with reinforced armour or invulnerable saves receive a saving throw against hits from a macro-weapon (see 2.1.6 and 2.1.11). Any other type of target that is hit does not get a saving throw at all. The following rules explain in detail how this works, but as long as you bear in mind the principle that macro-weapons cancel saves then you won't go too far wrong.

Shooting Attacks: Macro-weapons that can be used for shooting attacks do not have AP or AT firepower values. Instead they have a "macro-weapon" value (abbreviated to MW). For example, the volcano cannon mounted on an Imperial Warlord Titan has a fire value of MW 2+. You should roll to hit normally when firing a macro-weapon. Macro-weapons can affect any type of target, so the volcano cannon mentioned above would hit any type of target on a roll of 2+. Only units with reinforced armour or invulnerable saves receive a saving throw against hits from a macro-weapon (see 2.1.6 and 2.1.11). Any other type of target that is hit does not get a saving throw. Cover saves are also negated, although the -1 to hit modifier does apply. Units on board a transport vehicle destroyed by a macro-weapon only receive a save if they would have one were they hit by the macro-weapon directly.

Barrages: Work out the macro-weapon's barrage normally, except that any units hit do not receive a saving throw unless they have reinforced armour or an invulnerable save.

Assaults: In an assault, some small arms and assault weapons that are allowed extra attacks can have the macro-weapon ability as well. In this case the macro-weapon ability *only* applies to the extra attacks.

Allocating Hits: If an attacking formation scores hits both with normal weapons and weapons with the macro-weapon ability, then the opposing player must allocate and make any saves for the normal hits first, and then allocate and make any saves for the macro-weapon hits. Hits from macro-weapons can only be applied to units that are in a position to be hit by a macro-weapon.

2.2.7 Single Shot [50]

Some weapons are noted as being *single shot*. These weapons may be used once per battle and may not then be fired again. You may want to record which single shot weapons have been fired on a piece of scrap paper.

2.2.8 Slow Firing [51]

Some weapons are noted as being *slow firing*. These weapons must take one turn to reload after they have fired. This means that if they fire on one turn they may not fire during the next. We have found that the best way of remembering this is simply to turn the unit around to face away from the enemy when it fires, and then turn it back again when the formation is activated again next turn, but you can use any method you prefer.

2.2.9 Titan Killers

Some weapons are noted as being *Titan Killers*. Enemy units hit by such weapons may not take a cover or armour save, even if they have reinforced armour. In addition, further special rules apply if the target unit is a war engine (see 3.0). In all other ways, Titan killers are treated as macro-weapons.

2.2.10 Indirect Fire [52]

Some weapons that can fire barrages are noted as having the *indirect fire* ability. Units armed with indirect fire weapons are allowed to fire indirectly if their formation takes a sustained fire

48. 2.2.4 First Strike
Q: A unit in base contact uses a first strike extra attack and the enemy unit is removed. Can the unit still use its CC value for its regular attack?
A: Only if it was in base contact with another enemy unit, otherwise it would have to use its FF value.
Q: How does first strike work with supporting fire?
A: First strike doesn't provide a benefit in this situation, treat it like normal.

49. 2.2.6 Macro-Weapons
Q: A transport unit is destroyed but the units being transported survive and are placed in base contact with an AV, may Macro-weapon hits be allocated to them?
A: Yes.
Q: If a unit in an assault with an macro-weapon attack is destroyed by a regular hit before macro-weapon hits are allocated is its macro-weapon attack disguarded?
A: No. All attacks in assault are simultaneous, macro-weapon hits are just allocated after regular attacks.

50. 2.2.7 Single Shot
Q: Can a single shot weapon that has fired count for suppression purposes?
A: Yes.

51. 2.2.8 Slow Firing
Q: If a slow firing weapon's firepower is preceded by a multiplier do all of the shots have to be used?
A: No, shots can be saved and used during the following turn while the weapon is reloading.
Q: Can a slow firing weapon that has fired all its shots count for suppression purposes on the turn it is reloading?
A: Yes.

52. 2.2.10 Indirect Fire
Q: Does a weapon firing indirectly ignore the -1 to hit modifier if the target is in cover.
A: If the target would receive the modifier just for being partially obscured then yes. If the target is in the cover then no, it would still benefit from the -1 to hit modifier.

action. Units belonging to a formation that fails the action test may shoot normally as part of their hold action, but may not fire indirectly. Units firing an indirect barrage receive the +1 modifier for taking a sustained fire action. In addition, no line of fire is required for an indirect barrage, as it is assumed that the barrage is fired high in the air so that the shots rain down on the target and ignore any intervening terrain. Co-ordinates for the barrage are provided by "spotters" that are either in other friendly formations that do have a line of fire, or from orbiting spy satellites or planes. Finally, the high trajectory used by weapons firing indirectly greatly increases their range, but means they cannot fire at targets that are too close by. To represent this, weapons firing indirectly double their range, but have a minimum range of 30cms.

2.3 SPECIALIST TRAINING SCENARIOS

"Why, if it isn't Brother Marius. The injuries from the last training exercise have healed well I see. And that new bionic eye should prove most useful for this next exercise. Tell me, how many hours have you had on Land Speeders up to now?"

Veteran Sergeant Kesser

There are a huge number of specialist units and weapons covered by the Epic rules, far too many to be covered in a single training scenario. However, the following variant of the Combined Arms training scenario can give you a taste of what effect specialist units can have on the game. In order to play the scenario you will need access to the models you used for the Combined Arms scenario, plus models for the units shown on the datasheet section below.

Note: The datasheets for this scenario are in Section 5.0.

2.3.1 Specialist Training Scenario

Space Marines are organised into companies led by hugely experienced and respected commanders, and backed up with heavily armoured Land Raiders and highly agile Land Speeders. These specialised units allow a force to be tailored to carry out any mission the company may be called upon to undertake.

Force Alpha: Two formations each with six Space Marine Tactical units and three Rhinos, plus one formation of four Land Raiders and one formation of five Land Speeders. One Tactical formation may include a Space Marine Commander and the other may include a Space Marine Dreadnought. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Force Beta: Two formations each with six Space Marine Tactical units and three Rhinos, plus one formation of four Land Raiders and one formation of five Land Speeders. One Tactical formation may include a Space Marine Commander and the other may include a Space Marine Dreadnought. The force has a strategy rating of 5 and all formations have an initiative value of 1+.

Gaming Area: Set up a playing area approximately 90–120cm square. Set up any scenery you have in a mutually agreeable manner. You can set up as much or as little scenery as you like, but try to make sure that you have at least a couple of hills and either a built-up area or some woods for the troops to hide behind or take cover in. Place an "objective counter" in the very centre of the battlefield (a coin will do just fine). Then each player must set up another objective 45cms away from any other objective. There should be a total of three objectives once they have all been set up.

Deployment: If one player sets up the scenery then his opponent can choose which table edge to deploy on. If you set up the scenery together then dice to see who gets the choice of edge. The other player sets up on the opposite table edge. You must deploy all of your units within 15cms of your table edge.

Special Rules: All Space Marine units may use the "They Shall Know No Fear" special rule (see 5.1.1).

Victory Conditions: You capture the objective if you have a

unit within 15cms of it in the end phase and your opponent does not. To win the game you must capture two objectives and hold them both for one full game turn.

3.0 WAR ENGINES

"How much like a god he is, that ancient machine, primal of all his kind! His mighty fists, massive like two towers of destruction, laden with the doom of mankind's bitter foes. He watches over us now as battle joins, and in his shadow we shall advance upon our enemies and defeat them."

The battlefields of the 41st Millennium are home to some awesomely large vehicles, many of which tower high above the battlefield and carry weapons batteries of terrifying potency. Most famous of all of these are the Titans created by the Adeptus Mechanicus of the Imperium, but there are many others including the Gargants fielded by Ork armies and the living bio-Titans fielded by the Tyranids. All of these creations are referred to as *war engines* in the Epic rules.

War engines include all very large machines, such as Ork Gargants, Imperial Titans, Imperial Guard Baneblades and Space Marine Thunderhawk Gunships. Because of their huge size and awesome toughness, war engines are very different to other units, and because of this many of the core game rules are modified when it comes to war engines.

That said, the main difference between a war engine and a normal vehicle is that the war engine has a *damage capacity* (abbreviated DC) that shows how many "kills" the war engine can absorb before it is destroyed. For example, a Warlord Titan has a DC of 8, and it therefore takes eight "kills" to destroy it. For most rules purposes, a war engine counts as being "worth" a number of units equal to its starting damage capacity, so a war engine's starting damage capacity is also used to work out how many dice it rolls in an assault, how easy it is to pin and so on. This and all of the other modifications to the core game rules are described in detail as follows.

3.1 WAR ENGINE MOVEMENT [53]

War engines follow the same movement rules as any other unit. War engines that fail a dangerous terrain test suffer a hit (see the damage rules below).

3.1.1 War Engine Formations [54]

War engines are so large they usually operate as single units. Although only one unit, the war engine is still a separate formation, and all of the rules that apply to formations apply to it also.

Some smaller war engines like Baneblades operate in formations of more than one unit. War engines count as being within formation coherency distance if they are within a distance equal to their starting damage capacity × 5cm of another unit from the formation. For example, a Bandeblade has a starting damage capacity of 3, and so will be in formation as long as it is within (3×5) = 15cm of another unit.

3.1.2 War Engine Zones Of Control

War engines have a zone of control like any other unit. In an assault they only lose their zone of control once they have been charged by a number of units equal to their starting damage capacity.

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53. 3.1 War Engine Movement
Q: What happens to a war engine that fails a dangerous terrain test?
A: It takes a point of damage (check for a critical hit), but does not take a blast marker.
54. 3.1.1 War Engine Formations
Q: How do formations that contain war engine and non-war engine units form a "chain" to be a legal formation?
A: Every non-war engine unit must be within 5cm of at least one other unit while war engine units must be within a distance equal to their starting damage capacity × 5cm of at least one other unit.

3.1.3 Transport War Engines [55]

Some war engines are capable of transporting other units. These war engines are an exception to the rule that transport vehicles may only carry units from their own formation. Instead a war engine transport vehicle can carry units from another formation, as long as the entire formation can fit inside the war engine, and as long as the entire formation mounts up as part of the same move. Note that a war engine may carry other units from its own formation using the normal rules (see 1.7.5).

For a formation to mount up in this way the units that are getting on board must be able to move into base contact with the war engine during their action. The war engine is allowed to have taken an action before the other formation mounts up, but may not take an action after they have done so. While being transported the units may not shoot or carry out any other actions except to rally in the end phase (see 1.14.1).

Once the units being transported have mounted up, the war engine can move off with them inside as part of one of its own actions in a subsequent turn. It can dismount the transported units at the end of a move in the same way as a normal transport vehicle (i.e., the units are placed within 5cms of the transport at the end of a move).

Formations that dismount in this way may not take an action in the turn they dismount, but are allowed to either shoot or fight in an assault if the war engine that was transporting it is able to shoot or assault. In both cases, the war engine and the transported units are treated as a single formation until the shooting attack or assault has been resolved. The war engine and the formation that disembarked are treated as being separate formations once the war engine has completely resolved its action.

For example, a war engine could take a double action and disembark any troops it was carrying at the end of its move. The war engine and the disembarked units could then shoot together at a target formation, but all shooting would suffer the -1 modifier for shooting while taking a double action. Alternatively a war engine could take an engage action and dismount any transported units at the end of its charge move. It and the disembarking units would be treated as a single formation for the purposes of resolving the assault, as if they were making a combined assault (see 2.1.2, paragraph 3).

3.2 WAR ENGINE SHOOTING

The following special rules apply when shooting either at or with war engines. In general, war engines are treated in the same manner as armoured vehicle targets (i.e., any hit that would affect an armoured vehicle can affect a war engine). Any exceptions to this are noted below.

3.2.1 Allocating Hits To War Engines [56]

Normally, you may only allocate one hit to a unit in a formation until all units in the formation have been allocated one hit each. This doesn't apply to war engines. Instead, the defender allocates a number of hits equal to the war engine's starting damage capacity before he allocates any hits to other units.

If a formation includes both war engines and non-war engine units then an attacker must state whether any attacks he makes on the formation will be directed at the war engines or the other units in the formation. Attacks directed at the war engines can only be allocated against war engines if they hit, while attacks directed at other units may not be allocated to the war engines in the formation.

Special rules apply to war engines that are attacked by weapons that use templates (see 1.9.8). Normally these weapons attack each unit that falls under the template once each. However, due to its huge size if a war engine lies directly under the centre of a template, then it is subjected to a number of attacks equal to half its starting damage capacity, rounding fractions up. For example, a Baneblade (DC3) caught under the centre of a template would be attacked twice. You may wish to make sure that your barrage templates have a small hole in the centre so that you can see if a war engine suffers the full effect of the bombardment or is only attacked once.

3.2.2 War Engine Damage Capacity

Unlike normal vehicles, war engines are able to absorb more than one hit before they are destroyed. The number of hits a war engine can take is shown by its damage capacity. Each hit that is not saved will reduce the war engine's damage capacity by 1 point, and the war engine is only destroyed once its damage capacity is reduced to 0. Place one Blast marker on the war engine's formation for each point of damage that it suffers.

55. 3.1.3 Transport War Engines

Q: Can a war engine transport more than one formation?

A: Yes.

Q: Can a formation of war engines split another formation of troops amongst them to transport?

A: No, a single war engine from a separate formation cannot transport part of another formation.

Q: Are units trapped inside a war engine if it is in base contact with two enemy units?

A: No, only if it is in base contact with a number of enemy units equal to twice its starting damage capacity.

56. 3.2.1 Allocating Hits To War Engines

Q: How many units does a war engine in the target formation count as with regards to placing a barrage template?

A: A number equal to its starting damage capacity.

Q: If a war engine is under multiple templates from the same barrage is it subject to more attacks than normal?

A: No.

3.2.3 Critical Hits [57]

The weapons used in Epic are so destructive that they have the ability to destroy or damage even the largest target if they hit the right place. To represent this, any hit on a war engine (no matter how it was inflicted) has a chance of causing critical damage. Roll a D6 for each hit scored on a war engine. On a roll of 1–5 the target suffers normal damage and its damage capacity is reduced by 1 point. On a roll of a 6 the hit has caused critical damage; the war engine still loses one point of damage capacity, but in addition suffers a critical hit.

The effect of a critical hit is listed on the war engine's datasheet and will vary from one type of war engine to another. For example, Imperial Titans are vulnerable to hits on their dangerously unstable plasma reactors, while Ork Gargants are renowned for catching fire, and so on.

If a war engine suffers more than one critical hit then the effects of all of the hits are cumulative.

3.2.4 Blast Markers [58]

Every time a war engine loses a point of damage then the formation it is part of receives one Blast marker. If a war engine is destroyed by the effect of a critical hit then the formation it belongs to receives a number of extra Blast markers equal to the damage capacity the war engine would have had remaining were it not destroyed. For example, if a previously undamaged Baneblade in a Super Heavy Tank Company were destroyed by a single critical hit then the company would receive three Blast markers.

It requires a number of Blast markers equal to a war engine's starting damage capacity to suppress or break a war engine. Add the starting damage capacity of any functioning war engines in a formation together in order to find out how many Blast markers are required to break the formation. If the formation includes units that are not war engines, then add the starting damage capacity of any functioning war engines in the formation to the number of other non-war engine units to find the formation's break point. For example, an Ork formation with a Battlefortress (DC3) and six Boyz would be broken by 3+6 = 9 Blast markers. War engines rally using the normal rules.

A broken war engine is assumed to have a number of Blast markers equal to its starting damage capacity for all rules purposes. If there are any enemy units within 15cms of the war engine after it makes a withdrawal then it suffers one extra point of damage (no save allowed) for each enemy unit that is within 15cms. Additional hits caused by losing an assault or receiving Blast markers while broken cause one point of damage each. Roll for critical hits from these extra hits as you would normally.

3.2.5 Titan Killer Weapons

Some units are armed with weapons that are noted as being Titan Killers (see 2.2.9). Many of these weapons are capable of taking down a war engine with a single shot. Enemy units hit by such weapons may not take a cover or armour save, even if they have reinforced armour. Note that cover to hit modifiers do apply.

In addition, Titan Killer weapons will usually have a dice roll noted in brackets on their data sheet. For example, the Volcano Cannon mounted on an Imperial Guard Shadowsword is noted as being a Titan Killer (D3) weapon. If such a weapon hits a war engine then the war engine suffers damage equal to the roll of the appropriate sort of dice. Each point of damage will reduce the war engine's damage capacity by 1 point. Roll for critical hits for each point of damage inflicted. Titan Killer weapons that do not have a dice roll in brackets only inflict one point of damage.

When allocating Titan killer hits that may cause multiple points of damage, roll for damage immediately after allocating the hit. The War Engine counts as having been allocated a number of hits equal to the damage rolled. This is solely for purposes of allocation. Damage is applied as normal, only after all hits have been allocated.

EXAMPLE OF PLAY
Titan Killer Weapons

A formation of Shadowswords scores 3 Titan Killer (D3) hits against a pair of Warhounds. The first hit is allocated and the roll for damage is 2. The first Warhound counts as having 2 hits allocated to it. Because it has 3 Damage Capacity, the front Warhound can still be allocated an additional hit. The second Titan Killer hit is therefore applied to the front Warhound. The die is again a 2. Multiple Titan Killer hits don't "spill over" to other units in the formation, so the lead Warhound will take all 4 hits. As the number of hits allocated exceeds the Damage Capacity of the lead Warhound, the final Titan Killer hit will be allocated to the second Warhound. Note that even if the lead Warhound had been damaged and the 2 points of Titan Killer damage from the first shot would be enough to destroy it, damage is only applied after allocation. The Warhound would remain in play until all hits were allocated exactly as above. Once allocation was complete, the damage would be applied and the Warhound removed.

57. 3.2.3 Critical Hits
Q: Does the "hit" here refer to hits that have been allocated to the war engine or to hits that have reduced the war engine's damage capacity by 1 point?
A: Hits that have reduced the war engine's damage capacity by 1 point.
Q: If a critical hit's effect causes additional hits do these have a chance of causing critical damage?
A: Yes.
Q: If a critical hit's effect is resolved in the end phase and this results in another critical hit is that resolved immediately?
A: No, it would be resolved in the next turn's end phase.
Q: If a critical hit's effect destroys units in another formation does that formation receive a Blast marker for coming under fire?
A: No.
Q: If a critical hit's effect destroys units during an assault are those units counted for the purposes of working out the result of the assault?
A: If the units' formation was part of the assault, yes.
Q: Are critical hit effects cumulative?
A: Yes.
58. 3.2.4 Blast Markers
Q: Does a war engine's formation recieve a Blast marker if its critical hit effect causes a point of damage?
A: Yes.

3.3 WAR ENGINE ASSAULTS [59]

War engines can be devastating in an assault, which is reflected by the following special rules.

3.3.1 Charge Moves [60]

When a war engine charges it is allowed to "barge" any non-war engine units belonging to the target formation out of the way and carry on with its charge move. Move the war engine as far as desired, and then place any units that were barged out of the way as close as you can to their starting point, while still touching the base of the war engine that so rudely pushed them aside. The maximum number of units a war engine can barge aside in this manner is two per point of its starting damage capacity. Note that war engines may not barge other war engines out of the way.

The rule that no more than two units may move into base contact with an enemy unit when they charge does not apply to war engines. Instead a war engine may be charged by up to two enemy units per point of its' starting damage capacity (i.e., a Baneblade with a DC of 3 could be contacted by up to six enemy units).

3.3.2 Close Combat and Firefight Attacks

Instead of rolling a single hit dice for each war engine in an assault, roll a number of hit dice equal to the war engine's starting damage capacity. You may choose to split these between close combat rolls and firefight rolls as you see fit, but close combat rolls will only hit enemy units in base contact, while firefight rolls will only hit units within 15cm that are not in base contact.

3.3.3 Result Rolls

When working out the result of an assault that includes a war engine, count each point of damage inflicted on a war engine as a "casualty". Each surviving war engine counts as a number of units equal to its starting damage capacity when working out if one side outnumbers the other. If a war engine loses an assault, then it takes one extra point of damage for each point it lost the assault by. Roll for critical hits normally.

---

59. 3.3 War Engine Assaults
Q: Can a war engine transporting a broken formation assault?
A: Yes, but any broken formations being transported may not disembark and fight in the assault. If they are forced to disembark due to the war engine being destroyed then they are destroyed as well. Note that They do count as taking part in the assault, however, and affect the assault modifiers when working out the result.
Q: Can a unit use its consolidation move to get into a war engine?
A: Yes, but the war engine may not make a consolidation move.

60. 3.3.1 Charge Moves
Q: Can a war engines barge units out of the way with a counter charge?
A: Yes.
Q: Can a war engine barge one formation and assault another?
A: No, a unit can't enter an enemy's zone of control unless it is assaulting the unit's formation.
Q: Can a war engine barge a unit and then move away from other units to deny attacks?
A: Yes, but only if the war engine doesn't enter the other units' zone of control. A war engine is still required to move into base contact with an enemy unit if it enters its zone of control.
Q: How many units does a war engine making a charge move count as when moving into base contact with an enemy unit?
A: One. A war engine may have a number of units equal to twice its starting damage capacity in base contact with it but it still only counts as one unit when it moves into base contact with another unit (i.e., a Baneblade with a DC of 3 could be contacted by up to six enemy Shadowswords).
Q: Can a war engine counter charge if it has enemy units in base contact?
A: Nothing in 3.3 specifically overrides "Defending units that are not already in base contact with an enemy unit are allowed to counter charge," from 1.12.4. However, War Engines are allowed to barge as part of their counter charge, so it should be brought up in the five minute warm up. A suggested compromise is to mirror how a war engine loses its zone of control: so long as the number of units in base contact with a war engine is less than its starting damage capacity it may counter charge.

3.4 WAR ENGINE TRAINING SCENARIO

"We've got our Gargantz an' we've got our weapons. Wot ain't we got? We ain't got anyfing for target practice iz wot! So I'll tell you wot we're gonna do. We're gonna give da Humies a taste of 'ot metal death is wot. We's gonna take Big Gork and Big Mork 'ere an' we's gonna stomp Hummie!"

Warlord Dragnatz prepares the Boyz for the Waaargh!

The following training scenario will allow you to quickly and easily try out war engines for the first time. We highly recommend playing the scenario before including war engines in any normal games, as so many special rules apply to war engines that including them in a full sized game without any practice will slow things down to a crawl.

If you play Korps Grinda Returns twice, once as each side, then you will gain a good grasp of the war engine rules and will easily be able to incorporate them into the games that you play.

Note: The datasheets for this scenario are on the next page and in Section 5.0.

3.4 Gogard's Last Stand

Warlord Gogard led an ill-advised invasion of the Imperial planet of Belle Alpha about ten years before the Battle For Armageddon. Trapped by Blood Angels Space Marine reinforcements, and with most of his boyz dead or dying, Gogard boarded his trusty Gargant *Korps Grinda* and set off for one last suicidal attack on the hated "beakies". Gogard's attack came as a complete surprise to the Blood Angels, who only managed to damage the Great Gargant before being forced to retreat from the awesome firepower of the war engine.

Gogard carried on until he reached the main Imperial defence line. Here the Imperial defenders were much better prepared and raked the Gargant with heavy weapons fire as it advanced. The Gargant krew struggled to contain the fires raging inside the war engine, and were able to do so just long enough to allow *Korps Grinda* to cause immense destruction to the defenders before a massive explosion in the hull destroyed the Gargant and Warlord Gogard once and for all.

Gogard's last futile battle and glorious demise is a tale often retold around Ork campfires, with the result that a number of Ork Gargants on Armageddon are named *Korps Grinda* or a variation on the name (hey, nobody said that Orks were original!)

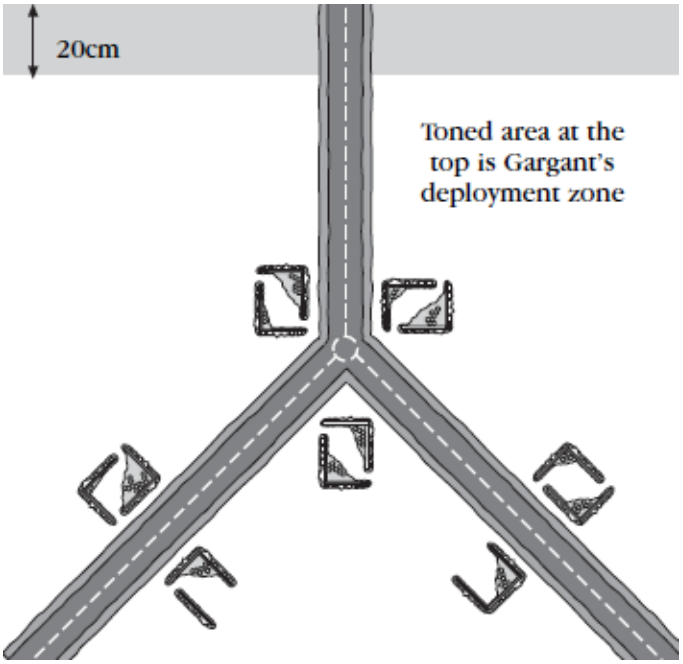
3.4.1 Korps Grinda Returns!

In a strange quirk of fate, one of the Gargants named *Korps Grinda II* found itself surrounded and cut off far behind Imperial lines, and was left with no option other than to try to inflict as much damage as possible before it was destroyed. The stage was set for a reprise of Gogard's Last Stand!

Ork Forces: One formation consisting of *Korps Grinda II*, a Great Gargant (the datasheet is at the end of Section 5.5) The force has a strategy rating of 3 and all formations have an initiative value of 3+. The Mob Rule (see 5.5.1) and Power of the Waaagh (see 5.5.2) special rules apply to *Korps Grinda II*.

Space Marine Forces: One formation consisting of a Space Marine Commander, six Space Marine Tactical units and three Rhinos, plus one formation consisting of a Space Marine Commander and four Space Marine Devastator units, and one formation consisting of four Land Raiders. The force has a strategy rating of 5 and all formations have an initiative value of 1+. The "They Shall Know No Fear" special rule applies to all Space Marine formations (see 1.15.1).

Gaming Area: Set up the playing area approximately 90–120cm square, including the features shown on the accompanying map. Set up any further scenery you have in a mutually agreeable manner. The Space Marine player must set up two command bunkers when he deploys. These are the objectives of the Ork attack. They may be set up anywhere on the table that is at least 15cm from a table edge.



Deployment: The Space Marine player sets up first. One formation is deployed on the table, either in or touching the ruined buildings by the "Y" junction. The remaining two Space Marine formations enter play anywhere along the Space Marine table edge (including the roads) on the first turn of the battle. The Space Marine player must deploy one unit from each of these formations on the table edge to show where they will enter play. Their move on the first turn must be measured from this point. Once the Space Marines have deployed, the Ork Great

Gargant may be set up as shown on the deployment map.

Victory Conditions: The game carries on until *Korps Grinda II* is destroyed or both objectives have been demolished. If the Space Marines destroy *Korps Grinda II* without losing either bunker then they win the game. If one bunker is destroyed then the game is a draw, and if the Orks destroy both bunkers then they win.

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Command Bunker	WE	Immobile	4+	n/a	n/a	-		

NOTES: Damage Capacity 3. No units may enter the bunker as it is filled with comm's gear.

4.0 AEROSPACE OPERATIONS

"Krukfang pushed the control stick forward and steered Deffblasta down into a straffing run. The words of Gobstikk came back to him from when the Mekaniak had been teaching the young Krukfang how to fly. Long, uncontrolled bursts the clever Mek had taught him…"

"Fighta-Bommer" by Gav Thorpe, from Imperial Armour II

Most Epic armies are supported by aerial units that either operate in the atmosphere or from orbit in space. These units range from small fixed-wing aircraft with a single crewman, to gigantic spacecraft manned by thousands or even tens of thousands of crew. Aerospace units are very different to any other unit in Epic. They are very fast compared to the ground units described so far, being perfectly capable of flying onto and off the largest gaming table in a single turn. This sheer speed means that only specialised ground units or other aerospace units are capable of engaging them. In addition, aerospace units often carry an arsenal of highly destructive weapons which when combined with their high speed allows them to unleash devastating attacks at almost any point on the battlefield. Last, but not least, some aerospace units are capable of transporting ground units, hurtling onto the battlefield and delivering their cargo wherever they may be needed.

The rules for aerospace operations are one of the most complicated sections of the Epic rulebook. Because of this we recommend playing a few games without aerospace units before you try them out, and that you limit each side to very small numbers of aerospace units for the first few games that you do play with the rules. Diving in the deep end and using aircraft, drop pods and spacecraft in your first game is not recommended!

4.1 AEROSPACE UNITS

In Epic there are two types of aerospace unit:

Aircraft: The unit type includes all "fixed wing" aircraft that can operate in a planet's atmosphere. Most aircraft are powered by powerful jet engines and are capable of carrying heavy payloads and of flying at thousands of kilometres an hour. Aircraft can range in size from small single-seat fighters to huge transport landers that can carry entire formations of troops. Aircraft belong to one of three manoeuvre classes that determine how easily they can turn when they move, as described below. The three classes are: *Fighters*, *Bombers*, and *Fighter-Bombers*. An aircraft's manoeuvre class is noted instead of its speed on its data sheet.

Spacecraft: This category includes all of the interstellar spacecraft used by armies to move from one star system to another. These craft can vary in size from small escorts to huge battleships armed with enough firepower to level a hive city! In Epic they are assumed to be operating from low orbit where they can land drop pods and provide long-range support for ground troops.

4.1.1 Aerospace Formations

Aerospace units are organised into formations just like any other unit. However, although aerospace formations do receive Blast markers, they cannot be broken or suppressed. In addition, they can't be assaulted, lend support to an assault or be used by another formation to claim a crossfire, etc., while in the air. Once landed, an aerospace unit may be assaulted and be used in a crossfire, and is affected by Blast markers normally.

4.2 AIRCRAFT [61]

Aircraft formations are not set-up with other units. They are kept off table (where it can be imagined they are in orbit or stationed at a nearby airbase) but can be set up on the board when they take an action. Aircraft that are capable of transporting other units may be set up with the these units already on board. The aircraft (plus any units they are transporting) may only enter play using the following rules.

Aircraft formations can only take the following actions: Interception, Ground Attack, Combat Air Patrol or Stand Down. Aircraft formations that fail an action test must take a stand down action rather than a hold action.

Interception: Only fighters and fighter-bombers can choose this action. Take an action test for the formation and if it passes set up the formation touching your table edge. The formation may then make an approach move and then attack enemy aircraft units. In the end phase, the formation must make a disengagement move and exit the table.

Ground Attack: Take an action test for the formation and if it passes set up the formation touching your table edge. The formation may then make an approach move and then attack enemy ground units. In the end phase, the formation must make a disengagement move and exit the table.

Combat Air Patrol (CAP): Only fighters and fighter-bombers can choose this action. Take an action test for the formation and if it passes set up the formation touching your own side's table edge to show where it will enter play.

A formation on combat air patrol may choose to carry out an interception action in reaction to an enemy ground attack. No initiative test is required to carry out the interception. It takes place after the enemy ground attack formation has made its approach move, but before flak is fired at the ground attackers or they make their own attack. Formations that are on CAP remain on CAP until they make an interception. If they haven't made an Interception by the end of the turn, then they can either stand down and return to base normally, or remain on CAP into the following turn.

No more than one formation that is on CAP may intercept a formation that makes a ground attack mission. In effect CAP allows you to interrupt an enemy ground attack action and "bounce" the enemy aircraft before they make their attack. The interception follows the normal rules, effectively being an "action within an action". After the interception has been carried out play returns to the ground attack action.

Stand Down: The formation may do nothing this turn. An aircraft formation that fails its action test *must* choose to take a stand down action.

4.2.1 Aircraft Approach Moves

Aircraft carrying out an interception or ground attack action are set up touching their own side's table edge (choose an edge randomly if your side doesn't have a table edge in the scenario being played). After the formation is set up it carries out an approach move.

Aircraft making an approach move may travel an unlimited distance over the tabletop when they move. Aircraft are assumed to be travelling high enough above the ground to fly over terrain, zones of control, and other units (in other words they ignore all three things!) By the same token, other units may ignore aircraft and aircraft zones of control when they move. Note that aircraft may not assault other units.

Aircraft must generally travel straight ahead in the direction they are facing, and can only change direction by *turning*. Aircraft belong to one of three manoeuvre classes that determine how easily they can turn when they move, as described below. The three classes are: Fighters, Bombers, and Fighter-Bombers. An aircraft's manoeuvre class is noted instead of its speed on its data sheet.

Fighters: Fighters may make one turn of up to 90° after moving at least 30cm. Once the fighter has made a turn it must move another 30cm before it can turn again.

Bombers: Bombers may make one turn of up to 45° after moving at least 30cm. Once the bomber has made a turn it must move another 30cm before it can turn again.

Fighter-Bombers: Fighter-bombers manoeuvre as bombers when making an approach move if they are carrying out a ground attack action (because they are laden down with bombs or rockets), and behave like fighters under any other circumstances.

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61. 4.2 Aircraft

Q: Can a formation on CAP choose to carry out an interception action in reaction to an enemy CAP interception?

A: No.

Q: What is the order of events with regards to aircraft/anti-aircraft/flak attacks, CAP and landing?

A:1. An aircraft formation activates and makes an approach move.

2. If the action taken was a ground attack an enemy aircraft formation on CAP may choose to carry out an interception action against it. If this occurs then the enemy aircraft formation makes an approach move and all flak attacks (from the aircraft formation, any friendly aircraft formations that are within range at the end of the enemy's approach move, and any friendly ground units with an AA value that were in range during the enemy's approach move) are resolved against it. Before rolling any saving throws it may choose to jink.

3. All anti-aircraft and flak attacks (from any enemy aircraft formations that are within range at the end of the aircraft's approach move and any enemy ground units with an AA value that were in range during the aircraft's approach move) are resolved against the aircraft formation. Before rolling any saving throws it may choose to jink if it doesn't have the Bomber manoeuvre class.

4. If the aircraft formation has a transport capacity and is carrying out a ground attack it may choose to land, at which point it becomes a ground unit. If any unit's disembark they and the aircraft formation may be subject overwatch.

5. The aircraft formation resolves its attacks or fights an assault if it decided to air assault.

4.2.2 Aircraft Attacks [62]

After aircraft have made their approach move they are allowed to attack. Aircraft carrying out a ground attack action may attack an enemy ground formation. Aircraft carrying out an interception mission may attack an enemy aircraft formation. Aircraft are assumed to be flying high enough in the air to ignore any terrain that might block the line of sight when they shoot at any targets, and the crossfire rule does not apply to aircraft attacks. This aside, resolve the attack using the normal shooting rules.

After the aircraft formation has made an attack, its action is over. It remains in play until the end phase, at which time it must make a disengagement move and exit the table (see 4.2.6).

4.2.3 Anti-aircraft Attacks [63]

Some weapons have an anti-aircraft value (AA) that can be used to attack aircraft, and only aircraft. Aircraft can shoot at other aircraft either when making a flak attack (see 4.2.4) or when attacking as part of an interception action. Ground units may *only* shoot at aircraft when making a flak attack, and may *not* choose to shoot at aircraft formations as part of one of their actions (this rule stops ground units "rushing over" to attack aircraft before they can disengage).

Roll to hit using the weapon's AA value. If a hit is scored then the aircraft must make a saving roll to see if it is destroyed. The crossfire rule does not apply to aircraft. Aircraft that are carrying out a CAP or Intercept action may add +1 to all of their to hit rolls.

Fighters and fighter-bombers can choose to "jink" when they have to make a saving throw. Jinking represents the pilot desperately swerving his plane to one side in order to try and dodge the enemy attack. All of the aircraft in a formation must jink, or none at all. Aircraft that jink receive a 4+ saving throw instead of their normal armour save but lose their attack if they have not already taken it (they are concentrating on dodging enemy bullets). Place a suitable marker on the aircraft as a reminder it can't shoot.

4.2.4 Flak Attacks [64]

AA weapons are designed to fire defensively against an attacking enemy aircraft, and may therefore shoot immediately after an enemy aircraft formation makes an approach move but before it makes its attack. This is called a *flak attack*. Note that aircraft carrying out a ground attack mission that are armed with AA weapons may shoot at enemy interceptors that fall within the AA weapon's fire arc. Making a flak attack does not remove overwatch status from a ground formation.

Flak attacks may not be carried out by units belonging to a formation that is marching or broken. This aside, flak attacks are a "free" or bonus attack, and making a flak attack does not stop the unit attacking again later in the same turn. What's more, a flak weapon can make any number of flak attacks per turn against different aircraft formations, as long as it does not attack the same aircraft formation more than once in a turn. Flak units in formations which have taken a move action during the turn fire with a -1 to-hit modifier during the end phase.

No line of fire is required when firing at aircraft, as it is assumed that they are high enough above any terrain features to be seen by all units. Make flak attacks one unit at a time, in any order you like.

Ground units that are armed with AA weapons can shoot at enemy aircraft as they move past them. To represent this, they may shoot at an aircraft formation that moved within their weapon range during their approach or disengagement move, even if the aircraft is no longer within weapon range when the attack is made. Attacks made against disengaging aircraft are resolved when the aircraft reaches the edge of the table, before it is removed to "fly back to base". Units that shot at an aircraft formation as it approached may not shoot at them again as they disengage.

62. 4.2.2 Aircraft Attacks
Q: Can an aircraft end its approach move in the middle of an enemy formation in order to ensure a specific target is allocated hits before other models?
A: No, if an aircraft ends its approach move in this manner then assume the fire is coming from the direction of the approach move.
Q: Do aircraft that attack ground formations suffer to hit modifiers for cover?
A: Only if the target is in cover, if the target is obscured then no because aircraft ignore anything that might block line of sight.

63. 4.2.3 Anti-Aircraft Attacks
Q: Can weapons with an AA value be used to attack landed aircraft?
A: No.
Q: Are jink saving throws invulnerable?
A: No.

64. 4.2.4 Flak Attacks
Q: Can units with weapons that don't have an AA value be suppressed when making a flak attack?
A: Yes, and they only need to be within range as all ground units have a line of fire to flying aircraft.
Q: Do to hit modifiers for a double, marshal or sustain action apply to flak attacks?
A: No, the only modifier that does is the -1 to hit during the end phase if the unit's formation carried out any action that involved a move.
Q: An aircraft makes its approach move and suffers flak attacks from one unit in a formation. As it makes its disengagement move it comes into range of an other unit from the same formation, may this unit flak attack the aircraft?
A: Yes, each unit may only shoot at an aircraft once per turn.

4.2.5 Transporting Ground Units [65]

Aircraft with a transport capacity are known as transport aircraft and are allowed to pick up and drop off ground units. Troops being transported are kept off-board embarked on the transport aircraft until it is deployed. Any units that are picked up and transported off the table may later return to play in the same transport aircraft.

An aircraft must carry out a ground attack action in order to transport units. Transport aircraft are treated in the same manner as war engine transport vehicles, and are only allowed to transport units from another formation as long as the whole formation can fit inside the transport aircraft (see 3.1.3). If a transport aircraft is destroyed while carrying ground units, then any transported troops are lost with it (no saves in this case!)

Transport aircraft can pick up and drop off their cargo in two ways: by landing or making an air assault.

Landing: Aircraft with a transport capability can land after making their approach move and having being fired upon by any enemy flak. If the aircraft lands in dangerous terrain it must take a dangerous terrain test. After the aircraft has landed, any units being transported may disembark and are placed within 5cms of the transport aircraft (skimmers and units with jump packs can be placed within 15cms, to represent them dropping from the aircraft as it comes in to land). Alternatively, the aircraft may pick up any friendly units within 5cms, assuming they will fit on board of course. After embarking or disembarking any units, the aircraft may carry out its ground attack. Note that the limitations that apply to units disembarking from a war engine transport vehicle also apply to units disembarking from an aircraft (i.e., they can't take an action on the turn they disembark but can shoot with the aircraft—see 3.1.3).

Once landed, the aircraft is treated in all ways as a ground unit with a speed of 0 (i.e., it may not move) It may not carry out an action on the turn it lands. If it is involved in an assault and loses then it is automatically destroyed. Once landed, the aircraft may make a disengagement move and exit the table in the end phase of any turn, including the one it landed in.

Air Assault: Transport aircraft may choose to land as described above, and then it and any units that disembark are allowed to fight an assault instead of shooting. If this option is chosen then the aircraft and any units that disembark may enter enemy zones of control as if they were charging. The aircraft and any units that disembark are treated as a single formation for the duration of the assault, in the same manner as units disembarking from a war engine taking an engage action (see 3.1.3). If the aircraft loses the assault it is destroyed, but any units that have disembarked may withdraw normally.

4.2.6 Disengagement Moves [66]

In the end phase, all aircraft that that have not landed must exit the table. Aircraft that have landed may choose to exit the table. Aircraft may exit along ANY table edge. Simply move the aircraft as you did when it made its approach move, until it reaches a table edge. This is called the *disengagement move*, and it takes place at the start of the end phase before any ground formations rally.

65. 4.2.5 Transporting Ground Units
Q: Can aircraft without a transport capacity land?
A: No.
Q: If a landed aircraft is destroyed while carry ground units, are they lost with it?
A: No, resolve this as per 1.7.5.
Q: Can units that have a special ability that allows them to enter play use it if a aircraft transports them off board?
A: No, they may only enter play again via disembarking from the landed aircraft.
Q: Can a transport aircraft jink and still carry out an air assault.
A: Yes, so long as it doesn't have the Bomber manoeuvre class.
Q: Is it possible to air assault into a formation which is completely covered by the zone of control of another formation?
A: You can play it either way, just bring it up in the five minute warm up.
Q: Is a fearless aircraft that looses an assault automatically destroyed?
A: No.
Q: Can a unit use its consolidation move to get into an aircraft?
A: Yes, but the aircraft may not make a disengagement move.

66. 4.2.6 Disengagement Moves
Q: If an aircraft has traveled more than 30cm during its approach move and didn't end it with a turn can it turn immediately when it makes a disengagement move?
A: No, it still must move at least another 30cm before it is allowed to turn.
Q: What happens when a landed aircraft does not make a disengagement move?
A: It rallies in the end phase like a ground formation and has the potential to activate like a ground formation next turn.

4.2.7 Blast Markers [67]

Aircraft collect Blast markers in a similar manner to other units, but are affected by them rather differently. The following fairly simple rules reflect the time it takes to rearm and refuel aircraft after a mission. Aircraft in a formation that has come under heavy attack and therefore have a lot of Blast markers will take longer to get ready, and so there is an increased chance that they may not get to carry out a mission.

Aircraft formations collect Blast markers under the following circumstances:

- Any aircraft formation that suffers any attacks (from ground flak or being intercepted) receives one Blast marker for "coming under fire". The formation can only receive one Blast marker during the approach move and another Blast marker during the disengagement move, no matter how many different units from however many different formations attack it.
- The aircraft receives one Blast marker for each aircraft unit that is shot down or point of damage that is suffered if it is a war engine.
- The aircraft receives an extra Blast marker if it exits from any table edge other than its own table edge, to represent the possibility of it being attacked while flying back over enemy territory.

Aircraft are not suppressed or broken by Blast markers, but are not allowed to rally in the end phase either. Instead, the next time that you want to take an action with the formation, take the action test as before, but apply a -1 modifier for each Blast marker on the formation (this modifier replaces the modifier for having one or more Blast markers).

All of the Blast markers are removed from the formation immediately after it takes the action test, whether it passes the test or not. If it passes the test, it may carry out an action, and if it fails it may not.

Aircraft that land are affected by any Blast makers they have picked up normally, and are allowed to rally in the end phase. Any additional Blast markers they pick up will be "carried off" with them if they later take off again.

4.3 SPACECRAFT

Most armies have access to spacecraft that can be used to land ballistic entry vehicles and unleash potentially devastating orbital attacks. Each type of spacecraft an army can use has its own datasheet with details of the drop pods and weapons carried by the spacecraft.

The spacecraft of the 41st Millennium are huge. Even a small Imperial Lunar class Cruiser would be over 5 metres long if we made an Epic scale model of it. Because of this neither side is allowed to include more than one spacecraft in their army.

Spacecraft can carry out orbital bombardments, pin-point attacks and land units with the planetfall ability when they take an action. They may carry out all three of these things as part of the same action if they have the ability—their huge crew allows them to carry out a multitude of tasks.

4.3.1 Planning Spacecraft Operations [68]

In order to carry out spacecraft operations you will need a Battlefleet Gothic model representing the orbiting spacecraft.

Spacecraft operations must be planned well in advance, and because of this any spacecraft models must be set up right at the start of the battle before any ground units are deployed. If both players have spacecraft, they should take turns in setting them up, starting with the player with the higher strategy rating.

Spacecraft are set up touching their own side's table edge (choose an edge randomly if your side doesn't have a table edge in the scenario being played), facing in any direction. As each spacecraft is set up, the player must declare out loud on which turn the ship will arrive. Note that the turn the spacecraft will arrive is not a secret—they are far too large to sneak up on the enemy! You may choose any turn, from the first turn onwards. However, you may not choose a turn that has already been taken by another spacecraft, and no more than one spacecraft can travel over the battlefield on the same turn.

In addition to saying when the spacecraft will arrive, you must secretly record the drop zone for units entering play using the planetfall ability, (see 4.4) and also where any orbital bombardments will fall. Each player needs to do this in turn while the other player is not looking.

Simply write down on a piece of paper the coordinates of the drop zone and/or bombardment in relation to the position of the space craft model. The coordinates you plot will determine the centre point of the drop zone and any orbital bombardment your spacecraft fires. For example you might write "my drop zone will be 60cm up, 30cm right, and my orbital bombardment will come down 45cm up and 30cm left". This would mean that the drop zone would be located 60cm up and 30cm to the right of the spacecraft model, while the orbital bombardment would hit a point 45cm and 30cm to the left of the model.

4.3.2 Carrying Out The Operation [69]

Spacecraft operations take place in the action phase of the turn.

67. 4.2.7 Blast Markers

Q: Do aircraft get a Blast marker for failing an activation?

A: No.

68. 4.3.1 Planning Spacecraft Operations

Q: Do all units with planetfall have to have the same drop zone?

A: No, you just need one drop zone for each formation entering play via planetfall.

Simply take an action test for the spacecraft as you would for any other formation. If the test is passed, the spacecraft may make orbital bombardments, pin-point attacks, and carry out a planetfall as described in the sections that follow (see 4.3.3, 4.3.4 and 4.4).

After any attacks or landings have taken place, the spacecraft model is removed. If the test is failed then the spacecraft has been delayed and fails to arrive this turn; you may roll for it again next turn as long as no other spacecraft are scheduled to arrive that turn. If the next turn has been taken, then the delayed spacecraft will arrive in the first available free turn.

69. 4.3.2 Carrying Out The Operation

Q: What is the order of events with regards to a spacecraft's operation.

A:1. The spacecraft resolves all of its orbital bombardment and pin-point attacks, assuming an action test is passed.

2. Each formation entering play via planetfall is resolved (placing and then scattering it, and then resolving any special abilities like those on a Space Marine Drop Pod). These can be in any order the player controlling the spacecraft desires.

3. Check to see if any formations that were subject to orbital bombardment, pin-point attacks or special abilities are broken.

4.3.3 Orbital Bombardments [70]

If a spacecraft can carry out an orbital bombardment this will be noted on its datasheet.

Orbital bombardments cover an area considerably larger than an artillery bombardment, and so require a barrage template that is 12cm across. By a remarkable stroke of good fortune this happens to be the same size as the Ordnance template used in Warhammer 40,000, and if you happen to have any of these we recommend you use them (I know, it's almost like we planned it, isn't it) If not then make your own templates from card or acetate.

Take one of the templates and place it with its centre at the coordinates you recorded at the start of the battle. Note that you don't need to pass a second initiative test in order to carry out the bombardment—the one you passed earlier on allows the bombardment to take place.

Once the position of the orbital bombardment is known, attack any units under the templates just as you would for an artillery barrage (see 1.9.8). Orbital bombardments never benefit from the crossfire rule.

4.3.4 Pin-Point Attacks [71]

Pin-point attacks may be made on enemy war engines (war engines are the only things big enough for a spacecraft to pick out on the battlefield). Pick a target anywhere on the table and then attack it with any pin-point attacks the spacecraft may have. You may target different war engines with each pin-point attack if you wish, or concentrate all of the attacks on a single target. Note that you do not need to record the co-ordinates of pin-point attacks.

70. 4.3.3 Orbital Bombardments

Q: Do all formations that are under an orbital bombardment template receive a Blast marker for coming under fire?

A: Yes.

Q: Are there any restrictions for placing extra orbital bombardment templates?

A: No.

71. 4.3.4 Pin-Point Attacks

Q: If a spacecraft has multiple pin-point attacks and uses them to attack separate formations do they each get a Blast marker for coming under fire?

A: Yes.

Q: If a formation contains multiple war engines who picks the target of a pin-point attack?

A: The attacker. Tell your Commissars to stop opening hatches and waving swords around, they can be seen from space.

4.4 PLANETFALL[72]

Some armies are allowed to land ground units from orbiting spacecraft in specially modified vehicles. These vehicles are mainly used to carry troops from orbiting spacecraft to the planet below. Most are more like manned missiles than aircraft, and are designed to be fired at extremely high speeds into the planet's atmosphere. At the last moment, powerful jets slow the descent of the vehicle allowing it and its cargo to land safely on the planet's surface. The high speeds that the vehicles travel at makes it almost impossible for weapons to engage them before they have landed. This is known as making a *planetfall*.

Any unit capable of making a planetfall will have this noted on its datasheet. The datasheets for a spacecraft will note the type and number of units it may carry that can make planetfall. It is assumed that a spacecraft can also carry any cargo that will be transported in the unit with the planetfall ability. Units entering play by planetfall and their cargo (if any) should be kept off the table until they have landed.

You can make a planetfall on the turn the spacecraft transporting the units enters play. Carry out the planetfall after carrying out any bombardments and/or pin-point attacks. Take one of the units with the planetfall ability and place it anywhere on the table that is within 15cms of the drop zone co-ordinates recorded at the start of the game (see 4.3.1). The unit then scatters 2D6cms in a random direction (we recommend using a Games Workshop scatter dice to determine the direction, but any mutually agreeable method will do). Any units being transported are allowed to disembark immediately on landing, or stay on board and disembark later. Landing does not count as movement for the purposes of triggering enemy overwatch fire. Disembarking triggers overwatch fire as normal.

Carry on doing this until all of the units with the planetfall ability that are on the spacecraft have landed. Units that end up out of formation due to scattering as they land must move back into a legal formation when they next take an action (see 1.2.1 and 1.6.1).

Units entering play by planetfall are destroyed if they land off the table. If the unit lands on terrain that is impassable or dangerous for it, or on top of any sort of unit (friend or foe), or in an enemy zone of control, then it is assumed that on-board automatic guidance systems will divert it towards a safe landing point and the unit is moved by the opposing player to the nearest area of clear ground where it can land.

Units that land by planetfall may take an action later in the turn. In effect the units land from the spacecraft when the spacecraft takes its action, and can take an action of their own later in the same turn. Remember that any formations that have landed by planetfall and scattered out of formation must move back into a legal formation when they take an action. Aircraft that land by planetfall are treated in the same manner as a landed aircraft (see 4.2.5), and they may take off again later in the game.

72. 4.4 Planetfall

Q: Can flak attacks be made against an aircraft enter play via planetfall?

A: No.

Q: What happens when the "nearest area of clear ground" isn't big enough to deploy an entire formation entering play via planetfall?

A: The opposing player moves it to the nearest area of clear ground where the entire formation can deploy.

4.5 AEROSPACE TRAINING SCENARIOS

"Today had been a good day for Krukfang; plenty of firing, plenty of speed."

The rules for aerospace operations, like the war engine rules that preceded them, are fairly long and complex, and for this reason it is best to learn how to use them by playing the following training scenarios before you use them in full-sized games. The training scenarios concentrate on the aircraft rules exclusively, as these are both the most complex and the most commonly used.

Note: The datasheets for these two scenarios are on the next page and in Section 5.0.

4.5.1 Death From The Skies!

In the sulphur-yellow skies above Armageddon, Ork fighta-bommers battle with Imperial Navy Thunderbolts and Marauders in a deadly dance of death. Typical of these engagements was the Ork aerial attack on Imperial Command Bunker Complex 17c, home to the Headquarters of the Imperial Guard 2nd Asgardian Rangers regiment. More than half a dozen Ork fighta-bommers from Harthag's Deffblasta's Flyboyz Sqwadron attacked the complex, and were intercepted by elements of the Imperial Navy's 222nd Interceptor Strike Wing. The air combat that unfolded is considered by many to be one of the classic aerial engagements of the Armageddon wars.

Ork Forces: Two formations each consisting of four Ork Fighta-Bommers. The force has a strategy rating of 3 and all formations have an initiative value of 3+.

Imperial Forces: One formation consisting of three Imperial Navy Thunderbolt Fighters, plus two formations each consisting of one Command Bunker and one Hydra AA vehicle, and one formation consisting of three Basilisk artillery vehicles and one Hydra. The force has a strategy rating of 2 and all formations have an initiative value of 2+.

Gaming Area: Set up a playing area approximately 90–120cm square. Set up any scenery you have in a mutually agreeable manner. You can set up as much or as little scenery as you like, but try to make sure that you have at least a couple of hills and either a built-up area or some woods for the troops to hide behind or take cover in.

Deployment:: The Imperial player sets up first, and must set up all of the ground formations in his force anywhere he likes on the table. Both sides' aircraft are off the table at the start of the battle.

Special Rules: See 5.5.2 for *Power of the Waaagh!*

Victory Conditions: The Ork player has three turns in which to destroy both Command Bunkers and all three Basilisks. If he succeeds he wins, if not the Imperial player wins.

4.5.2 Thunderhawk Down

Acheron Hive fell without warning on the fifth day of the invasion of Armageddon, the victim of treachery by none other than ex-Imperial Governor Herman von Strab. Intelligence reports indicated that von Strab was located in a captured command bunker just outside the hive city. A small force of Terminators from the Salamanders Chapter were despatched in a Thunderhawk Gunship in a bid to capture the traitor. The Terminators landed just outside the bunkers and quickly overran the complex, but found that von Strab had already left. Things started to go wrong when Ork Fighta-Bommers ambushed the Thunderhawk sent to evacuate the Terminators. Only the Thunderhawk's legendarily sturdy construction and the timely assistance of some Imperial Navy Thunderbolt fighters allowed it to survive and pick up the Terminators. When the Thunderhawk returned to base only one engine was still functioning, all of its crew had either been wounded or killed, and bullet holes caused by over 250 big shoota shell hits were counted on its hull. All of the Terminators sent on the mission were evacuated safely.

Imperial Forces: One Thunderhawk Gunship, plus one formation consisting of four Space Marine Terminator units, and one formation consisting of three Imperial Navy Thunderbolt fighters. The force has a strategy rating of 5. All Space Marine formations have an initiative value of 1+, and the Thunderbolts have an initiative value of 2+.

Ork Forces: Two formations each consisting of three Ork Fighta-Bommers, and two formations each consisting of one Command Bunker and one (traitor) Imperial Guard Hydra AA vehicle. The force has a strategy rating of 2. Traitor Guard formations have an initiative value of 2+, and the Ork Fighta-Bommerz have an initiative value of 3+.

Gaming Area: Same as 4.5.1.

Deployment: The Ork player sets up first, and must set up all of the ground formations in his force anywhere he likes on the table. All remaining formations are off the table at the start of the battle. The Space Marine player may teleport the Terminators into battle if he wishes to (see 2.1.17).

Special Rules: See 5.5.2 for *Power of the Waaagh!* and 5.1.1 for *They Shall Know No Fear.*

Victory Conditions: The Imperial player wins if he destroys both bunkers with close combat attacks, and then manages to exit at least one Terminator unit off the table in a Thunderhawk Gunship. The Imperial player gets a draw if he destroys both bunkers. Any other result is a win for the Ork player.

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER
Command Bunker	WE	Immobile	4+	n/a	n/a	-		

NOTES: Damage Capacity 3. No units may enter the bunker as it is filled with comm's gear.

5.0 FORCES

This section of the Epic rules includes datasheets for each of the armies, plus a reference sheet that groups all of the game tables together into one place. The following abbreviations are used on the datasheets:

Abbreviations

AC: Aircraft
AV: Armoured Vehicle
(bc): (base contact)
BP: Barrage Points
CC: Close Combat
CH: Character
D: Disrupt
DC: Damage Capacity
EA(+x): Extra Attacks (+x)
FF: Firefight
FS: First Strike
FwA: Forward Fire Arc
FxF: Fixed Forward Fire Arc
GM: Guided Missile
IC: Ignore Cover
Ind: Indirect Fire
INF: Infantry
L: Lance
Left: Left Fire Arc
LV: Light Vehicle
MW: Macro-weapon
Right: Right Fire Arc
RrA: Rear Fire Arc
S: Sniper
SC: Spacecraft
Slw: Slow Firing
SS: Single Shot
TK(x): Titan Killer (x)
WE: War Engine
WM: Weapon Mount

5.0.1 EPIC ARMAGEDDON REFERENCE SHEET

Blast Marker Table		
Blast Markers	*Result*	*Effect*
Each Blast Marker	Unit *Suppressed*	May not shoot
One per unit	Formation *Broken*	Withdraw

Actions

Advance: Make one move and then shoot.
Engage: Make one "charge" move and then fight an assault.
Double: Make two moves and then shoot with a -1 modifier.
March: Make three moves.
Marshal: Shoot with a -1 modifier and then regroup, or make one move and then regroup.
Overwatch: Enter overwatch.
Sustained Fire: Shoot with a +1 modifier.
Hold: Make one move or shoot or regroup.

Action Test Table	(Cumulative)
Formation has at least one Blast marker	-1
Formation is trying to retain the initiative	-1

To Hit Modifier Table	(Cumulative)
Target is in cover	-1
Attacker is carrying out a double or marshal action	-1
Attacker is carrying out a sustained fire action	+1

Needing 7+ to Hit	
Target	*D6 rolls needed*
7	6 followed by 4, 5 or 6
8	6 followed by 5 or 6
9	6 followed by 6
10	May not be hit

Assault Modifiers	(Cumulative)
For each kill you have inflicted	+1
You have more units	+1
You have more than twice as many units	+1
Your formation has no Blast markers	+1
The opposing formation has more Blast markers	+1
For each unit with *Inspiring*	+1

Rally Test Modifiers	(Cumulative)
Formation is broken	-2
There are enemy units within 30cms	-1

Victory Conditions Summary

Blitz: Capture the objective on your opponent's board edge
BTS: Destroy the enemy formation worth the most points
DTF: Control all three objectives in your table half
T&H: Capture two objectives in your opponent's table half
TSNP: No unbroken enemy formations in your table half

Barrage Table

Barrage Points	*Extra Templates*	*Extra Blast Markers*	*To Hit Rolls*	
			AP	*AT*
1	None	None	6+	6+
2	None	None	5+	6+
3	None	None	4+	5+
4–5	One	None	4+	5+
6–7	One	One	4+	5+
8–9	Two	One	4+	5+
10–12	Two	Two	4+	5+
13–15	Two	Three	4+	5+
16–18	Two	Four	4+	5+

Terrain Effects Table

Terrain	*Infantry*	*Vehicle*	*War Engine*
Buildings	4+ Cover Save	Impassable	Impassable
Cliffs	Impassable	Impassable	Impassable
Fortifications	3+ Cover Save, See rules	See rules	Impassable
Jungle	4+ Cover Save	Impassable	Dangerous
Marsh	6+ Cover Save, Dangerous	Dangerous	Dangerous
Open Ground, Hill Slopes	No Effect	No Effect	No Effect
River	6+ Cover Save, Dangerous	Impassable	No Effect
Roads	See rules	See rules	See rules
Ruins, Rubble	4+ Cover Save	Dangerous	Dangerous
Scrub	6+ Cover Save	No Effect	No Effect
Woods	5+ Cover Save	Dangerous	Dangerous

5.1 SPACE MARINE FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Captain	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Commander, Invulnerable Save, Leader.*
Chaplain	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Inspiring, Invulnerable Save, Leader.*
Librarian	CH	n/a	n/a	n/a	n/a	Smite	(15cm)	Small Arms, EA(+1), MW	*Invulnerable Save, Leader.*
						Power Weapon	(bc)	Assault Weapons, EA(+1), MW	
Supreme Commander	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Invulnerable Save, Supreme Commander.*
Assault	INF	30cm	4+	3+	5+	Bolt Pistols	(15cm)	Small Arms	*Jump Packs.*
Bike	INF	35cm	4+	3+	4+	Twin Bolters	(15cm)	Small Arms	*Mounted.*
Devastator	INF	15cm	4+	5+	3+	2× Missile Launcher	45cm	AP5+/AT6+	
Scout	INF	15cm	5+	4+	5+	Heavy Bolter	30cm	AP5+	*Infiltrator, Scout.*
Tactical	INF	15cm	4+	4+	4+	Missile Launcher	45cm	AP5+/AT6+	
Terminator	INF	15cm	4+	3+	3+	2× Assault Cannon	30cm	AP5+/AT5+	*Reinforced Armour, Teleport, Thick Rear Armour.*
						Power Weapons	(bc)	Assault Weapons, EA(+1), MW	
Attack Bike	LV	35cm	4+	5+	5+	Heavy Bolter	30cm	AP5+	
Land Speeder	LV	35cm	4+	6+	5+	Multi-melta	15cm	MW5+	*Scout, Skimmer.*
						and	(15cm)	Small Arms, MW	
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon	30cm	AP5+/AT5+	*Scout, Skimmer.*
						Heavy Bolter	30cm	AP5+	
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Twin Typhoon Missile	45cm	AP3+/AT5+	*Scout, Skimmer.*
						Heavy Bolter	30cm	AP5+	
Multi-melta Attack Bike	LV	35cm	4+	5+	5+	Multi-melta	15cm	MW5+	*Counts as an Attack Bike for the purposes of being transported.*
						and	(15cm)	Small Arms, MW	
Dreadnought	AV	15cm	3+	4+	4+	0–1× Missile Launcher	45cm	AP5+/AT6+	*Walker. Armed with either a Missile Launcher and Twin Lascannon, or an Assault Cannon and Power Fist.*
						0–1× Twin Lascannon	45cm	AT4+	
						0–1× Assault Cannon	30cm	AP5+/AT5+	
						0–1× Power Fist	(bc)	Assault Weapons, EA(+1), MW	
Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	
Land Raider	AV	25cm	4+	6+	4+	2× Twin Lascannon	45cm	AT4+	*Reinforced Armour, Thick Rear Armour, Transport. May transport one Terminator unit or two infantry units without Jump Packs or Mounted.*
						Twin Heavy Bolter	30cm	AP4+	
Predator Annihilator	AV	30cm	4+	6+	5+	Twin Lascannon	45cm	AT4+	
						2× Lascannon	45cm	AT5+	
Predator Destructor	AV	30cm	4+	6+	3+	Autocannon	45cm	AP5+/AT6+	
						2× Heavy Bolter	30cm	AP5+	
Razorback	AV	30cm	5+	6+	5+	0–1× Twin Lascannon	45cm	AT4+	*Transport. May transport one infantry unit (except a Terminator unit) without Jump Packs or Mounted. Armed with either a Twin Lascannon or a Twin Heavy Bolter. Razorbacks armed with a Twin Heavy Bolter have their firefight value increased to 4+.*
					(4+)	0–1× Twin Heavy Bolter	30cm	AP4+	
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	Small Arms	*Transport. May transport two infantry units (except Terminator units) without Jump Packs or Mounted.*
Vindicator	AV	25cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+, IC	*Walker.*
Whirlwind	AV	30cm	5+	6+	5+	Whirlwind	45cm	1BP, Ind	

Landing Craft	AC/ WE	Bomber	4+	5+	3+	2× Twin Lascannon 3× Twin Heavy Bolter	45cm 15cm	AT4+ AP4+/AA5+	*Damage Capacity 4, Fearless, Planetfall, Reinforced Armour, Transport. May transport twelve infantry units, Attack Bikes or Dreadnoughts; Terminator units and Dreadnoughts count as two units each; plus any six armoured vehicle units (except Dreadnoughts); Land Raiders count as one and a half units each, rounding up. Critical Hit Effect: The unit and all units being carried are destroyed. All units within 5cm suffer a hit.*
Thunderhawk Gunship	AC/ WE	Bomber	4+	6+	4+	Battle Cannon 2× Twin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter	75cm 30cm 15cm 15cm	AP4+/AT4+, FxF AP4+/AA5+, FxF AP4+/AA5+, Left AP4+/AA5+, Right	*Damage Capacity 2, Planetfall, Reinforced Armour, Transport. May transport eight infantry units, Attack Bikes or Dreadnoughts; Terminator units and Dreadnoughts count as two units each. Critical Hit Effect: The unit and all units being carried are destroyed.*
Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14BP, MW	*Slow and Steady, Transport. May transport 60 infantry units, Attack Bikes, or Dreadnoughts; plus 60 armoured vehicle units (except Dreadnoughts); plus nine Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.*
Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP, MW	*Transport. May transport 20 infantry units, Attack Bikes, or Dreadnoughts; plus 20 light vehicles or armoured vehicle units (except Attack Bikes and Dreadnoughts); plus six Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.*
Drop Pod	Special	n/a	n/a	n/a	n/a	Deathwind	15cm	AP5+/AT5+	*Planetfall, Transport. May transport one formation of only Dreadnoughts or infantry units without Jump Packs, Mounted, Reinforced Armour or Scout. After the drop pod lands, its Deathwind attacks all enemy units within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cm of the drop pod or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the drop pod. Drop pod models should be removed from the board once the formation they transport has disembarked.*

5.1.1
They Shall Know No Fear[73]

Space Marines are renowned for their tenacity and bravery. This is represented by the following rules:

- It takes 2 Blast markers to suppress a Space Marine unit or kill a unit in a broken formation (ignore any leftover Blast markers).
- Space Marine formations are only broken if they have 2 Blast markers per unit in the formation.
- Space Marines formations only count half their number of Blaster markers in assault resolution (rounding down—note that assault resolution will not receive +1 for having no Blast markers if the formation has 1 Blast marker before rounding down). Halve the number of extra hits suffered by a Space Marine formation that loses an assault, rounding down in favour of the Space Marines.
- When a broken Space Marine formation rallies, it receives a number of Blast markers equal to the number of units, rather than half this number. Space Marines with the Leader special ability remove 2 Blast markers instead of 1.

73. 5.1.1 They Shall Know No Fear

Q: How many Blast markers does a broken Space Marine unit count as having when working out the result of an assault?

A: One per unit.

5.2 IMPERIAL GUARD FORCES[74]

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Commissar	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Fearless, Inspiring, Leader.*
Commander	INF	15cm	6+	5+	5+	Autocannon	45cm	AP5+/AT6+	*Commander.*
Infantry	INF	15cm	-	6+	5+	Autocannon	45cm	AP5+/AT6+	*One unit in every two has an Autocannon.*
						Lasguns	(15cm)	Small Arms	
Ogryns	INF	15cm	3+	4+	5+	Ripper Guns	(15cm)	Small Arms	*Counts as two units each for the purposes of being transported.*
						Ogryn Combat Weapons	(bc)	Assault Weapons, EA(+1), MW	
Rough Riders	INF	20cm	6+	4+	6+	Laspistols	(15cm)	Small Arms	*Infiltrator, Mounted, Scout.*
						Power Lances	(bc)	Assault Weapons, EA(+1), FS	
Snipers	INF	15cm	-	6+	5+	Sniper Rifles	30cm	AP5+	*Scout, Sniper.*
Storm Troopers	INF	15cm	5+	5+	4+	Plasma Guns	15cm	AP5+/AT5+	*Scout.*
Support Squad	INF	15cm	-	6+	4+	2× Autocannon	45cm	AP5+/AT6+	
Supreme Commander	INF	15cm	5+	4+	5+	Autocannon	45cm	AP5+/AT6+	*Supreme Commander.*
						Power Weapon	(bc)	Assault Weapons, EA(+1), MW	
Sentinel	LV	20cm	6+	6+	5+	Multilaser	30cm	AP5+/AT6+	*Scout, Walker.*
Basilisk	AV	20cm	5+	6+	5+	Earthshaker	120cm	AP4+/AT4+	
						or	120cm	1BP, Ind	
						Heavy Bolter	30cm	AP5+	
Bombard	AV	20cm	6+	6+	5+	Siege Mortar	45cm	2BP, IC, Ind	
						Heavy Bolter	30cm	AP5+	
Chimera	AV	30cm	5+	6+	5+	Multilaser	30cm	AP5+/AT6+	*Transport. May transport two infantry units without Jump Packs or Mounted.*
						Heavy Bolter	30cm	AP5+	
Deathstrike	AV	20cm	6+	6+	5+	Deathstrike Missile	Unlimited	MW2+, Ind, SS, TK(D6)	
						Heavy Bolter	30cm	AP5+	
Griffon	AV	30cm	6+	6+	5+	Heavy Mortar	30cm	1BP, Ind	
						Heavy Bolter	30cm	AP5+	
Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon	30cm	AP3+, IC	
						Heavy Bolter	30cm	AP5+	
Hydra	AV	30cm	6+	6+	5+	2× Twin Hydra Autocannon	45cm	AP4+/AT5+/AA5+	
						Heavy Bolter	30cm	AP5+	
Leman Russ	AV	20cm	4+	6+	4+	Battle Cannon	75cm	AP4+/AT4+	*Reinforced Armour.*
						Lascannon	45cm	AT5+	
						2× Heavy Bolter	30cm	AP5+	
Leman Russ Demolisher	AV	20cm	4+	6+	3+	Demolisher	30cm	AP3+/AT4+, IC	*Reinforced Armour.*
						Lascannon	45cm	AT5+	
						2× Plasma Cannon	30cm	AP5+/AT5+	

74. 5.2 Imperial Guard Forces

Q: If an Imperial Guard formation has Blast markers how many units of Infantry can shoot their autocannon?

A: Count up the number of units of Infantry that are not supressed and divide this number by two, rounding up.

Leman Russ Vanquisher	AV	20cm	4+	6+	4+	Vanquisher	75cm	AP4+/AT2+	*Reinforced Armour.*
						Lascannon	45cm	AT5+	
						2× Heavy Bolter	30cm	AP5+	
Manticore	AV	20cm	6+	6+	5+	Rocket Launcher	150cm	2BP, D, Ind, Slw	
						Heavy Bolter	30cm	AP5+	
Valkyrie	AV	35cm	5+	6+	5+	Multilaser	30cm	AP5+/AT6+	*Scout, Skimmer, Transport. May transport two infantry units without Jump Packs or Mounted.*
						2× Heavy Bolter	30cm	AP5+	
						2× Rocket Pod	30cm	1BP, D, SS	
Vulture	AV	35cm	5+	6+	5+	Heavy Bolter	30cm	AP5+	*Scout, Skimmer.*
						Twin Autocannon	45cm	AP4+/AT5+	
						2× Hellstrike	120cm	AT2+, SS	
Baneblade	WE	15cm	4+	6+	4+	Baneblade Battle Cannon	75cm	2× AP3+/AT3+	*Damage Capacity 3, Reinforced Armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.*
						Autocannon	45cm	AP5+/AT6+	
						Demolisher	30cm	AP3+/AT4+, FxF, IC	
						2× Lascannon	45cm	AT5+	
						3× Twin Heavy Bolter	30cm	AP4+	
Shadowsword	WE	15cm	4+	6+	5+	Volcano Cannon	90cm	MW2+, FxF, TK(D3)	*Damage Capacity 3, Reinforced Armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.*
						2× Heavy Bolter	30cm	AP5+	

5.3 IMPERIAL NAVY FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Marauder Bomber	AC	Bomber	4+	n/a	n/a	Twin Lascannon	45cm	AT4+/AA4+, FxF	
						Bomb Racks	15cm	3BP, FxF	
						2× Twin Heavy Bolter	15cm	AA5+	
Thunderbolt Fighter	AC	Fighter-Bomber	6+	n/a	n/a	Multilaser	30cm	AP5+/AT6+/AA5+, FxF	
						Underwing Rockets	30cm	AT4+, FxF	
						Storm Bolters	15cm	AP4+/AA5+, FxF	
Emperor Class Battleship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	8BP, MW	*Slow and Steady.*
Lunar Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	3BP, MW	
						Pin-Point Attack	n/a	MW2+, TK(D3)	

5.4 TITAN LEGION FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Reaver Class Titan	WE	20cm	4+	3+	3+	2× Turbo-Laser Destructor Rocket Launcher	60cm 60cm	4× AP5+/AT3+, FwA 3BP, FxF	*Damage Capacity 6, Fearless, Reinforced Armour, 4 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 5+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*
Warhound Class Titan	WE	30cm	5+	4+	4+	Plasma Blastgun Vulcan Mega-Bolter	45cm 45cm	2× MW2+, FwA, Slw 4× AP3+/AT5+, FwA	*Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit takes a point of damage and is moved D6cm in a random direction. If this move takes the titan into impassable terrain or another unit it can't move over then it stops immediately and is destroyed. All units it moves into or over suffer a hit on a roll of 6+.*
Warlord Class Titan	WE	15cm	4+	2+	3+	Volcano Cannon Gatling Blaster 2× Turbo-Laser Destructor	90cm 60cm 60cm	MW2+, FwA, TK(D3) 4× AP4+/AT4+, FwA 4× AP5+/AT3+, FxF	*Damage Capacity 8, Fearless, Reinforced Armour, Thick Rear Armour, 6 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*

5.4.1
Imperial Void Shields[75]

Imperial Titans are protected by void shield generators. The number of void shields each Titan has is noted on the Titan's datasheet.

Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, nor allocate Blast markers. Once all of the shields have been knocked down, the Titan may be damaged normally and you may make saving throws against any hits that are scored. Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the Titan.

Void shields that have been knocked down can be repaired. Each Titan can repair one downed void shield in the end phase of each turn. In addition, if a Titan regroups it can use the dice roll to either repair the void shield or remove Blast markers (e.g., if you rolled a 2 you could repair 2 shields, remove 2 Blast markers or repair 1 shield and remove 1 Blast marker).

75. 5.4.1 Imperial Void Shields

Q: Do void shields stop a point of damage caused by: a failed dangerous terrain test, the extra hits from the result of an assault, a Blast marker on a broken formation, or the unit ending its second withdrawal move within 15cm of the enemy?

A: No.

Q: How many void shields go down if a war engine is hit by a Titan Killer weapon that causes multiple points of damage?

A: One per each point of damage, with any left over being allocated to the unit.

Q: Can a formation regroup to repair downed void shields if it has no Blast markers?

A: Yes.

Q: If a formation with multiple units with void shields regroups is the number of repaired void shields the same for each unit or shared between them?

A: Shared between them, e.g. if you chose to repair two void shields, one unit could repair two void shields or two units could repair one void shield each.

Q: Are void shields considered when determining how many hits a war engine should be allocated?

A: No.

5.5 ORK FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Oddboy	CH	n/a	n/a	n/a	n/a	0–1× Supa-Zzap-Gun	60cm	MW3+, TK(D3)	*Replace one Big Gun weapon with either a Supa-Zzap-Gun or a Soopagun, alternatively the unit may be given D3 Power Fields.*
						0–1× Soopagun	60cm	2BP, MW	
Warlord	CH	n/a	n/a	n/a	n/a	Big Choppa	(bc)	Assault Weapons, EA(+1), MW	*Supreme Commander.*
Big Gunz	INF	10cm	-	6+	5+	Big Gun	45cm	AP5+/AT5+	
Boyz	INF	15cm	6+	4+	6+	Big Shoota	30cm	AP6+/AT6+	
Grotz	INF	15cm	-	6+	6+	Shootas	(15cm)	Small Arms	*Expendable. Formations that include at least one Ork unit don't count Grot units that are lost in an assault when working out who has won the combat.*
Kommandos	INF	15cm	6+	4+	6+	Big Shoota	30cm	AP6+/AT6+	*Infiltrator, Scout.*
Nobz	INF	15cm	4+	3+	5+	2× Big Shoota	30cm	AP6+/AT6+	*Leader.*
						Big Choppas	(bc)	Assault Weapons, EA(+1)	
Stormboyz	INF	30cm	6+	4+	6+	Shootas	(15cm)	Small Arms	*Jump Packs, Scout.*
Warbikes	INF	35cm	5+	4+	6+	Twin Sawn-Off Big Shoota	15cm	AP5+/AT5+	*Mounted.*
Deth Kopta	LV	35cm	4+	6+	5+	Twin Big Shoota	30cm	AP5+/AT6+	*Skimmer.*
Skorcha	LV	35cm	5+	6+	4+	Skorcha	15cm	AP4+, IC	
Warbuggy	LV	35cm	5+	5+	5+	Twin Big Shoota	30cm	AP5+/AT6+	
Battlewagon	AV	30cm	5+	6+	5+	2× Twin Big Shoota	30cm	AP5+/AT6+	*Transport. May transport two infantry units without Jump Packs or Mounted; only one of the two units may be a Big Gunz; plus one unit of Grotz.*
Dreadnought	AV	15cm	4+	4+	5+	2× Big Shoota	30cm	AP6+/AT6+	*Walker.*
						Kombat Klaws	(bc)	Assault Weapons, EA(+1), MW	
Flakwagon	AV	30cm	5+	5+	5+	Flak Gun	30cm	2× AP6+/AT6+/AA6+	*Transport. May transport one infantry unit without Jump Packs or Mounted.*
Gunwagon	AV	30cm	5+	5+	5+	Big Gun	45cm	AP5+/AT5+	*Transport. May transport one infantry unit without Jump Packs or Mounted.*
Killa Kan	AV	15cm	5+	5+	6+	Big Shoota	30cm	AP6+/AT6+	*Walker.*
						Kombat Klaws	(bc)	Assault Weapons, EA(+1), MW	
Stompa	AV	15cm	4+	4+	4+	2–3× Big Gun	45cm	AP5+/AT5+	*Reinforced Armour, Walker. Armed with either three Big Guns, or two Big Guns and a kombat 'ammer.*
						0–1× Kombat 'Ammer	30cm	AP5+/AT6+	
						and	(bc)	Assault Weapons, EA(+1), MW	
Battlefortress	WE	30cm	4+	4+	4+	4× Twin Big Shoota	30cm	AP5+/AT6+	*Damage Capacity 3, Transport. May transport eight infantry units without Jump Packs or Mounted; only one of the eight units may be a Big Gunz; plus four units of Grotz. Critical Hit Effect: Move the unit D6cm in a random direction, all units under it suffer a hit. The unit is destroyed and all units being carried are destroyed unless they roll a 6+.*
						Big Gun	45cm	AP5+/AT5+	
Gargant	WE	15cm	4+	3+	3+	Gaze of Mork	30cm	MW4+, TK	*Damage Capacity 8, Fearless, D3+3 Power Fields, Reinforced Armour, Walker. Armed with either three Soopaguns, or two Soopaguns and one of the following: Mega-Choppa, Supa-Zzap-Gun. Critical Hit Effect: The unit catches fires. Roll a D6 for each fire burning on the unit in the end phase of each turn. On a roll of 1 a second fire starts, and on a roll of 5–6 the fire is put out. Any fires not put out cause one point of damage.*
						2–3× Soopagun	60cm	2BP, FxF, MW	
						0–1× Supa-Zzap-Gun	60cm	MW3+, FxF, TK(D3)	
						0–1× Mega-Choppa	45cm	AP5+/AT5+, FxF	
						and	(bc)	Assault Weapons, EA(+1), TK(D3)	
Great Gargant	WE	15cm	4+	3+	3+	Gaze of Mork	30cm	MW4+, TK	*Damage Capacity 12, Fearless, D6+6 Power Fields, Reinforced Armour, Walker. Armed with either two Twin Soopaguns, or a Twin Soopagun and Lifta-Droppa. Critical Hit Effect: The unit catches fires. Roll a D6 for each fire burning on the unit in the end phase of each turn. On a roll of 1 a second fire starts, and on a roll of 5–6 the fire is put out. Any fires not put out cause one point of damage.*
						2× Big Gun	45cm	AP5+/AT5+	
						Soopagun	60cm	2BP, FxF, MW	
						1–2× Twin Soopagun	60cm	3BP, FxF, MW	
						0–1× Lifta-Droppa	60cm	MW3+, FxF, TK(D3)	
						and	(bc)	Assault Weapons, EA(+1), TK(D3)	

Gunfortress	WE	30cm	4+	4+	4+	5× Twin Big Shoota 3× Big Gun		30cm 45cm	AP5+/AT6+ AP5+/AT5+	*Damage Capacity 3, Transport. May transport four infantry units without Jump Packs or Mounted; only one of the four units may be a Big Gunz; plus two units of Grotz. Critical Hit Effect: Move the unit D6cm in a random direction, all units under it suffer a hit. The unit is destroyed and all units being carried are destroyed unless they roll a 6+.*
Supa-Stompa	WE	15cm	4+	4+	4+	Gaze of Mork 2–3× Soopagun 0–1× Mega-Choppa	and	30cm 60cm 45cm (bc)	MW4+, TK 2BP, FxF, MW AP5+/AT5+, FxF Assault Weapons, EA(+1), TK(D3)	*Damage Capacity 4, Fearless, D3 Power Fields, Reinforced Armour, Walker. Armed with either three Soopaguns, or two Soopaguns and a Mega-Choppa. Critical Hit Effect: The unit suffers a -1 to hit modifier for the rest of the game. Subsequent critical hits cause an extra point of damage.*
Fighta Bommer	AC	Fighter-Bomber	6+	n/a	n/a	Heavy Shootas Tankbusta Rokkits		15cm 30cm	AP5+/AA5+ AT4+	
Landa	AC/WE	Bomber	5+	6+	4+	Gun Turrets 2× Tankbusta Rokkits		15cm 30cm	D6+3× AP5+/AA6+ AT4+, FxF	*Damage Capacity 3, Planetfall, Reinforced Armour, Transport. May transport ten infantry units (except Big Gunz), light vehicle units, Killa Kans or Dreadnoughts; plus four units of Grotz. Light vehicles and Dreadnoughts count as two units each. Critical Hit Effect: The unit and all units being carried are destroyed.*
Battlekroozer	SC	n/a	n/a	n/a	n/a	Orbital Bombardment		n/a	D6+3BP, MW	*Slow and Steady, Transport. May transport twelve Landas and the units being carried on them.*
Kill Kroozer	SC	n/a	n/a	n/a	n/a	Orbital Bombardment		n/a	D6+1BP, MW	

5.5.1
Mob Rule

Orks believe that as long as there's a bunch of them still fighting together (slightly more than they can count up to is ideal!) then there's always a chance that they'll prevail, no matter the odds. To represent this, Ork formations with more than five units (i.e., too many to count on the fingers of one hand), not including Gretchin or Big Gunz units, receive a +1 modifier to any rally rolls they make, and formations with more than 10 such units receive a +2 modifier. For the purposes of this rule war engine's count each point of starting damage capacity as a unit.

5.5.2
Power of the Waaagh!

Orks are not noted for their organisational abilities, and thus usually have a pretty low initiative rating. However, if there is one thing that will galvanise an Ork warband, it's the thought of a good punch-up! Because of this, Ork formations that are attempting to take engage or double actions receive a +2 modifier to their action test roll. Ork flyboyz similarly relish the chance to shoot things up, and receive a +2 modifier to their action test roll when attempting to carry out interception or ground attack actions (see 4.2).

5.5.3
Power Fields

Some Ork war engines are protected by banks of power fields. The number each war engine has is noted on its datasheet. Power fields work in exactly the same manner as *Imperial Void Shields* (see 5.4.1), with the sole exception that they may not be repaired once they have been knocked down by a hit, and will instead remain down for the remainder of the battle.

5.6 ELDAR FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Autarch	CH	n/a	n/a	n/a	n/a	Autarch Ranged Weapon	(15cm)	Small Arms, EA(+1)	*Inspiring, Invulnerable Save, Supreme Commander.*
						Autarch Close Combat Weapon	(bc)	Assault Weapons, EA(+1), MW	
Court of the Young King	CH	n/a	n/a	n/a	n/a	Ancient Weapons	(bc)	Assault Weapons, EA(+1), MW	
Exarch	CH	n/a	n/a	n/a	n/a	0–1× Exarch Ranged Weapon	(15cm)	Small Arms, EA(+1)	*Inspiring. Exarchs added to units of Dire Avengers, Howling Banshees, Shining Spears or Striking Scorpions have an Exarch Close Combat weapon. Exarchs added to a unit of Dark Reapers, Fire Dragons, Swooping Hawks or Warp Spiders have an Exarch Ranged Weapon.*
						0–1× Exarch Close Combat Weapon	(bc)	Assault Weapons, EA(+1)	
Dark Reapers	INF	15cm	5+	6+	3+	Reaper Missile Launchers	45cm	2× AP5+	
Dire Avengers	INF	15cm	5+	5+	4+	Shuriken Catapults	(15cm)	Small Arms, EA(+1)	
Farseer	INF	15cm	4+	4+	5+	Shuriken Pistols	(15cm)	Small Arms	*Commander, Farsight, Invulnerable Save.*
						Witch Blades	(bc)	Assault Weapons, EA(+1), MW	
Fire Dragons	INF	15cm	5+	5+	4+	Fusion Guns	15cm	MW5+	
						and	(15cm)	Small Arms, MW	
Guardians	INF	15cm	-	6+	4+	Shuriken Catapults	(15cm)	Small Arms	
Heavy Weapon Platform	INF	15cm	-	6+	5+	Scatter Laser	30cm	AP5+/AT5+	
Howling Banshees	INF	15cm	5+	2+	5+	Shuriken Pistols	(15cm)	Small Arms	*Infiltrator.*
						Banshee Masks	(bc)	Assault Weapons, FS	
Jetbikes	INF	35cm	5+	6+	4+	Twin Shuriken Catapults	(15cm)	Small Arms	*Mounted, Skimmer.*
Rangers	INF	15cm	5+	6+	5+	Long Rifles	30cm	AP5+	*Scout, Sniper.*
Shining Spears	INF	35cm	4+	4+	5+	Twin Shuriken Catapults	(15cm)	Small Arms	*Mounted, Skimmer.*
						Power Lances	(bc)	Assault Weapons, L	
Striking Scorpions	INF	15cm	4+	4+	5+	Shuriken Pistols	(15cm)	Small Arms	
						Mandiblasters	(bc)	Assault Weapons, EA(+1)	
Support Weapon Platform	INF	15cm	-	6+	6+	D-Cannon	30cm	MW5+	
Swooping Hawks	INF	35cm	5+	5+	4+	Lasblasters	(15cm)	Small Arms	*Jump Packs, Scout, Teleport.*
Warp Spiders	INF	15cm	4+	5+	4+	Death Spinners	(15cm)	Small Arms	*First Strike, Infiltrator, Jump Packs.*
Wraithguard	INF	15cm	4+	4+	4+	Wraithcannons	15cm	2× MW5+	*Fearless, Reinforced Armour.*
						and	(15cm)	Small Arms, EA(+1), MW	
Vyper	LV	35cm	4+	6+	5+	Scatter Laser	30cm	AP5+/AT5+	*Skimmer.*
War Walker	LV	20cm	6+	5+	5+	Scatter Laser	30cm	AP5+/AT5+	*Reinforced Armour, Scout, Walker.*
						Bright Lance	30cm	AT5+, L	
Falcon	AV	35cm	5+	6+	4+	Pulse Laser	45cm	2× AT4+	*Skimmer, Transport. May transport one infantry unit (except Support Weapon Platforms and Wraithguard) without Jump Packs or Mounted.*
						Scatter Laser	30cm	AP5+/AT5+	
Fire Prism	AV	35cm	5+	6+	5+	Prism Cannon	60cm	AP4+/AT2+, L	*Skimmer.*
Firestorm	AV	35cm	5+	6+	4+	Firestorm Battery	45cm	2× AP5+/AT5+/AA4+	*Skimmer, Transport. May transport one infantry unit (except Support Weapon Platforms and Wraithguard) without Jump Packs or Mounted.*
Night Spinner	AV	35cm	5+	6+	5+	Night Spinner	45cm	1BP, D, Ind	*Skimmer, Transport. May transport one infantry unit (except Support Weapon Platforms and Wraithguard) without Jump Packs or Mounted.*

Wave Serpent	AV	35cm	5+	6+	4+	Twin Shuriken Cannon	30cm	AP4+	*Reinforced Armour, Skimmer, Transport. May transport one Wraithguard unit or two infantry units (except Support Weapon Platforms) without Jump Packs or Mounted; Wraithguard count as two units each.*
Wraithlord	AV	15cm	4+	3+	4+	Bright Lance	30cm	AT5+, L	*Fearless, Reinforced Armour, Walker.*
						Power Fists	(bc)	Assault Weapons, EA(+1), MW	
Avatar	WE	15cm	3+	2+	4+	Wailing Doom	30cm	MW5+	*Commander, Damage Capacity 3, Fearless, Inspiring, Invulnerable Save, Walker. Critical Hit Effect: The unit is destroyed. All Eldar formations with a unit with a line of fire to the Avatar receive a Blast marker.*
						and	(bc)	Assault Weapons, EA(+1), MW	
Cobra	WE	25cm	5+	6+	5+	Cobra D-Cannon	30cm	3BP, FxF, IC, MW	*Damage Capacity 3, Reinforced Armour, Skimmer. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.*
						or	30cm	MW3+, FxF, TK(D6)	
						Eldar Missile Launcher	45cm	AP5+/AT6+/AA6+	
						Shuriken Cannon	30cm	AP5+	
Phantom Titan	WE	25cm	5+	3+	3+	1–2× Titan Pulsar	75cm	2× MW2+, TK	*Damage Capacity 6, Fearless, Holofield, Leader, Reinforced Armour, Walker. Armed with either two Titan Pulsars, or a Titan Pulsar and Power Fist. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit loses the Holofield ability save for the rest of the game. Subsequent critical hits cause an extra point of damage.*
						0–1× Titan Power Fist	30cm	6× AP4+/AT4+	
						and	(15cm)	Small Arms, EA(+3)	
						or	(bc)	Assault Weapons, EA(+2), TK(D3)	
						2× Twin Eldar Missile Launcher	45cm	AP4+/AT5+/AA5+	
Revenant Titan	WE	35cm	5+	4+	4+	2× Revenant Pulse Laser	45cm	2× MW3+	*Damage Capacity 3, Fearless, Holofield, Jump Packs, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit loses the Holofield ability save for the rest of the game. Subsequent critical hits destroy the unit.*
						2× Eldar Missile Launcher	45cm	AP5+/AT6+/AA6+	
Scorpion	WE	25cm	5+	6+	5+	Scorpion Twin Pulsar	75cm	2× MW2+	*Damage Capacity 3, Reinforced Armour, Skimmer. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.*
						Shuriken Cannon	30cm	AP5+	
Storm Serpent	WE	25cm	5+	6+	4+	Storm Serpent Pulse Laser	45cm	2× AT3+	*Damage Capacity 3, Reinforced Armour, Skimmer, Webway Portal. Only formations consisting completely of infantry units, light vehicle units or armoured vehicles units with the walker ability may use the Storm Serpent's Webway Portal to enter play. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.*
						Scatter Laser	30cm	AP5+/AT5+	
Void Spinner	WE	25cm	5+	6+	5+	Void Spinner Array	60cm	3BP, D, Ind	*Damage Capacity 3, Reinforced Armour, Skimmer. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.*
Warlock Titan	WE	25cm	5+	3+	3+	Psychic Lance	30cm	3BP, D, IC, TK(D3)	*Damage Capacity 6, Farsight, Fearless, Holofield, Inspiring, Leader, Reinforced Armour, Walker. Armed with a Psychic Lance, and either a Titan Pulsar or Power Fist. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit loses the Holofield ability save for the rest of the game. Subsequent critical hits cause an extra point of damage.*
						and	(15cm)	Small Arms, EA(+2), TK(D3)	
						0–1× Titan Pulsar	75cm	2× MW2+, TK	
						0–1× Titan Power Fist	30cm	6× AP4+/AT4+	
						and	(15cm)	Small Arms, EA(+3)	
						or	(bc)	Assault Weapons, EA(+2), TK(D3)	
						2× Twin Eldar Missile Launcher	45cm	AP4+/AT5+/AA5+	

Nightwing Interceptor	AC	Fighter	4+	n/a	n/a	Twin Shuriken Cannon Twin Bright Lance	30cm 30cm	AP4+/AA5+, FxF AT4+/AA5+, FxF, L	
Phoenix Bomber	AC	Fighter-Bomber	5+	n/a	n/a	Twin Shuriken Cannon Pulse Laser Night Spinner	30cm 45cm 15cm	AP4+/AA5+, FxF 2× AT4+, FxF 1BP, FxF, D	*Reinforced Armour.*
Vampire Raider	AC/WE	Bomber	5+	6+	4+	2× Pulse Laser Scatter Laser	45cm 30cm	2× AT4+, FxF AP5+/AT5+/AA5+, FxF	*Damage Capacity 2, Planetfall, Reinforced Armour, Transport. May transport eight infantry units without Mounted. Wraithguard count as two units each. Critical Hit Effect: The unit and all units on board are destroyed.*
Dragonship	SC	n/a	n/a	n/a	n/a	0–1× Orbital Bombardment 0–1× Pin-Point Attacks	n/a n/a	8BP, MW 2× MW2+, TK(D3)	*Transport. May transport twelve Vampire Raiders and the units being carried on them. Armed with either an Orbital Bombardment or Pin-Point Attacks.*
Wraithship	SC	n/a	n/a	n/a	n/a	0–1× Orbital Bombardment 0–1× Pin-Point Attack	n/a n/a	4BP, MW MW2+, TK(D3)	*Armed with either an Orbital Bombardment or Pin-Point Attack.*

5.6.1
Farsight

Eldar Farseers are able to partially unravel the threads of time, allowing them to foresee events that may affect his army, and act to counter them. To represent this, any Eldar formation that includes a unit with Farsight may ignore the -1 Action test penalty when they try to retain the initiative.

In addition, once per turn the Eldar player may attempt to retain the initiative twice in a row (i.e. the Eldar player can retain the initiative and take another action after having successfully retained the initiative once already). Any Eldar formation may be chosen, including those that do not include a unit with Farsight, but at least one unit with Farsight must still be in play and on the battlefield. The formation must still pass an initiative test in order to carry out the action, and will suffer the -1 modifier for retaining the initiative unless it includes a unit with Farsight. Once the action has been taken the initiative returns to the opposing player.

5.6.2
Hit & Run Tactics[76]

The Eldar are a dying race, and any loss is deeply mourned. Because of this they have developed tactics that, when combined with their highly advanced technology, allows them to attack the enemy and then quickly retire in order to avoid any return fire. This special ability is reflected by the following special rules, which apply to all formations in an Eldar army.

Eldar formations that take advance or double actions may choose to shoot either before or after each move. However, they may still only shoot once during the action. For example, an Eldar formation taking an advance action could shoot and then move or move and then shoot, while a formation taking a double action could shoot and move twice, move twice and then shoot, or move then shoot and then move again.

In addition Eldar formations that wins an assault are allowed to move any distance up to their speed value when they consolidate, rather than being limited to a move of 5cm as would normally be the case.

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76. 5.6.2 Hit & Run Tactics

Q: In an Eldar formation takes a double action and moves, shoots and moves again can transported infantry disembark after the first one, shoot, and then be picked up as part of the second move?

A: Yes, so long as their transport is not popping up.

Q: If units from an Eldar formation are in an enemy's zone of control and take an advance or double action can they shoot first and then move?

A: Yes.

5.6.3

Eldar Technology[77]

The Eldar are a technologically sophisticated race that make use of a number of devices that have capabilities far in advance of anything used by the other races in the galaxy. These technological advantages are represented in Epic by the following special rules:

Holofield: Eldar Titans are protected by a Holofield that is projected from special wing-like structures on the Titan's carapace. These fracture the image of the Titan making it appear as a swirling cloud of coloured motes to the naked eye, while at the same time disrupting any targeting devices attempting to lock onto the Titan. The overall result is to make the Titan a very hard target to hit! Holofields provide Titans with a special 3+ saving throw that can be taken instead of the Titan's normal saving throw. This save may always be taken, even against hits in an assault or against Titan Killer or Macro-weapons attacks. Make a single saving against weapons with the Titan Killer ability, rather than a separate save for each point of damage. If a vehicle with a Holofield also has Reinforced Armour, then it is allowed to re-roll its saving throw unless hit by Lance, Macro-weapon or Titan Killer attacks, but the re-roll must be made using the units armour save rather than the Holofield save. No Blast markers are placed for hits that are saved by a Holofield.

Lance: A Lance uses a highly concentrated beam of laser energy to destroy heavily armoured targets. A unit with Reinforced Armour that is hit by a Lance weapon is not allowed to re-roll its saving throw.

Webway Portal: Webway portals are used by the Eldar to safely travel through the Warp. Each Webway Portal included in the army allows the Eldar player to pick up to three other formations, and keep them back on the Craftworld. Any formation's that are kept on the Craftworld may enter play via the Webway Portal, by taking an action that allows them to make a move, and then measuring their first move from the position that a Webway Portal occupies on the tabletop. Note that the formation may appear through any Webway Portal, not just the one that was "used" to allow the formation to be kept off-board. No more than one formation may travel through each Webway Portal each turn.

In the Epic Tournament Game Rules formations in reserve with multiple deployment options must have a designated deployment method during setup (e.g. Webway Portal, air transport or teleport).

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77. 5.6.3 Eldar Technology

Q: Is a Holofield affected by save modifiers (i.e. hits from sniper and crossfire)?

A: Yes.

Q: Can a formation enter play via a Webway Portal that is covered by, or is in the zone of control of, enemy units?

A: Yes, but the formation using it to enter play would have to carry out an engage action.

Q: What happens when a formation in reserve fails its action test and needs to enter play via a Webway Portal that is covered by, or is in the zone of control of, enemy units?

A: It takes a Blast marker, and may not take a hold action. It effectively looses its activation.

5.7 BARAN SIEGEMASTER FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Commissar	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Fearless, Inspiring, Leader.*
Commander	INF	15cm	6+	5+	5+	Autocannon	45cm	AP5+/AT6+	*Commander.*
Rapier Laser Destroyer	INF	10cm	-	-	5+	Rapier Laser Destroyer	45cm	AP6+/AT4+	
Rough Riders	INF	20cm	6+	4+	6+	Laspistols	(15cm)	Small Arms	*Infiltrator, Mounted, Scout.*
						Power Lances	(bc)	Assault Weapons, EA(+1), FS	
Sappers	INF	15cm	6+	5+	5+	Heavy Flamer	15cm	AP4+, IC	*Walker.*
						and	(15cm)	Small Arms, IC	
						Melta Bombs	(bc)	Assault Weapons, EA(+1), MW	
Siege Infantry	INF	15cm	-	6+	5+	Heavy Stubber	30cm	AP6+	
Snipers	INF	15cm	-	6+	5+	Sniper Rifles	30cm	AP5+	*Scout, Sniper.*
Supreme Commander	INF	15cm	5+	4+	5+	Autocannon	45cm	AP5+/AT6+	*Supreme Commander.*
						Power Weapon	(bc)	Assault Weapons, EA(+1), MW	
Thudd Gun	INF	10cm	-	-	5+	Thudd Gun	45cm	AP4+/AT6+, Ind	
Blitzen AA Gun	LV	0cm	-	-	6+	Blitzen Cannon	60cm	AP6+/AT5+/AA5+	
Bruenhilde	LV	15cm	6+	-	6+	Heavy Stubber	30cm	AP6+	*Transport. May transport one of the following units: Blitzen AA Gun, Götterdämmerung Howitzer, Rapier Laser Destroyer, Thudd Gun.*
Götterdämmerung Howitzer	LV	0cm	-	-	6+	Howitzer	90cm	1BP, Ind	
Siegfried Light Tank	AV	30cm	5+	6+	5+	Multilaser	30cm	AP5+/AT6+	*Scout.*
Bombard	AV	20cm	6+	6+	5+	Siege Mortar	45cm	2BP, IC, Ind	
						Heavy Bolter	30cm	AP5+	
Deathstrike	AV	20cm	6+	6+	5+	Deathstrike Missile	Unlimited	MW2+, Ind, SS, TK(D6)	
						Heavy Bolter	30cm	AP5+	
Griffon	AV	30cm	6+	6+	5+	Heavy Mortar	30cm	1BP, Ind	
						Heavy Bolter	30cm	AP5+	
Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon	30cm	AP3+, IC	
						Heavy Bolter	30cm	AP5+	
Ragnarok Heavy Tank	AV	15cm	4+	6+	4+	Ragnarok Battlecannon	60cm	AP4+/AT4+	*Reinforced Armour, Walker.*
						2× Heavy Stubber	30cm	AP6+	
Baneblade	WE	15cm	4+	6+	4+	Baneblade Battle Cannon	75cm	2× AP3+/AT3+	*Damage Capacity 3, Reinforced Armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.*
						Autocannon	45cm	AP5+/AT6+	
						Demolisher	30cm	AP3+/AT4+, FxF, IC	
						2× Lascannon	45cm	AT5+	
						3× Twin Heavy Bolter	30cm	AP4+	
Shadowsword	WE	15cm	4+	6+	5+	Volcano Cannon	90cm	MW2+, FxF, TK(D3)	*Damage Capacity 3, Reinforced Armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.*
						2× Heavy Bolter	30cm	AP5+	

5.7.1

Baran Siegemaster Fortified Positions[78]

Bunker: Counts as Fortifications (see 1.8.4). Can hold three units. Units in a bunker may not be barged by a war engine.

Gun Emplacement: Provides vehicles with a Cover Save that works in the same manner as an infantry cover save (see 1.8.3). Can hold one unit. Units in a gun emplacement may not be barged by a war engine.

Trench: Can hold one infantry unit per 4cm of length. Units in a trench may not be barged by a war engine.

Fortified Position Effects Table			
Terrain	*Infantry*	*Vehicle*	*War Engine*
Bunker	3+ Cover Save	Dangerous	Dangerous
Gun Emplacement	4+ Cover Save	5+ Cover Save	No Effect
Razor Wire	Dangerous	No Effect	No Effect
Trench	4+ Cover Save	Dangerous	No Effect

78. 5.7.1 Fortified Positions

Q: What is a fortified positions?

A: They are not units. They are terrain that is placed by the player.

Q: Do fortified positions block a line of fire?

A: No.

Q: Do fortified positions work against fire from all directions?

A: Yes.

Q: Do units entering or starting their move in their own fortified position have to take a dangerous terrain test?

A: If it is dangerous to their unit type, yes.

Q: How wide is razor wire and a trench?

A: They are assumed to be under 5cm wide, crossible in one move when a unit is moving cautiously.

5.8 FERAL ORK FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Warlord	CH	n/a	n/a	n/a	n/a	Big Choppa	(bc)	Assault Weapons, EA(+1), MW	*Supreme Commander.*
Wyrdboy	CH	n/a	n/a	n/a	n/a	Fist of Gork	45cm	MW5+/AA5+, MW	
Boarboyz	INF	20cm	5+	4+	6+	Shootas	(15cm)	Small Arms	*Infiltrator, Mounted.*
Boyz	INF	15cm	6+	4+	6+	Big Shoota	30cm	AP6+/AT6+	
Grotz	INF	15cm	-	6+	6+	Shootas	(15cm)	Small Arms	*Expendable. Formations that include at least one Ork unit don't count Grot units that are lost in an assault when working out who has won the combat.*
Madboyz	INF	15cm	6+	4+	6+	Shootas	(15cm)	Small Arms	*Fearless.*
Nobz	INF	15cm	4+	3+	5+	2× Big Shoota	30cm	AP6+/AT6+	*Leader.*
						Big Choppas	(bc)	Assault Weapons, EA(+1)	
Squig Katapult	INF	10cm	-	6+	5+	Squig Katapult	45cm	1BP, D	
Wildboyz	INF	15cm	6+	4+	-	-			
Junkatrukk	LV	25cm	5+	5+	6+	Big Shoota	30cm	AP6+/AT6+	*Transport. May transport one of the following units: Boyz, Grotz, Nobz. Transported units do not have to disembark in order to shoot or use their firefight value if this unit is able to shoot, assault or lend support.*
Squiggoth	LV	20cm	4+	4+	5+	Big Gun	45cm	AP5+/AT5+	*Reinforced Armour, Thick Rear Armour, Transport. May transport four of the following units: Boyz, Grotz, Nobz, Wildboyz; plus two units of Grotz.*
						2× Twin Big Shoota	30cm	AP5+/AT6+	
						Teeth and Horns	(bc)	Assault Weapons, EA(+D3), MW	
Orkeosaurus	WE	15cm	4+	4+	5+	2× Big Gun	45cm	AP5+/AT5+	*Damage Capacity 6, Reinforced Armour, Thick Rear Armour, Transport. May Transport twelve of the following units: Boyz, Grotz, Nobz, Wildboyz; plus six units of Grotz). Critical Hit Effect: The unit takes a point of damage and moves 3D6cm in a random direction. If it moves into impassable terrain it stops and is destroyed. If it moves into another unit or units, it stops and one of those units suffers a macro-weapon hit.*
						4× Twin Big Shoota	30cm	AP5+/AT6+	
						Goring Tusks	(bc)	Assault Weapons, EA(+D3), MW	
						or	(bc)	Assault Weapons, EA(+1), TK(D3)	
Steam Gargant	WE	15cm	4+	4+	4+	0–2× Soopagun	60cm	2BP, FxF, MW	*Damage Capacity 4, Fearless, Reinforced Armour, Walker. Armed with any two of the following weapons: Soopagun, Mega-Choppa. Critical Hit Effect: The unit is destroyed. All units within 2D6cm suffer a hit.*
						0–2× Mega Choppa	(bc)	Assault Weapons, EA(+1), TK(D3)	
						Fist of Gork	45cm	MW5+/AA5+, MW	

5.8.1
Mob Rule

Orks believe that as long as there's a bunch of them still fighting together (slightly more than they can count up too is ideal) then there's always a chance that they'll prevail, no matter the odds. To represent this Ork formations with more than five units (i.e., too many to count on the fingers of one hand), not including Grotz or Squig Katapultz units, receive a +1 modifier to any Rally rolls they make, and formations with more than 10 such units receive a +2 modifier. For the purposes of this rule War Engines count each point of starting damage capacity as a unit.

5.8.2
Power of the Waaagh!

Orks are not noted for their organisational abilities, and thus usually have a pretty low Initiative rating. However, if there is one thing that will galvanise an Ork warband, it's the thought of a good punch-up. Because of this Ork formations that are attempting to take Charge or Double actions receive a +2 modifier to their Action test roll.

5.9 WHITE SCAR FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Captain	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Commander, Invulnerable Save, Leader.*
Chaplain	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Inspiring, Invulnerable Save, Leader.*
Librarian	CH	n/a	n/a	n/a	n/a	Smite	(15cm)	Small Arms, EA(+1), MW	*Invulnerable Save, Leader.*
						Power Weapon	(bc)	Assault Weapons, EA(+1), MW	
Supreme Commander	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Invulnerable Save, Supreme Commander.*
Assault	INF	30cm	4+	3+	5+	Bolt Pistols	(15cm)	Small Arms	*Jump Packs.*
Scout	INF	15cm	5+	4+	5+	Heavy Bolter	30cm	AP5+	*Infiltrator, Scout.*
Tactical	INF	15cm	4+	4+	4+	Missile Launcher	45cm	AP5+/AT6+	
Terminator	INF	15cm	4+	3+	3+	2× Assault Cannon	30cm	AP5+/AT5+	*Reinforced Armour, Teleport, Thick Rear Armour.*
						Power Weapons	(bc)	Assault Weapons, EA(+1), MW	
White Scars Bike	INF	35cm	4+	3+	4+	Twin Bolters	(15cm)	Small Arms	*Mounted, Walker.*
Attack Bike	LV	35cm	4+	5+	5+	Heavy Bolter	30cm	AP5+	
Land Speeder	LV	35cm	4+	6+	5+	Multi-melta	15cm	MW5+	*Scout, Skimmer.*
						and	(15cm)	Small Arms, MW	
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon	30cm	AP5+/AT5+	*Scout, Skimmer.*
						Heavy Bolter	30cm	AP5+	
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Twin Typhoon Missile	45cm	AP3+/AT5+	*Scout, Skimmer.*
						Heavy Bolter	30cm	AP5+	
Multi-melta Attack Bike	LV	35cm	4+	5+	5+	Multi-melta	15cm	MW5+	*Counts as an Attack Bike for the purposes of being transported.*
						and	(15cm)	Small Arms, MW	
Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	
Land Raider	AV	25cm	4+	6+	4+	2× Twin Lascannon	45cm	AT4+	*Reinforced Armour, Thick Rear Armour, Transport. May transport one Terminator unit or two infantry units without Jump Packs or Mounted.*
						Twin Heavy Bolter	30cm	AP4+	
Predator Annihilator	AV	30cm	4+	6+	5+	Twin Lascannon	45cm	AT4+	
						2× Lascannon	45cm	AT5+	
Predator Destructor	AV	30cm	4+	6+	3+	Autocannon	45cm	AP5+/AT6+	
						2× Heavy Bolter	30cm	AP5+	
Razorback	AV	30cm	5+	6+	5+ (4+)	0–1× Twin Lascannon	45cm	AT4+	*Transport. May transport one infantry unit (except a Terminator unit) without Jump Packs or Mounted. Armed with either a Twin Lascannon or a Twin Heavy Bolter. Razorbacks armed with a Twin Heavy Bolter have their firefight value increased to 4+.*
						0–1× Twin Heavy Bolter	30cm	AP4+	
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	Small Arms	*Transport. May transport two infantry units (except Terminator units) without Jump Packs or Mounted.*
Whirlwind	AV	30cm	5+	6+	5+	Whirlwind	45cm	1BP, Ind	
White Scar Vindicator	AV	30cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+, IC	
Landing Craft	AC/WE	Bomber	4+	5+	3+	2× Twin Lascannon	45cm	AT4+	*Damage Capacity 4, Fearless, Planetfall, Reinforced Armour, Transport. May transport twelve infantry units, Attack Bikes or Dreadnoughts; Terminator units and Dreadnoughts count as two units each; plus any six armoured vehicle units (except Dreadnoughts); Land Raiders count as one and a half units each, rounding up. Critical Hit Effect: The unit and all units being carried are destroyed. All units within 5cm suffer a hit.*
						3× Twin Heavy Bolter	15cm	AP4+/AA5+	

Thunderhawk Gunship	AC/ WE	Bomber	4+	6+	4+	Battle Cannon 2× Twin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter	75cm 30cm 15cm 15cm	AP4+/AT4+, FxF AP4+/AA5+, FxF AP4+/AA5+, Left AP4+/AA5+, Right	*Damage Capacity 2, Planetfall, Reinforced Armour, Transport. May transport eight infantry units, Attack Bikes or Dreadnoughts; Terminator units and Dreadnoughts count as two units each. Critical Hit Effect: The unit and all units being carried are destroyed.*
Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14BP, MW	*Slow and Steady, Transport. May transport 60 infantry units, Attack Bikes, or Dreadnoughts; plus 60 armoured vehicle units (except Dreadnoughts); plus nine Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.*
Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP, MW	*Transport. May transport 20 infantry units, Attack Bikes, or Dreadnoughts; plus 20 light vehicles or armoured vehicle units (except Attack Bikes and Dreadnoughts); plus six Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.*
Drop Pod	Special	n/a	n/a	n/a	n/a	Deathwind	15cm	AP5+/AT5+	*Planetfall, Transport. May transport one formation of only Dreadnoughts or infantry units without Jump Packs, Mounted, Reinforced Armour or Scout. After the drop pod lands, its Deathwind attacks all enemy units within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cm of the drop pod or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the drop pod. Drop pod models should be removed from the board once the formation they transport has disembarked.*

5.10 SPEED FREEK FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Big Gunz	INF	10cm	-	6+	5+	Big Gun	45cm	AP5+/AT5+	
Boyz	INF	15cm	6+	4+	6+	Big Shoota	30cm	AP6+/AT6+	
Mekboy Bad Ork Bikerboy	INF	40cm	5+	4+	5+	Sawn-Off Custom Blasta and Choppa Blades	15cm (15cm) (bc)	MW5+, MW Small Arms, EA(+1), MW Assault Weapons, EA(+1), MW	*Invulnerable Save, Mounted, Supreme Commander.*
Nob Warbikes	INF	35cm	4+	3+	5+	2× Big Shoota Big Choppas	30cm (bc)	AP6+/AT6+ Assault Weapons, EA(+1)	*Leader, Mounted.*
Nobz	INF	15cm	4+	3+	5+	2× Big Shoota Big Choppas	30cm (bc)	AP6+/AT6+ Assault Weapons, EA(+1)	*Leader.*
Stormboyz	INF	30cm	6+	4+	6+	Shootas	(15cm)	Small Arms	*Jump Packs, Scout.*
Warbikes	INF	35cm	5+	4+	6+	Twin Sawn-Off Big Shoota	15cm	AP5+/AT5+	*Mounted.*
Deth Kopta	LV	35cm	4+	6+	5+	Twin Big Shoota	30cm	AP5+/AT6+	*Skimmer.*
Guntrukk	LV	35cm	5+	6+	6+	Big Gun	45cm	AP5+/AT5+	
Skorcha	LV	35cm	5+	6+	4+	Skorcha	15cm	AP4+, IC	
Trukk	LV	35cm	5+	6+	-	-			*Transport. May transport one infantry units without Jump Packs or Mounted. With the exception of Big Gunz, transported units do not have to disembark in order to shoot or use their firefight value if this unit is able to shoot, assault or lend support.*
Warbuggy	LV	35cm	5+	5+	5+	Twin Big Shoota	30cm	AP5+/AT6+	
Battlewagon	AV	30cm	5+	6+	5+	2× Twin Big Shoota	30cm	AP5+/AT6+	*Transport. May transport two infantry units without Jump Packs or Mounted; only one of the two units may be a Big Gunz; plus one unit of Grotz.*
Flakwagon	AV	30cm	5+	5+	5+	Flak Gun	30cm	2× AP6+/AT6+/AA6+	*Transport. May transport one infantry unit without Jump Packs or Mounted.*
Gunwagon	AV	30cm	5+	5+	5+	Big Gun	45cm	AP5+/AT5+	*Transport. May transport one infantry unit without Jump Packs or Mounted.*
Mekboy Speedsta	AV	35cm	5+	6+	5+	Kustom Kannon	45cm	MW4+	*D3 Power Fields.*
Battlefortress	WE	30cm	4+	4+	4+	4× Twin Big Shoota Big Gun	30cm 45cm	AP5+/AT6+ AP5+/AT5+	*Damage Capacity 3, Transport. May transport eight infantry units without Jump Packs or Mounted; only one of the eight units may be a Big Gunz; plus four units of Grotz. Critical Hit Effect: Move the unit D6cm in a random direction, all units under it suffer a hit. The unit is destroyed and all units being carried are destroyed unless they roll a 6+.*
Gunfortress	WE	30cm	4+	4+	4+	5× Twin Big Shoota 3× Big Gun	30cm 45cm	AP5+/AT6+ AP5+/AT5+	*Damage Capacity 3, Transport. May transport four infantry units without Jump Packs or Mounted; only one of the four units may be a Big Gunz; plus two units of Grotz. Critical Hit Effect: Move the unit D6cm in a random direction, all units under it suffer a hit. The unit is destroyed and all units being carried are destroyed unless they roll a 6+.*
Fighta Bommer	AC	Fighter-Bomber	6+	n/a	n/a	Heavy Shootas Tankbusta Rokkits	15cm 30cm	AP5+/AA5+ AT4+	
Landa	AC/WE	Bomber	5+	6+	4+	Gun Turrets 2× Tankbusta Rokkits	15cm 30cm	D6+3× AP5+/AA6+ AT4+, FxF	*Damage Capacity 3, Planetfall, Reinforced Armour, Transport. May transport ten infantry units (except Big Gunz), light vehicle units, Killa Kans or Dreadnoughts; plus four units of Grotz. Light vehicles and Dreadnoughts count as two units each. Critical Hit Effect: The unit and all units being carried are destroyed.*

Battlekroozer	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	D6+3BP, MW	*Slow and Steady, Transport. May transport twelve Landas and the units being carried on them.*
Kill Kroozer	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	D6+1BP, MW	

5.11 BLACK LEGION FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Champion of Chaos	CH	n/a	n/a	n/a	n/a	Daemon Artifact	(bc)	Assault Weapons, EA(+1), FS	*Augmented Summoning (+2D3), Invulnerable Save. A Champion of Chaos added to a formation that belongs to Khorne, Nurgle or Chaos Undivided has a Daemon Artifact weapon. A Champion of Chaos added to a formation that belongs to Slaanesh or Tzeentch has a Daemon Bolt weapon. A unit with this character may be sacrificed (removed from play without its formation receiving a Blast marker) before rolling for summoning points. This changes its Augmented Summoning from (+2D3) to (+6), and a Greater Daemon must be summoned. Place the Greater Daemon within 10cm of the point where the sacrificed unit was removed.*
						Daemon Bolt	(15cm)	Small Arms, EA(+1), FS	
Chaos Lord	CH	n/a	n/a	n/a	n/a	Daemon Weapon	(bc)	Assault Weapons, EA(+1), MW	*Commander, Invulnerable Save, Leader.*
Chaos Warlord	CH	n/a	n/a	n/a	n/a	-			*Supreme Commander.*
Icon Bearer	CH	n/a	n/a	n/a	n/a	-			*Daemonic Focus, Invulnerable Save, Leader.*
Sorcerer Lord	CH	n/a	n/a	n/a	n/a	Warp Bolt	(15cm)	Small Arms, EA(+1), MW	*Commander, Invulnerable Save, Leader.*
Berzerkers	INF	15cm	4+	2+	5+	Bolt Pistols	(15cm)	Small Arms	*Fearless.*
Bloodletters	INF	15cm	4+	4+	-	Hellblades	(bc)	Assault Weapons, EA(+1)	*Expendable, Invulnerable Save.*
Chaos Space Marine Bikes	INF	35cm	4+	3+	4+	Twin Bolters	(15cm)	Small Arms	*Mounted.*
Chaos Space Marine Chosen	INF	15cm	4+	4+	4+	Autocannon	45cm	AP5+/AT6+	*Scout.*
Chaos Space Marine Terminators	INF	15cm	4+	3+	3+	2× Reaper Autocannon	30cm	AP4+/AT6+	*Reinforced Armour, Teleport, Thick Rear Armour.*
						Power Weapons	(bc)	Assault Weapons, EA(+1), MW	
Chaos Space Marines	INF	15cm	4+	4+	4+	Autocannon	45cm	AP5+/AT6+	
Daemon Prince	INF	15cm (30cm)	3+ (4+)	3+	3+	Warp Blast	(15cm)	Small Arms, EA(+1), MW	*Commander, Fearless, Leader, Reinforced Armour, Teleport. A Daemon Prince may have wings, the unit gains Jump Packs and a move of 30cm, while its armour value is reduced to 4+.*
						Possessed Weapon	(bc)	Assault Weapons, EA(+2), MW	
Daemonettes	INF	20cm	4+	3+	-	-			*Expendable, First Strike, Invulnerable Save.*
Daemonic Beasts	INF	20cm	4+	3+	-	-			*Expendable, Infiltrator, Invulnerable Save.*
Flamers	INF	15cm	5+	5+	3+	Flames of Tzeentch	(15cm)	Small Arms	*Expendable, Invulnerable Save.*
Havocs	INF	15cm	4+	5+	3+	2× Autocannon	45cm	AP5+/AT6+	
Noise Marines	INF	15cm	4+	4+	3+	Blastmaster	30cm	AP5+/AT6+, D	*Fearless.*
Obliterators	INF	15cm	4+	3+	2+	3× Body Weapons	45cm	AP5+/AT5+/AA6+	*Fearless, Reinforced Armour, Teleport, Thick Rear Armour.*
Plague Marines	INF	15cm	3+	3+	4+	Bolters	(15cm)	Small Arms	*Fearless.*
Plaguebearers	INF	15cm	3+	4+	6+	Plague of Flies	(15cm)	Small Arms	*Expendable, Invulnerable Save.*
Raptors	INF	30cm	4+	3+	4+	Bolt Pistols	(15cm)	Small Arms	*Jump Packs.*
Thousand Sons	INF	15cm	4+	5+	4+	Bolters	(15cm)	Small Arms	*Fearless, Reinforced Armour.*
Chaos Dreadnought	AV	15cm	3+	4+	4+	Twin Autocannon	45cm	AP4+/AT5+	*Fearless, Walker.*
						Power Fist	(bc)	Assault Weapons, EA(+1), MW	
Chaos Land Raider	AV	25cm	4+	6+	4+	2× Twin Lascannon	45cm	AT4+	*Reinforced Armour, Thick Rear Armour, Transport. May transport one unit of Chaos Space Marine Terminators or Obliterators, or two infantry units (except Daemon Princes) without Jump Packs or Mounted.*
						Twin Heavy Bolter	30cm	AP4+	
Chaos Predator	AV	30cm	4+	6+	4+	Twin Lascannon	45cm	AT4+	
						2× Heavy Bolter	30cm	AP5+	

Chaos Rhino	AV	30cm	5+	6+	6+	Combi-Bolter		(15cm)	Small Arms	*Transport. May transport two infantry units (except Chaos Space Marine Terminators, Daemon Princes and Obliterators) without Jump Packs or Mounted.*
Chaos Vindicator	AV	25cm	4+	6+	4+	Demolisher		30cm	AP3+/AT4+, IC	*Walker.*
Defiler	AV	20cm	4+	4+	3+	Battle Cannon		75cm	AP4+/AT4+	*Fearless, Infiltrator, Invulnerable Save, Walker.*
						Reaper Autocannon		30cm	AP4+/AT6+	
						Twin Heavy Flamer		15cm	AP3+, IC	
						Battle Claws		(bc)	Assault Weapons, EA(+1), MW	
Banelord Titan	WE	15cm	4+	2+	4+	Hellstrike Cannon		60cm	3BP, FxF, IC, MW	*Damage Capacity 8, Fearless, Reinforced Armour, Thick Rear Armour, 6 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: Move the unit 3D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 4+.*
						Doomfist		30cm	4× AP4+/AT4+, FwA	
							and	(bc)	Assault Weapons, EA(+2), TK(D3)	
						6× Havoc Missile		60cm	2BP, FwA, Ind, SS	
						Battlehead		(15cm)	Small Arms, EA(+2)	
						Tail		75cm	AP4+/AT4+	
							and	(bc)	Assault Weapons, EA(+1)	
Bloodthirster	WE	30cm	4+	3+	-	Axe of Khorne		(bc)	Assault Weapons, EA(+3), TK	*Daemonic Focus, Damage Capacity 3, Expendable, Fearless, Inspiring, Invulnerable Save, Jump Packs, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.*
Deathwheel	WE	30cm	4+	5+	3+	2× Reaper Autocannon		30cm	AP4+/AT6+, Left	*Damage Capacity 4, Fearless, Reinforced Armour, 2 Void Shields. Critical Hit Effect: Move the unit 3D6cm in a random direction. If it moves into impassable terrain or a war engine unit it will stop. All units it moves into or over suffer a hit. The unit is destroyed.*
						2× Reaper Autocannon		30cm	AP4+/AT6+, Right	
						Battle Cannon		75cm	AP4+/AT4+, Left	
						Battle Cannon		75cm	AP4+/AT4+, Right	
Decimator	WE	15cm	4+	4+	4+	Decimator Cannon		45cm	3BP, FxF, IC, MW	*Damage Capacity 3, Fearless, Reinforced Armour. Critical Hit Effect: Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.*
						2× Twin Reaper Autocannon		30cm	AP3+/AT5+, Left	
						2× Twin Reaper Autocannon		30cm	AP3+/AT5+, Right	
Feral Titan	WE	30cm	5+	4+	5+	Death Storm		45cm	4× AP4+/AT4+, FwA	*Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: Move the unit D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 6+.*
						Hellmouth		30cm	3BP, FwA, IC	
						Battlehead		(15cm)	Small Arms, EA(+2)	
Great Unclean One	WE	15cm	4+	4+	4+	Stream of Corruption		15cm	3BP, IC	*Daemonic Focus, Damage Capacity 4, Expendable, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.*
							and	(15cm)	Small Arms, EA(+1), IC	
						Nurgling Swarm		(bc)	Assault Weapons, EA(+1)	
Keeper of Secrets	WE	20cm	4+	3+	4+	Gaze of Slaanesh		30cm	3× MW4+	*Daemonic Focus, Damage Capacity 3, Expendable, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.*
							and	(15cm)	Small Arms, EA(+1), FS, MW	
						Lash of Torment		(bc)	Assault Weapons, EA(+1), FS, MW	

Lord of Change	WE	30cm	4+	5+	3+	Withering Gaze	and	45cm (15cm)	2× MW3+ Small Arms, EA(+1), MW	*Daemonic Focus, Damage Capacity 3, Expendable, Fearless, Inspiring, Invulnerable Save, Jump Packs, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.*
						Bedlam Staff		(bc)	Assault Weapons, EA(+1), MW	
Ravager Titan	WE	20cm	4+	3+	4+	Doomburner		45cm	MW2+, FxF, IC, TK(D3)	*Damage Capacity 6, Fearless, Reinforced Armour, 4 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 5+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*
						2× Death Storm		45cm	4× AP4+/AT4+, FwA	
						Battlehead		(15cm)	Small Arms, EA(+2)	
						Tail		75cm	AP4+/AT4+	
							and	(bc)	Assault Weapons, EA(+1)	
Harbinger	AC/ WE	Bomber	5+	n/a	n/a	Reaper Autocannon		30cm	AP4+/AT6+/AA5+, FxF	*Damage Capacity 4, Invulnerable Save, Reinforced Armour. Critical Hit Effect: The unit is destroyed.*
						Reaper Autocannon		15cm	AP4+/AT6+/AA5+, Left	
						Reaper Autocannon		15cm	AP4+/AT6+/AA5+, Right	
						Incendiary Bombs		15cm	6BP, FxF, IC	
Hell Blade	AC	Fighter	6+	n/a	n/a	2× Reaper Autocannon		15cm	AP4+/AT6+/AA5+, FxF	
Hell Talon	AC	Fighter-Bomber	5+	n/a	n/a	Bombs		15cm	2BP, FxF, IC	
						Twin Lascannon		30cm	AT4+/AA4+, FxF	
						Havoc Launcher		45cm	AP5+/AT6+, FxF	
Despoiler Class Battleship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment		n/a	3BP, MW	*Slow and Steady, Transport. May transport 40 infantry units or Chaos Dreadnoughts; plus nine Chaos Thunderhawks and enough Dreadclaws to transport any other units being carried.*
						3× Pin-Point Attack		n/a	MW2+, TK(D3)	
Devastation Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment		n/a	3BP, MW	*Transport. May transport 20 infantry units or Chaos Dreadnoughts; plus six Chaos Thunderhawks and enough Dreadclaws to transport any other units being carried.*
						Pin-Point Attack		n/a	MW2+, TK(D3)	
Dreadclaw	Special	n/a	n/a	n/a	n/a	-				*Planetfall, Transport. May transport one formation of infantry units (except Chaos Space Marine Bikes) and Chaos Dreadnoughts. The Dreadclaw does not scatter 2d6cm after being placed within 15cm of the drop zone co-ordinates recorded at the start of the game (see 4.4). Any troops carried in the Dreadclaw must disembark within 5cm of the Dreadclaw or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the Dreadclaw. Dreadclaw models should be removed from the board once the formation they transport has disembarked.*

5.11.1
Augmented Summoning

Some chaos units are noted as having *Augmented Summoning (+x)*. Units with this ability add a number of summoning points equal to "x" when the formation they are in summons daemons (see 6.11.3). For example, a unit noted as having Augmented Summoning (+2D3) would allow a formation with a Daemonic Pact to roll 4D3 for summoning points as opposed to the usual 2D3.

5.11.2
Daemonic Focus

Certain Chaos units are noted as having *Daemonic Focus*. Units with this ability may keep any or all summoned units that belong to the formation in play. Summoned units do not vanish back into the warp after the formation has attempted to rally. Chaos units with daemonic Focus may not be used to keep summoned units in play if the formation is broken.

5.12 CHAOS CULTIST FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Arch-Heretic	CH	n/a	n/a	n/a	n/a	-			*Supreme Commander.*
Icon Bearer	CH	n/a	n/a	n/a	n/a	-			*Daemonic Focus, Invulnerable Save, Leader.*
Big Mutants	INF	15cm	3+	4+	4+	2× Heavy Stubber	30cm	AP6+	*Counts as two units for the purposes of being transported.*
						Big Weapons	(bc)	Assault Weapons, EA(+1), MW	
Bloodletters	INF	15cm	4+	4+	-	Hellblades	(bc)	Assault Weapons, EA(+1)	*Expendable, Invulnerable Save.*
Chaos Hounds	INF	30cm	6+	4+	-	-			
Chaos Marine Aspiring Champion	INF	15cm	4+	4+	4+	Autocannon	45cm	AP5+/AT6+	*Commander, Invulnerable Save, Leader.*
						Daemon Weapon	(bc)	Assault Weapons, EA(+1), MW	
Chaos Spawn	INF	15cm	3+	3+	-	Horrific Mutations	(bc)	Assault Weapons, EA(+D3)	*Fearless, Invulnerable Save. Counts as two units for the purposes of being transported.*
Cultists	INF	15cm	-	5+	6+	Heavy Weapons	30cm	AP6+/AT6+	
Daemon Prince	INF	15cm (30cm)	3+ (4+)	3+	3+	Warp Blast	(15cm)	Small Arms, EA(+1), MW	*Commander, Fearless, Leader, Reinforced Armour, Teleport. A Daemon Prince may have wings, the unit gains Jump Packs and a move of 30cm, while its armour value is reduced to 4+.*
						Possessed Weapon	(bc)	Assault Weapons, EA(+2), MW	
Daemonettes	INF	20cm	4+	3+	-	-			*Expendable, First Strike, Invulnerable Save.*
Daemonic Beasts	INF	20cm	4+	3+	-	-			*Expendable, Infiltrator, Invulnerable Save.*
Demagogue	INF	15cm	6+	5+	5+	Heavy Weapons	30cm	AP6+/AT6+	*Augmented Summoning (+2D3), Invulnerable Save.*
						Arcane Powers	30cm	MW6+	
						Daemon Weapon	(bc)	Assault Weapons, EA(+1), MW	
Flamers	INF	15cm	5+	5+	3+	Flames of Tzeentch	(15cm)	Small Arms	*Expendable, Invulnerable Save.*
Mutants	INF	15cm	6+	4+	6+	Firearms	(15cm)	Small Arms	
Plague Zombies	INF	10cm	5+	6+		-			*Fearless, Infiltrator, Teleport.*
Plaguebearers	INF	15cm	3+	4+	6+	Plague of Flies	(15cm)	Small Arms	*Expendable, Invulnerable Save.*
Rough Riders	INF	20cm	6+	4+	6+	Laspistols	(15cm)	Small Arms	*Infiltrator, Mounted, Scout.*
						Power Lances	(bc)	Assault Weapons, EA(+1), FS	
Support Squad	INF	15cm	-	6+	4+	2× Autocannon	45cm	AP5+/AT6+	
Sentinel	LV	20cm	6+	6+	5+	Multilaser	30cm	AP5+/AT6+	*Scout, Walker.*
Land Transporter	LV	30cm	5+	6+	6+	Heavy Weapons	30cm	AP6+/AT6+	*Transport. May transport two infantry units without Jump Packs or Mounted.*
Basilisk	AV	20cm	5+	6+	5+	Earthshaker	120cm	AP4+/AT4+	
						or	120cm	1BP, Ind	
						Heavy Bolter	30cm	AP5+	
Chimera	AV	30cm	5+	6+	5+	Multilaser	30cm	AP5+/AT6+	*Transport. May transport two infantry units without Jump Packs or Mounted.*
						Heavy Bolter	30cm	AP5+	
Contagion Tower	AV	15cm	5+	5+	5+	Plague Catapult	45cm	1BP, D, Ind	*Fearless, Invulnerable Save.*
						Vomit Cannon	30cm	AP4+/AT6+, IC	
Daemon Assault Engine	AV	25cm	4+	3+	5+	Blood Cannon	30cm	2× AP4+/AT5+	*Fearless, Reinforced Armour.*
						Daemon Blades	(bc)	Assault Weapons, EA(+D3)	
Daemon Knight	AV	30cm	4+	5+	4+	Castigator Cannon	45cm	3× AP3+/AT5+	*Fearless, Invulnerable Save, Scout, Walker.*
Defiler	AV	20cm	4+	4+	3+	Battle Cannon	75cm	AP4+/AT4+	*Fearless, Infiltrator, Invulnerable Save, Walker.*
						Reaper Autocannon	30cm	AP4+/AT6+	
						Twin Heavy Flamer	15cm	AP3+, IC	
						Battle Claws	(bc)	Assault Weapons, EA(+1), MW	

Griffon	AV	30cm	6+	6+	5+	Heavy Mortar	30cm	1BP, Ind	
						Heavy Bolter	30cm	AP5+	
Hellfire Cannon	AV	15cm	4+	5+	4+	Hellfire Cannon	75cm	MW4+	*Fearless, Invulnerable Save.*
Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon	30cm	AP3+, IC	
						Heavy Bolter	30cm	AP5+	
Hydra	AV	30cm	6+	6+	5+	2× Twin Hydra Autocannon	45cm	AP4+/AT5+/AA5+	
						Heavy Bolter	30cm	AP5+	
Leman Russ	AV	20cm	4+	6+	4+	Battle Cannon	75cm	AP4+/AT4+	*Reinforced Armour.*
						Lascannon	45cm	AT5+	
						2× Heavy Bolter	30cm	AP5+	
Leman Russ Demolisher	AV	20cm	4+	6+	3+	Demolisher	30cm	AP3+/AT4+, IC	*Reinforced Armour.*
						Lascannon	45cm	AT5+	
						2× Plasma Cannon	30cm	AP5+/AT5+	
Silver Tower	AV	20cm	4+	6+	4+	Arcane Cannons	45cm	3× AP4+/AT4+	*Fearless, Invulnerable Save, Skimmer.*
						Beam of Power	60cm	MW5+	
Bloodthirster	WE	30cm	4+	3+	-	Axe of Khorne	(bc)	Assault Weapons, EA(+3), TK	*Daemonic Focus, Damage Capacity 3, Expendable, Fearless, Inspiring, Invulnerable Save, Jump Packs, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.*
Chaos Altar	WE	15cm	4+	4+	4+	Arcane Technology	45cm	D3× AP4+/AT4+/AA4+	*Augmented Summoning (+2), Daemonic Focus, Damage Capacity 3, Fearless, Inspiring, Invulnerable Save, Reinforced Armour. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a macro-weapon hit on a roll of 6+.*
Great Unclean One	WE	15cm	4+	4+	4+	Stream of Corruption	15cm	3BP, IC	*Daemonic Focus, Damage Capacity 4, Expendable, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.*
						and	(15cm)	Small Arms, EA(+1), IC	
						Nurgling Swarm	(bc)	Assault Weapons, EA(+1)	
Keeper of Secrets	WE	20cm	4+	3+	4+	Gaze of Slaanesh	30cm	3× MW4+	*Daemonic Focus, Damage Capacity 3, Expendable, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.*
						and	(15cm)	Small Arms, EA(+1), FS, MW	
						Lash of Torment	(bc)	Assault Weapons, EA(+1), FS, MW	
Lord of Battles	WE	25cm	4+	2+	4+	Chain Fist	(bc)	Assault Weapons, EA(+3), MW	*Damage Capacity 6, Fearless, Invulnerable Save, Reinforced Armour, Thick Rear Armour. Critical Hit Effect: Move the unit 3D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 4+.*
						Death Storm	45cm	4× AP4+/AT4+	
						2× Battle Cannon	75cm	AP4+/AT4+	
Lord of Change	WE	30cm	4+	5+	3+	Withering Gaze	45cm	2× MW3+	*Daemonic Focus, Damage Capacity 3, Expendable, Fearless, Inspiring, Invulnerable Save, Jump Packs, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.*
						and	(15cm)	Small Arms, EA(+1), MW	
						Bedlam Staff	(bc)	Assault Weapons, EA(+1), MW	
Plague Tower	WE	15cm	4+	4+	4+	Plague Mortar	60cm	D3+3BP, FxF, D	*Damage Capacity 6, Fearless, Invulnerable Save, Reinforced Armour, Transport. May transport sixteen Great Unclean Ones or infantry units without Jump Packs or Mounted; Great Unclean Ones count as two units each. Critical Hit Effect: The unit takes a point of damage and D3 units of the player's choice that are being transported are destroyed.*
						2× Battle Cannon	75cm	AP4+/AT4+	
						Rot Cannon	90cm	AP3+/AT5+, FxF, IC	

Questor Titan	WE	35cm	5+	5+	3+	2× Castigator Cannon 2× Battle Cannon	45cm 75cm	3× AP3+/AT5+ AP4+/AT4+	*Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: Move the unit D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 6+.*
Subjugator Titan	WE	35cm	5+	3+	5+	2× Battle Cannon 2× Hellblades	75cm (bc)	AP4+/AT4+ Assault Weapons, EA(+1), TK(D3)	*Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: Move the unit D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 6+.*
Doomwing	AC	Fighter	6+	n/a	n/a	Flame Cannon	15cm	2× AP4+/AT5+/AA6+, FxF, IC	*Invulnerable Save.*
Firelord	AC	Bomber	4+	n/a	n/a	Flame Cannon Twin Lascannon Firestorm Bombs	15cm 45cm 15cm	2× AP4+/AT5+/AA6+, FxF, IC AT4+/AA4+, FxF D3BP, FxF, IC	*Invulnerable Save.*

5.13 DARK ELDAR FORCES[79]

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Archon	CH	n/a	n/a	n/a	n/a	Agonizer	(bc)	Assault Weapons, EA(+1), MW	*Inspiring, Invulnerable Save, Supreme Commander.*
Dracon	CH	n/a	n/a	n/a	n/a	Agonizer	(bc)	Assault Weapons, EA(+1), MW	*Commander, Invulnerable Save, Leader.*
Sybarite	CH	n/a	n/a	n/a	n/a	Punisher	(bc)	Assault Weapons, EA(+1)	*Leader.*
Grotesques	INF	15cm	5+	3+	-	-			*Fearless.*
Haemonculi	INF	15cm	4+	3+	5+	Arcane Terrors	15cm	AP3+, D	*Fearless, Leader.*
Hellions	INF	30cm	5+	4+	5+	Hellglaives	(15cm)	Small Arms	*Jump Packs, Scout.*
Incubi	INF	15cm	4+	3+	6+	Tormentor Helms	(15cm)	Small Arms	
						Punishers	(bc)	Assault Weapons, EA(+1)	
Mandrakes	INF	15cm	5+	4+	6+	Splinter Pistols	(15cm)	Small Arms	*First Strike, Infiltrator, Teleport.*
Reavers	INF	40cm	4+	4+	5+	Splinter Rifles	(15cm)	Small Arms	*Mounted, Skimmer.*
Scourges	INF	30cm	6+	6+	4+	Dark Lance	30cm	AT5+, L	*Jump Packs, Teleport.*
						Splinter Rifles	(15cm)	Small Arms, EA(+1)	
Warp Beasts	INF	15cm	(5+)	3+	-	Teeth and Claws	(bc)	Assault Weapons, EA(+1)	*First Strike, Infiltrator. In an assault the unit counts as having an armour value of 5+.*
Warriors	INF	15cm	-	5+	4+	Splinter Cannon	15cm	AP5+	
Wyches	INF	15cm	(5+)	3+	6+	Splinter Pistols	(15cm)	Small Arms	*First Strike, Infiltrator. In an assault the unit counts as having an armour value of 5+.*
Raider	LV	35cm	4+	6+	5+	Dark Lance	30cm	AT5+, L	*Skimmer, Transport. May transport two infantry units (except Warp Beasts) without Jump Packs or Mounted; plus one unit of Mandrakes. Transported units do not have to disembark in order to shoot or use their firefight value if this unit is able to shoot, assault or lend support.*
						Horrorfex	15cm	AP6+, D	
Ravager	LV	35cm	4+	6+	3+	2× Dark Lance	30cm	AT5+, L	*Skimmer.*
						Disintegrator	30cm	AP4+/AT6+	
						Horrorfex	15cm	AP6+, D	
Talos	AV	15cm	4+	4+	5+	Paralyzer	15cm	AP5+, D	*Fearless, Reinforced Armour, Walker.*
						Talos Claws	(bc)	Assault Weapons, MW	
Barge of Pleasure	WE	30cm	5+	5+	4+	2× Dark Lance	30cm	AT5+, L	*Damage Capacity 3, 2 Shadowfields, Skimmer, Transport. May transport four infantry units without Jump Packs or Mounted; plus two units of Mandrakes. Transported units do not have to disembark in order to shoot or use their firefight value if this unit is able to shoot, assault or lend support. Critical Hit Effect: The unit looses all of its weapons and has no close combat and firefight values. Subsequent critical hits destroy the unit.*
						Long-Barrel Splinter Cannon	45cm	AP5+	
						Desolator	30cm	2BP, D	

79. 5.13 Dark Eldar Forces

Q: Do Wyches and Warp Beasts count as having an armor value of 5+ when they are subject to overwatch fire when making a charge move?

A: No.

Executor Landing Module	WE	25cm	5+	6+	4+	Disintegrator Array Heavy Phantom Lance Twin Desolators Hail of Splinters and	60cm 60cm 30cm 45cm (15cm)	2× AA4+ MW3+, FxF, TK(D3) 4BP, FwA, D 3× AP4+/AT6+ Small Arms, EA(+2)	*Damage Capacity 6, Fearless, Reinforced Armour, Self Planetfall, 4 Shadowfields, Support Craft, Transport, Webway Portal. May transport eight armoured vehicle, light vehicle or war engine units; war engines count as a number of units equal to their starting damage capacity; plus 16 infantry units. Critical Hit Effect: The unit loses all of its weapons, has no close combat value and a firefight value of 6+. Subsequent critical hits cause one point of damage.*
Kashnarak	WE	20cm	4+	3+	-	Massive Claws and Teeth	(bc)	Assault Weapons, EA(+2), MW	*Damage Capacity 4, Fearless, Infiltrator, Inspiring, Scout, Walker. Critical Hit Effect: Destroyed.*
Perditor	WE	15cm	4+	3+	4+	Widowmaker Perditor Claws	30cm (bc)	2BP, D, Ind Assault Weapons, EA(+1), MW	*Damage Capacity 2, Fearless, Reinforced Armour. Critical Hit Effect: The unit is destroyed.*
Tormentor Titan	WE	35cm	5+	3+	4+	2× Phantom Lances Hail of Splinters and Tormentor Blades	45cm 45cm (15cm) (bc)	MW3+, TK 3× AP4+/AT6+ Small Arms, EA(+2) Assault Weapons, EA(+3), TK	*Damage Capacity 4, Fearless, Jump Packs, Reinforced Armour, 3 Shadowfields, Walker. Critical Hit Effect: The unit's speed value is reduced to 25cm and it loses the Jump Packs ability. Subsequent critical hits cause one point of damage.*
Vessel of Pain	WE	30cm	4+	5+	4+	2× Phantom Lances 2× Long-Barrel Splinter Cannon Desolator	45cm 45cm 30cm	MW3+, TK AP5+ 2BP, D	*Damage Capacity 3, 2 Shadowfields, Skimmer. Critical Hit Effect: The unit is destroyed. All units within 5cm are subject to an AP5+ attack.*
Raven Fighter	AC	Fighter	4+	n/a	n/a	Twin Dark Lance Long-Barrel Splinter Cannon	30cm 30cm	AT4+/AA5+, FxF, L AP5+/AA5+, FxF	
Razorwing	AC	Fighter-Bomber	4+	n/a	n/a	Razor Lances 2× Long-Barrel Splinter Cannon Horrorfex	30cm 30cm 15cm	MW3+, FxF, Slw, TK AP5+/AA5+, FxF AP6+, D	
Slavebringer Assault Boat	AC/ WE	Bomber	4+	6+	5+	2× Twin Dark Lance Turreted Splinter Cannons	30cm 30cm	AT4+/AA5+, FxF, L AP5+/AA5+	*Damage Capacity 2, Planetfall, 1 Shadowfield, Transport. May transport eight Talos or infantry units without Mounted; Talos count as two units each; plus four units of Mandrakes. Critical Hit Effect: The unit and all units being carried are destroyed.*
Corsair Class Escort	SC	n/a	n/a	n/a	n/a	Orbital Bombardment 0–1× Pin-Point Attack	n/a n/a	2BP, MW MW2+, TK(D3)	*Transport. The Pin-Point Attack may be forfeited to transport three Slavebringer Assault Bolts and one Executor Landing Module plus the units being carried on them.*
Torture Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment 0–1× Pin-Point Attacks	n/a n/a	6BP, MW 2× MW2+, TK(D3)	*Transport. May transport Six Slavebringer Assault Boats and an Executor Landing Module plus the units being carried on them. The Pin-Point Attacks may be forfeited to transport an additional four Slavebringer Assault Boats and two Executor Landing modules plus the units being carried on them.*

5.13.1
Hit & Run Tactics

The Dark Eldar are piratical raiders from the depths of the Dark City and the treacherous expanses of space. Due to their limited population, losses simply cannot be sustained at length. Because of this they have developed tactics that when combined with their highly advanced technology allows them to attack the enemy and then quickly retire in order to avoid any return fire. This ability is reflected by the following special rules, which apply to all formations in a Dark Eldar army:

Dark Eldar formations that take advance or double actions may choose to shoot either before or after each move. However, they may still only shoot once during the action. For example, a Dark Eldar formation taking an advance action could shoot and then move or move and then shoot, while a formation taking a double action could shoot and move twice, move twice and then shoot, or move then shoot and then move again.

In addition, a Dark Eldar formation that wins an assault is allowed to move up to their full movement when they consolidate, rather than being limited to a move of 5cm as would normally be the case.

5.13.2
Fleet of Foot

With eons in which to practice pirating techniques upon the mon-keigh of the galaxy, the Dark Kin have honed the skill of squeezing every bit of advantage from a lightning style attack. To represent this, Dark Eldar formations do not incur the typical penalties that other races would after taking a March action. Dark Eldar formations that have marched may lend support in assaults, help claim a crossfire bonus, and even fire flak shots.

5.13.3
Dark Eldar Technology

Webway Portals: These smallish portals are used by the Dark Eldar as much as the Eldar. Allowing safe travel through the Warp, each Webway portal included in the army allows the Dark Eldar player to keep up to three formations back in Commorragh. Any of these reserve formations may enter play via a Webway portal by taking an action that allows them to move, then measuring its first move from the portal on the tabletop. No more than one formation may travel through a single portal each turn. Wraithgate use is limited to formations made up exclusively of infantry, light vehicles, and armored vehicles with the walker ability (The feared Kashnarak is the exception to the rule).

Shadowfields: Dark Eldar war engines are shrouded in light absorbing energy fields which serve as a powerful defence against the massed guns of their cornered prey. Each shadowfield will absorb one successful hit before going down; no blast markers are caused for this hit (this includes firefight but not close combat). A war engine with at least one shadowfield remaining automatically regains an additional field at the end of the rally phase of each turn. If the shadowfields are completely knocked out, they will not return for the remainder of the game. The war engine can never have more shadowfields than originally allotted. In addition an active Shadowfield always counts as being in cover (apply -1 cover modifier). This has no effect on their engagements, however, either in close combat or firefight.

5.14 MINERVAN TANK LEGION FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Commissar	CH	n/a	n/a	n/a	n/a	Upgraded Guns	(15cm)	Small Arms, EA(+1)	*Fearless, Inspiring, Leader.*
Supreme Commander	CH	n/a	n/a	n/a	n/a	Upgraded Guns	(15cm)	Small Arms, EA(+1)	*Supreme Commander.*
Infantry	INF	15cm	-	6+	5+	Autocannon	45cm	AP5+/AT6+	*One unit in every two has an Autocannon.*
						Lasguns	(15cm)	Small Arms	
Storm Troopers	INF	15cm	5+	5+	4+	Plasma Guns	15cm	AP5+/AT5+	*Scout.*
Basilisk	AV	20cm	5+	6+	5+	Earthshaker	120cm	AP4+/AT4+	
						or	120cm	1BP, Ind	
						Heavy Bolter	30cm	AP5+	
Bombard	AV	20cm	6+	6+	5+	Siege Mortar	45cm	2BP, IC, Ind	
						Heavy Bolter	30cm	AP5+	
Chimera	AV	30cm	5+	6+	5+	0–1× Multilaser	30cm	AP5+/AT6+	*Transport. May transport two infantry units without Jump Packs or Mounted. Armed with either a Multilaser, Twin Heavy Bolter or Heavy Flamer.*
						0–1× Twin Heavy Bolter	30cm	AP4+	
						0–1× Heavy Flamer	15cm	AP4+, IC	
						and	(15cm)	Small Arms, IC	
						Heavy Bolter	30cm	AP5+	
Deathstrike	AV	20cm	6+	6+	5+	Deathstrike Missile	Unlimited	MW2+, Ind, SS, TK(D6)	
						Heavy Bolter	30cm	AP5+	
Destroyer Tank Hunter	AV	20cm	4+	6+	6+	Laser Destroyer	75cm	AT2+, S	*Reinforced Armour.*
Griffon	AV	30cm	6+	6+	5+	Heavy Mortar	30cm	1BP, Ind	
						Heavy Bolter	30cm	AP5+	
Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon	30cm	AP3+, IC	
						Heavy Bolter	30cm	AP5+	
Hydra	AV	30cm	6+	6+	5+	2× Twin Hydra Autocannon	45cm	AP4+/AT5+/AA5+	
						Heavy Bolter	30cm	AP5+	
Leman Russ	AV	20cm	4+	6+	4+	Battle Cannon	75cm	AP4+/AT4+	*Reinforced Armour.*
						Lascannon	45cm	AT5+	
						2× Heavy Bolter	30cm	AP5+	
Leman Russ Conqueror	AV	30cm	4+	6+	5+	Conqueror Cannon	45cm	AP5+/AT5+	*Reinforced Armour.*
						Lascannon	45cm	AT5+	
Leman Russ Demolisher	AV	20cm	4+	6+	3+	Demolisher	30cm	AP3+/AT4+, IC	*Reinforced Armour.*
						Lascannon	45cm	AT5+	
						2× Plasma Cannon	30cm	AP5+/AT5+	
Leman Russ Executioner	AV	20cm	4+	6+	5+	Plasma Destroyer	60cm	MW4+	*Reinforced Armour.*
						Lascannon	45cm	AT5+	
Leman Russ Exterminator	AV	20cm	4+	6+	3+	Twin Autocannon	45cm	AP4+/AT5+	*Reinforced Armour.*
						Lascannon	45cm	AT5+	
						2× Heavy Bolter	30cm	AP5+	
Leman Russ Vanquisher	AV	20cm	4+	6+	4+	Vanquisher	75cm	AP4+/AT2+	*Reinforced Armour.*
						Lascannon	45cm	AT5+	
						2× Heavy Bolter	30cm	AP5+	

Manticore	AV	20cm	6+	6+	5+	Rocket Launcher	150cm	2BP, D, Ind, Slw	
						Heavy Bolter	30cm	AP5+	
Medusa	AV	20cm	6+	6+	5+	Medusa Siege Gun	30cm	MW4+, IC	
						Heavy Bolter	30cm	AP5+	
Salamander Command	AV	35cm	6+	6+	5+	Heavy Flamer	15cm	AP4+, IC	*Commander, Leader, Scout.*
						and	(15cm)	Small Arms, IC	
						Heavy Bolter	30cm	AP5+	
Salamander Scout	AV	35cm	6+	6+	5+	Autocannon	45cm	AP5+/AT6+	*Scout.*
						Heavy Bolter	30cm	AP5+	
Thunderer	AV	20cm	4+	6+	5+	Demolisher	30cm	AP3+/AT4+, IC	*Reinforced Armour, Thick Rear Armour.*
Valkyrie	AV	35cm	5+	6+	5+	Multilaser	30cm	AP5+/AT6+	*Scout, Skimmer, Transport. May transport two infantry units without Jump Packs or Mounted.*
						2× Heavy Bolter	30cm	AP5+	
						2× Rocket Pod	30cm	1BP, D, SS	
Vulture	AV	35cm	5+	6+	5+	Heavy Bolter	30cm	AP5+	*Scout, Skimmer.*
						Twin Autocannon	45cm	AP4+/AT5+	
						2× Hellstrike	120cm	AT2+, SS	
Baneblade	WE	15cm	4+	6+	4+	Baneblade Battle Cannon	75cm	2× AP3+/AT3+	*Damage Capacity 3, Reinforced Armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.*
						Autocannon	45cm	AP5+/AT6+	
						Demolisher	30cm	AP3+/AT4+, FxF, IC	
						2× Lascannon	45cm	AT5+	
						3× Twin Heavy Bolter	30cm	AP4+	
Shadowsword	WE	15cm	4+	6+	5+	Volcano Cannon	90cm	MW2+, FxF, TK(D3)	*Damage Capacity 3, Reinforced Armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.*
						2× Heavy Bolter	30cm	AP5+	
Stormblade	WE	15cm	4+	6+	5+	Plasma Blastgun	45cm	2× MW2+, FxF, Slw	*Damage Capacity 3, Reinforced Armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.*
						Heavy Bolter	30cm	AP5+	
						2× Lascannon	45cm	AT5+	
						2× Twin Heavy Bolter	30cm	AP4+	
Stormhammer	WE	15cm	4+	6+	3+	2× Twin Stub Battle Cannon	45cm	AP3+/AT3+	*Damage Capacity 3, Reinforced Armour, Thick Rear Armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.*
						4× Twin Heavy Bolter	30cm	AP4+	
Stormsword	WE	15cm	4+	6+	4+	Siege Cannon	45cm	3BP, FxF, D, IC	*Damage Capacity 3, Reinforced Armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.*
						Heavy Bolter	30cm	AP5+	
						2× Heavy Flamer	15cm	AP4+, IC	
						and	(15cm)	Small Arms, IC	
						2× Twin Heavy Bolter	30cm	AP4+	

5.15 NECRON FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS		RANGE	FIREPOWER	NOTES
Necron Lord	CH	n/a	n/a	n/a	n/a	Staff of Light		(15cm)	Small Arms, EA(+1)	*Invulnerable Save, Leader.*
							or	(bc)	Assault Weapons, EA(+1), MW	
Necron Overlord	CH	n/a	n/a	n/a	n/a	-				*Supreme Commander.*
Destroyers	INF	25cm	4+	6+	3+	2× Gauss Cannon		30cm	AP4+/AT6+	*Mounted, Necron, Skimmer.*
Flayed Ones	INF	15cm	4+	3+	-	-				*Infiltrator, Necron, Scout, Teleport.*
Heavy Destroyers	INF	25cm	4+	6+	4+	Heavy Gauss Cannon		30cm	AT3+	*Mounted, Necron, Skimmer.*
Immortals	INF	15cm	4+	4+	3+	Gauss Blasters		15cm	AP4+/AT6+	*Necron.*
Necron Warriors	INF	15cm	4+	5+	4+	Gauss Flayers		15cm	AP5+/AT6+	*Necron.*
Pariahs	INF	15cm	4+	3+	3+	War Scythes		15cm	AP4+/AT6+	*Inspiring.*
							and	(bc)	Assault Weapons, EA(+1), MW	
Wraiths	INF	30cm	4+	4+	-	Claws		(bc)	Assault Weapons, EA(+1)	*First Strike, Invulnerable Save, Jump Packs, Necron.*
Monolith	AV	15cm	4+	6+	5+	Particle Whip		30cm	AP4+/AT4+	*Fearless, Living Metal, Portal, Skimmer, Teleport, Thick Rear Armour.*
						Gauss Flux Arc		(15cm)	Small Arms, EA(+2)	
Obelisk	AV	30cm	5+	6+	5+	Particle Flail		45cm	AP4+/AT4+	*Fearless, Reinforced Armour, Skimmer, Teleport, Thick Rear Armour.*
Tomb Spyder	AV	15cm	4+	5+	5+	Scarab Swarm		30cm	AP5+/AT5+, IC	*Fearless, Leader, Skimmer, Walker.*
							and	(15cm)	Small Arms, EA(+1), IC	
							or	(bc)	Assault Weapons, EA(+1), IC	
						Claws		(bc)	Assault Weapons, MW	
Abattoir	WE	20cm	4+	2+	4+	3× Scarab Swarm		30cm	AP5+/AT5+, IC	*Damage Capacity 8, Fearless, Infiltrator, Living Metal, Portal, Skimmer, Thick Rear Armour. Critical Hit Effect: The unit and all units within 5cm of the unit suffer a titan killer hit on a roll of 4+.*
							and	(15cm)	Small Arms, EA(+1), IC	
							or	(bc)	Assault Weapons, EA(+1), IC	
						Harvesters		(bc)	Assault Weapons, EA(+2), TK	
Aeonic Orb	WE	20cm	4+	-	3+	Solar Flare		90cm	MW3+, MW, TK(D6)	*Damage Capacity 6, Fearless, Living Metal, Skimmer, Thick Rear Armour. Critical Hit Effect: Center the barrage template that is 12cm across on the unit and resolve the effect as if it were a 3BP macro-weapon barrage.*
							or	90cm	12BP	
Pylon	WE	Immobile	4+	-	4+	Particle Accelerator		120cm	MW4+, TK(D3)	*Damage Capacity 2, Fearless, Living Metal, Teleport, Thick Rear Armour. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 4+.*
							and	90cm	AA4+, TK	
						Gauss Flux Arc		(15cm)	Small Arms, EA(+2)	
The Deceiver	WE	15cm	4+	4+	4+	Despair		45cm	4BP, D	*Damage Capacity 3, Fearless, Inspiring, Living Metal, Skimmer, Supreme Commander, Teleport, Walker. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a macro-weapon hit on a roll of 4+.*
						Claws		(bc)	Assault Weapons, EA(+2), TK	
The Nightbringer	WE	15cm	4+	3+	5+	Lightning Arc		30cm	MW4+, MW	*Damage Capacity 3, Fearless, Inspiring, Living Metal, Skimmer, Supreme Commander, Teleport, Walker. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a macro-weapon hit on a roll of 4+.*
						Gaze of Death		(bc)	Assault Weapons, EA(+2), MW	
						Scythe		(bc)	Assault Weapons, EA(+2), TK(D3)	
Warbarque	WE	20cm	4+	6+	4+	2× Particle Cannon		60cm	AP5+/AT3+	*Commander, Damage Capacity 3, Fearless, Living Metal, Portal, Skimmer, Teleport, Thick Rear Armour. Critical Hit Effect: The unit looses Portal. Subsequent critical hits destroy the unit.*
						2× War Cannon		30cm	AT4+	
						2× Gauss Cannon		30cm	AP4+/AT6+	
						Gauss Flux Arc		(15cm)	Small Arms, EA(+2)	
Scythe Class Harvester	SC	n/a	n/a	n/a	n/a	Orbital Bombardment		n/a	4BP, MW	
						2× Pin-Point Attack		n/a	MW2+, TK(D3)	

5.15.1
Necron Technology[80]

Necron: Necron technology allows many of its units to repair themselves at an accelerated rate. This is reflected as the Necron ability in a unit's datasheet.

Units with *Necron* that have been destroyed can regenerate. Formations can return one previously destroyed Necron unit in the end phase of each turn, before all formations attempt to rally, either on or off the board. In addition, if a formation regroups on board it can use the dice rolls to either return units with the Necron ability to play or to remove blast markers or both (e.g., if you rolled a "2" you could return 2 units to play, remove 2 blast markers, or return 1 unit and remove 1 blast marker). Formations off board are restricted to using their regroup function to remove blast markers only.

Portal: Necron Portals are the primary means by which the Necron forces are transported across the galaxy. Any formation that is in the reserves, either because it has not entered play or has left the board for any reason, may enter play via a *portal* as part of any activation that allows movement. Measure their movement using the portal as the starting point. Additionally, formations may leave the board by entering a portal, taking them into the reserves. Note that once in the reserves they can either re-enter play immediately via another portal, provided they have movement, or remain in the reserves.

Necron Portals can only be used by armoured vehicles with *walker*, infantry, or light vehicles units. Each portal can be used only once per turn for either entering or exiting the battlefield, not for both. Thus a formation may enter one portal with part of their movement, and exit from a second, unused portal, continuing their movement from that portal.

If, at the end of the movement, a unit is out of formation it is destroyed (see 1.2.1). Example: if you moved a formation of four units through one portal and out another and two units were unable to make the full movement (i.e. get through the second portal), the Necron player would have to choose which units were to be destroyed, the two that moved through the portal or the two that didn't.

Living Metal: Units made of *living metal* receive a second save. This save functions exactly like an invulnerable save except that it is a 4+ save rather than a 6+.

5.15.2
Implacable Advance

The Necron are an offensive army, always on the advance, stopping only to eliminate enemy positions before moving on to harvest others. While subject to disruption from losses and enemy fire, the mechanical nature of the Necron permits them to easily reorganize to maintain the offensive momentum. Necron formations receive a +1 bonus to Marshal actions. Due to their steady, deliberate, nature Necron formations cannot take a March action.

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80. 5.15.1 Necron Technology

Q: Can the leader special ability be used to return a destroyed Necron unit instead of removing an additional Blast marker?

A: Yes, but only when regrouping.

Q: Can a Necron formation in reserve carry out a marshal action, move to enter play and regenerate destroyed units by regrouping?

A: Yes.

Q: Can a Necron formation carry out a marshal action, move through a portal into reserve and regenerate destroyed units by regrouping?

A: No.

Q: Can a portal be used if its formation is broken?

A: Yes.

Q: Can a formation enter play via a portal that is covered by, or is in the zone of control of, enemy units?

A: Yes, but the formation using it to enter play would have to carry out an engage action.

Q: What happens when a formation in reserve fails its action test and needs to enter play via a portal that is covered by, or is in the zone of control of, enemy units?

A: It takes a Blast marker, and may not take a hold action. It effectively looses its activation.

5.15.3

Phase Out

When a Necron formation becomes broken, it does not just fall back, but also vanishes from the battlefield without leaving any proof of its existence.

In the end phase of the turn, remove the formation from the board into the reserves, but keep it away from any destroyed units. The formation will roll to rally in the end phase, handling blast markers as per the core rules. It may re-enter by teleporting, or through a portal. If there are not enough portals to deal with all the off-table formations, then the formation must remain off the table until a portal is available for it to use. If the rally roll fails, the formation must remain in the reserves until it rallies. Note that with the exception of the C'tan, no Necron War Engines may phase out.

5.16 DEATH KORPS OF KRIEG FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Commissar	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Fearless, Inspiring, Leader.*
Gorgon Mortars	CH	n/a	n/a	n/a	n/a	Gorgon Mortars	30cm	2BP, FwA, Ind, SS	*Replace the 2× Twin Heavy Bolter with Gorgon Mortars and reduce the unit's firefight to 6+.*
Commander	INF	15cm	6+	4+	5+	Twin Heavy Stubber	30cm	AP5+	*Commander.*
Death Riders	INF	20cm	5+	4+	6+	Laspistols	(15cm)	Small Arms	*Infiltrator, Mounted, Walker.*
						Power Lances	(bc)	Assault Weapons, FS	
Engineers	INF	15cm	5+	4+	5+	Mole Launcher	30cm	AP5+, IC	
Fire Support	INF	15cm	-	5+	4+	Twin Heavy Stubber	30cm	AP5+	
						Autocannon	45cm	AP5+/AT6+	
Grenadiers	INF	15cm	5+	5+	4+	Heavy Flamer	15cm	AP4+, IC	*Scout.*
						and	(15cm)	Small Arms, IC	
Heavy Mortar	INF	5cm	-	6+	6+	Heavy Mortar	30cm	1BP, Ind	
Infantry	INF	15cm	-	5+	5+	Lasguns	(15cm)	Small Arms	
Quad Launcher	INF	5cm	-	6+	5+	Quad Launcher	45cm	2× AP4+, Ind	
Supreme Commander	INF	15cm	5+	4+	5+	Twin Heavy Stubber	30cm	AP5+	*Supreme Commander.*
						Power Weapon	(bc)	Assault Weapons, EA(+1), MW	
Centaur	LV	35cm	6+	6+	6+	Heavy Stubber	30cm	AP6+	*Transport. May transport one infantry unit with Jump Packs or Mounted. If transporting a Heavy Mortar or Quad Launcher the unit's speed is reduced to 20cm.*
Earthshaker Platform	LV	Immobile	6+	6+	6+	Earthshaker	120cm	AP4+/AT4+	
						or	120cm	1BP, Ind	
Heavy AA Platform	LV	Immobile	6+	6+	6+	Heavy AA Gun	60cm	AP5+/AT5+/AA5+	
Hydra Platform	LV	Immobile	6+	6+	6+	2× Twin Hydra Autocannon	45cm	AP4+/AT5+/AA5+	
Medusa Platform	LV	Immobile	6+	6+	6+	Medusa Siege Gun	60cm	1BP, D, IC, Ind	
						or	30cm	MW4+, IC	
Bombard	AV	20cm	6+	6+	5+	Siege Mortar	45cm	2BP, IC, Ind	
						Heavy Bolter	30cm	AP5+	
Hellhound	AV	30cm	4+	6+	3+	Inferno Cannon	30cm	AP3+, IC	
						Heavy Bolter	30cm	AP5+	
Leman Russ	AV	20cm	4+	6+	4+	Battle Cannon	75cm	AP4+/AT4+	*Reinforced Armour.*
						Lascannon	45cm	AT5+	
						2× Heavy Bolter	30cm	AP5+	
Leman Russ Demolisher	AV	20cm	4+	6+	3+	Demolisher	30cm	AP3+/AT4+, IC	*Reinforced Armour.*
						Lascannon	45cm	AT5+	
						2× Plasma Cannon	30cm	AP5+/AT5+	
Leman Russ Vanquisher	AV	20cm	4+	6+	4+	Vanquisher	75cm	AP4+/AT2+	*Reinforced Armour.*
						Lascannon	45cm	AT5+	
						2× Heavy Bolter	30cm	AP5+	
Thunderer	AV	20cm	4+	6+	5+	Demolisher	30cm	AP3+/AT4+, IC	*Reinforced Armour, Thick Rear Armour.*
Trojan	AV	20cm	6+	6+	6+	Heavy Bolter	30cm	AP5+	*Transport. May transport one of the following units: Earthshaker Platform, Heavy AA Platform, Hydra Platform, Medusa Platform.*

Baneblade	WE	15cm	4+	6+	4+	Baneblade Battle Cannon	75cm	2× AP3+/AT3+	*Damage Capacity 3, Reinforced Armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.*
						Autocannon	45cm	AP5+/AT6+	
						Demolisher	30cm	AP3+/AT4+, FxF, IC	
						2× Lascannon	45cm	AT5+	
						3× Twin Heavy Bolter	30cm	AP4+	
Deathstrike Silo	WE	Immobile	4+	6+	4+	Deathstrike Missiles	Unlimited	2× MW2+, Ind, SS, TK(D6)	*Damage Capacity 2. Critical Hit Effect: Destroyed. All units within 5cm take a MW4+ hit.*
Gorgon	WE	20cm	4+	6+	5+	2× Twin Heavy Stubber	30cm	AP5+	*Damage Capacity 3, Reinforced Armour, Transport, Walker. May transport ten infantry units without Jump Packs or Mounted. Critical Hit Effect: Immobilized and D6 units being transported are hit. Subsequent critical hits destroy the unit.*
						2× Twin Heavy Bolter	30cm	AP4+	
Macharius	WE	15cm	4+	6+	4+	2× Battle Cannon	75cm	AP4+/AT4+	*Damage Capacity 2, Reinforced Armour. Critical Hit Effect: Destroyed.*
						2× Heavy Bolter	30cm	AP5+	
						Twin Heavy Stubber	30cm	AP5+	
Macharius Command	WE	15cm	4+	6+	4+	0–1× 2× Vanquisher	75cm	AP4+/AT2+	*Damage Capacity 2, Reinforced Armour. Critical Hit Effect: Destroyed. Armed with either a Vulcan Megabolter or two Vanquisher.*
						0–1× Vulcan Mega-Bolter	45cm	4× AP3+/AT5+	
						2× Heavy Bolter	30cm	AP5+	
						Twin Heavy Stubber	30cm	AP5+	
Shadowsword	WE	15cm	4+	6+	5+	Volcano Cannon	90cm	MW2+, FxF, TK(D3)	*Damage Capacity 3, Reinforced Armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.*
						2× Heavy Bolter	30cm	AP5+	
Stormblade	WE	15cm	4+	6+	5+	Plasma Blastgun	45cm	2× MW2+, FxF, Slw	*Damage Capacity 3, Reinforced Armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.*
						Heavy Bolter	30cm	AP5+	
						2× Lascannon	45cm	AT5+	
						2× Twin Heavy Bolter	30cm	AP4+	
Stormsword	WE	15cm	4+	6+	4+	Siege Cannon	45cm	3BP, FxF, D, IC	*Damage Capacity 3, Reinforced Armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.*
						Heavy Bolter	30cm	AP5+	
						2× Heavy Flamer	15cm	AP4+, IC	
						and	(15cm)	Small Arms, IC	
						2× Twin Heavy Bolter	30cm	AP4+	
Marauder Heavy Bomber	AC/ WE	Bomber	5+	n/a	n/a	Bomb Racks	15cm	3BP, FxF	*Damage Capacity 2. Critical Hit Effect: Destroyed.*
						Twin Lascannon	45cm	AT4+, FxF	
						2× Twin Heavy Bolter	15cm	AP4+/AA5+	
Hades Breaching Drill	Special	Immobile	n/a	n/a	n/a	-			*Transport, Tunneler. May carry 8 Death Korps Engineer units. Note that the Hades Breaching Drill is not a unit and so may not be shot at nor have hits applied to it. It is in all respects simply a marker. No Blast Marker is generated for its parent Hades Breach Drill leaving the formation behind during the game.*

5.16.1

Death Korps of Krieg Fortified Positions

Bunker: Counts as Fortifications (see 1.8.4). Can hold three units. Units in a bunker may not be barged by a war engine.

Gun Emplacement: Provides vehicles with a Cover Save that works in the same manner as an infantry cover save (see 1.8.3). Can hold one unit. Units in a gun emplacement may not be barged by a war engine.

Trench: Can hold one infantry unit per 4cm of length. Units in a trench may not be barged by a war engine.

Trenchworks Effects Table			
Terrain	*Infantry*	*Vehicle*	*War Engine*
Bunker	3+ Cover Save	Dangerous	Dangerous
Gun Emplacement	4+ Cover Save	5+ Cover Save	No Effect
Trench	4+ Cover Save	Dangerous	No Effect

5.17 SALAMANDER FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Captain	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Commander, Invulnerable Save, Leader.*
Chaplain	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Inspiring, Invulnerable Save, Leader.*
Librarian	CH	n/a	n/a	n/a	n/a	Smite	(15cm)	Small Arms, EA(+1), MW	*Invulnerable Save, Leader.*
						Power Weapon	(bc)	Assault Weapons, EA(+1), MW	
Supreme Commander	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Invulnerable Save, Supreme Commander.*
Assault	INF	30cm	4+	3+	5+	Bolt Pistols	(15cm)	Small Arms	*Jump Packs.*
Bike	INF	35cm	4+	3+	4+	Twin Bolters	(15cm)	Small Arms	*Mounted.*
Devastator	INF	15cm	4+	5+	3+	2× Missile Launcher	45cm	AP5+/AT6+	
Salamander Devastator	INF	15cm	4+	5+	4+	2× Multi-melta	15cm	MW5+	
						and	(15cm)	Small Arms, MW	
Salamander Tactical	INF	15cm	4+	4+	5+	Multi-melta	15cm	MW5+	
						and	(15cm)	Small Arms, MW	
Salamander Terminator	INF	15cm	4+	3+	3+	2× Heavy Flamer	15cm	AP4+, IC	*Reinforced Armour, Teleport, Thick Rear Armour. Counts as a Terminator unit for the purposes of being transported.*
						and	(15cm)	Small Arms, IC	
						Power Weapons	(bc)	Assault Weapons, EA(+1), MW	
Scout	INF	15cm	5+	4+	5+	Heavy Bolter	30cm	AP5+	*Infiltrator, Scout.*
Tactical	INF	15cm	4+	4+	4+	Missile Launcher	45cm	AP5+/AT6+	
Land Speeder	LV	35cm	4+	6+	5+	Multi-melta	15cm	MW5+	*Scout, Skimmer.*
						and	(15cm)	Small Arms, MW	
Multi-melta Attack Bike	LV	35cm	4+	5+	5+	Multi-melta	15cm	MW5+	*Counts as an Attack Bike for the purposes of being transported.*
						and	(15cm)	Small Arms, MW	
Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	
Land Raider	AV	25cm	4+	6+	4+	2× Twin Lascannon	45cm	AT4+	*Reinforced Armour, Thick Rear Armour, Transport. May transport one Terminator unit or two infantry units without Jump Packs or Mounted.*
						Twin Heavy Bolter	30cm	AP4+	
Land Raider Helios	AV	25cm	4+	6+	5+	2× Twin Lascannon	45cm	AT4+	*Reinforced Armour, Thick Rear Armour, Transport. May transport one infantry unit (except a Terminator unit) without Jump Packs or Mounted. Counts as a Land Raider for the purposes of being transported.*
						Whirlwind	45cm	1BP, Ind	
Land Raider Prometheus	AV	25cm	4+	6+	4+	4× Twin Heavy Bolter	30cm	AP4+	*Reinforced Armour, Thick Rear Armour, Transport. May transport one Terminator unit or two infantry units without Jump Packs or Mounted. Any unit in the same formation as this unit may ignore the 5cm restriction when using commander. Counts as a Land Raider for the purposes of being transported.*
Land Raider Redeemer	AV	25cm	4+	5+	3+	2× Flamestorm Cannon	15cm	AP3+, IC	*Reinforced Armour, Thick Rear Armour, Transport. May transport one Terminator unit or two infantry units without Jump Packs or Mounted. Counts as a Land Raider for the purposes of being transported.*
						and	(15cm)	Small Arms, IC	
						Twin Assault Cannon	30cm	AP4+/AT4+	
Predator Annihilator	AV	30cm	4+	6+	5+	Twin Lascannon	45cm	AT4+	
						2× Lascannon	45cm	AT5+	
Predator Destructor	AV	30cm	4+	6+	3+	Autocannon	45cm	AP5+/AT6+	
						2× Heavy Bolter	30cm	AP5+	
Predator Incinerator	AV	30cm	4+	6+	4+	Autocannon	45cm	AP5+/AT6+	
						2× Heavy Flamer	15cm	AP4+, IC	
						and	(15cm)	Small Arms, IC	

Razorback	AV	30cm	5+	6+	5+ (4+)	0–1× Twin Lascannon 0–1× Twin Heavy Bolter	45cm 30cm	AT4+ AP4+	*Transport. May transport one infantry unit (except a Terminator unit) without Jump Packs or Mounted. Armed with either a Twin Lascannon or a Twin Heavy Bolter. Razorbacks armed with a Twin Heavy Bolter have their firefight value increased to 4+.*
Salamander Dreadnought	AV	15cm	3+	4+	4+	0–1× Missile Launcher 0–1× Twin Lascannon 0–1× Power Fist 0–1× Multi-melta and	45cm 45cm (bc) 15cm (15cm)	AP5+/AT6+ AT4+ Assault Weapons, EA(+1), MW MW5+ Small Arms, MW	*Walker. Armed with either a Missile Launcher and Twin Lascannon, or a Power Fist and Multi-melta. Counts as a Dreadnought for the purposes of being transported.*
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	Small Arms	*Transport. May transport two infantry units (except Terminator units) without Jump Packs or Mounted.*
Vindicator	AV	25cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+, IC	*Walker.*
Whirlwind	AV	30cm	5+	6+	5+	Whirlwind	45cm	1BP, Ind	
Landing Craft	AC/ WE	Bomber	4+	5+	3+	2× Twin Lascannon 3× Twin Heavy Bolter	45cm 15cm	AT4+ AP4+/AA5+	*Damage Capacity 4, Fearless, Planetfall, Reinforced Armour, Transport. May transport twelve infantry units, Attack Bikes or Dreadnoughts; Terminator units and Dreadnoughts count as two units each; plus any six armoured vehicle units (except Dreadnoughts); Land Raiders count as one and a half units each, rounding up. Critical Hit Effect: The unit and all units being carried are destroyed. All units within 5cm suffer a hit.*
Thunderhawk Gunship	AC/ WE	Bomber	4+	6+	4+	Battle Cannon 2× Twin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter	75cm 30cm 15cm 15cm	AP4+/AT4+, FxF AP4+/AA5+, FxF AP4+/AA5+, Left AP4+/AA5+, Right	*Damage Capacity 2, Planetfall, Reinforced Armour, Transport. May transport eight infantry units, Attack Bikes or Dreadnoughts; Terminator units and Dreadnoughts count as two units each. Critical Hit Effect: The unit and all units being carried are destroyed.*
Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14BP, MW	*Slow and Steady, Transport. May transport 60 infantry units, Attack Bikes, or Dreadnoughts; plus 60 armoured vehicle units (except Dreadnoughts); plus nine Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.*
Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP, MW	*Transport. May transport 20 infantry units, Attack Bikes, or Dreadnoughts; plus 20 light vehicles or armoured vehicle units (except Attack Bikes and Dreadnoughts); plus six Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.*
Drop Pod	Special	n/a	n/a	n/a	n/a	Deathwind	15cm	AP5+/AT5+	*Planetfall, Transport. May transport one formation of only Dreadnoughts or infantry units without Jump Packs, Mounted, Reinforced Armour or Scout. After the drop pod lands, its Deathwind attacks all enemy units within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cm of the drop pod or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the drop pod. Drop pod models should be removed from the board once the formation they transport has disembarked.*

5.18 SCIONS OF IRON FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Captain	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Commander, Invulnerable Save, Leader.*
Chaplain	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Inspiring, Invulnerable Save, Leader.*
Librarian	CH	n/a	n/a	n/a	n/a	Smite	(15cm)	Small Arms, EA(+1), MW	*Invulnerable Save, Leader.*
						Power Weapon	(bc)	Assault Weapons, EA(+1), MW	
Bike	INF	35cm	4+	3+	4+	Twin Bolters	(15cm)	Small Arms	*Mounted.*
Scout	INF	15cm	5+	4+	5+	Heavy Bolter	30cm	AP5+	*Infiltrator, Scout.*
Tactical	INF	15cm	4+	4+	4+	Missile Launcher	45cm	AP5+/AT6+	
Terminator	INF	15cm	4+	3+	3+	2× Assault Cannon	30cm	AP5+/AT5+	*Reinforced Armour, Teleport, Thick Rear Armour.*
						Power Weapons	(bc)	Assault Weapons, EA(+1), MW	
Attack Bike	LV	35cm	4+	5+	5+	Heavy Bolter	30cm	AP5+	
Land Speeder	LV	35cm	4+	6+	5+	Multi-melta	15cm	MW5+	*Scout, Skimmer.*
						and	(15cm)	Small Arms, MW	
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon	30cm	AP5+/AT5+	*Scout, Skimmer.*
						Heavy Bolter	30cm	AP5+	
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Twin Typhoon Missile	45cm	AP3+/AT5+	*Scout, Skimmer.*
						Heavy Bolter	30cm	AP5+	
Multi-melta Attack Bike	LV	35cm	4+	5+	5+	Multi-melta	15cm	MW5+	*Counts as an Attack Bike for the purposes of being transported.*
						and	(15cm)	Small Arms, MW	
Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	
Land Raider	AV	25cm	4+	6+	4+	2× Twin Lascannon	45cm	AT4+	*Reinforced Armour, Thick Rear Armour, Transport. May transport one Terminator unit or two infantry units without Jump Packs or Mounted.*
						Twin Heavy Bolter	30cm	AP4+	
Land Raider Crusader	AV	25cm	4+	5+	5+	2× Hurricane Bolters	(15cm)	Small Arms, EA(+1)	*Reinforced Armour, Thick Rear Armour, Transport. May transport three infantry units without Jump Packs or Mounted; Terminator units count as one and a half units each, rounding up. Counts as a Land Raider for the purposes of being transported.*
						Twin Assault Cannon	30cm	AP4+/AT4+	
Land Raider Helios	AV	25cm	4+	6+	5+	2× Twin Lascannon	45cm	AT4+	*Reinforced Armour, Thick Rear Armour, Transport. May transport one infantry unit (except a Terminator unit) without Jump Packs or Mounted. Counts as a Land Raider for the purposes of being transported.*
						Whirlwind	45cm	1BP, Ind	
Land Raider Prometheus	AV	25cm	4+	6+	4+	4× Twin Heavy Bolter	30cm	AP4+	*Reinforced Armour, Thick Rear Armour, Transport. May transport one Terminator unit or two infantry units without Jump Packs or Mounted. Any unit in the same formation as this unit may ignore the 5cm restriction when using commander. Counts as a Land Raider for the purposes of being transported.*
Predator Annihilator	AV	30cm	4+	6+	5+	Twin Lascannon	45cm	AT4+	
						2× Lascannon	45cm	AT5+	
Predator Destructor	AV	30cm	4+	6+	3+	Autocannon	45cm	AP5+/AT6+	
						2× Heavy Bolter	30cm	AP5+	
Razorback	AV	30cm	5+	6+	5+	0–1× Twin Lascannon	45cm	AT4+	*Transport. May transport one infantry unit (except a Terminator unit) without Jump Packs or Mounted. Armed with either a Twin Lascannon or a Twin Heavy Bolter. Razorbacks armed with a Twin Heavy Bolter have their firefight value increased to 4+.*
					(4+)	0–1× Twin Heavy Bolter	30cm	AP4+	
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	Small Arms	*Transport. May transport two infantry units (except Terminator units) without Jump Packs or Mounted.*

Vindicator	AV	25cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+, IC	*Walker.*
Whirlwind	AV	30cm	5+	6+	5+	Whirlwind	45cm	1BP, Ind	
Landing Craft	AC/ WE	Bomber	4+	5+	3+	2× Twin Lascannon 3× Twin Heavy Bolter	45cm 15cm	AT4+ AP4+/AA5+	*Damage Capacity 4, Fearless, Planetfall, Reinforced Armour, Transport. May transport twelve infantry units, Attack Bikes or Dreadnoughts; Terminator units and Dreadnoughts count as two units each; plus any six armoured vehicle units (except Dreadnoughts); Land Raiders count as one and a half units each, rounding up. Critical Hit Effect: The unit and all units being carried are destroyed. All units within 5cm suffer a hit.*
Thunderhawk Close Air Support	AC/ WE	Bomber	4+	-	-	Turbo-laser 2× Twin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter 2× Underwing Rockets	45cm 30cm 15cm 15cm 30cm	2× AP5+/AT3+, FxF AP4+/AA5+, FxF AP4+/AA5+, Left AP4+/AA5+, Right AT4+, FxF	*Damage Capacity 2, Reinforced Armour. Critical Hit Effect: Destroyed.*
Thunderhawk Saturation Bomber	AC/ WE	Bomber	4+	-	-	Battle Cannon 2× Twin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter Bombs	75cm 30cm 15cm 15cm 15cm	AP4+/AT4+, FxF AP4+, FxF AP4+/AA5+, Left AP4+/AA5+, Right 2BP, FxF, IC	*Damage Capacity 2, Reinforced Armour. Critical Hit Effect: Destroyed.*
Thunderhawk Transporter	AC/ WE	Bomber	5+	6+	5+	2× Twin Heavy Bolter	30cm	AP4+/AA5+	*Damage Capacity 2, Planetfall, Reinforced Armour, Transport. May transport two armoured vehicles (except Dreadnoughts) plus the units they can carry; Land Raiders count as two units each. Critical Hit Effect: The unit and all units being carried are destroyed. Counts as a Landing Craft for the purposes of being transported.*
Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14BP, MW	*Slow and Steady, Transport. May transport 60 infantry units, Attack Bikes, or Dreadnoughts; plus 60 armoured vehicle units (except Dreadnoughts); plus nine Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.*
Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP, MW	*Transport. May transport 20 infantry units, Attack Bikes, or Dreadnoughts; plus 20 light vehicles or armoured vehicle units (except Attack Bikes and Dreadnoughts); plus six Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.*

5.19 TAU FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Ethereal	CH	n/a	n/a	n/a	n/a	Honour Blade	(bc)	Assault Weapons, EA(+1)	*Invulnerable Save, Leader. All units in a formation joined by an Ethereal gain Fearless. If the Ethereal is killed then all these units lose Fearless and the formation receives an additional D3 Blast markers.*
Shas'el	CH	n/a	n/a	n/a	n/a	-			*Coordinated Fire, Leader.*
Shas'o	CH	n/a	n/a	n/a	n/a	Experimental Weapons	30cm	AP4+	*Coordinated Fire, Leader. Each Shas'o character in the army allows a player to re-roll one failed initiative test (of any type) once per turn.*
Crisis Battlesuits	INF	20cm	3+	5+	5+	Missile Pods	45cm	AP5+/AT6+	*Invulnerable Save, Tau Jet Packs.*
						Twin Plasma Rifles	30cm	AP4+/AT6+	
						Twin Fusion Blasters	15cm	MW4+	
Fire Warriors	INF	15cm	5+	6+	5+	Pulse Rifles	30cm	AP4+	
						Pulse Carbines	15cm	AP5+, D	
Gun Drones	INF	20cm	5+	6+	5+	Twin Pulse Carbines	15cm	AP4+, D	*Tau Jet Packs.*
Kroot Hounds	INF	20cm	-	3+	-	Fangs	(bc)	Assault Weapons	*Infiltrator, Scout.*
Kroot Master Shapers	INF	15cm	6+	4+	5+	Kroot Rifles	(15cm)	Small Arms	*Infiltrator, Leader, Scout.*
						Mercenary Weapons	(bc)	Assault Weapons, EA(+1)	
Kroot Warriors	INF	15cm	-	4+	5+	Kroot Rifles	(15cm)	Small Arms	*Infiltrator, Scout.*
Krootox	INF	15cm	4+	4+	5+	Kroot Guns	45cm	AP5+/AT6+	
						Claws	(bc)	Assault Weapons, EA(+1)	
Pathfinders	INF	15cm	5+	6+	5+	Rail Rifles	30cm	AP5+, S	*Coordinated Fire, Markerlights, Scout.*
						Pulse Carbines	15cm	AP5+, D	
Stealth Battlesuits	INF	20cm	5+	6+	5+	Silenced Burst Cannons	15cm	AP4+, D	*First Strike, Markerlights, Reinforced Armour, Scout, Tau Jet Packs, Teleport.*
Broadside Battlesuit	LV	15cm	4+	6+	5+	Twin Railguns	60cm	AT3+	*Reinforced Armour, Walker.*
						Smart Missile System	30cm	AP5+, IC	
Piranha	LV	35cm	5+	6+	6+	Burst Cannon and Drones	15cm	AP5+	*Skimmer.*
						Seeker Missiles	90cm	AT6+, GM	
Tetra	LV	35cm	5+	6+	6+	Tetra Pulse Rifles	30cm	AP6+	*Coordinated Fire, Markerlights, Scout, Skimmer.*
Devilfish	AV	30cm	5+	6+	6+	Burst Cannon and Drones	15cm	AP5+	*Skimmer, Transport. May transport two units of Fire Warriors or Pathfinders.*
						Seeker Missiles	90cm	AT6+, GM	
Hammerhead	AV	30cm	4+	6+	5+	Smart Missile System	30cm	AP5+, IC	*Skimmer. Armed with either a Railgun, Ion Cannon or Twin Fusion Cannon.*
						Seeker Missiles	90cm	AT6+, GM	
						0–1× Railgun	75cm	AP5+	
							or 75cm	AT4+, L	
						0–1× Ion Cannon	60cm	AP4+/AT5+	
						0–1× Twin Fusion Cannon	30cm	MW4+	
Skyray	AV	30cm	5+	6+	5+	Smart Missile System	30cm	AP5+, IC	*Markerlights, Skimmer.*
						2× Hunter Missiles	60cm	AA5+	
						2× Seeker Missiles	90cm	AT6+, GM	
Barracuda	AC	Fighter	6+	n/a	n/a	Ion Cannon	30cm	AP4+/AT5+/AA5+, FxF	
						Twin Burst Cannon	15cm	AA6+	
						Twin Missile Pods	45cm	AP5+/AT6+, FxF	

Manta	WE	20cm	5+	-	4+	Twin Heavy Rail Cannons 3× Heavy Ion Phalanx 4× Twin Manta Burst Cannons Twin Missile Pods 2× Seeker Missiles	90cm 75cm 30cm 45cm 90cm	MW2+, FxF, TK(D3) AP3+/AT4+, FxF AP5+/AA6+ AP5+/AT6+, FxF AT6+, GM	*Damage Capacity 8, Deflector Shield, Fearless, Markerlights, Planetfall, Reinforced Armour, Support Craft, Transport. May transport 20 infantry units or Broadside Battlesuits; plus four armoured vehicle or light vehicle units (except Broadside Battlesuits); Tetra count as one-third of a unit each, rounding up. Crisis Battlesuits count as two units each. Critical Hit Effect: The unit looses Tau deflector shield. Subsequent critical hits cause an extra point of damage.*
Orca	AC/ WE	Bomber	4+	6+	6+	Twin Burst Cannon Twin Missile Pods Aircraft Seeker Missiles	15cm 45cm 45cm	AA6+ AP5+/AT6+ AT6+, GM	*Damage Capacity 2, Planetfall, Transport. May transport twelve infantry units (except Krootox) or Broadside Battlesuits; Crisis Battlesuits count as two units each. Critical Hit Effect: The unit and all units on board are destroyed.*
Tiger Shark	AC	Bomber	4+	n/a	n/a	Twin Ion Cannon Twin Burst Cannon Twin Missile Pods	30cm 15cm 45cm	AP3+/AT4+/AA4+, FxF AA6+ AP5+/AT6+, FxF	*Transport. May transport three units of Gun Drones.*
Tiger Shark AX-1-0	AC	Bomber	4+	n/a	n/a	Twin Rail Cannons Twin Burst Cannon Twin Missile Pods Aircraft Seeker Missiles	45cm 15cm 45cm 45cm	MW3+, FxF, TK(D3) AA6+ AP5+/AT6+, FxF AT6+, GM	
Custodian Class Battleship	SC	n/a	n/a	n/a	n/a	Gravitic Tracer Salvo Pin-Point Attack	n/a n/a	3× MW4+, GM, IC MW2+, TK(D3)	*Transport. May transport 18 of the following units and the units being transported on them: Orca, Manta; Mantas count as thee units each. The Gravitic Tracer Salvo may be fired at a marked formation of any type.*
Protector Class Cruiser	SC	n/a	n/a	n/a	n/a	2× Pin-Point Attack	n/a	MW2+, TK(D3)	*Transport. May transport six of the following units and the units being transported on them: Orca, Manta; Mantas count as thee units each.*

5.19.1
Coordinated Fire

Some units are noted as being able to call in *coordinated fire*. These units can order up to two other formations within 15cm that have not taken an action this turn, and which are not broken, to follow their own formation when they take an advance, double or sustained fire action.

Make a single initiative roll for all formations, counting a single -1 modifier if any have blast markers. If the test is failed then the original formation (containing the unit calling for coordinated fire) receives a Blast marker and must take a hold action, but the other formations are unaffected (and may take an action later in the turn). If the test is passed then all formations concerned are allowed to take either an advance, double or sustained fire action.

There is no obligation for all formations to take the same action, and these actions may be resolved in any order, but they must all fire at the same target formation. The formations don't have to stay within a given distance of each other and will complete their actions one after the other. Each formations action is declared and resolved (including testing to see if the target formation is broken) before moving on to the next Tau formation.

Note that units with this ability confer the coordinated fire ability to any formation that they join. For example, a Pathfinder upgrade purchased to be added to a Fire Warrior Cadre, adds the coordinated fire ability to all units in the Cadre.

5.19.2
Tau Technology

Deflector Shield: Tau deflector shields work like an invulnerable save in all respects, except that this invulnerable save is always at 5+.

Guided Missiles: Guided missiles may only be fired at a target formation that is "marked", but guided missiles may be fired without line of fire if the target is marked.

Markerlights: All enemy formations with at least one unit within 30cm range and line of fire (Line of Fire) of at least one Tau unit with the markerlights ability is considered to be "marked". When shooting at a marked formation, all ranged firepower attacks add +1 to their to-hit roll. This bonus for shooting at a marked enemy may not be used when making Anti-Aircraft attacks. A Tau formation that is broken or marched this turn may not mark an enemy formation.

Tau Jet Packs: Tau jet packs follow all the rules for Jump Packs. Additionally, units with Tau jet packs are allowed to make an additional move of 10cm at the end of an advance, double or march order. The extra move is allowed whether or not the unit fires and takes place after any firing. This extra move may be in any direction and follows all the normal movement rules, so unit coherency and zones of control must be adhered to as usual. No extra movement is allowed on any orders other than advance, double or march.

In formations where only some of the units have Tau jet packs, the units without Tau jet packs are not allowed the extra move.

5.20 ALAITOC ELDAR FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Autarch	CH	n/a	n/a	n/a	n/a	Autarch Ranged Weapon	(15cm)	Small Arms, EA(+1)	*Inspiring, Invulnerable Save, Supreme Commander.*
						Autarch Close Combat Weapon	(bc)	Assault Weapons, EA(+1), MW	
Exarch	CH	n/a	n/a	n/a	n/a	0–1× Exarch Ranged Weapon	(15cm)	Small Arms, EA(+1)	*Inspiring. Exarchs added to units of Dire Avengers, Howling Banshees, Shining Spears or Striking Scorpions have an Exarch Close Combat weapon. Exarchs added to a unit of Dark Reapers, Fire Dragons, Swooping Hawks or Warp Spiders have an Exarch Ranged Weapon.*
						0–1× Exarch Close Combat Weapon	(bc)	Assault Weapons, EA(+1)	
Dark Reapers	INF	15cm	5+	6+	3+	Reaper Missile Launchers	45cm	2× AP5+	
Dire Avengers	INF	15cm	5+	5+	4+	Shuriken Catapults	(15cm)	Small Arms, EA(+1)	
Farseer	INF	15cm	4+	4+	5+	Shuriken Pistols	(15cm)	Small Arms	*Commander, Farsight, Invulnerable Save.*
						Witch Blades	(bc)	Assault Weapons, EA(+1), MW	
Fire Dragons	INF	15cm	5+	5+	4+	Fusion Guns	15cm	MW5+	
						and	(15cm)	Small Arms, MW	
Guardians	INF	15cm	-	6+	4+	Shuriken Catapults	(15cm)	Small Arms	
Heavy Weapon Platform	INF	15cm	-	6+	5+	Scatter Laser	30cm	AP5+/AT5+	
Howling Banshees	INF	15cm	5+	2+	5+	Shuriken Pistols	(15cm)	Small Arms	*Infiltrator.*
						Banshee Masks	(bc)	Assault Weapons, FS	
Jetbikes	INF	35cm	5+	6+	4+	Twin Shuriken Catapults	(15cm)	Small Arms	*Mounted, Skimmer.*
Pathfinders	INF	20cm	5+	6+	5+	Long Rifles	30cm	AP5+	*Invulnerable Save, Scout, Sniper, Teleport.*
Rangers	INF	15cm	5+	6+	5+	Long Rifles	30cm	AP5+	*Scout, Sniper.*
Shining Spears	INF	35cm	4+	4+	5+	Twin Shuriken Catapults	(15cm)	Small Arms	*Mounted, Skimmer.*
						Power Lances	(bc)	Assault Weapons, L	
Striking Scorpions	INF	15cm	4+	4+	5+	Shuriken Pistols	(15cm)	Small Arms	
						Mandiblasters	(bc)	Assault Weapons, EA(+1)	
Support Weapon Platform	INF	15cm	-	6+	6+	D-Cannon	30cm	MW5+	
Swooping Hawks	INF	35cm	5+	5+	4+	Lasblasters	(15cm)	Small Arms	*Jump Packs, Scout, Teleport.*
Warp Spiders	INF	15cm	4+	5+	4+	Death Spinners	(15cm)	Small Arms	*First Strike, Infiltrator, Jump Packs.*
Wraithguard	INF	15cm	4+	4+	4+	Wraithcannons	15cm	2× MW5+	*Fearless, Reinforced Armour.*
						and	(15cm)	Small Arms, EA(+1), MW	
Vyper	LV	35cm	4+	6+	5+	Scatter Laser	30cm	AP5+/AT5+	*Skimmer.*
War Walker	LV	20cm	6+	5+	5+	Scatter Laser	30cm	AP5+/AT5+	*Reinforced Armour, Scout, Walker.*
						Bright Lance	30cm	AT5+, L	
Falcon	AV	35cm	5+	6+	4+	Pulse Laser	45cm	2× AT4+	*Skimmer, Transport. May transport one infantry unit (except Support Weapon Platforms and Wraithguard) without Jump Packs or Mounted.*
						Scatter Laser	30cm	AP5+/AT5+	
Fire Prism	AV	35cm	5+	6+	5+	Prism Cannon	60cm	AP4+/AT2+, L	*Skimmer.*
Firestorm	AV	35cm	5+	6+	4+	Firestorm Battery	45cm	2× AP5+/AT5+/AA4+	*Skimmer, Transport. May transport one infantry unit (except Support Weapon Platforms and Wraithguard) without Jump Packs or Mounted.*

Night Spinner	AV	35cm	5+	6+	5+	Night Spinner		45cm	1BP, D, Ind	*Skimmer, Transport. May transport one infantry unit (except Support Weapon Platforms and Wraithguard) without Jump Packs or Mounted.*
Wave Serpent	AV	35cm	5+	6+	4+	Twin Shuriken Cannon		30cm	AP4+	*Reinforced Armour, Skimmer, Transport. May transport one Wraithguard unit or two infantry units (except Support Weapon Platforms) without Jump Packs or Mounted; Wraithguard count as two units each.*
Wraithlord	AV	15cm	4+	3+	4+	Bright Lance Power Fists		30cm (bc)	AT5+, L Assault Weapons, EA(+1), MW	*Fearless, Reinforced Armour, Walker.*
Avatar	WE	15cm	3+	2+	4+	Wailing Doom	and	30cm (bc)	MW5+ Assault Weapons, EA(+1), MW	*Commander, Damage Capacity 3, Fearless, Inspiring, Invulnerable Save, Walker. Critical Hit Effect: The unit is destroyed. All Eldar formations with a unit with a line of fire to the Avatar receive a Blast marker.*
Cobra	WE	25cm	5+	6+	5+	Cobra D-Cannon Eldar Missile Launcher Shuriken Cannon	or	30cm 30cm 45cm 30cm	3BP, FxF, IC, MW MW3+, FxF, TK(D6) AP5+/AT6+/AA6+ AP5+	*Damage Capacity 3, Reinforced Armour, Skimmer. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.*
Phantom Titan	WE	25cm	5+	3+	3+	1–2× Titan Pulsar 0–1× Titan Power Fist 2× Twin Eldar Missile Launcher	and or	75cm 30cm (15cm) (bc) 45cm	2× MW2+, TK 6× AP4+/AT4+ Small Arms, EA(+3) Assault Weapons, EA(+2), TK(D3) AP4+/AT5+/AA5+	*Damage Capacity 6, Fearless, Holofield, Leader, Reinforced Armour, Walker. Armed with either two Titan Pulsars, or a Titan Pulsar and Power Fist. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit loses the Holofield ability save for the rest of the game. Subsequent critical hits cause an extra point of damage.*
Revenant Titan	WE	35cm	5+	4+	4+	2× Revenant Pulse Laser 2× Eldar Missile Launcher		45cm 45cm	2× MW3+ AP5+/AT6+/AA6+	*Damage Capacity 3, Fearless, Holofield, Jump Packs, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit loses the Holofield ability save for the rest of the game. Subsequent critical hits destroy the unit.*
Scorpion	WE	25cm	5+	6+	5+	Scorpion Twin Pulsar Shuriken Cannon		75cm 30cm	2× MW2+ AP5+	*Damage Capacity 3, Reinforced Armour, Skimmer. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.*
Storm Serpent	WE	25cm	5+	6+	4+	Storm Serpent Pulse Laser Scatter Laser		45cm 30cm	2× AT3+ AP5+/AT5+	*Damage Capacity 3, Reinforced Armour, Skimmer, Webway Portal. Only formations consisting completely of infantry units, light vehicle units or armoured vehicles units with the walker ability may use the Storm Serpent's Webway Portal to enter play. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.*

Warlock Titan	WE	25cm	5+	3+	3+	Psychic Lance		30cm	3BP, D, IC, TK(D3)	*Damage Capacity 6, Farsight, Fearless, Holofield, Inspiring, Leader, Reinforced Armour, Walker. Armed with a Psychic Lance, and either a Titan Pulsar or Power Fist. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit loses the Holofield ability save for the rest of the game. Subsequent critical hits cause an extra point of damage.*
							and	(15cm)	Small Arms, EA(+2), TK(D3)	
						0–1× Titan Pulsar		75cm	2× MW2+, TK	
						0–1× Titan Power Fist		30cm	6× AP4+/AT4+	
							and	(15cm)	Small Arms, EA(+3)	
							or	(bc)	Assault Weapons, EA(+2), TK(D3)	
						2× Twin Eldar Missile Launcher		45cm	AP4+/AT5+/AA5+	
Nightwing Interceptor	AC	Fighter	4+	n/a	n/a	Twin Shuriken Cannon		30cm	AP4+/AA5+, FxF	
						Twin Bright Lance		30cm	AT4+/AA5+, FxF, L	
Phoenix Bomber	AC	Fighter-Bomber	5+	n/a	n/a	Twin Shuriken Cannon		30cm	AP4+/AA5+, FxF	*Reinforced Armour.*
						Pulse Laser		45cm	2× AT4+, FxF	
						Night Spinner		15cm	1BP, FxF, D	
Vampire Raider	AC/WE	Bomber	5+	6+	4+	2× Pulse Laser		45cm	2× AT4+, FxF	*Damage Capacity 2, Planetfall, Reinforced Armour, Transport. May transport eight infantry units without Mounted. Wraithguard count as two units each. Critical Hit Effect: The unit and all units on board are destroyed.*
						Scatter Laser		30cm	AP5+/AT5+/AA5+, FxF	
Dragonship	SC	n/a	n/a	n/a	n/a	0–1× Orbital Bombardment		n/a	8BP, MW	*Transport. May transport twelve Vampire Raiders and the units being carried on them. Armed with either an Orbital Bombardment or Pin-Point Attacks.*
						0–1× Pin-Point Attacks		n/a	2× MW2+, TK(D3)	
Wraithship	SC	n/a	n/a	n/a	n/a	0–1× Orbital Bombardment		n/a	4BP, MW	*Armed with either an Orbital Bombardment or Pin-Point Attack.*
						0–1× Pin-Point Attack		n/a	MW2+, TK(D3)	

5.21 TYRANID FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Brood Lord	CH	n/a	n/a	n/a	n/a	-			*Inspiring, Invulnerable Save, Leader.*
Symbiote	CH	n/a	n/a	n/a	n/a	-			*Supreme Commander, Synapse (+1). If added to the Dominatrix the unit will additionally loose supreme commander and synapse (+1) on a Critical Hit Effect roll of a 6.*
Gargoyles	INF	30cm	-	6+	5+	Flamespurts	(15cm)	Small Arms, IC	*Brood (2), Expendable, Jump Packs.*
Genestealers	INF	20cm	6+	2+	-	Rending Claws	(bc)	Assault Weapons, FS	*Infiltrator, Scout.*
Hormagaunts	INF	20cm	-	3+	-	-			*Brood (1), Expendable, Infiltrator.*
Raveners	INF	20cm	5+	4+	-	Twin Scything Talons	(bc)	Assault Weapons, EA(+1)	*Brood (2), Expendable, Infiltrator, Tunneler.*
Termagants	INF	20cm	-	6+	5+	Fleshborers	(15cm)	Small Arms	*Brood (1), Expendable.*
Tyranid Warriors	INF	20cm	5+	2+	5+	Deathspitters	30cm	AP5+	*Fearless, Synapse (1).*
Biovore	LV	15cm	6+	6+	5+	Spore Mines	30cm	AP5+/AT6+, D, Ind	
Lictor	LV	20cm	5+	3+	6+	Flesh Hooks	(15cm)	Small Arms	*First Strike, Infiltrator, Invulnerable Save, Scout, Teleport.*
						Lictor Talons	(bc)	Assault Weapons, S	
Zoanthrope	LV	15cm	4+	6+	5+	Warp Blast	30cm	AP5+/AA6+	*Invulnerable Save.*
						and	(15cm)	Small Arms, MW	
Carnifex	AV	20cm	4+	3+	5+	Bio-Plasma	15cm	AP5+/AT6+	*Fearless, Reinforced Armour.*
						Large Scything Talons	(bc)	Assault Weapons, EA(+1), MW	
Dactylis	AV	15cm	4+	5+	5+	Bile Pods	45cm	1BP, D, Ind	*Reinforced Armour.*
Exocrine	AV	15cm	4+	5+	4+	Bio-Cannon	45cm	2× AP4+/AT5+	*Reinforced Armour.*
Haruspex	AV	20cm	4+	3+	5+	Acid Jets and Frag Spines	15cm	2× AP5+/AT6+	*Reinforced Armour.*
						Claws and Mandibles	(bc)	Assault Weapons, EA(+1), MW	
Hive Tyrant	AV	20cm	4+	3+	5+	Venon Cannon	30cm	AP4+/AT5+	*Commander, Fearless, Leader, Reinforced Armour, Synapse (2).*
						Lash Whip and Bonesword	(bc)	Assault Weapons, EA(+1), MW	
Malefactor	AV	25cm	4+	4+	5+	Frag Spines	15cm	2× AP5+	*Reinforced Armour, Transport. May transport two infantry units without Jump Packs or Mounted.*
						Arms	(bc)	Assault Weapons, EA(+1), MW	
Dominatrix	WE	20cm	4+	3+	5+	Bio-Titan Bio-Cannon	45cm	3× AP4+/AT5+, FxF	*Damage Capacity 4, Commander, Fearless, Invulnerable Save, Leader, Regeneration, Reinforced Armour, Synapse (2). May step over units and and pieces of terrain that are lower then the unit's abdomen and less than 2cm wide. Critical Hit Effect: The unit takes a point of damage. Roll a D6, on a roll of 1 all units within 5cm take a hit on a roll of 6+, and on a roll of 6 the unit loses commander, leader and synapse (2).*
						Energy Pulse	60cm	3BP, MW	
						and	45cm	AA5+, MW	
						2× Massive Scything Talons	(bc)	Assault Weapons, EA(+1), TK	
Harridan	WE	35cm	5+	5+	5+	Twin Harridan Bio-Cannon	45cm	2× AP4+/AT5+, FxF	*Damage Capacity 3, Fearless, Reinforced Armour, Skimmer, Transport. May transport four Gargoyles. Critical Hit Effect: The unit takes an extra point of damage.*
						Large Scything Talons	(bc)	Assault Weapons, EA(+1), MW	
Trygon	WE	25cm	5+	4+	6+	Bio-Electric Field	(15cm)	Small Arms	*Damage Capacity 2, Fearless, Reinforced Armour, Tunneler. Critical Hit Effect: Destroyed.*
						Large Scything Talons	(bc)	Assault Weapons, EA(+1), MW	
Hierodule Bio-Titan	WE	25cm	4+	3+	5+	0–1× Bile Launcher	60cm	3BP, FwA	*Damage Capacity 4, Fearless, Invulnerable Save, Regeneration, Reinforced Armour. May step over units and and pieces of terrain that are lower then the unit's abdomen and less than 2cm wide. Armed with two weapons chosen from the following list (only a Razorclaw may be chosen twice): Bile Launcher, Bio-Titan Bio-Cannon, Cluster Spines, Pyro-Acid Spray, Razorclaw. Critical Hit Effect: The unit takes a point of damage. Roll a D6, on a roll of 1 all units within 5cm take a hit on a roll of 6+, and on a roll of 6 the unit loses another point of damage.*
						0–1× Bio-Titan Bio-Cannon	45cm	3× AP4+/AT5+, FwA	
						0–1× Cluster Spines	45cm	4BP, FwA	
						0–1× Pyro-Acid Spray	15cm	3BP, FwA, IC	
						0–2× Razorclaw	(15cm)	Small Arms, EA(+2)	
						or	(bc)	Assault Weapons, EA(+1), TK(D3)	
						2× Massive Scything Talons	(bc)	Assault Weapons, EA(+1), TK	

Hierophant Bio-Titan	WE	25cm	4+	3+	5+	0–1× Bile Launcher	60cm	3BP, FwA	*Damage Capacity 6, Fearless, Invulnerable Save, Regeneration, Reinforced Armour. May step over units and and pieces of terrain that are lower then the unit's abdomen and less than 2cm wide. Armed with two weapons chosen from the following list (only a Razorclaw may be chosen twice): Bile Launcher, Bio-Titan Bio-Cannon, Cluster Spines, Pyro-Acid Spray, Razorclaw. Critical Hit Effect: The unit takes a point of damage. Roll a D6, on a roll of 1 all units within 5cm take a hit on a roll of 6+, and on a roll of 6 the unit loses another point of damage.*
						0–1× Bio-Titan Bio-Cannon	45cm	3× AP4+/AT5+, FwA	
						0–1× Cluster Spines	45cm	4BP, FwA	
						0–1× Pyro-Acid Spray	15cm	3BP, FwA, IC	
						0–2× Razorclaw	(15cm)	Small Arms, EA(+2)	
						or	(bc)	Assault Weapons, EA(+1), TK(D3)	
						Ripper Tentacles	(bc)	Assault Weapons, EA(+2), FS	
						2× Gigantic Scything Talons	(bc)	Assault Weapons, EA(+1), TK(D3)	

5.21.1
Xeno-Sociology

A Tyranid invasion is more akin to an infestation. Lesser creatures are everywhere, whether because they were separated from a swarm or because they just made planetfall via a Mycetic Spore. These creatures instinctively seek out the psychic conduits of the Hive Mind that are the synapse creatures. This is represented by the following rules:

Brood: Units with *brood* (brood units) are placed in the army's off-board "swarm pool" when they are destroyed. These units may be returned to play via swarming for a number of swarm points equal to their brood value. This is the number in parenthesis after "Brood".

Synapse: Formations that contain at least one unit with *synapse* (a synapse unit) may return brood units from the swarm pool to play via swarming. Each synapse unit has a synapse value, the number in parenthesis after "Synapse". Some characters are noted as having Synapse (+x). These increase the synapse value of the unit they are added to by a number equal to "x".

Swarming: After a formation regroups, or in the End phase after all formations have rallied, a formation that is on the board with at least one *synapse* unit may "swarm". Total up all the synapse values in the formation, this is the number of "swarm points" available to the formation. Units with *brood* in the swarm pool may be returned to play for a number of swarm points equal to their brood value. If a formation is broken or within 30cm of enemy units halve the number of swarm points available to it, rounding up. If a formation is broken **and** within 30cm of enemy units then it may not swarm.

All units returned to play in this manner must be placed within 5cm of a unit from the formation that was there prior to swarming. These units may not be placed in enemy zone of control or in impassable terrain. Not all of the swarm points available need to be used, but any leftover are discarded.

5.21.2
Xeno-Biology

The biology of Tyranids gives them certain benefits on the field of battle which are represented by the following rules:

Brood Nest: Each Brood Nest included in the army allows the Tyranid player to pick up to three formations to be kept off-board, in reserve, and enter play through a Brood Nest. These formations may enter play by taking an action that allows them to make a move, and then measuring their first move from a point on a Brood Nest declared at the start of the game. No more than one formation may enter play through each Brood Nest each turn.

If the entry point on a Brood Nest is in the zone of control of enemy units a formation may only enter play via an engage action and must move into base contact with all enemy units that have the entry point in their zone of control. Once these enemy units are contacted and lose their zone of control any remaining units that are entering play may use their charge move without this additional restriction.

If a formation fails the action test that would bring it on to the board, it must use the hold action to move on to the board if it is able. If this is not possible due to the entry point being in an enemy unit's zone of control then the formation takes a Blast marker and loses its action.

In the Epic tournament game rules formations in reserve with multiple deployment options (e.g. Brood Nest, teleport, tunneler) must be declared at the start of the game to be entering play only via one of these options.

Mobility: Tyranid armored vehicle and war engine units do not take dangerous terrain tests. In addition, Tyranid light vehicle units count as infantry for the purposes of terrain (see 1.8). Fortified positions such as minefields or razorwire, and special terrain features such as lava flows affect Tyranids normally.

Regeneration: War engine units with *regeneration* can regain lost damage capacity points. Each unit with regeneration regains one damage capacity point at the beginning of each turn's end phase. Regeneration cannot be used by a destroyed unit nor may it increase a unit's damage capacity beyond the starting amount.

5.22 ADEPTUS MECHANICUS TITAN LEGION FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Apocalypse Missile Launcher	CH	n/a	n/a	n/a	n/a	Apocalypse Missile Launcher	60cm	3BP, D	
Carapace Landing Pad	CH	n/a	n/a	n/a	n/a	-			*All weapons with a BP firepower in the formation do not need a line of fire when shooting as part of a sustained fire, advance or double action.*
Carapace Multilasers	CH	n/a	n/a	n/a	n/a	2× Multilaser	30cm	AP5+/AT6+/AA5+	
Close Combat Weapon	CH	n/a	n/a	n/a	n/a	Close Combat Weapon	(bc)	Assault Weapons, EA(+3), TK(D3)	
Corvus Assault Pod	CH	n/a	n/a	n/a	n/a	-			*Transport. May transport ten infantry units without Jump Packs or Mounted.*
Gatling Blaster	CH	n/a	n/a	n/a	n/a	Gatling Blaster (Mars Pattern)	60cm	6× AP4+/AT4+	
Inferno Gun	CH	n/a	n/a	n/a	n/a	Inferno Gun	30cm	3BP, IC	
Laser Blaster	CH	n/a	n/a	n/a	n/a	Laser Blaster	60cm	6× AP5+/AT3+	
Laser Burner	CH	n/a	n/a	n/a	n/a	Laser Burner	(15cm)	Small Arms, EA(+2)	
						or	(bc)	Assault Weapons, EA(+4)	
Legate	CH	n/a	n/a	n/a	n/a	-			*Supreme Commander.*
Melta Cannon	CH	n/a	n/a	n/a	n/a	Melta Cannon	30cm	MW2+, TK(D3)	
						and	(15cm)	Small Arms, EA(+1), TK(D6)	
Plasma Blastgun	CH	n/a	n/a	n/a	n/a	Plasma Blastgun	45cm	2× MW2+, Slw	
Plasma Cannon	CH	n/a	n/a	n/a	n/a	Plasma Cannon	60cm	3× MW2+, Slw	
Plasma Destructor	CH	n/a	n/a	n/a	n/a	Plasma Destructor	75cm	5× MW2+, Slw	
Quake Cannon	CH	n/a	n/a	n/a	n/a	Quake Cannon	90cm	3BP, MW	
Sacred Icon	CH	n/a	n/a	n/a	n/a	-			*Inspiring.*
Support Missile	CH	n/a	n/a	n/a	n/a	0–1× Barrage Missile	Unlimited	10BP, D, Ind, SS	*Can be armed with one of the following: Barrage Missile, Deathstrike Missile, Vortex Missile or Warp Missile. A Warp Missile ignores Imperial Void Shields and Power Fields.*
						0–1× Deathstrike Missile	Unlimited	MW2+, Ind, SS, TK(D6)	
						0–1× Vortex Missile	Unlimited	3BP, IC, Ind, SS, TK	
						0–1× Warp Missile	Unlimited	MW2+, Ind, SS, TK(D3)	
Turbo-Laser Destructor	CH	n/a	n/a	n/a	n/a	Turbo-Laser Destructor	60cm	4× AP5+/AT3+	
Veteran Princeps	CH	n/a	n/a	n/a	n/a	-			*Commander, Leader.*
Volcano Cannon	CH	n/a	n/a	n/a	n/a	Volcano Cannon	90cm	MW2+, TK(D3)	
Vulcan Mega-Bolter	CH	n/a	n/a	n/a	n/a	Vulcan Mega-Bolter	45cm	4× AP3+/AT5+	
Hypaspist	INF	15cm	5+	5+	5+	Heavy Bolter	30cm	AP5+	
Secutor	INF	15cm	4+	3+	3+	2× Multi-melta	15cm	MW5+	*Commander, Reinforced Armour.*
						and	(15cm)	Small Arms, MW	
						Augmentations	(bc)	Assault Weapons, EA(+1), MW	
Crusader Robot	LV	25cm	6+	4+	6+	Heavy Bolter	30cm	AP5+	*Automaton, Scout, Walker.*
						Multi-melta	15cm	MW5+	
						and	(15cm)	Small Arms, MW	
						Power Fist	(bc)	Assault Weapons, EA(+1), MW	
Forge Knight	AV	20cm	4+	4+	5+	Arc Lance	30cm	AT4+	*Infiltrator, Invulnerable Save, Reinforced Armour, Walker.*
						Manipulators	(bc)	Assault Weapons, EA(+1), MW	

Imperator Class Titan	WE	15cm	4+	4+	3+	Plasma Annihilator Hellstorm Cannon Defense Laser Quake Cannon 4× Battle Cannon Tertitary Arms	90cm 60cm 90cm 90cm 75cm (15cm)	4× MW2+, FwA, Slw, TK(D3) 10BP, FwA MW2+/AA4+, TK(D3) 3BP, MW AP4+/AT4+ Small Arms, EA(+2)	*Damage Capacity 12, Fearless, Inspiring, Reinforced Armour, Transport, 8 Void Shields, Walker. May transport ten infantry units without Jump Packs or Mounted. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*
Reaver Class Titan	WE	20cm	4+	3+	3+	Carapace Weapon Mount 2× Arm Weapon Mount	- -	FxF, WM FwA, WM	*Damage Capacity 6, Fearless, Reinforced Armour, 4 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 5+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*
Warhound Class Titan	WE	30cm	5+	4+	4+	2× Arm Weapon Mount	-	FwA, WM	*Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit takes a point of damage and is moved D6cm in a random direction. If this move takes the titan into impassable terrain or another unit it can't move over then it stops immediately and is destroyed. All units it moves into or over suffer a hit on a roll of 6+.*
Warlord Class Titan	WE	15cm	4+	2+	3+	2× Carapace Weapon Mount 2× Arm Weapon Mount	- -	FxF, WM FwA, WM	*Damage Capacity 8, Fearless, Reinforced Armour, Thick Rear Armour, 6 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*

Warmonger Class Titan	WE	15cm	4+	4+	5+	Vengeance Cannon	90cm	2× MW2+, FwA, TK(D3)	*Damage Capacity 12, Fearless, Inspiring, Reinforced Armour, Transport, 8 Void Shields, Walker. May transport ten infantry units without Jump Packs or Mounted. Armed with any eight of the following: Barrage Missile, Deathstrike Missile, Vortex Missile or Warp Missile. Only one missile may be fired per turn. Warp Missiles ignore Imperial Void Shields and Power Fields. The unit's fire control center allows it to re-roll one failed to-hit roll per turn. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*
						0–8× Barrage Missile	Unlimited	10BP, D, Ind, SS	
						0–8× Deathstrike Missile	Unlimited	MW2+, Ind, SS, TK(D6)	
						0–8× Vortex Missile	Unlimited	3BP, IC, Ind, SS, TK	
						0–8× Warp Missile	Unlimited	MW2+, Ind, SS, TK(D3)	
						4× Twin Hydra Autocannon	45cm	AP4+/AT5+/AA5+	
						Head Gun	45cm	AP4+/AT4+, FxF	
						Tertitary Arms	(15cm)	Small Arms, EA(+2)	
Lysander Fighter	AC	Fighter	6+	n/a	n/a	Storm Bolters	15cm	AP4+/AA5+, FxF	
						Heavy Bolter	30cm	AP5+/AA6+, FxF	
Ark Mechanicus Battleship	SC	n/a	n/a	n/a	n/a	0–1× Orbital Bombardment	n/a	5BP, MW	*Armed with either Pin-point Attacks or Orbital Bombardment.*
						0–1× Pin-Point Attacks	n/a	2× MW2+, TK(D3)	

5.22.1
Automaton

A formation does not receive a Blast marker when a unit with automaton is destroyed, this includes the extra Blast marker from the first casualty of a crossfire and for units destroyed for being out of formation after a move. Automaton units hit by a weapon with disrupt **do** take a Blast marker however.

If a hit is inflicted on an automaton unit because it is in a broken formation which is receiving a Blast marker (see 1.13.4) then it may attempt to save normally.

Automaton units killed in an assault count for the purposes of working out its result (see 1.12.7).

5.22.2
Weapon Mount

Weapon Mounts are areas on a unit that may be fitted with weapon systems. When a weapon mount is mounted with a weapon (a "character" unit) it gains all the abilities and special rules of the weapon while retaining any of its own. A weapon mount may only be mounted with one weapon.

5.23 KNIGHT WORLD FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Aspirant	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Fearless, Inspiring, Leader.*
Seneschal	CH	n/a	n/a	n/a	n/a	-			*Commander, Leader.*
Infantry Levy	INF	15cm	-	6+	5+	Heavy Bolter	30cm	AP5+	*One unit in every two has a Heavy Bolter.*
						Lasguns	(15cm)	Small Arms	
Levy Command	INF	15cm	6+	5+	5+	Heavy Bolter	30cm	AP5+	*Commander.*
Rapier	INF	10cm	-	6+	5+	Laser Destroyer	45cm	AP6+/AT4+	
Rough Riders	INF	20cm	6+	4+	6+	Laspistols	(15cm)	Small Arms	*Infiltrator, Mounted, Scout.*
						Power Lances	(bc)	Assault Weapons, EA(+1), FS	
Snipers	INF	15cm	-	6+	5+	Sniper Rifles	30cm	AP5+	*Scout, Sniper.*
Thudd Gun	INF	10cm	-	6+	5+	Thudd Gun	45cm	AP4+/AT6+, Ind	
AA Gun	LV	0cm	-	6+	6+	AA Gun	60cm	AP6+/AT5+/AA5+	
Gun Transporter	LV	15cm	6+	6+	6+	Heavy Bolter	30cm	AP5+	*Transport. May transport one of the following units: AA Gun, Howitzer, Rapier, Thudd Gun.*
Howitzer	LV	0cm	-	6+	6+	Howitzer	90cm	1BP, Ind	
Baron	WE	30cm	4+	4+	4+	Rapid Fire Battle Cannon	75cm	2× AP4+/AT4+, FwA	*Damage Capacity 2, Fearless, Inspiring, Knight Shield, Reinforced Armour, Supreme Commander, Walker. Critical Hit Effect: Destroyed. Armed with either a Power Gauntlet and Shock Lance, or a Power Lance.*
						0–1× Power Lance	(15cm)	Small Arms, EA(+1), FS, MW	
						0–1× Power Gauntlet	(bc)	Assault Weapons, EA(+1), TK	
						0–1× Shock Lance	(15cm)	Small Arms, EA(+1), FS	
Knight Castellan	WE	20cm	4+	5+	4+	Knight Quake Cannon	90cm	MW3+, FwA	*Damage Capacity 2, Knight Shield, Reinforced Armour, Walker. Critical Hit Effect: Destroyed.*
						or	90cm	1BP, FwA	
						Multi-barrelled Autocannon	45cm	3× AP5+/AT6+, FwA	
Knight Crusader	WE	20cm	4+	5+	4+	Knight Quake Cannon	90cm	MW3+, FwA	*Damage Capacity 2, Knight Shield, Reinforced Armour, Walker. Critical Hit Effect: Destroyed.*
						or	90cm	1BP, FwA	
						2× Lascannon	45cm	AT5+, FwA	
Knight Errant	WE	25cm	5+	4+	5+	Thermal Cannon	30cm	MW4+, FwA	*Damage Capacity 2, Knight Shield, Reinforced Armour, Walker. Critical Hit Effect: Destroyed.*
						and	(15cm)	Small Arms, MW	
						Power Gauntlet	(bc)	Assault Weapons, EA(+1), TK	
						Shock Lance	(15cm)	Small Arms, EA(+1), FS	
Knight Lancer	WE	30cm	5+	5+	5+	Battle Cannon	75cm	AP4+/AT4+, FwA	*Damage Capacity 2, Knight Shield, Reinforced Armour, Scout, Walker. Critical Hit Effect: Destroyed.*
						Power Lance	(15cm)	Small Arms, EA(+1), FS, MW	
Knight Paladin	WE	25cm	5+	4+	5+	Battle Cannon	75cm	AP4+/AT4+, FwA	*Damage Capacity 2, Knight Shield, Reinforced Armour, Walker. Critical Hit Effect: Destroyed.*
						Chainsword	(bc)	Assault Weapons, EA(+1), MW	
						Shock Lance	(15cm)	Small Arms, EA(+1), FS	
Warden	WE	20cm	4+	5+	5+	0–1× Demolisher	30cm	AP3+/AT4+, FxF, IC	*Damage Capacity 2, Knight Shield, Reinforced Armour, Walker. Critical Hit Effect: Destroyed. Armed with either a Demolisher and Heavy Bolters; an AA Missile Launcher and Multilasers; or a Vanquisher.*
						0–1× Heavy Bolters	30cm	2× AP5+, FwA	
						0–1× AA Missile Launcher	45cm	2× AP5+/AT6+/AA5+	
						0–1× Multilasers	30cm	2× AP5+/AT6+, FwA	
						0–1× Vanquisher	75cm	AP4+/AT2+, FxF	

5.23.1
Knight Technology

Knight Shield: Units with a Knight Shield may make a saving throw on a 4+ when they are hit instead of using their armour value. No modifiers ever apply to this saving throw and it is unaffected by macro-weapon, lance and titan killer hits. However, each point of damage from a titan killer hit must be saved separately. If the unit has reinforced armour as well then it is allowed to re-roll a failed save using its armour value unless the hit was a macro-weapon, lance or titan killer. Finally, none of these benefits apply to units in a crossfire or to hits from supporting fire.

Power Lance and Shock Lance: The Power Lance and Shock Lance may only be used if the unit's formation carried out an engage action.

5.23.2
Knight World Fortified Positions

Gun Emplacement: Provides vehicles with a Cover Save that works in the same manner as an infantry cover save (see 1.8.3). Can hold one unit. Units in a gun emplacement may not be barged by a war engine.

Trench: Can hold one infantry unit per 4cm of length. Units in a trench may not be barged by a war engine.

Fortified Position Effects Table

Terrain	*Infantry*	*Vehicle*	*War Engine*
Gun Emplacement	4+ Cover Save	5+ Cover Save	No Effect
Razor Wire	Dangerous	No Effect	No Effect
Trench	4+ Cover Save	Dangerous	No Effect

5.24 IYANDEN ELDAR FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Exarch	CH	n/a	n/a	n/a	n/a	0–1× Exarch Ranged Weapon	(15cm)	Small Arms, EA(+1)	*Inspiring. Exarchs added to units of Dire Avengers, Howling Banshees, Shining Spears or Striking Scorpions have an Exarch Close Combat weapon. Exarchs added to a unit of Dark Reapers, Fire Dragons, Swooping Hawks or Warp Spiders have an Exarch Ranged Weapon.*
						0–1× Exarch Close Combat Weapon	(bc)	Assault Weapons, EA(+1)	
Spiritseer	CH	n/a	n/a	n/a	n/a	Singing Spear	(15cm)	Small Arms, EA(+1)	*Farsight.*
						or	(bc)	Assault Weapons, EA(+1), MW	
Wraithseer	CH	n/a	n/a	n/a	n/a	Singing Spear	(15cm)	Small Arms, EA(+1)	*Farsight, Invulnerable Save, Supreme Commander.*
						or	(bc)	Assault Weapons, EA(+1), MW	
Dark Reapers	INF	15cm	5+	6+	3+	Reaper Missile Launchers	45cm	2× AP5+	
Dire Avengers	INF	15cm	5+	5+	4+	Shuriken Catapults	(15cm)	Small Arms, EA(+1)	
Farseer	INF	15cm	4+	4+	5+	Shuriken Pistols	(15cm)	Small Arms	*Commander, Farsight, Invulnerable Save.*
						Witch Blades	(bc)	Assault Weapons, EA(+1), MW	
Fire Dragons	INF	15cm	5+	5+	4+	Fusion Guns	15cm	MW5+	
						and	(15cm)	Small Arms, MW	
Guardians	INF	15cm	-	6+	4+	Shuriken Catapults	(15cm)	Small Arms	
Heavy Weapon Platform	INF	15cm	-	6+	5+	Scatter Laser	30cm	AP5+/AT5+	
Howling Banshees	INF	15cm	5+	2+	5+	Shuriken Pistols	(15cm)	Small Arms	*Infiltrator.*
						Banshee Masks	(bc)	Assault Weapons, FS	
Jetbikes	INF	35cm	5+	6+	4+	Twin Shuriken Catapults	(15cm)	Small Arms	*Mounted, Skimmer.*
Rangers	INF	15cm	5+	6+	5+	Long Rifles	30cm	AP5+	*Scout, Sniper.*
Shining Spears	INF	35cm	4+	4+	5+	Twin Shuriken Catapults	(15cm)	Small Arms	*Mounted, Skimmer.*
						Power Lances	(bc)	Assault Weapons, L	
Striking Scorpions	INF	15cm	4+	4+	5+	Shuriken Pistols	(15cm)	Small Arms	
						Mandiblasters	(bc)	Assault Weapons, EA(+1)	
Support Weapon Platform	INF	15cm	-	6+	6+	D-Cannon	30cm	MW5+	
Swooping Hawks	INF	35cm	5+	5+	4+	Lasblasters	(15cm)	Small Arms	*Jump Packs, Scout, Teleport.*
Warp Spiders	INF	15cm	4+	5+	4+	Death Spinners	(15cm)	Small Arms	*First Strike, Infiltrator, Jump Packs.*
Wraithblade	INF	15cm	4+	3+	-	Wraithblades	(bc)	Assault Weapons, EA(+1), MW	*Fearless, Reinforced Armour. Counts as a Wraithguard unit for the purposes of being transported.*
Wraithguard	INF	15cm	4+	4+	4+	Wraithcannons	15cm	2× MW5+	*Fearless, Reinforced Armour.*
						and	(15cm)	Small Arms, EA(+1), MW	
Vyper	LV	35cm	4+	6+	5+	Scatter Laser	30cm	AP5+/AT5+	*Skimmer.*
War Walker	LV	20cm	6+	5+	5+	Scatter Laser	30cm	AP5+/AT5+	*Reinforced Armour, Scout, Walker.*
						Bright Lance	30cm	AT5+, L	
Falcon	AV	35cm	5+	6+	4+	Pulse Laser	45cm	2× AT4+	*Skimmer, Transport. May transport one infantry unit (except Support Weapon Platforms and Wraithguard) without Jump Packs or Mounted.*
						Scatter Laser	30cm	AP5+/AT5+	
Fire Prism	AV	35cm	5+	6+	5+	Prism Cannon	60cm	AP4+/AT2+, L	*Skimmer.*

Firestorm	AV	35cm	5+	6+	4+	Firestorm Battery		45cm	2× AP5+/AT5+/AA4+	*Skimmer, Transport. May transport one infantry unit (except Support Weapon Platforms and Wraithguard) without Jump Packs or Mounted.*
Night Spinner	AV	35cm	5+	6+	5+	Night Spinner		45cm	1BP, D, Ind	*Skimmer, Transport. May transport one infantry unit (except Support Weapon Platforms and Wraithguard) without Jump Packs or Mounted.*
Wave Serpent	AV	35cm	5+	6+	4+	Twin Shuriken Cannon		30cm	AP4+	*Reinforced Armour, Skimmer, Transport. May transport one Wraithguard unit or two infantry units (except Support Weapon Platforms) without Jump Packs or Mounted; Wraithguard count as two units each.*
Wraithlord	AV	15cm	4+	3+	4+	Bright Lance Power Fists		30cm (bc)	AT5+, L Assault Weapons, EA(+1), MW	*Fearless, Reinforced Armour, Walker.*
Avatar	WE	15cm	3+	2+	4+	Wailing Doom	and	30cm (bc)	MW5+ Assault Weapons, EA(+1), MW	*Commander, Damage Capacity 3, Fearless, Inspiring, Invulnerable Save, Walker. Critical Hit Effect: The unit is destroyed. All Eldar formations with a unit with a line of fire to the Avatar receive a Blast marker.*
Cobra	WE	25cm	5+	6+	5+	Cobra D-Cannon Eldar Missile Launcher Shuriken Cannon	or	30cm 30cm 45cm 30cm	3BP, FxF, IC, MW MW3+, FxF, TK(D6) AP5+/AT6+/AA6+ AP5+	*Damage Capacity 3, Reinforced Armour, Skimmer. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.*
Phantom Titan	WE	25cm	5+	3+	3+	1–2× Titan Pulsar 0–1× Titan Power Fist 2× Twin Eldar Missile Launcher	 and or	75cm 30cm (15cm) (bc) 45cm	2× MW2+, TK 6× AP4+/AT4+ Small Arms, EA(+3) Assault Weapons, EA(+2), TK(D3) AP4+/AT5+/AA5+	*Damage Capacity 6, Fearless, Holofield, Leader, Reinforced Armour, Walker. Armed with either two Titan Pulsars, or a Titan Pulsar and Power Fist. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit loses the Holofield ability save for the rest of the game. Subsequent critical hits cause an extra point of damage.*
Revenant Titan	WE	35cm	5+	4+	4+	2× Revenant Pulse Laser 2× Eldar Missile Launcher		45cm 45cm	2× MW3+ AP5+/AT6+/AA6+	*Damage Capacity 3, Fearless, Holofield, Jump Packs, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit loses the Holofield ability save for the rest of the game. Subsequent critical hits destroy the unit.*
Scorpion	WE	25cm	5+	6+	5+	Scorpion Twin Pulsar Shuriken Cannon		75cm 30cm	2× MW2+ AP5+	*Damage Capacity 3, Reinforced Armour, Skimmer. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.*
Storm Serpent	WE	25cm	5+	6+	4+	Storm Serpent Pulse Laser Scatter Laser		45cm 30cm	2× AT3+ AP5+/AT5+	*Damage Capacity 3, Reinforced Armour, Skimmer, Webway Portal. Only formations consisting completely of infantry units, light vehicle units or armoured vehicles units with the walker ability may use the Storm Serpent's Webway Portal to enter play. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.*

Warlock Titan	WE	25cm	5+	3+	3+	Psychic Lance		30cm	3BP, D, IC, TK(D3)	*Damage Capacity 6, Farsight, Fearless, Holofield, Inspiring, Leader, Reinforced Armour, Walker. Armed with a Psychic Lance, and either a Titan Pulsar or Power Fist. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit loses the Holofield ability save for the rest of the game. Subsequent critical hits cause an extra point of damage.*
							and	(15cm)	Small Arms, EA(+2), TK(D3)	
						0–1× Titan Pulsar		75cm	2× MW2+, TK	
						0–1× Titan Power Fist		30cm	6× AP4+/AT4+	
							and	(15cm)	Small Arms, EA(+3)	
							or	(bc)	Assault Weapons, EA(+2), TK(D3)	
						2× Twin Eldar Missile Launcher		45cm	AP4+/AT5+/AA5+	
Nightwing Interceptor	AC	Fighter	4+	n/a	n/a	Twin Shuriken Cannon		30cm	AP4+/AA5+, FxF	
						Twin Bright Lance		30cm	AT4+/AA5+, FxF, L	
Phoenix Bomber	AC	Fighter-Bomber	5+	n/a	n/a	Twin Shuriken Cannon		30cm	AP4+/AA5+, FxF	*Reinforced Armour.*
						Pulse Laser		45cm	2× AT4+, FxF	
						Night Spinner		15cm	1BP, FxF, D	
Vampire Raider	AC/WE	Bomber	5+	6+	4+	2× Pulse Laser		45cm	2× AT4+, FxF	*Damage Capacity 2, Planetfall, Reinforced Armour, Transport. May transport eight infantry units without Mounted. Wraithguard count as two units each. Critical Hit Effect: The unit and all units on board are destroyed.*
						Scatter Laser		30cm	AP5+/AT5+/AA5+, FxF	
Dragonship	SC	n/a	n/a	n/a	n/a	0–1× Orbital Bombardment		n/a	8BP, MW	*Transport. May transport twelve Vampire Raiders and the units being carried on them. Armed with either an Orbital Bombardment or Pin-Point Attacks.*
						0–1× Pin-Point Attacks		n/a	2× MW2+, TK(D3)	
Wraithship	SC	n/a	n/a	n/a	n/a	0–1× Orbital Bombardment		n/a	4BP, MW	*Armed with either an Orbital Bombardment or Pin-Point Attack.*
						0–1× Pin-Point Attack		n/a	MW2+, TK(D3)	

5.25 IMPERIAL FIST FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Captain	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Commander, Invulnerable Save, Leader.*
Chaplain	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Inspiring, Invulnerable Save, Leader.*
Librarian	CH	n/a	n/a	n/a	n/a	Smite	(15cm)	Small Arms, EA(+1), MW	*Invulnerable Save, Leader.*
						Power Weapon	(bc)	Assault Weapons, EA(+1), MW	
Supreme Commander	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Invulnerable Save, Supreme Commander.*
Techmarine	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Leader. If added to a Bastion unit the Bastion gains 1 Void Shield.*
Assault Centurion	INF	15cm	4+	4+	4+	Siege Drills	(bc)	Assault Weapons, EA(+1), MW	*Reinforced Armour. Counts as a Terminator unit for the purposes of being transported.*
						Twin Heavy Flamer	15cm	AP3+, IC	
						Meltaguns	15cm	MW5+	
						Hurricane Bolters	(15cm)	Small Arms, EA(+1)	
Devastator	INF	15cm	4+	5+	3+	2× Missile Launcher	45cm	AP5+/AT6+	
Devastator Centurion	INF	15cm	4+	5+	2+	Missile Launcher	45cm	AP5+/AT6+	*Reinforced Armour. Counts as a Terminator unit for the purposes of being transported.*
						Twin Lascannon	45cm	AT4+	
						2× Twin Heavy Bolter	30cm	AP4+	
Rapier	INF	10cm	5+	6+	5+	Laser Destroyer	45cm	AP6+/AT4+	*Counts as two infantry units for the purposes of being transported.*
Scout	INF	15cm	5+	4+	5+	Heavy Bolter	30cm	AP5+	*Infiltrator, Scout.*
Tactical	INF	15cm	4+	4+	4+	Missile Launcher	45cm	AP5+/AT6+	
Terminator	INF	15cm	4+	3+	3+	2× Assault Cannon	30cm	AP5+/AT5+	*Reinforced Armour, Teleport, Thick Rear Armour.*
						Power Weapons	(bc)	Assault Weapons, EA(+1), MW	
Thudd Gun	INF	10cm	5+	6+	5+	Thudd Gun	45cm	AP4+/AT6+, Ind	*Counts as two infantry units for the purposes of being transported.*
Thunderfire Cannon	INF	10cm	5+	6+	5+	Thunderfire Cannon	60cm	2× AP4+/AT6+, D	
						or	60cm	2× AP4+/AT6+, IC	
Hyperios Platform	LV	0cm	6+	6+	6+	Hyperios Launcher	45cm	AT6+/AA5+	*Automata.*
Land Speeder	LV	35cm	4+	6+	5+	Multi-melta	15cm	MW5+	*Scout, Skimmer.*
						and	(15cm)	Small Arms, MW	
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon	30cm	AP5+/AT5+	*Scout, Skimmer.*
						Heavy Bolter	30cm	AP5+	
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Twin Typhoon Missile	45cm	AP3+/AT5+	*Scout, Skimmer.*
						Heavy Bolter	30cm	AP5+	
Tarantula Platform	LV	0cm	6+	6+	6+	0–1× Twin Lascannon	45cm	AT4+	*Automata. Armed with either a twin heavy bolter or a twin lascannon. Units armed with a Twin Heavy Bolter have their firefight value increased to 5+.*
					(5+)	0–1× Twin Heavy Bolter	30cm	AP4+	
Hellfire Dreadnought	AV	15cm	3+	4+	4+	Missile Launcher	45cm	AP5+/AT6+	*Walker. Counts as a Dreadnought unit for the purposes of being transported.*
						Twin Lascannon	45cm	AT4+	
Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	
Land Raider	AV	25cm	4+	6+	4+	2× Twin Lascannon	45cm	AT4+	*Reinforced Armour, Thick Rear Armour, Transport. May transport one Terminator unit or two infantry units without Jump Packs or Mounted.*
						Twin Heavy Bolter	30cm	AP4+	
Land Raider Achilles	AV	25cm	4+	6+	4+	Thunderfire Cannon	60cm	2× AP4+/AT6+, D	*Reinforced Armour, Thick Rear Armour, Transport. May transport one Terminator unit or two infantry units without Jump Packs or Mounted.*
						or	60cm	2× AP4+/AT6+, IC	
						2× Twin Multi-melta	15cm	MW4+	
						and	(15cm)	Small Arms, MW	

Land Raider Crusader	AV	25cm	4+	5+	5+	2× Hurricane Bolters Twin Assault Cannon	(15cm) 30cm	Small Arms, EA(+1) AP4+/AT4+	*Reinforced Armour, Thick Rear Armour, Transport. May transport three infantry units without Jump Packs or Mounted; Terminator units count as one and a half units each, rounding up. Counts as a Land Raider for the purposes of being transported.*
Predator Annihilator	AV	30cm	4+	6+	5+	Twin Lascannon 2× Lascannon	45cm 45cm	AT4+ AT5+	
Predator Destructor	AV	30cm	4+	6+	3+	Autocannon 2× Heavy Bolter	45cm 30cm	AP5+/AT6+ AP5+	
Razorback	AV	30cm	5+	6+	5+ (4+)	0–1× Twin Lascannon 0–1× Twin Heavy Bolter	45cm 30cm	AT4+ AP4+	*Transport. May transport one infantry unit (except a Terminator unit) without Jump Packs or Mounted. Armed with either a Twin Lascannon or a Twin Heavy Bolter. Razorbacks armed with a Twin Heavy Bolter have their firefight value increased to 4+.*
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	Small Arms	*Transport. May transport two infantry units (except Terminator units) without Jump Packs or Mounted.*
Siege Dreadnought	AV	15cm	3+	4+	4+	Flamestorm Cannon and Heavy Flamer and Siege Drill	15cm (15cm) 15cm (15cm) (bc)	AP3+, IC Small Arms, IC AP4+, IC Small Arms, IC Assault Weapons, EA(+1), MW	*Walker. Counts as a Dreadnought unit for the purposes of being transported.*
Vindicator	AV	25cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+, IC	*Walker.*
Whirlwind	AV	30cm	5+	6+	5+	Whirlwind	45cm	1BP, Ind	
Bastion	WE	Immobile	4+	-	5+	Thunderfire Cannon or Twin Hyperios Launcher 2× Twin Heavy Bolter	60cm 60cm 45cm 30cm	2× AP4+/AT6+, D 2× AP4+/AT6+, IC AT5+/AA4+ AP4+	*Damage Capacity 3, Fearless, Reinforced Armour, Thick Rear Armour, Transport. May transport eight infantry units or Dreadnoughts; Terminator units and Dreadnoughts count as two units each. Transported units do not have to disembark in order to shoot or use their firefight value if this unit is able to shoot, assault or lend support. The unit counts as rubble once it is destroyed. Critical Hit Effect: The unit takes an extra point of damage.*
Fellblade	WE	15cm	4+	6+	4+	2× Accelerator Cannon Quad Lascannon Quad Lascannon Demolisher Twin Heavy Bolter	75cm 45cm 45cm 30cm 30cm	MW3+ 2× AT4+, Left 2× AT4+, Right AP3+/AT4+, FxF, IC AP4+, FxF	*Damage Capacity 4, Reinforced Armour. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 6+.*
Reaver Class Titan	WE	20cm	4+	3+	3+	2× Turbo-Laser Destructor Rocket Launcher	60cm 60cm	4× AP5+/AT3+, FwA 3BP, FxF	*Damage Capacity 6, Fearless, Reinforced Armour, 4 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 5+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*

Warlord Class Titan	WE	15cm	4+	2+	3+	Deathstrike Missile Gatling Blaster Rocket Launcher Titan Power Fist	Unlimited 60cm 60cm (bc)	MW2+, Ind, SS, TK(D6) 4× AP4+/AT4+, FwA 3BP, FxF Assault Weapons, EA(+3), TK(D3)	*Damage Capacity 8, Fearless, Reinforced Armour, Thick Rear Armour, 6 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*
Storm Talon Gunship	AC	Fighter	5+	-	-	Twin Assault Cannon Twin Heavy Bolter	30cm 15cm	AP4+/AT4+/AA5+, FwA AP4+/AA5+, FxF	
Thunderhawk Saturation Bomber	AC/ WE	Bomber	4+	-	-	Battle Cannon 2× Twin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter Bombs	75cm 30cm 15cm 15cm 15cm	AP4+/AT4+, FxF AP4+, FxF AP4+/AA5+, Left AP4+/AA5+, Right 2BP, FxF, IC	*Damage Capacity 2, Reinforced Armour. Critical Hit Effect: Destroyed.*

5.25.1
Masters of Siege

The Imperial Fists have a special expertise in siege warfare and mass shock assaults. This is represented by the following rules:

- An Imperial Fists army may start three garrisoned formations on overwatch instead of two.
- All units count as having *walker* when making a dangerous terrain test for entering or starting to move on minefields that have been purchased as part of the army.
- All infantry units gain *first strike* when within trenches purchased as part of the army.
- All infantry units gain a 4+ save with *reinforced armour* when within bunkers purchased as part of the army. This replaces both their regular save and the 3+ bunker cover save. This save is lost if the unit suffers an *ignore cover* hit.

5.25.2
Imperial Fist Fortified Positions

Bunker: Counts as Fortifications (see 1.8.4). Can hold three units. Units in a bunker may not be barged by a war engine.

Gun Emplacement: Provides vehicles with a Cover Save that works in the same manner as an infantry cover save (see 1.8.3). Can hold one unit. Units in a gun emplacement may not be barged by a war engine.

Minefield: Enemy units with *Jumps Packs* or *Skimmer* must take dangerous tests for Minefields. Enemy units may not re-roll failed dangerous terrain tests for minefields.

Trench: Can hold one infantry unit per 4cm of length. Units in a trench may not be barged by a war engine.

Fortified Position Effects Table			
Terrain	*Infantry*	*Vehicle*	*War Engine*
Bunker	3+ Cover Save	Dangerous	Dangerous
Gun Emplacement	4+ Cover Save	5+ Cover Save	No Effect
Minefield	Dangerous	Dangerous	Dangerous
Trench	4+ Cover Save	Dangerous	No Effect

5.25.3

Automata

Formations that are comprised completely of units with *automata* may only carry out marshal, overwatch and sustained fire actions. They also cannot capture objectives in the Epic tournament game rules.

Formations that include at least one unit **without** automata do not receive a Blast marker when a unit with automata is destroyed, this includes the extra Blast marker from the first casualty of a crossfire and for units destroyed for being out of formation after a move. Also, if an automata unit is hit by a weapon with disrupt it does not inflict a Blast marker. Finally, don't count units with automata that are lost in an assault when working out who has won the combat.

5.26 SPACE WOLF FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Captain	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Commander, Invulnerable Save, Leader.*
Chaplain	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Inspiring, Invulnerable Save, Leader.*
Librarian	CH	n/a	n/a	n/a	n/a	Smite	(15cm)	Small Arms, EA(+1), MW	*Invulnerable Save, Leader.*
						Power Weapon	(bc)	Assault Weapons, EA(+1), MW	
Supreme Commander	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Invulnerable Save, Supreme Commander.*
Blood Claws	INF	15cm	4+	3+	6+	Bolt Pistols	(15cm)	Small Arms	
Fenrisian Wolves	INF	20cm	5+	4+	-	-			*Infiltrator.*
Grey Hunters	INF	15cm	4+	3+	4+	Bolters	(15cm)	Small Arms	
Long Fangs	INF	15cm	4+	5+	3+	Missile Launcher and Lascannon	45cm	3× AP5+/AT5+	
Skyclaws	INF	30cm	4+	3+	6+	Bolt Pistols	(15cm)	Small Arms	*Jump Packs.*
Swiftclaw Bikes	INF	35cm	4+	3+	5+	Twin Bolters	(15cm)	Small Arms	*Mounted.*
Wolf Guard Terminators	INF	15cm	4+	3+	3+	2× Assault Cannon	30cm	AP5+/AT5+	*Reinforced Armour, Thick Rear Armour. Counts as a Terminator unit for the purposes of being transported.*
						Power Weapons	(bc)	Assault Weapons, EA(+1), MW	
Wolf Scouts	INF	15cm	5+	4+	5+	Heavy Bolter	30cm	AP5+	*Infiltrator, Scout, Teleport.*
Land Speeder	LV	35cm	4+	6+	5+	Multi-melta	15cm	MW5+	*Scout, Skimmer.*
						and	(15cm)	Small Arms, MW	
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon	30cm	AP5+/AT5+	*Scout, Skimmer.*
						Heavy Bolter	30cm	AP5+	
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Twin Typhoon Missile	45cm	AP3+/AT5+	*Scout, Skimmer.*
						Heavy Bolter	30cm	AP5+	
Multi-melta Attack Bike	LV	35cm	4+	5+	5+	Multi-melta	15cm	MW5+	*Counts as an Attack Bike for the purposes of being transported.*
						and	(15cm)	Small Arms, MW	
Dreadnought	AV	15cm	3+	4+	4+	0–1× Missile Launcher	45cm	AP5+/AT6+	*Walker. Armed with either a Missile Launcher and Twin Lascannon, or an Assault Cannon and Power Fist.*
						0–1× Twin Lascannon	45cm	AT4+	
						0–1× Assault Cannon	30cm	AP5+/AT5+	
						0–1× Power Fist	(bc)	Assault Weapons, EA(+1), MW	
Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	
Land Raider	AV	25cm	4+	6+	4+	2× Twin Lascannon	45cm	AT4+	*Reinforced Armour, Thick Rear Armour, Transport. May transport one Terminator unit or two infantry units without Jump Packs or Mounted.*
						Twin Heavy Bolter	30cm	AP4+	
Land Raider Crusader	AV	25cm	4+	5+	5+	2× Hurricane Bolters	(15cm)	Small Arms, EA(+1)	*Reinforced Armour, Thick Rear Armour, Transport. May transport three infantry units without Jump Packs or Mounted; Terminator units count as one and a half units each, rounding up. Counts as a Land Raider for the purposes of being transported.*
						Twin Assault Cannon	30cm	AP4+/AT4+	
Predator Annihilator	AV	30cm	4+	6+	5+	Twin Lascannon	45cm	AT4+	
						2× Lascannon	45cm	AT5+	
Predator Destructor	AV	30cm	4+	6+	3+	Autocannon	45cm	AP5+/AT6+	
						2× Heavy Bolter	30cm	AP5+	
Razorback	AV	30cm	5+	6+	5+	0–1× Twin Lascannon	45cm	AT4+	*Transport. May transport one infantry unit (except a Terminator unit) without Jump Packs or Mounted. Armed with either a Twin Lascannon or a Twin Heavy Bolter. Razorbacks armed with a Twin Heavy Bolter have their firefight value increased to 4+.*
					(4+)	0–1× Twin Heavy Bolter	30cm	AP4+	

Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	Small Arms	*Transport. May transport two infantry units (except Terminator units) without Jump Packs or Mounted.*
Venerable Dreadnought	AV	15cm	4+	3+	4+	0–1× Missile Launcher 0–1× Twin Lascannon 0–1× Assault Cannon 0–1× Power Fist	45cm 45cm 30cm (bc)	AP5+/AT6+ AT4+ AP5+/AT5+ Assault Weapons, EA(+1), MW	*Fearless, Reinforced Armour, Walker. Armed with either a Missile Launcher and Twin Lascannon, or an Assault Cannon and Power Fist. Counts as a Dreadnought for the purposes of being transported.*
Vindicator	AV	25cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+, IC	*Walker.*
Whirlwind	AV	30cm	5+	6+	5+	Whirlwind	45cm	1BP, Ind	
Landing Craft	AC/ WE	Bomber	4+	5+	3+	2× Twin Lascannon 3× Twin Heavy Bolter	45cm 15cm	AT4+ AP4+/AA5+	*Damage Capacity 4, Fearless, Planetfall, Reinforced Armour, Transport. May transport twelve infantry units, Attack Bikes or Dreadnoughts; Terminator units and Dreadnoughts count as two units each; plus any six armoured vehicle units (except Dreadnoughts); Land Raiders count as one and a half units each, rounding up. Critical Hit Effect: The unit and all units being carried are destroyed. All units within 5cm suffer a hit.*
Thunderhawk Gunship	AC/ WE	Bomber	4+	6+	4+	Battle Cannon 2× Twin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter	75cm 30cm 15cm 15cm	AP4+/AT4+, FxF AP4+/AA5+, FxF AP4+/AA5+, Left AP4+/AA5+, Right	*Damage Capacity 2, Planetfall, Reinforced Armour, Transport. May transport eight infantry units, Attack Bikes or Dreadnoughts; Terminator units and Dreadnoughts count as two units each. Critical Hit Effect: The unit and all units being carried are destroyed.*
Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14BP, MW	*Slow and Steady, Transport. May transport 60 infantry units, Attack Bikes, or Dreadnoughts; plus 60 armoured vehicle units (except Dreadnoughts); plus nine Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.*
Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP, MW	*Transport. May transport 20 infantry units, Attack Bikes, or Dreadnoughts; plus 20 light vehicles or armoured vehicle units (except Attack Bikes and Dreadnoughts); plus six Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.*
Space Wolf Drop Pod	Special	n/a	n/a	n/a	n/a	Deathwind	15cm	AP5+/AT5+	*Planetfall, Transport. May transport one formation of only the following units: Blood Claws, Grey Hunters, Long Fangs, Dreadnought, Venerable Dreadnought, Wolf Guard Terminators. After the drop pod lands, its Deathwind attacks all enemy units within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cm of the drop pod or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the drop pod. Drop pod models should be removed from the board once the formation they transport has disembarked. Counts as a Drop Pod for the purposes of being transported.*

5.26.1
Pack Mentality

Space Wolves prefer to fight up close to the enemy and therefore never back down when a friendly pack needs help during an engagement. Space Wolf units with *Commander* can order up to three formations of troops to follow them when they make an assault, as long as all the formations have at least one unit within **10cm** of a unit from the commander's formation.

5.27 EMPEROR'S CHILDREN FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Champion of Chaos	CH	n/a	n/a	n/a	n/a	Daemon Artifact	(bc)	Assault Weapons, EA(+1), FS	*Augmented Summoning (+2D3), Invulnerable Save. A Champion of Chaos added to a formation that belongs to Khorne, Nurgle or Chaos Undivided has a Daemon Artifact weapon. A Champion of Chaos added to a formation that belongs to Slaanesh or Tzeentch has a Daemon Bolt weapon. A unit with this character may be sacrificed (removed from play without its formation receiving a Blast marker) before rolling for summoning points. This changes its Augmented Summoning from (+2D3) to (+6), and a Greater Daemon must be summoned. Place the Greater Daemon within 10cm of the point where the sacrificed unit was removed.*
						Daemon Bolt	(15cm)	Small Arms, EA(+1), FS	
Chaos Lord	CH	n/a	n/a	n/a	n/a	Daemon Weapon	(bc)	Assault Weapons, EA(+1), MW	*Commander, Invulnerable Save, Leader.*
Chaos Warlord	CH	n/a	n/a	n/a	n/a	-			*Supreme Commander.*
Icon Bearer	CH	n/a	n/a	n/a	n/a	-			*Daemonic Focus, Invulnerable Save, Leader.*
Sorcerer Lord	CH	n/a	n/a	n/a	n/a	Warp Bolt	(15cm)	Small Arms, EA(+1), MW	*Commander, Invulnerable Save, Leader.*
Chaos Space Marine Bikes	INF	35cm	4+	3+	4+	Twin Bolters	(15cm)	Small Arms	*Mounted.*
Chaos Space Marine Chosen	INF	15cm	4+	4+	4+	Autocannon	45cm	AP5+/AT6+	*Scout.*
Chaos Space Marines	INF	15cm	4+	4+	4+	Autocannon	45cm	AP5+/AT6+	
Daemon Prince	INF	15cm (30cm)	3+ (4+)	3+	3+	Warp Blast	(15cm)	Small Arms, EA(+1), MW	*Commander, Fearless, Leader, Reinforced Armour, Teleport. A Daemon Prince may have wings, the unit gains Jump Packs and a move of 30cm, while its armour value is reduced to 4+.*
						Possessed Weapon	(bc)	Assault Weapons, EA(+2), MW	
Daemonettes	INF	20cm	4+	3+	-	-			*Expendable, First Strike, Invulnerable Save.*
Emperor's Children Terminators	INF	15cm	4+	3+	3+	2× Blastmaster	30cm	AP5+/AT6+, D	*Reinforced Armour, Teleport, Thick Rear Armour. Counts as Chaos Space Marine Terminators for the purposes of being transported.*
						Power Weapons	(bc)	Assault Weapons, EA(+1), MW	
Fiends of Slaanesh	INF	20cm	4+	3+	-	-			*Expendable, Infiltrator, Invulnerable Save.*
Havocs	INF	15cm	4+	5+	3+	2× Autocannon	45cm	AP5+/AT6+	
Noise Marines	INF	15cm	4+	4+	3+	Blastmaster	30cm	AP5+/AT6+, D	*Fearless.*
Raptors	INF	30cm	4+	3+	4+	Bolt Pistols	(15cm)	Small Arms	*Jump Packs.*
Steeds of Slaanesh	INF	20cm	4+	3+	-	-			*Expendable, First Strike, Infiltrator, Invulnerable Save, Mounted.*
Chaos Rhino	AV	30cm	5+	6+	6+	Combi-Bolter	(15cm)	Small Arms	*Transport. May transport two infantry units (except Chaos Space Marine Terminators, Daemon Princes and Obliterators) without Jump Packs or Mounted.*
Emperor's Children Dreadnought	AV	15cm	3+	4+	4+	Twin Blastmaster	30cm	AP4+/AT5+, D	*Fearless, Walker. Counts as Chaos Dreadnought for the purposes of being transported.*
						Power Fist	(bc)	Assault Weapons, EA(+1), MW	
Emperor's Children Land Raider	AV	25cm	4+	6+	4+	2× Twin Lascannon	45cm	AT4+	*Reinforced Armour, Thick Rear Armour, Transport. May transport one unit of Chaos Space Marine Terminators or Obliterators, or two infantry units (except Daemon Princes) without Jump Packs or Mounted.*
						Twin Blastmaster	30cm	AP4+/AT5+, D	
Emperor's Children Predator	AV	30cm	4+	6+	4+	Twin Lascannon	45cm	AT4+	
						2× Blastmaster	30cm	AP5+/AT6+, D	
Hell Strider	AV	30cm	5+	6+	5+	Lascannon	45cm	AT5+	*Fearless, Invulnerable Save, Walker.*
						Multi-melta	15cm	MW5+	
							and (15cm)	Small Arms, MW	

Stalker	AV	30cm	5+	6+	6+	Stalker Autocannon		30cm	2× AP5+/AT6+/AA5+	
Keeper of Secrets	WE	20cm	4+	3+	4+	Gaze of Slaanesh		30cm	3× MW4+	*Daemonic Focus, Damage Capacity 3, Expendable, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.*
							and	(15cm)	Small Arms, EA(+1), FS, MW	
						Lash of Torment		(bc)	Assault Weapons, EA(+1), FS, MW	
Hell-Knight	WE	30cm	5+	6+	5+	Thermal Lance		30cm	MW4+, FwA	*Damage Capacity 2, Fearless, Invulnerable Save, Reinforced Armour, Walker. Critical Hit Effect: Destroyed.*
							and	(15cm)	Small Arms, MW	
Hell-Scourge	WE	30cm	5+	6+	3+	Castigator Cannon		45cm	3× AP3+/AT5+, FwA	*Damage Capacity 2, Fearless, Invulnerable Save, Reinforced Armour, Walker. Critical Hit Effect: Destroyed.*
Questor Titan	WE	35cm	5+	5+	3+	2× Castigator Cannon		45cm	3× AP3+/AT5+	*Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: Move the unit D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 6+.*
						2× Battle Cannon		75cm	AP4+/AT4+	
Subjugator Titan	WE	35cm	5+	3+	5+	2× Battle Cannon		75cm	AP4+/AT4+	*Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: Move the unit D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 6+.*
						2× Hellblades		(bc)	Assault Weapons, EA(+1), TK(D3)	
Chaos Thunderhawk	AC/ WE	Bomber	4+	6+	4+	Battle Cannon		75cm	AP4+/AT4+, FxF	*Damage Capacity 2, Planetfall, Reinforced Armour, Transport. May transport eight infantry units or Chaos Dreadnoughts; Chaos Space Marine Terminators, Chaos Dreadnoughts and Obliterators count as two units each. Critical Hit Effect: The unit and all units being carried are destroyed. Counts as a Thunderhawk Gunship for the purposes of being transported.*
						2× Twin Heavy Bolter		30cm	AP4+/AA5+, FxF	
						Twin Heavy Bolter		15cm	AP4+/AA5+, Left	
						Twin Heavy Bolter		15cm	AP4+/AA5+, Right	
Harbinger	AC/ WE	Bomber	5+	n/a	n/a	Reaper Autocannon		30cm	AP4+/AT6+/AA5+, FxF	*Damage Capacity 4, Invulnerable Save, Reinforced Armour. Critical Hit Effect: The unit is destroyed.*
						Reaper Autocannon		15cm	AP4+/AT6+/AA5+, Left	
						Reaper Autocannon		15cm	AP4+/AT6+/AA5+, Right	
						Incendiary Bombs		15cm	6BP, FxF, IC	
Hell Blade	AC	Fighter	6+	n/a	n/a	2× Reaper Autocannon		15cm	AP4+/AT6+/AA5+, FxF	
Hell Talon	AC	Fighter-Bomber	5+	n/a	n/a	Bombs		15cm	2BP, FxF, IC	
						Twin Lascannon		30cm	AT4+/AA4+, FxF	
						Havoc Launcher		45cm	AP5+/AT6+, FxF	
Despoiler Class Battleship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment		n/a	3BP, MW	*Slow and Steady, Transport. May transport 40 infantry units or Chaos Dreadnoughts; plus nine Chaos Thunderhawks and enough Dreadclaws to transport any other units being carried.*
						3× Pin-Point Attack		n/a	MW2+, TK(D3)	
Devastation Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment		n/a	3BP, MW	*Transport. May transport 20 infantry units or Chaos Dreadnoughts; plus six Chaos Thunderhawks and enough Dreadclaws to transport any other units being carried.*
						Pin-Point Attack		n/a	MW2+, TK(D3)	

Dreadclaw	Special	n/a	n/a	n/a	n/a	-	*Planetfall, Transport. May transport one formation of infantry units (except Chaos Space Marine Bikes) and Chaos Dreadnoughts. The Dreadclaw does not scatter 2d6cm after being placed within 15cm of the drop zone co-ordinates recorded at the start of the game (see 4.4). Any troops carried in the Dreadclaw must disembark within 5cm of the Dreadclaw or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the Dreadclaw. Dreadclaw models should be removed from the board once the formation they transport has disembarked.*

5.28 SAIM-HANN ELDAR FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Exarch	CH	n/a	n/a	n/a	n/a	0–1× Exarch Ranged Weapon 0–1× Exarch Close Combat Weapon	(15cm) (bc)	Small Arms, EA(+1) Assault Weapons, EA(+1)	*Inspiring. Exarchs added to units of Dire Avengers, Howling Banshees, Shining Spears or Striking Scorpions have an Exarch Close Combat weapon. Exarchs added to a unit of Dark Reapers, Fire Dragons, Swooping Hawks or Warp Spiders have an Exarch Ranged Weapon.*
Farseer	CH	n/a	n/a	n/a	n/a	Witch Blades	(bc)	Assault Weapons, EA(+1), MW	*Commander, Farsight, Invulnerable Save.*
Wild Rider Chieftain	CH	n/a	n/a	n/a	n/a	Autarch Ranged Weapon Autarch Close Combat Weapon	(15cm) (bc)	Small Arms, EA(+1) Assault Weapons, EA(+1), MW	*Supreme Commander.*
Dark Reapers	INF	15cm	5+	6+	3+	Reaper Missile Launchers	45cm	2× AP5+	
Dire Avengers	INF	15cm	5+	5+	4+	Shuriken Catapults	(15cm)	Small Arms, EA(+1)	
Fire Dragons	INF	15cm	5+	5+	4+	Fusion Guns and	15cm (15cm)	MW5+ Small Arms, MW	
Guardians	INF	15cm	-	6+	4+	Shuriken Catapults	(15cm)	Small Arms	
Heavy Weapon Platform	INF	15cm	-	6+	5+	Scatter Laser	30cm	AP5+/AT5+	
Howling Banshees	INF	15cm	5+	2+	5+	Shuriken Pistols Banshee Masks	(15cm) (bc)	Small Arms Assault Weapons, FS	*Infiltrator.*
Saim-Hann Jetbikes	INF	35cm	5+	6+	4+	Twin Shuriken Catapults	(15cm)	Small Arms	*Invulnerable Save, Mounted, Skimmer.*
Shining Spears	INF	35cm	4+	4+	5+	Twin Shuriken Catapults Power Lances	(15cm) (bc)	Small Arms Assault Weapons, L	*Mounted, Skimmer.*
Striking Scorpions	INF	15cm	4+	4+	5+	Shuriken Pistols Mandiblasters	(15cm) (bc)	Small Arms Assault Weapons, EA(+1)	
Swooping Hawks	INF	35cm	5+	5+	4+	Lasblasters	(15cm)	Small Arms	*Jump Packs, Scout, Teleport.*
Warp Spiders	INF	15cm	4+	5+	4+	Death Spinners	(15cm)	Small Arms	*First Strike, Infiltrator, Jump Packs.*
Wild Riders	INF	35cm	5+	5+	4+	Twin Shuriken Catapults Close Combat Weapons	(15cm) (bc)	Small Arms Assault Weapons, EA(+1)	*Invulnerable Save, Mounted, Skimmer.*
Wraithguard	INF	15cm	4+	4+	4+	Wraithcannons and	15cm (15cm)	2× MW5+ Small Arms, EA(+1), MW	*Fearless, Reinforced Armour.*
Hornet	LV	40cm	4+	6+	5+	Twin Hornet Pulse Laser	30cm	2× AT4+	*Scout, Skimmer.*
Saim-Hann Vyper	LV	35cm	4+	6+	5+	Scatter Laser	30cm	AP5+/AT5+	*Invulnerable Save, Skimmer.*
Falcon	AV	35cm	5+	6+	4+	Pulse Laser Scatter Laser	45cm 30cm	2× AT4+ AP5+/AT5+	*Skimmer, Transport. May transport one infantry unit (except Support Weapon Platforms and Wraithguard) without Jump Packs or Mounted.*
Fire Prism	AV	35cm	5+	6+	5+	Prism Cannon	60cm	AP4+/AT2+, L	*Skimmer.*
Firestorm	AV	35cm	5+	6+	4+	Firestorm Battery	45cm	2× AP5+/AT5+/AA4+	*Skimmer, Transport. May transport one infantry unit (except Support Weapon Platforms and Wraithguard) without Jump Packs or Mounted.*
Night Spinner	AV	35cm	5+	6+	5+	Night Spinner	45cm	1BP, D, Ind	*Skimmer, Transport. May transport one infantry unit (except Support Weapon Platforms and Wraithguard) without Jump Packs or Mounted.*

Wave Serpent	AV	35cm	5+	6+	4+	Twin Shuriken Cannon		30cm	AP4+	*Reinforced Armour, Skimmer, Transport. May transport one Wraithguard unit or two infantry units (except Support Weapon Platforms) without Jump Packs or Mounted; Wraithguard count as two units each.*
Avatar	WE	15cm	3+	2+	4+	Wailing Doom	and	30cm (bc)	MW5+ Assault Weapons, EA(+1), MW	*Commander, Damage Capacity 3, Fearless, Inspiring, Invulnerable Save, Walker. Critical Hit Effect: The unit is destroyed. All Eldar formations with a unit with a line of fire to the Avatar receive a Blast marker.*
Cobra	WE	25cm	5+	6+	5+	Cobra D-Cannon	or	30cm 30cm	3BP, FxF, IC, MW MW3+, FxF, TK(D6)	*Damage Capacity 3, Reinforced Armour, Skimmer. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.*
						Eldar Missile Launcher Shuriken Cannon		45cm 30cm	AP5+/AT6+/AA6+ AP5+	
Revenant Titan	WE	35cm	5+	4+	4+	2× Revenant Pulse Laser 2× Eldar Missile Launcher		45cm 45cm	2× MW3+ AP5+/AT6+/AA6+	*Damage Capacity 3, Fearless, Holofield, Jump Packs, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit loses the Holofield ability save for the rest of the game. Subsequent critical hits destroy the unit.*
Scorpion	WE	25cm	5+	6+	5+	Scorpion Twin Pulsar Shuriken Cannon		75cm 30cm	2× MW2+ AP5+	*Damage Capacity 3, Reinforced Armour, Skimmer. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.*
Storm Serpent	WE	25cm	5+	6+	4+	Storm Serpent Pulse Laser Scatter Laser		45cm 30cm	2× AT3+ AP5+/AT5+	*Damage Capacity 3, Reinforced Armour, Skimmer, Webway Portal. Only formations consisting completely of infantry units, light vehicle units or armoured vehicles units with the walker ability may use the Storm Serpent's Webway Portal to enter play. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.*
Nightwing Interceptor	AC	Fighter	4+	n/a	n/a	Twin Shuriken Cannon Twin Bright Lance		30cm 30cm	AP4+/AA5+, FxF AT4+/AA5+, FxF, L	
Phoenix Bomber	AC	Fighter-Bomber	5+	n/a	n/a	Twin Shuriken Cannon Pulse Laser Night Spinner		30cm 45cm 15cm	AP4+/AA5+, FxF 2× AT4+, FxF 1BP, FxF, D	*Reinforced Armour.*
Vampire Hunter	AC/WE	Bomber	5+	n/a	n/a	Vampire Hunter Twin Pulsar Scatter Laser Twin Eldar Missile Launcher		30cm 30cm 45cm	2× MW2+, FxF AP5+/AT5+/AA5+, FxF AP4+/AT5+/AA5+, FxF	*Damage Capacity 2, Reinforced Armour. Critical Hit Effect: The unit is destroyed.*
Dragonship	SC	n/a	n/a	n/a	n/a	0–1× Orbital Bombardment 0–1× Pin-Point Attacks		n/a n/a	8BP, MW 2× MW2+, TK(D3)	*Transport. May transport twelve Vampire Raiders and the units being carried on them. Armed with either an Orbital Bombardment or Pin-Point Attacks.*
Wraithship	SC	n/a	n/a	n/a	n/a	0–1× Orbital Bombardment 0–1× Pin-Point Attack		n/a n/a	4BP, MW MW2+, TK(D3)	*Armed with either an Orbital Bombardment or Pin-Point Attack.*

5.29 RED CORSAIR FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Champion of Chaos	CH	n/a	n/a	n/a	n/a	Daemon Artifact Daemon Bolt	(bc) (15cm)	Assault Weapons, EA(+1), FS Small Arms, EA(+1), FS	*Augmented Summoning (+2D3), Invulnerable Save. A Champion of Chaos added to a formation that belongs to Khorne, Nurgle or Chaos Undivided has a Daemon Artifact weapon. A Champion of Chaos added to a formation that belongs to Slaanesh or Tzeentch has a Daemon Bolt weapon. A unit with this character may be sacrificed (removed from play without its formation receiving a Blast marker) before rolling for summoning points. This changes its Augmented Summoning from (+2D3) to (+6), and a Greater Daemon must be summoned. Place the Greater Daemon within 10cm of the point where the sacrificed unit was removed.*
Chaos Lord	CH	n/a	n/a	n/a	n/a	Daemon Weapon	(bc)	Assault Weapons, EA(+1), MW	*Commander, Invulnerable Save, Leader.*
Chaos Warlord	CH	n/a	n/a	n/a	n/a	-			*Supreme Commander.*
Icon Bearer	CH	n/a	n/a	n/a	n/a	-			*Daemonic Focus, Invulnerable Save, Leader.*
Sorcerer Lord	CH	n/a	n/a	n/a	n/a	Warp Bolt	(15cm)	Small Arms, EA(+1), MW	*Commander, Invulnerable Save, Leader.*
Berzerkers	INF	15cm	4+	2+	5+	Bolt Pistols	(15cm)	Small Arms	*Fearless.*
Chaos Space Marine Bikes	INF	35cm	4+	3+	4+	Twin Bolters	(15cm)	Small Arms	*Mounted.*
Chaos Space Marine Chosen	INF	15cm	4+	4+	4+	Autocannon	45cm	AP5+/AT6+	*Scout.*
Chaos Space Marine Terminators	INF	15cm	4+	3+	3+	2× Reaper Autocannon Power Weapons	30cm (bc)	AP4+/AT6+ Assault Weapons, EA(+1), MW	*Reinforced Armour, Teleport, Thick Rear Armour.*
Chaos Space Marines	INF	15cm	4+	4+	4+	Autocannon	45cm	AP5+/AT6+	
Daemon Prince	INF	15cm (30cm)	3+ (4+)	3+	3+	Warp Blast Possessed Weapon	(15cm) (bc)	Small Arms, EA(+1), MW Assault Weapons, EA(+2), MW	*Commander, Fearless, Leader, Reinforced Armour, Teleport. A Daemon Prince may have wings, the unit gains Jump Packs and a move of 30cm, while its armour value is reduced to 4+.*
Havocs	INF	15cm	4+	5+	3+	2× Autocannon	45cm	AP5+/AT6+	
Minor Daemons	INF	15cm	4+	4+	-	Fangs	(bc)	Assault Weapons	*Expendable, Invulnerable Save.*
Noise Marines	INF	15cm	4+	4+	3+	Blastmaster	30cm	AP5+/AT6+, D	*Fearless.*
Obliterators	INF	15cm	4+	3+	2+	3× Body Weapons	45cm	AP5+/AT5+/AA6+	*Fearless, Reinforced Armour, Teleport, Thick Rear Armour.*
Plague Marines	INF	15cm	3+	3+	4+	Bolters	(15cm)	Small Arms	*Fearless.*
Raptors	INF	30cm	4+	3+	4+	Bolt Pistols	(15cm)	Small Arms	*Jump Packs.*
Thousand Sons	INF	15cm	4+	5+	4+	Bolters	(15cm)	Small Arms	*Fearless, Reinforced Armour.*
Blight Drone	AV	35cm	4+	6+	4+	Maw Cannon Reaper Autocannon	30cm 30cm	AP3+/AT5+, IC AP4+/AT6+	*Fearless, Invulnerable Save, Skimmer.*
Blood Slaughterer	AV	15cm	3+	3+	-	Cleavers	(bc)	Assault Weapons, EA(+2), MW	*Fearless, Infiltrator, Invulnerable Save, Walker.*
Chaos Dreadnought	AV	15cm	3+	4+	4+	Twin Autocannon Power Fist	45cm (bc)	AP4+/AT5+ Assault Weapons, EA(+1), MW	*Fearless, Walker.*
Chaos Land Raider	AV	25cm	4+	6+	4+	2× Twin Lascannon Twin Heavy Bolter	45cm 30cm	AT4+ AP4+	*Reinforced Armour, Thick Rear Armour, Transport. May transport one unit of Chaos Space Marine Terminators or Obliterators, or two infantry units (except Daemon Princes) without Jump Packs or Mounted.*
Chaos Predator	AV	30cm	4+	6+	4+	Twin Lascannon 2× Heavy Bolter	45cm 30cm	AT4+ AP5+	
Chaos Rhino	AV	30cm	5+	6+	6+	Combi-Bolter	(15cm)	Small Arms	*Transport. May transport two infantry units (except Chaos Space Marine Terminators, Daemon Princes and Obliterators) without Jump Packs or Mounted.*

Chaos Vindicator	AV	25cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+, IC	*Walker.*
Daemon Knight	AV	30cm	4+	5+	4+	Castigator Cannon	45cm	3× AP3+/AT5+	*Fearless, Invulnerable Save, Scout, Walker.*
Defiler	AV	20cm	4+	4+	3+	Battle Cannon	75cm	AP4+/AT4+	*Fearless, Infiltrator, Invulnerable Save, Walker.*
						Reaper Autocannon	30cm	AP4+/AT6+	
						Twin Heavy Flamer	15cm	AP3+, IC	
						Battle Claws	(bc)	Assault Weapons, EA(+1), MW	
Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	
Silver Tower	AV	20cm	4+	6+	4+	Arcane Cannons	45cm	3× AP4+/AT4+	*Fearless, Invulnerable Save, Skimmer.*
						Beam of Power	60cm	MW5+	
Brass Scorpion	WE	20cm	5+	3+	3+	Scorpion Cannon	30cm	2× AP3+/AT5+	*Damage Capacity 2, Fearless, Infiltrator, Invulnerable Save, Reinforced Armour, Walker. Critical Hit Effect: Destroyed.*
						2× Hellmaw Cannon	15cm	AP4+, IC	
						Demolisher	30cm	AP3+/AT4+, IC	
						Claws	(bc)	Assault Weapons, EA(+1), MW	
Greater Daemon	WE	15cm	4+	3+	-	2× Claws	(bc)	Assault Weapons, EA(+1), MW	*Damage Capacity 3, Daemonic Focus, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.*
Chaos Thunderhawk	AC/ WE	Bomber	4+	6+	4+	Battle Cannon	75cm	AP4+/AT4+, FxF	*Damage Capacity 2, Planetfall, Reinforced Armour, Transport. May transport eight infantry units or Chaos Dreadnoughts; Chaos Space Marine Terminators, Chaos Dreadnoughts and Obliterators count as two units each. Critical Hit Effect: The unit and all units being carried are destroyed. Counts as a Thunderhawk Gunship for the purposes of being transported.*
						2× Twin Heavy Bolter	30cm	AP4+/AA5+, FxF	
						Twin Heavy Bolter	15cm	AP4+/AA5+, Left	
						Twin Heavy Bolter	15cm	AP4+/AA5+, Right	
Harbinger	AC/ WE	Bomber	5+	n/a	n/a	Reaper Autocannon	30cm	AP4+/AT6+/AA5+, FxF	*Damage Capacity 4, Invulnerable Save, Reinforced Armour. Critical Hit Effect: The unit is destroyed.*
						Reaper Autocannon	15cm	AP4+/AT6+/AA5+, Left	
						Reaper Autocannon	15cm	AP4+/AT6+/AA5+, Right	
						Incendiary Bombs	15cm	6BP, FxF, IC	
Hell Blade	AC	Fighter	6+	n/a	n/a	2× Reaper Autocannon	15cm	AP4+/AT6+/AA5+, FxF	
Hell Talon	AC	Fighter-Bomber	5+	n/a	n/a	Bombs	15cm	2BP, FxF, IC	
						Twin Lascannon	30cm	AT4+/AA4+, FxF	
						Havoc Launcher	45cm	AP5+/AT6+, FxF	
Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14BP, MW	*Slow and Steady, Transport. May transport 60 infantry units, Attack Bikes, or Dreadnoughts; plus 60 armoured vehicle units (except Dreadnoughts); plus nine Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.*
Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP, MW	*Transport. May transport 20 infantry units, Attack Bikes, or Dreadnoughts; plus 20 light vehicles or armoured vehicle units (except Attack Bikes and Dreadnoughts); plus six Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.*

Chaos Drop Pod	Special	n/a	n/a	n/a	n/a	Deathwind	15cm	AP5+/AT5+	*Planetfall, Transport. May transport one formation of only the following units: Berzerkers, Chaos Dreadnoughts, Chaos Space Marine Chosen, Chaos Space Marines, Daemon Prince, Havocs, Noise Marines, Plague Marines, Thousand Sons. After the drop pod lands, its Deathwind attacks all enemy units within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cm of the drop pod or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the drop pod. Drop pod models should be removed from the board once the formation they transport has disembarked. Counts as a Drop Pod for the purposes of being transported.*

5.30 RAVEN GUARD FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Captain	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Commander, Invulnerable Save, Leader.*
Chaplain	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Inspiring, Invulnerable Save, Leader.*
Librarian	CH	n/a	n/a	n/a	n/a	Smite	(15cm)	Small Arms, EA(+1), MW	*Invulnerable Save, Leader.*
						Power Weapon	(bc)	Assault Weapons, EA(+1), MW	
Supreme Commander	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Invulnerable Save, Supreme Commander.*
Assault	INF	30cm	4+	3+	5+	Bolt Pistols	(15cm)	Small Arms	*Jump Packs.*
Bike	INF	35cm	4+	3+	4+	Twin Bolters	(15cm)	Small Arms	*Mounted.*
Devastator	INF	15cm	4+	5+	3+	2× Missile Launcher	45cm	AP5+/AT6+	
Scout	INF	15cm	5+	4+	5+	Heavy Bolter	30cm	AP5+	*Infiltrator, Scout.*
Sternguard Veteran	INF	15cm	4+	3+	4+	Missile Launcher	45cm	AP5+/AT6+	*Infiltrator, Scout.*
Tactical	INF	15cm	4+	4+	4+	Missile Launcher	45cm	AP5+/AT6+	
Terminator	INF	15cm	4+	3+	3+	2× Assault Cannon	30cm	AP5+/AT5+	*Reinforced Armour, Teleport, Thick Rear Armour.*
						Power Weapons	(bc)	Assault Weapons, EA(+1), MW	
Vanguard Assault Veteran	INF	30cm	4+	4+	5+	Bolt Pistols	(15cm)	Small Arms	*Jump Packs.*
						Power Weapons	(bc)	Assault Weapons, EA(+1), MW	
Vanguard Veteran	INF	15cm	4+	4+	5+	Bolt Pistols	(15cm)	Small Arms	*Infiltrator.*
						Power Weapons	(bc)	Assault Weapons, EA(+1), MW	
Attack Bike	LV	35cm	4+	5+	5+	Heavy Bolter	30cm	AP5+	
Land Speeder	LV	35cm	4+	6+	5+	Multi-melta	15cm	MW5+	*Scout, Skimmer.*
						and	(15cm)	Small Arms, MW	
Land Speeder Storm	LV	35cm	4+	6+	5+	Heavy Bolter	30cm	AP5+	*Scout, Skimmer, Transport. May transport one Scout unit.*
Land Speeder Tempest	LV	35cm	4+	6+	5+	Assault Cannon	30cm	AP5+/AT5+	*Skimmer.*
						Tempest Missile Launcher	45cm	AP4+/AT5+	
						or	30cm	AA5+	
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon	30cm	AP5+/AT5+	*Scout, Skimmer.*
						Heavy Bolter	30cm	AP5+	
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Twin Typhoon Missile	45cm	AP3+/AT5+	*Scout, Skimmer.*
						Heavy Bolter	30cm	AP5+	
Multi-melta Attack Bike	LV	35cm	4+	5+	5+	Multi-melta	15cm	MW5+	*Counts as an Attack Bike for the purposes of being transported.*
						and	(15cm)	Small Arms, MW	
Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	
Razorback	AV	30cm	5+	6+	5+	0–1× Twin Lascannon	45cm	AT4+	*Transport. May transport one infantry unit (except a Terminator unit) without Jump Packs or Mounted. Armed with either a Twin Lascannon or a Twin Heavy Bolter. Razorbacks armed with a Twin Heavy Bolter have their firefight value increased to 4+.*
					(4+)	0–1× Twin Heavy Bolter	30cm	AP4+	
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	Small Arms	*Transport. May transport two infantry units (except Terminator units) without Jump Packs or Mounted.*
Storm Eagle	AC/WE	Bomber	4+	6+	3+	Twin Heavy Bolter	15cm	AP4+/AA5+, FxF	*Damage Capacity 1, Planetfall, Thick Rear Armour, Transport. May transport four infantry units without Jump Packs or Mounted. Counts as a Thunderhawk for the purposes of being transported.*
						2× Twin Lascannon	30cm	AT4+/AA5+, FxF	
						Vengeance Launcher	30cm	2BP, FxF	

Storm Talon Gunship	AC	Fighter	5+	-	-	Twin Assault Cannon Twin Heavy Bolter	30cm 15cm	AP4+/AT4+/AA5+, FwA AP4+/AA5+, FxF	
Thunderhawk Gunship	AC/ WE	Bomber	4+	6+	4+	Battle Cannon 2× Twin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter	75cm 30cm 15cm 15cm	AP4+/AT4+, FxF AP4+/AA5+, FxF AP4+/AA5+, Left AP4+/AA5+, Right	*Damage Capacity 2, Planetfall, Reinforced Armour, Transport. May transport eight infantry units, Attack Bikes or Dreadnoughts; Terminator units and Dreadnoughts count as two units each. Critical Hit Effect: The unit and all units being carried are destroyed.*
Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14BP, MW	*Slow and Steady, Transport. May transport 60 infantry units, Attack Bikes, or Dreadnoughts; plus 60 armoured vehicle units (except Dreadnoughts); plus nine Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.*
Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP, MW	*Transport. May transport 20 infantry units, Attack Bikes, or Dreadnoughts; plus 20 light vehicles or armoured vehicle units (except Attack Bikes and Dreadnoughts); plus six Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.*
Drop Pod	Special	n/a	n/a	n/a	n/a	Deathwind	15cm	AP5+/AT5+	*Planetfall, Transport. May transport one formation of only Dreadnoughts or infantry units without Jump Packs, Mounted, Reinforced Armour or Scout. After the drop pod lands, its Deathwind attacks all enemy units within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cm of the drop pod or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the drop pod. Drop pod models should be removed from the board once the formation they transport has disembarked.*

5.31 IRON WARRIOR FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS		RANGE	FIREPOWER	NOTES
Iron Warriors Lord	CH	n/a	n/a	n/a	n/a	0–1× Daemon Weapon		(bc)	Assault Weapons, EA(+1), MW	*Commander, Invulnerable Save, Leader. Armed with either a Daemon Weapon or a Servo Arm.*
						0–1× Servo Arm		(bc)	Assault Weapons, EA(+2)	
Warsmith	CH	n/a	n/a	n/a	n/a	0–1× Daemon Weapon		(bc)	Assault Weapons, EA(+1), MW	*Invulnerable Save, Supreme Commander. Armed with either a Daemon Weapon or a Servo Arm.*
						0–1× Servo Arm		(bc)	Assault Weapons, EA(+2)	
Chaos Assault Marines	INF	15cm	4+	3+	4+	Bolters		(15cm)	Small Arms	
Chaos Space Marine Chosen	INF	15cm	4+	4+	4+	Autocannon		45cm	AP5+/AT6+	*Scout.*
Iron Warriors Terminators	INF	15cm	4+	3+	3+	Reaper Autocannon		30cm	AP4+/AT6+	*Reinforced Armour, Teleport, Thick Rear Armour. Counts as a Chaos Space Marine Terminators for the purposes of being transported.*
						Heavy Flamer		15cm	AP4+, IC	
							and	(15cm)	Small Arms, IC	
						Power Weapons		(bc)	Assault Weapons, EA(+1), MW	
Chaos Space Marines	INF	15cm	4+	4+	4+	Autocannon		45cm	AP5+/AT6+	
Daemon Prince	INF	15cm (30cm)	3+ (4+)	3+	3+	Warp Blast		(15cm)	Small Arms, EA(+1), MW	*Commander, Fearless, Leader, Reinforced Armour, Teleport. A Daemon Prince may have wings, the unit gains Jump Packs and a move of 30cm, while its armour value is reduced to 4+.*
						Possessed Weapon		(bc)	Assault Weapons, EA(+2), MW	
Havocs	INF	15cm	4+	5+	3+	2× Autocannon		45cm	AP5+/AT6+	
Obliterators	INF	15cm	4+	3+	2+	3× Body Weapons		45cm	AP5+/AT5+/AA6+	*Fearless, Reinforced Armour, Teleport, Thick Rear Armour.*
Raptors	INF	30cm	4+	3+	4+	Bolt Pistols		(15cm)	Small Arms	*Jump Packs.*
Basilisk	AV	20cm	5+	6+	5+	Earthshaker		120cm	AP4+/AT4+	
							or	120cm	1BP, Ind	
						Heavy Bolter		30cm	AP5+	
Chaos Dreadnought	AV	15cm	3+	4+	4+	Twin Autocannon		45cm	AP4+/AT5+	*Fearless, Walker.*
						Power Fist		(bc)	Assault Weapons, EA(+1), MW	
Chaos Land Raider	AV	25cm	4+	6+	4+	2× Twin Lascannon		45cm	AT4+	*Reinforced Armour, Thick Rear Armour, Transport. May transport one unit of Chaos Space Marine Terminators or Obliterators, or two infantry units (except Daemon Princes) without Jump Packs or Mounted.*
						Twin Heavy Bolter		30cm	AP4+	
Chaos Predator	AV	30cm	4+	6+	4+	Twin Lascannon		45cm	AT4+	
						2× Heavy Bolter		30cm	AP5+	
Chaos Rhino	AV	30cm	5+	6+	6+	Combi-Bolter		(15cm)	Small Arms	*Transport. May transport two infantry units (except Chaos Space Marine Terminators, Daemon Princes and Obliterators) without Jump Packs or Mounted.*
Chaos Siege Dreadnought	AV	15cm	3+	4+	4+	Power Fist		(bc)	Assault Weapons, EA(+1), MW	*Fearless, Walker. Counts as a Chaos Dreadnought for the purposes of being transported.*
						Siege Drills		(bc)	Assault Weapons, EA(+2)	
Chaos Vindicator	AV	25cm	4+	6+	4+	Demolisher		30cm	AP3+/AT4+, IC	*Walker.*
Daemonic Artillery	AV	20cm	4+	4+	6+	Plague Catapult		45cm	1BP, IC, Ind	*Fearless, Invulnerable Save.*
Defiler	AV	20cm	4+	4+	3+	Battle Cannon		75cm	AP4+/AT4+	*Fearless, Infiltrator, Invulnerable Save, Walker.*
						Reaper Autocannon		30cm	AP4+/AT6+	
						Twin Heavy Flamer		15cm	AP3+, IC	
						Battle Claws		(bc)	Assault Weapons, EA(+1), MW	
Stalker	AV	30cm	5+	6+	6+	Stalker Autocannon		30cm	2× AP5+/AT6+/AA5+	

Decimator	WE	15cm	4+	4+	4+	Decimator Cannon		45cm	3BP, FxF, IC, MW	*Damage Capacity 3, Fearless, Reinforced Armour. Critical Hit Effect: Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a hit on a roll of 6+.*
						2× Twin Reaper Autocannon		30cm	AP3+/AT5+, Left	
						2× Twin Reaper Autocannon		30cm	AP3+/AT5+, Right	
Ordinatus Medrengard	WE	10cm	5+	6+	4+	Medrengard Siege Cannon		60cm	9BP, FxF, D, Ind	*Damage Capacity 4, Reinforced Armour, 4 Void Shields. Critical Hit Effect: Destroyed. All units within 15cm of the model suffer a hit on a roll of 4+.*
						2× Lascannon		45cm	AT5+	
						2× Heavy Bolter		30cm	AP5+/AA6+	
Ravager Titan	WE	20cm	4+	3+	4+	Doomburner		45cm	MW2+, FxF, IC, TK(D3)	*Damage Capacity 6, Fearless, Reinforced Armour, 4 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 5+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*
						2× Death Storm		45cm	4× AP4+/AT4+, FwA	
						Battlehead		(15cm)	Small Arms, EA(+2)	
						Tail		75cm	AP4+/AT4+	
							and	(bc)	Assault Weapons, EA(+1)	
Siege Lord Titan	WE	15cm	4+	2+	3+	Hellstrike Cannon		60cm	3BP, FxF, IC, MW	*Damage Capacity 8, Fearless, Reinforced Armour, Thick Rear Armour, Transport, 6 Void Shields, Walker. May transport ten infantry units without Jump Packs or Mounted, Chaos Dreadnoughts; Chaos Terminators, Obliterators and Chaos Dreadnoughts count as two units each. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*
						Power Claw		(bc)	Assault Weapons, EA(+3), TK(D3)	
						Doomburner		45cm	MW2+, FxF, IC, TK(D3)	
						Tail		75cm	AP4+/AT4+	
							and	(bc)	Assault Weapons, EA(+1)	
Harbinger	AC/ WE	Bomber	5+	n/a	n/a	Reaper Autocannon		30cm	AP4+/AT6+/AA5+, FxF	*Damage Capacity 4, Invulnerable Save, Reinforced Armour. Critical Hit Effect: The unit is destroyed.*
						Reaper Autocannon		15cm	AP4+/AT6+/AA5+, Left	
						Reaper Autocannon		15cm	AP4+/AT6+/AA5+, Right	
						Incendiary Bombs		15cm	6BP, FxF, IC	
Hell Blade	AC	Fighter	6+	n/a	n/a	2× Reaper Autocannon		15cm	AP4+/AT6+/AA5+, FxF	
Hell Talon	AC	Fighter-Bomber	5+	n/a	n/a	Bombs		15cm	2BP, FxF, IC	
						Twin Lascannon		30cm	AT4+/AA4+, FxF	
						Havoc Launcher		45cm	AP5+/AT6+, FxF	
Despoiler Class Battleship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment		n/a	3BP, MW	*Slow and Steady, Transport. May transport 40 infantry units or Chaos Dreadnoughts; plus nine Chaos Thunderhawks and enough Dreadclaws to transport any other units being carried.*
						3× Pin-Point Attack		n/a	MW2+, TK(D3)	
Devastation Class Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment		n/a	3BP, MW	*Transport. May transport 20 infantry units or Chaos Dreadnoughts; plus six Chaos Thunderhawks and enough Dreadclaws to transport any other units being carried.*
						Pin-Point Attack		n/a	MW2+, TK(D3)	

Dreadclaw	Special	n/a	n/a	n/a	n/a	-

Planetfall, Transport. May transport one formation of infantry units (except Chaos Space Marine Bikes) and Chaos Dreadnoughts. The Dreadclaw does not scatter 2d6cm after being placed within 15cm of the drop zone co-ordinates recorded at the start of the game (see 4.4). Any troops carried in the Dreadclaw must disembark within 5cm of the Dreadclaw or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the Dreadclaw. Dreadclaw models should be removed from the board once the formation they transport has disembarked.

5.31.1
Iron Warrior Fortified Positions

Gun Emplacement: Provides vehicles with a Cover Save that works in the same manner as an infantry cover save (see 1.8.3). Can hold one unit. Units in a gun emplacement may not be barged by a war engine.

Fortified Position Effects Table			
Terrain	*Infantry*	*Vehicle*	*War Engine*
Gun Emplacement	4+ Cover Save	5+ Cover Save	No Effect

5.32 SKITARII LEGION FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Apocalypse Missile Launcher	CH	n/a	n/a	n/a	n/a	Apocalypse Missile Launcher	60cm	3BP, D	
Carapace Landing Pad	CH	n/a	n/a	n/a	n/a	-			*All weapons with a BP firepower in the formation do not need a line of fire when shooting as part of a sustained fire, advance or double action.*
Carapace Multilasers	CH	n/a	n/a	n/a	n/a	2× Multilaser	30cm	AP5+/AT6+/AA5+	
Close Combat Weapon	CH	n/a	n/a	n/a	n/a	Close Combat Weapon	(bc)	Assault Weapons, EA(+3), TK(D3)	
Corvus Assault Pod	CH	n/a	n/a	n/a	n/a	-			*Transport. May transport ten infantry units without Jump Packs or Mounted.*
Gatling Blaster	CH	n/a	n/a	n/a	n/a	Gatling Blaster (Mars Pattern)	60cm	6× AP4+/AT4+	
Inferno Gun	CH	n/a	n/a	n/a	n/a	Inferno Gun	30cm	3BP, IC	
Laser Blaster	CH	n/a	n/a	n/a	n/a	Laser Blaster	60cm	6× AP5+/AT3+	
Laser Burner	CH	n/a	n/a	n/a	n/a	Laser Burner	(15cm)	Small Arms, EA(+2)	
						or	(bc)	Assault Weapons, EA(+4)	
Magos	CH	n/a	n/a	n/a	n/a	Augmentations	(bc)	Assault Weapons, EA(+1), MW	*Fearless, Invulnerable Save, Supreme Commander.*
Melta Cannon	CH	n/a	n/a	n/a	n/a	Melta Cannon	30cm	MW2+, TK(D3)	
						and	(15cm)	Small Arms, EA(+1), TK(D6)	
Plasma Blastgun	CH	n/a	n/a	n/a	n/a	Plasma Blastgun	45cm	2× MW2+, Slw	
Plasma Cannon	CH	n/a	n/a	n/a	n/a	Plasma Cannon	60cm	3× MW2+, Slw	
Plasma Destructor	CH	n/a	n/a	n/a	n/a	Plasma Destructor	75cm	5× MW2+, Slw	
Quake Cannon	CH	n/a	n/a	n/a	n/a	Quake Cannon	90cm	3BP, MW	
Sacred Icon	CH	n/a	n/a	n/a	n/a	-			*Inspiring.*
Support Missile	CH	n/a	n/a	n/a	n/a	0–1× Barrage Missile	Unlimited	10BP, D, Ind, SS	*Can be armed with one of the following: Barrage Missile, Deathstrike Missile, Vortex Missile or Warp Missile. A Warp Missile ignores Imperial Void Shields and Power Fields.*
						0–1× Deathstrike Missile	Unlimited	MW2+, Ind, SS, TK(D6)	
						0–1× Vortex Missile	Unlimited	3BP, IC, Ind, SS, TK	
						0–1× Warp Missile	Unlimited	MW2+, Ind, SS, TK(D3)	
Turbo-Laser Destructor	CH	n/a	n/a	n/a	n/a	Turbo-Laser Destructor	60cm	4× AP5+/AT3+	
Veteran Princeps	CH	n/a	n/a	n/a	n/a	-			*Commander, Leader.*
Volcano Cannon	CH	n/a	n/a	n/a	n/a	Volcano Cannon	90cm	MW2+, TK(D3)	
Vulcan Mega-Bolter	CH	n/a	n/a	n/a	n/a	Vulcan Mega-Bolter	45cm	4× AP3+/AT5+	
Gun Servitor	INF	15cm	5+	6+	5+	Heavy Bolter	30cm	AP5+	*Invulnerable Save.*
Hypaspist	INF	15cm	5+	5+	5+	Heavy Bolter	30cm	AP5+	
Praetorian Combat Servitor	INF	15cm	3+	4+	5+	Autocannon	45cm	AP5+/AT6+	*Fearless, Invulnerable Save.*
						Augmentations	(bc)	Assault Weapons, EA(+1), MW	
Sagitarii	INF	15cm	5+	6+	4+	2× Phased Plasma Fusil	30cm	AP5+/AT5+	
Secutor	INF	15cm	4+	3+	3+	2× Multi-melta	15cm	MW5+	*Commander, Reinforced Armour.*
						and	(15cm)	Small Arms, MW	
						Augmentations	(bc)	Assault Weapons, EA(+1), MW	
Rapier	INF	10cm	6+	-	4+	Laser Destroyer	45cm	AP6+/AT4+	
Crusader Robot	LV	25cm	6+	4+	6+	Heavy Bolter	30cm	AP5+	*Automaton, Scout, Walker.*
						Multi-melta	15cm	MW5+	
						and	(15cm)	Small Arms, MW	
						Power Fist	(bc)	Assault Weapons, EA(+1), MW	

Chimedon	AV	30cm	5+	6+	5+	Conqueror Cannon	45cm	AP5+/AT5+	*Transport. May transport one infantry unit without Jump Packs or Mounted, expect for Praetorian Combat Servitor and Rapier units.*
						Heavy Bolter	30cm	AP5+	
Colossus Robot	AV	15cm	3+	6+	4+	2× Autocannon	45cm	AP5+/AT6+	*Automaton, Walker.*
						or	30cm	AA6+	
						Lascannon	45cm	AT5+	
Hydra	AV	30cm	6+	6+	5+	2× Twin Hydra Autocannon	45cm	AP4+/AT5+/AA5+	
						Heavy Bolter	30cm	AP5+	
Imperator Class Titan	WE	15cm	4+	4+	3+	Plasma Annihilator	90cm	4× MW2+, FwA, Slw, TK(D3)	*Damage Capacity 12, Fearless, Inspiring, Reinforced Armour, Transport, 8 Void Shields, Walker. May transport ten infantry units without Jump Packs or Mounted. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*
						Hellstorm Cannon	60cm	10BP, FwA	
						Defense Laser	90cm	MW2+/AA4+, TK(D3)	
						Quake Cannon	90cm	3BP, MW	
						4× Battle Cannon	75cm	AP4+/AT4+	
						Tertitary Arms	(15cm)	Small Arms, EA(+2)	
Macharius	WE	15cm	4+	6+	4+	2× Battle Cannon	75cm	AP4+/AT4+	*Damage Capacity 2, Reinforced Armour. Critical Hit Effect: Destroyed.*
						2× Heavy Bolter	30cm	AP5+	
						Twin Heavy Stubber	30cm	AP5+	
Macharius Command	WE	15cm	4+	6+	4+	0–1× 2× Vanquisher	75cm	AP4+/AT2+	*Damage Capacity 2, Reinforced Armour. Critical Hit Effect: Destroyed. Armed with either a Vulcan Megabolter or two Vanquisher.*
						0–1× Vulcan Mega-Bolter	45cm	4× AP3+/AT5+	
						2× Heavy Bolter	30cm	AP5+	
						Twin Heavy Stubber	30cm	AP5+	
Ordinatus Majoris	WE	10cm	5+	6+	4+	0–1× Sonic Disruptor	100cm	10BP, FxF, D, IC	*Damage Capacity 4, Fearless, Inspiring, Reinforced Armour, 4 Void Shields. Critical Hit Effect: Destroyed. All units within 15cm of the model suffer a hit on a roll of 5+ and all Adeptus Mechanicus formations with a unit with a line of fire to the Ordinatus Majoris receive a Blast marker. Mars Ordinatus are armed with a Sonic Disruptor, Golgotha Ordinatus are armed with Hellfire Missiles (which use the barrage template that is 12cm across), and Armageddon Ordinatus are armed with a Nova Cannon.*
						0–1× Hellfire Missiles	Unlimited	3BP, FxF, Ind, MW, Slw	
						0–1× Nova Cannon	100cm	4× MW3+, FxF, TK(D3)	
						2× Heavy Bolter	30cm	AP5+/AA6+	
						2× Lascannon	45cm	AT5+	
Ordinatus Minorus	WE	15cm (25cm)	5+	6+ (3+)	5+	Carapace Weapon Mount	-	FxF, WM	*Damage Capacity 2, Fearless, Reinforced Armour, 2 Void Shields. Critical Hit Effect: Destroyed. All units within 15cm of the model suffer a hit on a roll of 5+. If a Close Combat Weapon or a Laser Burner is mounted on the Carapace Weapon Mount the unit has a close combat value of 3+. If a Corvus Assault Pod is mounted on the Carapace Weapon Mount the unit has a speed value of 25cm.*
						2× Heavy Bolter	30cm	AP5+/AA6+	

Reaver Class Titan	WE	20cm	4+	3+	3+	Carapace Weapon Mount 2× Arm Weapon Mount	- -	FxF, WM FwA, WM	*Damage Capacity 6, Fearless, Reinforced Armour, 4 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 5+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*
Warhound Class Titan	WE	30cm	5+	4+	4+	2× Arm Weapon Mount	-	FwA, WM	*Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit takes a point of damage and is moved D6cm in a random direction. If this move takes the titan into impassable terrain or another unit it can't move over then it stops immediately and is destroyed. All units it moves into or over suffer a hit on a roll of 6+.*
Warlord Class Titan	WE	15cm	4+	2+	3+	2× Carapace Weapon Mount 2× Arm Weapon Mount	- -	FxF, WM FwA, WM	*Damage Capacity 8, Fearless, Reinforced Armour, Thick Rear Armour, 6 Void Shields, Walker. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*
Warmonger Class Titan	WE	15cm	4+	4+	5+	Vengeance Cannon 0–8× Barrage Missile 0–8× Deathstrike Missile 0–8× Vortex Missile 0–8× Warp Missile 4× Twin Hydra Autocannon Head Gun Tertitary Arms	90cm Unlimited Unlimited Unlimited Unlimited 45cm 45cm (15cm)	2× MW2+, FwA, TK(D3) 10BP, D, Ind, SS MW2+, Ind, SS, TK(D6) 3BP, IC, Ind, SS, TK MW2+, Ind, SS, TK(D3) AP4+/AT5+/AA5+ AP4+/AT4+, FxF Small Arms, EA(+2)	*Damage Capacity 12, Fearless, Inspiring, Reinforced Armour, Transport, 8 Void Shields, Walker. May transport ten infantry units without Jump Packs or Mounted. Armed with any eight of the following: Barrage Missile, Deathstrike Missile, Vortex Missile or Warp Missile. Only one missile may be fired per turn. Warp Missiles ignore Imperial Void Shields and Power Fields. The unit's fire control center allows it to re-roll one failed to-hit roll per turn. May step over units and pieces of terrain that that are lower lower than the unit's knees and less than 2cm wide. Critical Hit Effect: The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4–6 the breach has been repaired. Any breach not repaired causes one point of damage.*
Avenger Strike Fighter	AC	Fighter-Bomber	6+	n/a	n/a	Avenger Bolt Cannon 2× Lascannon Heavy Stubber	30cm 30cm 15cm	2× AP3+/AT5+, FxF AT5+/AA5+, FxF AA6+, RrA	
Lysander Fighter	AC	Fighter	6+	n/a	n/a	Storm Bolters Heavy Bolter	15cm 30cm	AP4+/AA5+, FxF AP5+/AA6+, FxF	
Ark Mechanicus Battleship	SC	n/a	n/a	n/a	n/a	0–1× Orbital Bombardment 0–1× Pin-Point Attacks	n/a n/a	5BP, MW 2× MW2+, TK(D3)	*Armed with either Pin-point Attacks or Orbital Bombardment.*

5.33 SLAVES TO DARKNESS FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Arch-Heretic	CH	n/a	n/a	n/a	n/a	-			*Supreme Commander.*
Icon Bearer	CH	n/a	n/a	n/a	n/a	-			*Daemonic Focus, Invulnerable Save, Leader.*
Big Mutants	INF	15cm	3+	4+	4+	2× Heavy Stubber	30cm	AP6+	*Counts as two units for the purposes of being transported.*
						Big Weapons	(bc)	Assault Weapons, EA(+1), MW	
Bloodletters	INF	15cm	4+	4+	-	Hellblades	(bc)	Assault Weapons, EA(+1)	*Expendable, Invulnerable Save.*
Chaos Hounds	INF	30cm	6+	4+	-	-			
Chaos Marine Aspiring Champion	INF	15cm	4+	4+	4+	Autocannon	45cm	AP5+/AT6+	*Commander, Invulnerable Save, Leader.*
						Daemon Weapon	(bc)	Assault Weapons, EA(+1), MW	
Chaos Spawn	INF	15cm	3+	3+	-	Horrific Mutations	(bc)	Assault Weapons, EA(+D3)	*Fearless, Invulnerable Save. Counts as two units for the purposes of being transported.*
Cultists	INF	15cm	-	5+	6+	Heavy Weapons	30cm	AP6+/AT6+	
Daemon Prince	INF	15cm (30cm)	3+ (4+)	3+	3+	Warp Blast	(15cm)	Small Arms, EA(+1), MW	*Commander, Fearless, Leader, Reinforced Armour, Teleport. A Daemon Prince may have wings, the unit gains Jump Packs and a move of 30cm, while its armour value is reduced to 4+.*
						Possessed Weapon	(bc)	Assault Weapons, EA(+2), MW	
Daemonettes	INF	20cm	4+	3+	-	-			*Expendable, First Strike, Invulnerable Save.*
Daemonic Beasts	INF	20cm	4+	3+	-	-			*Expendable, Infiltrator, Invulnerable Save.*
Demagogue	INF	15cm	6+	5+	5+	Heavy Weapons	30cm	AP6+/AT6+	*Augmented Summoning (+2D3), Invulnerable Save.*
						Arcane Powers	30cm	MW6+	
						Daemon Weapon	(bc)	Assault Weapons, EA(+1), MW	
Flamers	INF	15cm	5+	5+	3+	Flames of Tzeentch	(15cm)	Small Arms	*Expendable, Invulnerable Save.*
Mutants	INF	15cm	6+	4+	6+	Firearms	(15cm)	Small Arms	
Plague Zombies	INF	10cm	5+	6+		-			*Fearless, Infiltrator, Teleport.*
Plaguebearers	INF	15cm	3+	4+	6+	Plague of Flies	(15cm)	Small Arms	*Expendable, Invulnerable Save.*
Land Transporter	LV	30cm	5+	6+	6+	Heavy Weapons	30cm	AP6+/AT6+	*Transport. May transport two infantry units without Jump Packs or Mounted.*
Technical	LV	30cm	5+	6+	6+	Anti-aircraft Cannon	30cm	AP6+/AT6+/AA6+	
Contagion Tower	AV	15cm	5+	5+	5+	Plague Catapult	45cm	1BP, D, Ind	*Fearless, Invulnerable Save.*
						Vomit Cannon	30cm	AP4+/AT6+, IC	
Daemon Assault Engine	AV	25cm	4+	3+	5+	Blood Cannon	30cm	2× AP4+/AT5+	*Fearless, Reinforced Armour.*
						Daemon Blades	(bc)	Assault Weapons, EA(+D3)	
Daemon Knight	AV	30cm	4+	5+	4+	Castigator Cannon	45cm	3× AP3+/AT5+	*Fearless, Invulnerable Save, Scout, Walker.*
Defiler	AV	20cm	4+	4+	3+	Battle Cannon	75cm	AP4+/AT4+	*Fearless, Infiltrator, Invulnerable Save, Walker.*
						Reaper Autocannon	30cm	AP4+/AT6+	
						Twin Heavy Flamer	15cm	AP3+, IC	
						Battle Claws	(bc)	Assault Weapons, EA(+1), MW	
Hellfire Cannon	AV	15cm	4+	5+	4+	Hellfire Cannon	75cm	MW4+	*Fearless, Invulnerable Save.*
Silver Tower	AV	20cm	4+	6+	4+	Arcane Cannons	45cm	3× AP4+/AT4+	*Fearless, Invulnerable Save, Skimmer.*
						Beam of Power	60cm	MW5+	
Bloodthirster	WE	30cm	4+	3+	-	Axe of Khorne	(bc)	Assault Weapons, EA(+3), TK	*Daemonic Focus, Damage Capacity 3, Expendable, Fearless, Inspiring, Invulnerable Save, Jump Packs, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.*

Chaos Altar	WE	15cm (25cm)	4+ (5+)	4+	4+	Arcane Technology	45cm	D3× AP4+/AT4+/AA4+	*Augmented Summoning (+2), Daemonic Focus, Damage Capacity 3, Fearless, Inspiring, Invulnerable Save, Reinforced Armour. A Chaos Altar may be wheeled, the unit gains a move of 25cm while its armour value is reduced to 5+. Critical Hit Effect: The unit is destroyed. All units within 5cm suffer a macro-weapon hit on a roll of 6+.*
Great Unclean One	WE	15cm	4+	4+	4+	Stream of Corruption and Nurgling Swarm	15cm (15cm) (bc)	3BP, IC Small Arms, EA(+1), IC Assault Weapons, EA(+1)	*Daemonic Focus, Damage Capacity 4, Expendable, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.*
Keeper of Secrets	WE	20cm	4+	3+	4+	Gaze of Slaanesh and Lash of Torment	30cm (15cm) (bc)	3× MW4+ Small Arms, EA(+1), FS, MW Assault Weapons, EA(+1), FS, MW	*Daemonic Focus, Damage Capacity 3, Expendable, Fearless, Inspiring, Invulnerable Save, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.*
Lord of Battles	WE	25cm	4+	2+	4+	Chain Fist Death Storm 2× Battle Cannon	(bc) 45cm 75cm	Assault Weapons, EA(+3), MW 4× AP4+/AT4+ AP4+/AT4+	*Damage Capacity 6, Fearless, Invulnerable Save, Reinforced Armour, Thick Rear Armour. Critical Hit Effect: Move the unit 3D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 4+.*
Lord of Change	WE	30cm	4+	5+	3+	Withering Gaze and Bedlam Staff	45cm (15cm) (bc)	2× MW3+ Small Arms, EA(+1), MW Assault Weapons, EA(+1), MW	*Daemonic Focus, Damage Capacity 3, Expendable, Fearless, Inspiring, Invulnerable Save, Jump Packs, Reinforced Armour, Walker. Critical Hit Effect: The unit is destroyed, all summoned units within 5cm are destroyed on a roll of 6+.*
Plague Tower	WE	15cm	4+	4+	4+	Plague Mortar 2× Battle Cannon Rot Cannon	60cm 75cm 90cm	D3+3BP, FxF, D AP4+/AT4+ AP3+/AT5+, FxF, IC	*Damage Capacity 6, Fearless, Invulnerable Save, Reinforced Armour, Transport. May transport sixteen Great Unclean Ones or infantry units without Jump Packs or Mounted; Great Unclean Ones count as two units each. Critical Hit Effect: The unit takes a point of damage and D3 units of the player's choice that are being transported are destroyed.*
Questor Titan	WE	35cm	5+	5+	3+	2× Castigator Cannon 2× Battle Cannon	45cm 75cm	3× AP3+/AT5+ AP4+/AT4+	*Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: Move the unit D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 6+.*
Subjugator Titan	WE	35cm	5+	3+	5+	2× Battle Cannon 2× Hellblades	75cm (bc)	AP4+/AT4+ Assault Weapons, EA(+1), TK(D3)	*Damage Capacity 3, Fearless, Reinforced Armour, 2 Void Shields, Walker. May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide. Critical Hit Effect: Move the unit D6cm in a random direction. If it moves into impassable terrain or another unit it can't move over it will stop and suffer one point of damage. All units it moves into or over suffer a hit on a roll of 6+.*
Doomwing	AC	Fighter	6+	n/a	n/a	Flame Cannon	15cm	2× AP4+/AT5+/AA6+, FxF, IC	*Invulnerable Save.*
Firelord	AC	Bomber	4+	n/a	n/a	Flame Cannon Twin Lascannon Firestorm Bombs	15cm 45cm 15cm	2× AP4+/AT5+/AA6+, FxF, IC AT4+/AA4+, FxF D3BP, FxF, IC	*Invulnerable Save.*

5.34 GARGANT MOB FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS		RANGE	FIREPOWER	NOTES
Banna	CH	n/a	n/a	n/a	n/a	-				*Leader.*
Big Gun or Skorcha Head	CH	n/a	n/a	n/a	n/a	0–1× Big Gun		45cm	AP5+/AT5+	*Armed with either a Big Gun or Skorcha.*
						0–1× Skorcha		15cm	AP4+, IC	
							and	(15cm)	Small Arms, EA(+1), IC	
Deth Kannon	CH	n/a	n/a	n/a	n/a	Deth Kannon		90cm	MW3+, TK(D3)	
'Eavy Armour	CH	n/a	n/a	n/a	n/a	-				*Increase the unit's starting damage capacity by D3.*
Flak Gunz	CH	n/a	n/a	n/a	n/a	Flak Gunz		30cm	D3+1× AA6+	
Gatling Cannon	CH	n/a	n/a	n/a	n/a	Gatling Cannon		45cm	6× AP5+/AT5+	
Gork or Mork Head	CH	n/a	n/a	n/a	n/a	-				*The unit may add its current DC to the unit count of all Ork formations for the purposes of Mob Rule, so long as it has a line of fire to and is within 15cm of a single unit in the formation. If the unit is destroyed all Ork formations receive a Blast marker if a single unit in the formation is within 15cm of the unit and has a line of fire to it.*
Kart	CH	n/a	n/a	n/a	n/a	-				*For every point of starting damage capacity the unit may transport: two infantry units without Jump Packs or Mounted, light vehicle units, Killa Kans, or Dreadnoughts; plus one unit of Grotz. Light vehicles and Dreadnoughts count as two units each. A maximum of one unit of Big Gunz may be transported.*
Krooz Missiles	CH	n/a	n/a	n/a	n/a	2× Krooz Missile		Unlimited	MW3+, Ind, SS, TK(D3)	
Krusha	CH	n/a	n/a	n/a	n/a	Krusha		(bc)	Assault Weapons, EA(+D3), TK(D3)	
Lifta-Droppa	CH	n/a	n/a	n/a	n/a	Lifta-Droppa		60cm	MW3+, TK(D3)	
							and	(bc)	Assault Weapons, EA(+1), TK(D3)	
Loadz o' Guns	CH	n/a	n/a	n/a	n/a	2–4× Big Gun		45cm	AP5+/AT5+	*Armed with four Big Guns, one of which may be replaced with a Skorcha and another of which may be replaced with a Flak Gun.*
						0–1× Skorcha		15cm	AP4+, IC	
							and	(15cm)	Small Arms, EA(+1), IC	
						0–1× Flak Gun		30cm	2× AP6+/AT6+/AA6+	
Mega-Choppa	CH	n/a	n/a	n/a	n/a	Mega-Choppa		45cm	AP5+/AT5+	
							and	(bc)	Assault Weapons, EA(+1), TK(D3)	
Mega-Lobba	CH	n/a	n/a	n/a	n/a	Mega-Lobba		60cm	D3+3BP	
Mekboy Big Boss	CH	n/a	n/a	n/a	n/a	Kustom Blastas		(15cm)	Small Arms, EA(+1), MW	*Supreme Commander.*
Oddboy	CH	n/a	n/a	n/a	n/a	0–1× Supa-Zzap-Gun		60cm	MW3+, TK(D3)	*Replace one Big Gun weapon with either a Supa-Zzap-Gun or a Soopagun, alternatively the unit may be given D3 Power Fields.*
						0–1× Soopagun		60cm	2BP, MW	
Ordz Duruk	CH	n/a	n/a	n/a	n/a	-				*D3 Power Fields.*
Soopagun	CH	n/a	n/a	n/a	n/a	Soopagun		60cm	2BP, MW	
Snappa	CH	n/a	n/a	n/a	n/a	Snappa		(15cm)	Small Arms, EA(+2), IC	
							or	(bc)	Assault Weapons, EA(+1), TK(D3)	
Supa-Lifta-Droppa	CH	n/a	n/a	n/a	n/a	Supa-Lifta-Droppa		45cm	MW4+, TK(D6)	
Supa-Zzap-Gun	CH	n/a	n/a	n/a	n/a	Supa-Zzap-Gun		60cm	MW3+, TK(D3)	
Twin Soopagun	CH	n/a	n/a	n/a	n/a	Twin Soopagun		60cm	3BP, MW	
Ultra-Lobba	CH	n/a	n/a	n/a	n/a	Ultra-Lobba		60cm	2D3+3BP	
Big Gunz	INF	10cm	-	6+	5+	Big Gun		45cm	AP5+/AT5+	
Boyz	INF	15cm	6+	4+	6+	Big Shoota		30cm	AP6+/AT6+	

Grotz	INF	15cm	-	6+	6+	Shootas	(15cm)	Small Arms	*Expendable. Formations that include at least one Ork unit don't count Grot units that are lost in an assault when working out who has won the combat.*
Nobz	INF	15cm	4+	3+	5+	2× Big Shoota	30cm	AP6+/AT6+	*Leader.*
						Big Choppas	(bc)	Assault Weapons, EA(+1)	
Deth Kopta	LV	35cm	4+	6+	5+	Twin Big Shoota	30cm	AP5+/AT6+	*Skimmer.*
Dreadnought	AV	15cm	4+	4+	5+	2× Big Shoota	30cm	AP6+/AT6+	*Walker.*
						Kombat Klaws	(bc)	Assault Weapons, EA(+1), MW	
Flakwagon	AV	30cm	5+	5+	5+	Flak Gun	30cm	2× AP6+/AT6+/AA6+	*Transport. May transport one infantry unit without Jump Packs or Mounted.*
Killa Kan	AV	15cm	5+	5+	6+	Big Shoota	30cm	AP6+/AT6+	*Walker.*
						Kombat Klaws	(bc)	Assault Weapons, EA(+1), MW	
Stompa	AV	15cm	4+	4+	4+	2–3× Big Gun	45cm	AP5+/AT5+	*Reinforced Armour, Walker. Armed with either three Big Guns, or two Big Guns and a kombat 'ammer.*
						0–1× Kombat 'Ammer	30cm	AP5+/AT6+	
						and	(bc)	Assault Weapons, EA(+1), MW	
Battlefortress	WE	30cm	4+	4+	4+	4× Twin Big Shoota	30cm	AP5+/AT6+	*Damage Capacity 3, Transport. May transport eight infantry units without Jump Packs or Mounted; only one of the eight units may be a Big Gunz; plus four units of Grotz. Critical Hit Effect: Move the unit D6cm in a random direction, all units under it suffer a hit. The unit is destroyed and all units being carried are destroyed unless they roll a 6+.*
						Big Gun	45cm	AP5+/AT5+	
Gargant	WE	15cm	4+	3+	3+	Gaze of Mork	30cm	MW4+, TK	*Damage Capacity 8, Fearless, D3+3 Power Fields, Reinforced Armour, Walker. Critical Hit Effect: The unit catches fires. Roll a D6 for each fire burning on the unit in the end phase of each turn. On a roll of 1 a second fire starts, and on a roll of 5–6 the fire is put out. Any fires not put out cause one point of damage.*
						2× Arm Weapon Mount	-	FxF, WM	
						1× Belly Weapon Mount	-	FxF, WM	
Great Gargant	WE	15cm	4+	3+	3+	Gaze of Mork	30cm	MW4+, TK	*Damage Capacity 12, Fearless, D6+6 Power Fields, Reinforced Armour, Walker. Armed with either two Big Guns or Skorchas, or one of each. Critical Hit Effect: The unit catches fires. Roll a D6 for each fire burning on the unit in the end phase of each turn. On a roll of 1 a second fire starts, and on a roll of 5–6 the fire is put out. Any fires not put out cause one point of damage.*
						0–2× Big Gun	45cm	AP5+/AT5+	
						0–2× Skorcha	15cm	AP4+, IC	
						and	(15cm)	Small Arms, EA(+1), IC	
						2× Arm Weapon Mount	-	FxF, WM	
						1× Belly Weapon Mount	-	FxF, WM	
Gunfortress	WE	30cm	4+	4+	4+	5× Twin Big Shoota	30cm	AP5+/AT6+	*Damage Capacity 3, Transport. May transport four infantry units without Jump Packs or Mounted; only one of the four units may be a Big Gunz; plus two units of Grotz. Critical Hit Effect: Move the unit D6cm in a random direction, all units under it suffer a hit. The unit is destroyed and all units being carried are destroyed unless they roll a 6+.*
						3× Big Gun	45cm	AP5+/AT5+	
Mega Gargant	WE	15cm	5+	3+	4+	Gaze of Mork	30cm	MW4+, TK	*Damage Capacity 16, Fearless, D6+6 Power Fields, Reinforced Armour, Thick Rear Armour, Walker. May transport 32 infantry units without Jump Packs or Mounted, light vehicle units, Killa Kans, or Dreadnoughts; plus 16 units of Grotz. Big Gunz, light vehicles and Dreadnoughts count as two units each. Critical Hit Effect: The unit catches fires. Roll a D6 for each fire burning on the unit in the end phase of each turn. On a roll of 1 a second fire starts, and on a roll of 5–6 the fire is put out. Any fires not put out cause one point of damage.*
						Mega-Cannon	75cm	3BP, FxF, MW	
						7× Soopagun	60cm	2BP, FxF, MW	
						2× Krooz Missile	Unlimited	MW3+, Ind, SS, TK(D3)	
						Supa-Zzap-Gun	60cm	MW3+, FxF, TK(D3)	
						Supa-Lifta-Droppa	45cm	MW4+, FxF, TK(D6)	
						Fist of Gork	45cm	MW5+/AA5+, MW	
						2× Big Gun	45cm	AP5+/AT5+, Left	
						2× Big Gun	45cm	AP5+/AT5+, Right	
						Krusha	(bc)	Assault Weapons, EA(+D3), TK(D3)	

Supa-Stompa	WE	15cm	4+	4+	4+	Gaze of Mork	30cm	MW4+, TK	*Damage Capacity 4, Fearless, D3 Power Fields, Reinforced Armour, Walker. Critical Hit Effect: The unit suffers a -1 to hit modifier for the rest of the game. Subsequent critical hits cause an extra point of damage.*
						2× Arm Weapon Mount	-	FxF, WM	
						1× Belly Weapon Mount	-	FxF, WM	
Fighta Bommer	AC	Fighter-Bomber	6+	n/a	n/a	Heavy Shootas	15cm	AP5+/AA5+	
						Tankbusta Rokkits	30cm	AT4+	
Bommer	AC/WE	Bomber	5+	n/a	n/a	Gun Turrets	15cm	D6+3× AP5+/AA6+	*Damage Capacity 2, Reinforced Armour. Critical Hit Effect: Destroyed.*
						Blasta Bombs	15cm	D3+1BP, FxF	
Battlekroozer	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	D6+3BP, MW	*Slow and Steady, Transport. May transport twelve Landas and the units being carried on them.*
Kill Kroozer	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	D6+1BP, MW	

5.34.1
Mob Rule

Orks believe that as long as there's a bunch of them still fighting together (slightly more than they can count up to is ideal!) then there's always a chance that they'll prevail, no matter the odds. To represent this, Ork formations with more than five units (i.e., too many to count on the fingers of one hand), not including Gretchin or Big Gunz units, receive a +1 modifier to any rally rolls they make, and formations with more than ten such units receive a +2 modifier. For the purposes of this rule Gargants count as having more than ten units and Supa-Stompa's count as having more than five units. All other war engine's count each point of starting damage capacity as a unit.

5.35 ORDO XENOS FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Captain	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Commander, Invulnerable Save, Leader.*
Chaplain	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Inspiring, Invulnerable Save, Leader.*
Commissar	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Fearless, Inspiring, Leader.*
Librarian	CH	n/a	n/a	n/a	n/a	Smite	(15cm)	Small Arms, EA(+1), MW	*Invulnerable Save, Leader.*
						Power Weapon	(bc)	Assault Weapons, EA(+1), MW	
Ordo Xenos Inquisitor Lord	CH	n/a	n/a	n/a	n/a	Smite	(15cm)	Small Arms, EA(+1), MW	*Fearless, Invulnerable Save, Reinforced Armour, Sniper.*
						Power Weapon	(bc)	Assault Weapons, EA(+1), MW	
Supreme Commander	CH	n/a	n/a	n/a	n/a	Power Weapon	(bc)	Assault Weapons, EA(+1), MW	*Invulnerable Save, Supreme Commander.*
Deathwatch Assault	INF	30cm	4+	4+	5+	Bolt Pistols	(15cm)	Small Arms	*Jump Packs.*
						Power Weapons	(bc)	Assault Weapons, EA(+1), MW	
Deathwatch Bike	INF	35cm	4+	4+	4+	Twin Bolters	(15cm)	Small Arms	*Mounted.*
						Power Weapons	(bc)	Assault Weapons, EA(+1), MW	
Deathwatch Scout	INF	15cm	4+	3+	4+	Stalker Pattern Bolters	30cm	AP4+, D, S	*Infiltrator, Scout.*
						and	(15cm)	Small Arms, S	
Deathwatch Terminator	INF	15cm	4+	3+	3+	2× Cyclone Missile Launcher	45cm	AP5+/AT6+	*Reinforced Armour, Teleport, Thick Rear Armour.*
						Power Weapons	(bc)	Assault Weapons, EA(+1), MW	
Deathwatch Veteran	INF	15cm	4+	3+	4+	Hellfire Heavy Bolter	30cm	AP4+	
						and	(15cm)	Small Arms, EA(+1)	
Infantry	INF	15cm	-	6+	5+	Autocannon	45cm	AP5+/AT6+	*One unit in every two has an Autocannon.*
						Lasguns	(15cm)	Small Arms	
Inquisitorial Storm Troopers	INF	15cm	5+	5+	4+	Plasma Guns	15cm	AP5+/AT5+	
Ordo Xenos Inquisitor	INF	15cm	5+	4+	4+	Missile Launcher	45cm	AP5+/AT6+	*Commander.*
Rough Riders	INF	20cm	6+	4+	6+	Laspistols	(15cm)	Small Arms	*Infiltrator, Mounted, Scout.*
						Power Lances	(bc)	Assault Weapons, EA(+1), FS	
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon	30cm	AP5+/AT5+	*Scout, Skimmer.*
						Heavy Bolter	30cm	AP5+	
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Twin Typhoon Missile	45cm	AP3+/AT5+	*Scout, Skimmer.*
						Heavy Bolter	30cm	AP5+	
Sentinel	LV	20cm	6+	6+	5+	Multilaser	30cm	AP5+/AT6+	*Scout, Walker.*
Corvus Blackstar	AV	35cm	5+	6+	3+	Twin Assault Cannon	30cm	AP4+/AT4+	*Planetfall, Reinforced Armour, Skimmer, Transport. May transport two infantry units. Terminator units and units with Mounted or Jump Packs count as two units each. May not be transported by a Landing Craft.*
						Twin Blackstar Rocket Launcher	30cm	AP3+, IC	
						or	30cm	AT4+	
Chimera	AV	30cm	5+	6+	5+	Multilaser	30cm	AP5+/AT6+	*Transport. May transport two infantry units without Jump Packs or Mounted.*
						Heavy Bolter	30cm	AP5+	
Hydra	AV	30cm	6+	6+	5+	2× Twin Hydra Autocannon	45cm	AP4+/AT5+/AA5+	
						Heavy Bolter	30cm	AP5+	
Land Raider	AV	25cm	4+	6+	4+	2× Twin Lascannon	45cm	AT4+	*Reinforced Armour, Thick Rear Armour, Transport. May transport one Terminator unit or two infantry units without Jump Packs or Mounted.*
						Twin Heavy Bolter	30cm	AP4+	

Leman Russ	AV	20cm	4+	6+	4+	Battle Cannon Lascannon 2× Heavy Bolter	75cm 45cm 30cm	AP4+/AT4+ AT5+ AP5+	*Reinforced Armour.*
Razorback	AV	30cm	5+	6+	5+ (4+)	0–1× Twin Lascannon 0–1× Twin Heavy Bolter	45cm 30cm	AT4+ AP4+	*Transport. May transport one infantry unit (except a Terminator unit) without Jump Packs or Mounted. Armed with either a Twin Lascannon or a Twin Heavy Bolter. Razorbacks armed with a Twin Heavy Bolter have their firefight value increased to 4+.*
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	(15cm)	Small Arms	*Transport. May transport two infantry units (except Terminator units) without Jump Packs or Mounted.*
Valkyrie	AV	35cm	5+	6+	5+	Multilaser 2× Heavy Bolter 2× Rocket Pod	30cm 30cm 30cm	AP5+/AT6+ AP5+ 1BP, D, SS	*Scout, Skimmer, Transport. May transport two infantry units without Jump Packs or Mounted.*
Venerable Dreadnought	AV	15cm	4+	3+	4+	0–1× Missile Launcher 0–1× Twin Lascannon 0–1× Assault Cannon 0–1× Power Fist	45cm 45cm 30cm (bc)	AP5+/AT6+ AT4+ AP5+/AT5+ Assault Weapons, EA(+1), MW	*Fearless, Reinforced Armour, Walker. Armed with either a Missile Launcher and Twin Lascannon, or an Assault Cannon and Power Fist. Counts as a Dreadnought for the purposes of being transported.*
Landing Craft	AC/ WE	Bomber	4+	5+	3+	2× Twin Lascannon 3× Twin Heavy Bolter	45cm 15cm	AT4+ AP4+/AA5+	*Damage Capacity 4, Fearless, Planetfall, Reinforced Armour, Transport. May transport twelve infantry units, Attack Bikes or Dreadnoughts; Terminator units and Dreadnoughts count as two units each; plus any six armoured vehicle units (except Dreadnoughts); Land Raiders count as one and a half units each, rounding up. Critical Hit Effect: The unit and all units being carried are destroyed. All units within 5cm suffer a hit.*
Thunderhawk Gunship	AC/ WE	Bomber	4+	6+	4+	Battle Cannon 2× Twin Heavy Bolter Twin Heavy Bolter Twin Heavy Bolter	75cm 30cm 15cm 15cm	AP4+/AT4+, FxF AP4+/AA5+, FxF AP4+/AA5+, Left AP4+/AA5+, Right	*Damage Capacity 2, Planetfall, Reinforced Armour, Transport. May transport eight infantry units, Attack Bikes or Dreadnoughts; Terminator units and Dreadnoughts count as two units each. Critical Hit Effect: The unit and all units being carried are destroyed.*
Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14BP, MW	*Slow and Steady, Transport. May transport 60 infantry units, Attack Bikes, or Dreadnoughts; plus 60 armoured vehicle units (except Dreadnoughts); plus nine Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.*
Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP, MW	*Transport. May transport 20 infantry units, Attack Bikes, or Dreadnoughts; plus 20 light vehicles or armoured vehicle units (except Attack Bikes and Dreadnoughts); plus six Thunderhawk Gunships and enough Drop Pods or Landing Craft to transport any other units being carried.*

Deathwatch Drop Pod	Special	n/a	n/a	n/a	n/a	Deathwind		15cm	AP5+/AT5+	*Planetfall, Transport. May transport one formation of only the following units: Deathwatch Scout, Deathwatch Terminator, Deathwatch Veteran, Venerable Dreadnought. After the drop pod lands, its Deathwind attacks all enemy units within 15cm. Each enemy formation attacked receives a Blast marker for coming under fire, and an extra Blast marker for each casualty. Then any troops carried in the drop pod must disembark within 5cm of the drop pod or within 5cm of another unit from the same formation that has already landed, so long as all units are placed within 15cm of the drop pod. Drop pod models should be removed from the board once the formation they transport has disembarked. Counts as a Drop Pod for the purposes of being transported. Counts as a Drop Pod for the purposes of being transported.*

5.36 SQUAT FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS		RANGE	FIREPOWER	NOTES
Grand Warlord	CH	n/a	n/a	n/a	n/a	Power Weapon		(bc)	Assault Weapons, EA(+1), MW	*Supreme Commander.*
Living Ancestor	CH	n/a	n/a	n/a	n/a	-				*Inspiring. The formation that includes the Living Ancestor may ignore the -1 Action test penalty when it tries to retain the initiative. If added to an infantry unit the Living Ancestor will also have the invulnerable save ability.*
Berserkers	INF	15cm	6+	4+	5+	Bolt Pistols		(15cm)	Small Arms	*Infiltrator.*
Guild Bikers	INF	35cm	5+	4+	5+	Lasguns		(15cm)	Small Arms	*Mounted.*
Hearthguard	INF	15cm	5+	4+	5+	Heirloom Weapons		30cm	AP5+/AT5+	*Inspiring, Leader.*
Mole Mortar	INF	10cm	-	6+	6+	Mole Mortar		30cm	1BP, IC, Ind	*Counts as two units for the purposes of being transported.*
Rapier	INF	10cm	-	6+	5+	Laser Destroyer		45cm	AP6+/AT4+	*Counts as two units for the purposes of being transported.*
Tarantula	INF	10cm	-	6+	6+	2× Lascannon		45cm	AT5+	*Counts as two units for the purposes of being transported.*
Thudd Gun	INF	10cm	-	6+	5+	Thudd Gun		45cm	AP4+/AT6+, Ind	*Counts as two units for the purposes of being transported.*
Thunderers	INF	15cm	6+	6+	4+	Missile Launcher		45cm	AP5+/AT6+	
						2× Twin Heavy Bolter		30cm	AP4+	
Warlord	INF	15cm	4+	4+	5+	Bolters		(15cm)	Small Arms	*Commander, Inspiring, Leader, Reinforced Armour, Thick Rear Armour. Counts as two units for the purposes of being transported.*
						Power Weapons		(bc)	Assault Weapons, EA(+1), MW	
Warriors	INF	15cm	6+	5+	5+	Missile Launcher		45cm	AP5+/AT6+	*One unit in every two has an Missile Launcher.*
						Lasguns		(15cm)	Small Arms	
Guild Trike	LV	35cm	5+	6+	5+	Multi-melta		15cm	MW5+	
							and	(15cm)	Small Arms, MW	
Guildmaster	LV	35cm	4+	5+	6+	Bolters		(15cm)	Small Arms	*Commander, Leader.*
						Power Lance		(bc)	Assault Weapons, FS, MW	
Colossus Class Robot	AV	15cm	5+	5+	5+	Heavy Bolter		30cm	AP5+	*Fearless, Walker.*
						Multi-melta		15cm	MW5+	
							and	(15cm)	Small Arms, MW	
						Power Fist		(bc)	Assault Weapons, EA(+1), MW	
Conqueror Class Robot	AV	15cm	5+	5+	5+	Autocannon		45cm	AP5+/AT6+	*Fearless, Walker.*
						Heavy Bolter		30cm	AP5+	
						Power Fist		(bc)	Assault Weapons, EA(+1), MW	
Iron Eagle	AV	35cm	4+	6+	4+	Stub Battle Cannon		45cm	AP4+/AT4+	*Scout, Skimmer.*
						Rapid Fire Autocannon		45cm	2× AP5+/AT6+	
Recon Iron Eagle	AV	35cm	4+	6+	4+	Stub Battle Cannon		45cm	AP4+/AT4+	*Scout, Spotter, Support Craft.*
						Rapid Fire Autocannon		45cm	2× AP5+/AT6+	
Rhino	AV	30cm	5+	6+	6+	Storm Bolter		(15cm)	Small Arms	*Transport. May transport two infantry units (except Terminator units) without Jump Packs or Mounted.*
Steel Hawk	AV	35cm	4+	6+	4+	Battlehammer Rockets		15cm	1BP	*Scout, Skimmer.*
						Twin Multi-melta		15cm	MW4+	
							and	(15cm)	Small Arms, MW	
Termite	AV	20cm	5+	5+	-	-				*Transport, Tunneler. May transport two infantry units without Jump Packs or Mounted.*
Thunderfire	AV	Immobile	5+	6+	3+	Twin Battle Cannon		75cm	AP3+/AT3+	
						Thunderfire		60cm	AA4+	

War Hawk	AV	35cm	4+	6+	5+	Doom Anvil Missiles	45cm	AT3+, MW	*Scout, Skimmer.*
						Heavy Bolter	30cm	AP5+	
Colossus	WE	15cm	4+	5+	4+	Doomsday Cannon	90cm	3BP, FxF, Dir, MW	*Damage Capacity 5, Fearless, Reinforced Armour, Thick Rear Armour, 6 Void Shields. Critical Hit Effect: The unit takes an extra point of damage and is immobilized. Subsequent critical hits destroy the unit and all units within 5cm of the model suffer a hit on a roll of 4+.*
						4× Rapid Fire Battle Cannon	75cm	2× AP4+/AT4+, FwA	
						Thunderer	30cm	AP3+/AT4+, FxF, IC	
						4× Plasma Missile	45cm	2BP, FwA, Ind, SS	
Cyclops	WE	15cm	4+	5+	4+	Hellfury Cannon	90cm	MW2+, FxF, TK(D6+1)	*Damage Capacity 5, Fearless, Reinforced Armour, Thick Rear Armour, 5 Void Shields. Critical Hit Effect: The unit takes an extra point of damage and will take an extra point of damage whenever the Hellfury Cannon misses. Subsequent critical hits destroy the unit and all units within 5cm of the model suffer a hit on a roll of 4+.*
						Rapid Fire Battle Cannon	75cm	2× AP4+/AT4+	
						Melta Cannon	30cm	MW2+, FxF, TK(D3)	
						and	(15cm)	Small Arms, EA(+1), TK(D6)	
						6× Doomstorm Missile	45cm	1BP, FwA, Ind, SS	
Goliath	WE	5cm	6+	6+	6+	Mega Cannon	150cm	3BP, IC, Ind	*Damage Capacity 2. This unit must fire indirectly or not fire at all. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 4+.*
Land Train	WE	15cm	4+	5+	4+	Doomsday Cannon	90cm	3BP, FxF, Dir, MW	*Damage Capacity 2, Fearless, Reinforced Armour, Thick Rear Armour, 2 Void Shields. Characters added to this unit add their damage capacity and void shields to the unit's respective starting values of each. Critical Hit Effect: Choose a random character added to this unit and remove it, remembering to reduce the unit's starting damage capacity and void shields values. The unit is immobilized for its next activation or withdrawal. If the unit doesn't have any characters added to it then it is destroyed.*
						Rapid Fire Battle Cannon	75cm	2× AP4+/AT4+	
						Rapid Fire Battle Cannon	75cm	2× AP4+/AT4+, FxF	
Leviathan	WE	15cm	4+	5+	4+	Doomsday Cannon	90cm	3BP, FxF, Dir, MW	*Damage Capacity 5, Fearless, Reinforced Armour, Transport, Thick Rear Armour, 4 Void Shields. May transport twenty-four infantry units without Jump Packs or Mounted. Critical Hit Effect: The unit takes a point of damage and D3 units of the player's choice that are being transported are destroyed. Subsequent critical hits destroy the unit and all units within 5cm of the model suffer a hit on a roll of 4+.*
						Battle Cannon	75cm	AP4+/AT4+	
						3× Twin Lascannon	45cm	AT4+, Left	
						3× Twin Lascannon	45cm	AT4+, Right	
Mole	WE	20cm	5+	5+	-	-			*Damage Capacity 2, Transport, Tunneler. Critical Hit Effect: Destroyed. May transport ten infantry units without Jump Packs or Mounted.*
Overlord	WE	20cm	4+	6+	4+	2× Battle Cannon	75cm	AP4+/AT4+, FwA	*Damage Capacity 3, Invulnerable Save, Reinforced Armour, Support Craft. Critical Hit Effect: Destroyed. All units within 5cm of the model suffer a hit on a roll of 5+.*
						Battle Cannon	75cm	AP4+/AT4+, Left	
						Battle Cannon	75cm	AP4+/AT4+, Right	
						2× Battle Cannon	75cm	AP4+/AT4+, RrA	
						2× Twin Autocannon	45cm	AP4+/AT5+, FxF	
						Melta Bombs	(15cm)	Small Arms, MW	
Berserker Battlecar	CH	n/a	n/a	n/a	n/a	Rapid Fire Autocannon	45cm	2× AP5+/AT6+, FwA	*Damage Capacity 1, Transport, 1 Void Shield. May transport six infantry units without Jump Packs or Mounted.*
Bomb Battlecar	CH	n/a	n/a	n/a	n/a	Rad Bomb	Unlimited	6BP, Ind, MW, SS	*Damage Capacity 1, 1 Void Shield.*
Dragon Battlecar	CH	n/a	n/a	n/a	n/a	Firethrower	30cm	4× AP4+/AT5+, FwA, IC	*Damage Capacity 1, 1 Void Shield.*
Fire Shield Battlecar	CH	n/a	n/a	n/a	n/a	Rapid Fire Autocannon	45cm	2× AP5+/AT6+, FwA	*Damage Capacity 1, 3 Void Shields. The unit can repair one additional void shield in the end phase of each turn.*
Iron Eagle Battlecar	CH	n/a	n/a	n/a	n/a	-			*Damage Capacity 1, 1 Void Shield.*
Motar Battlecar	CH	n/a	n/a	n/a	n/a	Siege Mortar	45cm	1BP, Ind, MW	*Damage Capacity 1, 1 Void Shield.*
Skyhammer Battlecar	CH	n/a	n/a	n/a	n/a	Ack-Ack Missiles	45cm	2× AA4+	*Damage Capacity 1, 1 Void Shield.*

5.36.1
Directed

Directed weapons do not require a line of fire to enemy units that a *Spotter* (see 5.36.2) in their unit's formation has a line of fire to. If firing without a line of fire at one of these units then the weapon has a minimum range of 30cm.

5.36.2
Spotter

A Spotter allows *Directed* weapons (see 5.36.1) on units in their formation to fire at enemy units that it has a line of fire to.

6.0 EPIC GAMING

"Myriad are the ways of war. The lightning strike, the tenacious defence, the cunning ruse; all have their time and place, oft as not dictated by the lie of the land or balance of forces that you find at your disposal. The art of war is learning how to bind the tactics, terrain and forces at your command to your advantage."

Imperium Tactica

Tournament games are the single most popular form of Epic game. This is mainly because it is the easiest way to play Epic. All you have to do is use the army lists to collect an army, safe in the knowledge that you can use it to play an even and balanced game even against a complete stranger, something that is simply not possible with scenarios or campaigns. In order to achieve this happy state of affairs, tournament games require three things: *army lists*, *points values*, and a set of *tournament game rules*.

An army list, as its name implies, is a list of units and formations that can be used by an army. What sets it apart from a simple order of battle, such as the forces included in the training scenarios presented earlier in this rulebook, is that it is a list of things you *can* use in your army rather than a list of things you *must* use. So, for example, a Space Marine army list would say something along the lines of: "You may have the following things in your army: Space Marine Tactical detachments, Space Marine Assault detachments, Space Marine Terminator detachments…" and so on. Army lists usually focus on one army, for example Space Marines, or Imperial Guard, or Orks, though some cover combined or allied forces. In addition, army lists can either be "generic" and cover all armies of that type, or "specific" and cover a particular army or famous regiment. For example, a generic Space Marine army list would allow you to collect any Chapter, while a Blood Angels army list would only allow Blood Angel units to be used. The advantage of specific lists is that they can include more interesting and characterful units, while a generic list lacks this level of detail but gives the player more freedom in terms of painting and modelling.

Of course, if players were simply allowed to pick any units or formations they liked from an army list then there is no way that tournament games could be fair—the player with the largest collection of models would always have a big advantage! Because of this, each formation and unit in an army list is given a points value The points value shows how effective the unit or formation is when it is used in a tournament game. So, for example, a mighty Baneblade tank would cost many more points than a humble Leman Russ, as the Baneblade will have a much greater impact on the course of the game. Players are then given the freedom to choose troops from their army list to a set points value. For example, players might agree to play a 2,000 point game, in which case each could pick troops worth 2,000 points from their own army list. As long as the army lists have been worked out properly, then any two armies with the same points value will have an equal chance of winning, although the actual composition of each army may be radically different, even if both are chosen from the same list. Returning to our prior example, one player might choose to take a few Baneblades, while his opponent chooses to take a horde of Leman Russ, but as long as the points values for the two units have been worked out properly then each player will have the same chance of winning the game.

The final piece of the jigsaw is the tournament game rules. In order to create a fair and balanced contest, tournament games need to have a method of setting up the terrain, deploying the armies, and determining the winner that is as even as possible for both sides. These are known as the tournament game rules, and they need to be set out in advance along with the army lists, so that a player can choose his army knowing what sort of battle he will be fighting. Because of the desire to create an even contest, tournament game rules tend to be quite simple. Terrain will usually be kept to a minimum and not include too many exotic features, and both armies will usually deploy in a "set-up zone" near their own table edge. Victory conditions can be quite complex, but will almost always be the same for both sides (a process called "mirroring"). A very common set of tournament game victory conditions is to play for a certain number of turns, and then for each player to count up the points value of destroyed enemy units to see who has won. A variation on this theme is for each player to place a certain number of "objective markers" in the opposing half of the table, with the winner being the player that has captured the most objectives at the end of the game. Previous versions of Epic have used a combination of these two methods, with players winning points for destroying the enemy and capturing objectives, to determine the winner. However, whatever rules are actually used, the aim is always to create as even a contest as possible between the two armies picked from the army lists, and this usually leads to fairly straight-forward "line up and fight" battles with a minimum of terrain and mirrored victory conditions for both sides.

The overall effect of this is to create a game that is ideal for "pick-up" games between two players that have not met each other before. Tournament games allow the player to simply go ahead and collect an army, choosing whichever models they like within the constraints of the army list, and then turn up at a club or gaming event, find an opponent, and play knowing that the game will be as fair and even as possible.

6.1 EPIC TOURNAMENT GAME RULES

The Epic tournament game rules are designed to be used in conjunction with the Epic tournament army lists. They will allow two players to fight an evenly balanced battle with little or no preparation. They are ideal for pick-up games at clubs or shows, and provide an evenly balanced contest in tournaments.

In many ways, tournament games represent the most "basic" form of game play, and are designed to be as easy and accessible as possible in order to allow Epic players to play games with the minimum of fuss. Because of this, the tournament rules require little or no preparation other than picking forces from the army lists, while the army lists are designed to work with the packaged range of Epic miniatures produced by Games Workshop, making it easy for players to put together an army. Later sections include rather more advanced rules and guidelines that will allow experienced players to design their own unique formations and units for use in scenarios or campaigns of their own devising.

6.1.1 Forces

Both players pick armies to an agreed points total between 2,000 to 5,000 points using the tournament army lists. It is possible to play games using the tournament rules for larger or smaller games than this, but please note that the army lists have been balanced assuming that armies will fall within this range, and this means that larger or smaller games may be slightly unbalanced.

6.1.2 Set-up

Set up the terrain for the game in any mutually agreeable manner. If one player sets up the terrain then his opponent may choose where to deploy. If you set up the terrain as a joint effort or it was set up by a tournament organiser then the player with the higher strategy rating may choose the table edge he sets up on. If both players have the same strategy rating, then dice to see who gets the choice of table edge. You can pick a long edge, or a corner (half way up each long and short edge). The opponent sets up on the opposite edge or corner.

The tournament game rules have been designed to be played on tables that are 90–150cm wide by 150–240cm long (that's 3–5 feet by 5–8 feet for you non-metric types!) The ideal size is round-about 120cm by 180cm (4 feet by 6 feet). It is possible to play games on tables that are wider or longer than this, but this may favour certain armies and could lead to an unbalanced game.

6.1.3 The Five Minute Warm Up [81]

Tabletop miniatures wargaming is not an exact science. One person's line of sight is another's blocked line of fire, some people love pre-measuring, others hate it, and so on. Because of this after you have set up the terrain for a game you should spend five minutes going through things like how the line of fire rules will work, how the terrain features used will work, and so on. Here are some of the things you may want to discuss:

- The "Counts As" Rule (see 6.2.1).
- Lines of Sight and Lines Of Fire.
- Fire Arcs on units.
- Pre-measuring.
- Templates and if units are "in or out".
- Terrain features—what do they count as on the terrain chart, when are units "in" terrain.
- How you will show if a formation is broken, in overwatch or has marched this turn.
- Anything else you can think of!

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81. 6.1.3 The Five Minute Warm Up

Q: Is there a complete list of what to cover in the five minute warm up?

A:
- Should you dice for each ability used at the start of the turn?
- Are transported units considered to be in specific transporting units of their formation?
- When disembarking, are transported units placed completely within 5cm of the transport unit or just so one part of the transported unit is within 5cm of the transport unit?
- When does a unit count as being in cover?
- How many units can claim cover from a armoured vehicle, war engine, or terrain feature?
- Does the charging formation need to get within 15cm of the original target or can it get within 15cm of any intermingled formation?
- How are attacks with special abilities like ignore cover and lance allocated in an assault?
- Can a war engine counter charge if it has enemy units in base contact?
- Is it possible to air assault into a formation which is completely covered by the zone of control of another formation?
- Where should measurements for capturing/contesting an objective be made from?
- What house rules do you normally play with?
- Are you using the "counts as" rule?
- What is your army capable of (units, weapons and special rules)?

6.1.4 Place Objective Markers [82]

Take it in turns, starting with the player with the higher strategy rating, to place one objective marker on the table. If both players have the same strategy rating then dice to see who places the first objective marker.

The first objective a player sets up must be placed on their own table edge. The remaining two objectives must be set up in their opponent's half of the table, at least 30cm away from the opponent's table edge and 30cm away from any other objectives that have already been placed.

Keep placing objectives until six objective markers have been placed on the table in total. You can use anything as an objective marker but we would suggest using terrain pieces to represent them if you can. In our games, we've found that battling over an actual bunker or fuel dump is far more appealing than having your forces sell their lives for a cardboard counter!

You capture an objective if you have a unit within 15cms of it in the end phase and your opponent does not. An objective is contested if both sides have a unit within 15cms of it in the end phase. Units from broken formations or from formations that have rallied that end phase can not capture or contest objectives. Aircraft which have landed may not capture an objective on the same turn that it lands. However, a landed aircraft may immediately contest an objective.

Check at the end of each turn to see how many objectives you control. Objectives do not have a "memory" and you will lose control of any you have captured if there are no friendly units within 15cms of them at the end of any subsequent turn.

82. 6.1.4 Place Objective Markers

Q: Can the player with the higher strategy rating choose to make their opponent place first?

A: No.

Q: How big can objective markers be?

A: As big as you like, just remember that they're a marker and as such don't count as terrain or block a line of fire.

Q: Where should measurements for capturing/contesting an objective be made from?

A: This should be brought up during five minute warp up. For objectives placed on a table edge, most groups measure to the center of the area that touches the table edge, while all other objectives are measured from their center or a designated point.

DESIGN CONCEPT

Tournament Terrain

The tournament game rules will work on any type of terrain. However, especially dense or extremely sparse terrain will favour some armies or troop choices over others. An Ork army with a lot of Boyz will do well on a table covered with lots of terrain, for example, while an Ork army with lots of buggies and gunwagons will do better on a table with sparse terrain. In addition, certain terrain features can favour one army over another. Having a river running the length of the table will favour an army with a lot of skimmers and aircraft. You get the idea, I'm sure.

Because of this, we recommend you use the following guidelines when setting up terrain for tournament games. These are not a set of hard and fast rules, but if they are used will ensure a well-balanced game no matter what army or units are taken.

- We recommend the use of terrain features when playing tournament games in preference to modular terrain (see the Appendices for a more detailed description of the two types of terrain).
- Terrain features can be of pretty much any type, but should be roughly 15–30cm across. Hills can be up to twice this size. See below for a note of how to deal with rivers and roads.
- Divide the table into 60cm (2 foot) square areas. The total number of terrain features placed should be equal to twice the number of 60cm square areas. For example, if you were playing on a 120cm by 180 cm, you would have six areas and should place 12 terrain features.
- Within the limits above, place between 0–4 features in each 60cm square.
- The terrain may include one river. Rivers count as a terrain feature for each area that they run through. They need to enter on one table edge and leave from another, and should not be greater in length than the shortest table edge. For example, on a 120cm by 180cm table, the river should not be more than 120cm long. There should be a bridge or ford every 30cm along the river.
- Roads may be added after all terrain features have been placed. Any number of roads may be used. They need to enter on one table edge and either exit from another or end at a terrain feature.

6.1.5 Setup Spacecraft & Garrisons [83]

If either player is using spacecraft then they are set up now before any other units (see 4.3). Units entering play via planetfall should be placed to one side at this time too (see 4.4).

On-table garrison units are set up after spacecraft have been set up. The following types of formations may be set up on the table as "garrisons" at the start of the game:

- Formations where half or more of the units (rounding up) are scouts OR
- Formations where no more than one of the units has a move greater than 15cms, and where none of the units are war engines OR
- Any formations that include units with a speed of 0 (zero).

Players take it in turns to set up one garrison at a time, starting with the player with the higher strategy rating. Garrisons must be set up so that they have at least one unit within 15cm of an objective in the player's own half of the table. No units may be set up in the opponent's half of the table or in impassable terrain. Units may be set up in dangerous terrain (it's assumed that they took their time getting into position in order to do so safely!)

Each player may start up to two of their garrisoned formations on Overwatch. These formations represent sentries deployed as a trip wire and to provide security at the objectives. They are assumed to have gone on Overwatch in their previous Action phase. That Overwatch is "carried over" into the first turn.

83. 6.1.5 Setup Spacecraft & Garrisons

Q: Can the player with the higher strategy rating choose to make their opponent set up a garrison first?

A: No.

Q: Can War Engines garrison?

A: Only if they are in a formation that includes units with a speed of 0cm or immobile, or if they are in a formation where half or more of the units (rounding up) are scouts.

Q: Can a transport aircraft garrison?

A: No, they must be kept in reserve.

6.1.6 Set-up Remaining Formations [84]

All of the remaining formations in the players' armies must be set up within 15cms of their own side's table edge or be kept back "in reserve". The players take it in turn to set up these formations one at a time, starting with the player with the higher strategy rating.

Units kept in reserve must either be aircraft, or be going to enter play in a transport aircraft or by teleportation. Reserve formations entering play in aircraft or by teleportation should be placed aside with units that will enter play via planetfall. These formations are not "secret" and your opponent may inspect them at any time.

Units being transported must start the game already loaded into the transport vehicle that will bring them into play (i.e., an aircraft or unit with the planetfall ability).

Formations entering play in aircraft or from spacecraft can do so on any turn, following the rules for transport aircraft and planetfall (see 4.2.5 and 4.4). Formations that are in reserve may not carry out *any* game functions or use special abilities they may have.

84. 6.1.6 Set-up Remaining Formations

Q: Are formations being kept in reserve declared at the same time as other formations are being set up within 15cm of their own side's table edge?

A: No, players declare which formations are going to be kept in reserve first, then take it in turn to set up the remaining formations one at a time, starting with the player with the higher strategy rating.

Q: Can the player with the higher strategy rating choose to make their opponent set up a formation first?

A: No.

Q: When is it decided how formations in reserve will enter play?

A: The means by which a formation will be entering play must be declared when they are declared to be in reserve.

Q: Can formations that aren't aircraft or entering play via transport aircraft or teleportration be kept in reserve?

A: Yes, but only if they can enter play via some other special ability (tunneler, self planetfall, etc.).

Q: Can a formation in reserve activate?

A: Yes, and it must enter play.

Q: Is a formation in reserve ever limited in what actions it can carry out?

A: Yes, it must carry out an action that will allow it to enter play. Sometimes it might be limited to carrying out an engage action (e.g. Eldar in reserve with a Webway Portal in an enemy unit's zone of control).

Q: Must a formation in reserve activate?

A: No, but you may only choose to "pass" on activating a formation if all the unactivated formations for the turn are in reserve.

Q: Can a formation in reserve with no means to enter play choose to "pass" (e.g. Necrons in reserve with no portal left to use)?

A: No.

Q: What happens when a formation in reserve fails its action test?

A: If must move as part of a hold action to enter play.

Q: What happens when a formation in reserve fails its action test but can't enter play (e.g. Eldar in reserve and Webway Portal in an enemy unit's zone of control)?

A: It takes a Blast marker, and may not take a hold action. It effectively looses its activation.

6.1.7 Victory Conditions [85]

You must check to see if either player has won at the end of the third and fourth game turns. If neither player has won at the end of the fourth turn then the "tiebreaker" rule is used to determine the winner.

Each player is trying to achieve five things known as goals. You win if you have achieved two of these goals in the end phase of turns three or four, and you have achieved more goals than your opponent. The five goals are: *Blitzkrieg*, *Break Their Spirit*, *Defend The Flag*, *Take And Hold*, and *They Shall Not Pass*.

Blitzkrieg: You achieve this goal by capturing the objective that was set up on the opponent's table edge at the start of the game (i.e., the first objective each player set up).

Break Their Spirit: You achieve this goal by destroying (not breaking) the formation worth the most points in the opposing army. If several formations are tied for the most points, you achieve this goal by destroying any one of them.

Defend To Flag: You achieve this goal if you control all three objectives in your half of the table.

Take And Hold: You achieve this goal by capturing a total of two objectives in your opponent's half of the table.

They Shall Not Pass: You achieve this goal if there are no unbroken enemy formations in your half of the table.

If neither player has won at the end of the fourth or any subsequent turn then both players roll a D6 to see if the game carries on another turn or ends in a tiebreak. If both players roll the same number then the game carries on for another turn and the players must roll again at the end of the next turn to see if the game ends or carries on another turn, and so on.

If the players roll different numbers then the game ends in a tiebreak. Each player scores a number of *victory points* equal to the full points value of any enemy formations that have been completely destroyed, plus the full points value of any enemy formations that are broken *and* have been reduced to half strength or less, plus half the value of any formation reduced to half strength or less but is not broken, plus half the value of any formation that is broken but is above half strength. Whoever has the higher points score is the winner. For the purpose of this rule, a formation's "strength" is equal to the number of units in the formation plus the (remaining) damage capacity of any war engines.

85. 6.1.7 Victory Conditions

Q: Do formations that are "off board" (spacecraft) or in reserve count towards the Break Their Spirit goal?

A: No. However, a formation that enters play and is destroyed (e.g. an aircraft) would count towards the goal.

Q: Does a whole formation have to be on the opponent's half of the table to deny the They Shall Not Pass goal? A whole unit?

A: One part of a single unit on the opponent's half of the table is all that it takes to deny them the They Shall Not Pass goal.

Q: If a formation rallies in the end phase can it deny the opponent the They Shall Not Pass goal?

A: Yes.

6.2 TOURNAMENT ARMY LISTS

"Do not throw your forces blindly into battle. Before committing your forces, examine the situation. Review your own strength, and that of your enemy. Remember your own objectives, and try to anticipate those of your opponent. Then select those of your troops best suited to the task in hand."

Imperium Tactica

The following army lists are designed to work with the range of models produced by Games Workshop for Epic, and will produce a closely balanced game when used along with the tournament game rules (see 6.1).

Although each army list is based on one particular fighting force, they are typical of many other similar armies, and so all of these lists can be used as "stand in" lists for players that may already have collected an Epic army from a previous edition of the rules.

In order to use the army lists, you and your opponent must agree upon a points total for the game that you will play, and then select formations from the army lists that are equal to or less than this value. For example, you might agree to play a 3,000 point game, in which case you would both pick formations whose points value comes to 3,000 points or less.

The attached army lists provide points value for all of the models available in the Epic range. The "counts as" rule opposite will make it easy for you to use non-standard models in your games, and the appendices at the end of this book include sections on how to use models that are no longer in production from older versions of Epic in your games too. Our aim is to make it as easy as possible for players to use all of the models in their collection without receiving an unfair advantage by so doing, and as long as you use the rules in this spirit you will find your games all the better for it.

Each army list is broken down into four parts:

Forces: This section tells you which datasheets to use from Section 5.0.

Using The Army List: This section tells you how to use the army list, and covers the different types of formation used by the army and how they can be selected from the list.

Special Rules: The special rules that apply to the army list.

The Army List: The army list describes the formations that can be used in the army, the units that make up each formation, and gives a points value for each formation. It also includes the army's strategy rating and the initiative rating for any formations in the army. The datasheets for all of the units in the armies can be found in the Forces section (see 5.0).

6.2.1
The 'Counts As' Rule

You may if you wish decide that certain units in your army "count as" something else from the army lists that is of roughly the same size and function. This is especially useful if you are using old models that are no longer in the range and therefore not covered in the army lists, or you are using models that are painted differently. For example, you might have managed to lay your hands on some of the old metal Ork Squigoth models that we made many years ago but that are now no longer in the range. Rather than leaving these models languishing on the shelf you could simply decide that they "count as" Ork Battlewagons, which are roughly the same size as a Squigoth and have a similar function. Alternatively, you may have decided to use the Steel Legion army list to represent a different Imperial Guard regiment with a very different colour scheme. Again, it would be a great shame not to be able to use your gorgeously painted army, and the "counts as" rule will allow you to do so. However, if you decide to use the "counts as" rule, then there are three very important things to bear in mind:

- First of all, before the game starts you must tell your opponent that you have decided to use the "counts as" rule, and you must let him know what counts as what.
- Secondly, this rule is here to allow you to use all the models in your collection, not as a method of fine-tuning your army for every game that you play. Therefore you may not use the "counts as" rule for units that are actually covered in the army lists. For example, if you have a model of a Land Speeder, then you must use it as a Land Speeder and pay the points for a Land Speeder; you could not use it as a Land Speeder Tornado, or a Predator, or any other unit for that matter. By the same token, a Land Speeder Tornado must be used as a Land Speeder Tornado and can't stand in for any other units. This rule is included to prevent confusion and keep game play as even and balanced as possible. Note that you can paint the unit in any way you like, you just can't count it as a different unit from the list.
- Finally, if you decide that any unit in your army "counts as" something else, then all of that type of unit in your army must count as the same thing. For example, if you decided that your old Squigoth model was a Battlewagon, then all the Squigoths in your army would have to be Battlewagons—you couldn't have one Squigoth as a Battlewagon, one as a Gunwagon, and so on.

6.3 CODEX ASTARTES SPACE MARINE ARMY LIST

"The Codex Astartes is the holy tome of these loyal Battle Brothers. The wisdom of the ancients is both scripture and the unbending rod by which they are measured. In war, they are fierce and as steadfast as those of old who stood beside the Emperor and broke the Legions of Horus. In faith and valour they are unmatched. The torches of their chapels burn bright with flames whose holy fire has shone upon an unchanging brotherhood for a hundred centuries. In their lives and in war, the Codex Astartes is their guide."

Forces
The Codex Astartes Space Marine Army List uses the datasheets from 5.1, 5.3, and 5.4.

Using The Army List
The following army list allows you to field an army based on one of the Space Marine Chapters that closely follows the teachings of the Codex Astartes. It can also be used as a "stand in" army list for other Space Marine Chapters that do not follow the Codex Astartes, such as the Blood Angels, Dark Angels and Space Wolves.

Space Marines are organised into small formations called *detachments*. Each detachment is made up of one or more units, and may also include a number of extra units called *upgrades*.

The detachments that may be taken in a Codex Astartes army are shown on the chart that follows. The chart also shows what units comprise the detachment, what upgrades are allowed, and its points cost. For example, an Assault detachment consists of four Space Marine Assault units for 175 points, and may include the Commander and Vindicator upgrades at an additional cost in points.

Each upgrade that is taken adds to the cost of the detachment, as shown on the *upgrade chart*. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taken for, and sometimes takes the form of additional units for the detachment. Each upgrade may be taken once per formation. For example, an Assault detachment could include one Commander and one Vindicator. If both were taken it would cost 175 + 50 +75 = 300 points.

Codex Astartes armies may be supported by Imperial Navy aircraft, Titan Legion battlegroup and Codex Astartes aircraft formations. A maximum of up to a third of the points available to the army may be spent on these formations.

Special Rules
The *They Shall Know No Fear* rule applies to all Codex Astartes detachment formations (see 5.1.1).

6.3.1
Space Marine Transports [86]

The Space Marines are a highly mobile army. Because of this, the points cost of a detachment usually includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. Determine the number of Rhinos needed after all upgrades have been purchased. The number of Rhinos will always be the minimum needed to carry the formation, you can't take extras along to cover any losses!

Note that many formations don't receive Rhinos, usually because they can't fit into them. Detachments that come with Rhinos will be noted as having "plus transport" in the units section of the army list opposite.

Also note that you don't have to take Rhinos if you don't want to. If you'd rather field the formation on foot instead, so it can act as a garrison for example, or be transported in a Thunderhawk Gunship, then you may do so.

In addition, you may choose to replace a detachment's Rhinos with Drop Pods. If you do this then the detachment will enter play in a Drop Pod using the rules for *Planetfall* (see 4.4). Note that if you choose to do this you will also require at least one Space Marine Strike Cruiser or Battle Barge to deploy the drop pods from.

Before each game, after the opposing army is known but before objectives are placed, the Space Marine player may choose which formations with the "plus transport" aspect are deployed in Rhinos, Drop Pods or on foot. If the formation has any units unable to deploy in Drop Pods then that option cannot be selected.

86. 6.3.1 Space Marine Transports
Q: If a formation comes with Rhinos, and can also take Land Raiders and Razorbacks via upgrades, how do you determine how many Rhinos the formation receives?
A: Add any Land Raiders to a formation first. Next, add any number of Razorbacks to the formation, up to the number required to transport those units not being transported in Land Raiders. Finally, the formation receives Rhinos to transport those units not being transported in Land Raiders or Razorbacks.

CODEX ASTARTES SPACE MARINE ARMY LIST

Codex Astartes Space Marine armies have a strategy rating of 5. Imperial Navy aircraft formations have an initiative rating of 2+. All other formations have an initiative rating of 1+.

SPACE MARINE DETACHMENTS

FORMATION	UNITS	UPGRADES	COST
Assault	Four Assault units	Commander, Vindicators	175 points
Bike	Five Attack Bikes	Commander, Bikes	150 points
Devastator	Four Devastator units plus transport	Commander, Dreadnoughts, Hunter, Land Raiders, Razorbacks	250 points
Land Raider	Four Land Raiders	Commander, Hunter, Vindicators	325 points
Land Speeder	Any five of the following units: Land Speeder, Land Speeder Tornado	Commander, Typhoons	200 points
Landing Craft	One Landing Craft	None	350 points
Predator	Any four of the following units: Predator Annihilator, Predator Destructor	Commander, Hunter, Vindicators	250 points
Scout	Four Scout units plus transport	Commander, Razorbacks, Snipers	150 points
0–1 Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Tactical	Six Tactical units plus transport	Commander, Dreadnoughts, Hunter, Land Raiders, Razorbacks, Vindicators	275 points
Terminator	Four Terminator units	Commander, Dreadnoughts, Land Raiders, Vindicators	350 points
Vindicator	Four Vindicators	Commander, Hunter	200 points
Whirlwind	Four Whirlwinds	Commander, Hunter	275 points

SPACE MARINE UPGRADES

(Each upgrade may be taken once per detachment.)

UPGRADE	UNITS		COST
Battle Barge	Replace the Strike Cruiser with a Battle Barge		+150 points
Bikes	Replace up to five Attack Bikes with an equal number of Bikes or Mutli-melta Attack Bikes		+10 points each
Commander	Add any one of the following characters to any unit in the formation:	Captain, Chaplain, Librarian	+50 points
		0–1 Supreme Commander per army	+100 points
Dreadnoughts	Add up to two Dreadnoughts		+50 points each
Hunter	Add one Hunter		+75 points
Land Raiders	Add up to four Land Raiders		+75 points each +125 points per pair
Razorbacks	Add any number of Razorbacks, up to the number required to transport the formation		+25 points each
Snipers	Give up to four Scout units *Sniper*		+10 points each
Typhoons	Replace up to five Land Speeders with an equal number of Land Speeder Typhoons		+10 points each
Vindicators	Add up to two Vindicators		+50 points each +75 points per pair

IMPERIAL ALLY AND SPACE MARINE AIRCRAFT FORMATIONS

(Up to a third of the points available may be spent on these formations.)

IMPERIAL NAVY AIRCRAFT

FORMATION	UNITS	COST
Marauder Squadron	Two Marauder Bombers	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	175 points

TITAN LEGION BATTLEGROUPS

FORMATION	UNITS	COST
Reaver	One Reaver Class Titan	650 points
Warhound	One Warhound Class Titan	275 points
Warhound Pack	Two Warhound Class Titans	500 points
Warlord	One Warlord Class Titan	825 points

SPACE MARINE AIRCRAFT

FORMATION	UNITS	COST
Thunderhawk Gunship	One Thunderhawk Gunship	200 points

6.4 ARMAGEDDON STEEL LEGION IMPERIAL GUARD ARMY LIST

"Strike fast and suddenly. Attack without warning. Secure victory before the foe is aware of his danger. Remember always, a war is easily won if your enemy does not know he is fighting."

Lord General Solar Macharius

Forces

The Armageddon Steel Legion Imperial Guard Army List uses the datasheets from 5.2, 5.3, and 5.4.

Using The Army List

The following army list allows you to field an Imperial Guard army that is based on an Armageddon Steel Legion regiment. It can also be used as a "stand in" army list for other Imperial Guard regiments, such as Cadian Shock Troops, Mordian Iron Guard or Valhallan Ice Warriors, among many others. Note that we have based the number of units in the infantry formations on what will be found in a typical field formation, rather than what is found in a full-strength company when first enlisted.

Steel Legion formations come in two types: *companies* and *support formations*. Each company you include in the army allows you to field any two support formations. Although you can only take a support formation if you first take a company, they are treated as separate independent formations during a battle and do not have to move around together. For example, taking a Steel Legion Tank Company would entitle you to take two formations from the support formation chart. If you decided to take an artillery battery then it and the tank company would operate as two separate formations.

In addition, companies may be given up to three company upgrades. Each type of upgrade can only be taken once by a company (i.e., an infantry company could have an Ogryn and a Sniper upgrade, but not two Sniper upgrades). Upgrades are added to the company and are not a separate formation. Support formations may not be given company upgrades. Each upgrade that is taken adds to the cost of the company, as shown on the upgrade chart. For example, if you took a Tank Company and added a mechanised infantry platoon to it as an upgrade, then the cost of the tank company would be 650 + 100 + 75 (for the Chimera) = 825 points. Note that you may take any type of upgrade for any type of company; so, for example, if you want to include a platoon of Leman Russ tanks in an infantry company or snipers in a Tank Company then you may do so.

Armageddon Steel Legion Imperial Guard armies may be supported by Imperial Navy assets and Titan Legion battlegroups. A maximum of up to a third of the points available to the army may be spent on these formations.

6.4.1
Commissars

An Imperial Guard army may include one Commissar character per 500 points, or part thereof, in the army. The Commissars do not cost any points.

Commissar units may be added to the army at the start of the battle before either side sets up. If the army includes a Supreme Commander than the first Commissar must be attached to the Supreme Commander's formation. Any further Commissars may be attached to any other formations.

You may not include more than one Commissar per formation. You may not add a Commissar to an Imperial Ally formation. If you have more Commissars than formations any excess is lost.

ARMAGEDDON STEEL LEGION IMPERIAL GUARD ARMY LIST

Armageddon Steel Legion Imperial Guard armies have a strategy rating of 2. Titan Legion battlegroup formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

STEEL LEGION COMPANIES

FORMATION	UNITS	COST
Artillery Company	Any nine of the following units: Basilisk, Manticore	550 points
Infantry Company	One Commander unit and twelve Infantry units	250 points
Mechanized Infantry Company	One Commander unit, twelve Infantry units and seven Chimera	400 points
0–1 Regimental HQ	One Supreme Commander unit, twelve Infantry units and seven Chimera	475 points
Super-heavy Tank Company	Any three of the following units: Baneblade, Shadowsword	500 points
Tank Company	Ten Leman Russ	650 points
	(replace one Leman Russ with a Leman Russ Vanquisher)	(Free)

STEEL LEGION COMPANY UPGRADES

(Up to three company upgrades may be taken once per company.)

UPGRADE	UNITS	COST
Fire Support Platoon*	Add four Support Squad units	+100 points
Flak	Add one Hydra	+50 points
Griffon Battery	Add three Griffons	+50 points
Hellhound Squadron	Add up to three Hellhounds	+25 points each
Infantry Platoon*	Add six Infantry units	+100 points
Ogryns*	Add up to two Ogryns	+25 points each
Snipers*	Add up to two Snipers	+25 points each
Tank Squadron	Add three Leman Russ or Leman Russ Demolishers	+175 points

** These upgrades may add up to one Chimera per each of their units for +25 points each. All infantry units in the formation must be transported in Chimera if any are taken but you may not take more than one Chimera per unit in the formation.*

STEEL LEGION SUPPORT FORMATIONS

(Any two support formations may be fielded per each company.)

FORMATION	UNITS	COST
Artillery Battery	Three Bombards or Manticores	250 points
Basilisk Battery	Three Basilisks	225 points
0–1 Deathstrike Battery	Two Deathstrikes	200 points
Flak Battery	Three Hydras	150 points
Rough Rider Platoon	Six Rough Riders	150 points
Sentinel Squadron	Four Sentinels	100 points
Storm Trooper Platoon	Eight Storm Troopers	200 points
	(add four Chimera or Valkyries)	(+100 or +150 points)
Super-heavy Tank Platoon	One Baneblade or Shadowsword	200 points
Vulture Squadron	Four Vultures	300 points

IMPERIAL ALLY FORMATIONS

(Up to a third of the points available may be spent on these formations.)

IMPERIAL NAVY ASSETS

FORMATION	UNITS	COST
Marauder Squadron	Two Marauder Bombers	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	150 points
0–1 Orbital Support	Lunar Class Cruiser or Emperor Class Battleship	150 points

TITAN LEGION BATTLEGROUPS

FORMATION	UNITS	COST
Reaver	One Reaver Class Titan	650 points
Warhound	One Warhound Class Titan	275 points
Warhound Pack	Two Warhound Class Titans	500 points
Warlord	One Warlord Class Titan	825 points

6.5 GHAZGHKULL MAG URUK THRAKA'S ORK WAR HORDE ARMY LIST

"I'm da hand of Gork and Mork, dey sent me to rouse up da boyz to crush and kill 'cos da boyz forgot what dere 'ere for. I woz one of da boyz till da godz smashed me in da 'ead an' I 'membered dat Orks is meant to conquer and make slaves of everyfing they don't kill. I'm da profit of da Waaagh an' whole worlds burn in my boot prints. On Armour-Geddem, I led da boyz through da fire deserts and smashed da humies' metal cities to scrap. I fought Yarik, old one-eye at Tarturus, an' he fought good but we smashed iz city too.

I'm death to anyfing dat walks or crawls, where I go nothin' stands in my way. We crushed da stunties on Golgotha, an' we caught old one-eye when da speed freeks blew da humies' big tanks ta bits. I let 'im go 'cause good enemies iz 'ard to find, an Orks need enemies ta fight like they need meat ta eat an' grog ta drink.

I iz more cunnin' than a grot an' more killy than a dread, da boyz dat follow me can't be beat. On Pissenah we jumped da marine-boyz an' our bosspoles was covered in da helmets we took from da dead 'uns. We burned dere port an' killed dere bosses an' left nothin' but ruins behind.

I'm Warlord Ghazghkull Mag Uruk Thraka an' I speak wiv da word of da gods. We iz gonna stomp da 'ooniverse flat an' kill anyfing that fights back. We iz gonna do this coz' we're Orks an' we was made ta fight an' win!"

Graffiti on Warlord Titan wreckage found by Dark Angels at Westerisle, Piscina IV

Forces
The Ghazghkull Mag Uruk Thraka's Ork War Horde Army List uses the datasheets from 5.5.

Using The Army List
Unlike the very rigid formations used by the Imperium, Ork formations vary widely in both size and composition. The rules for creating Ork formations reflect this. The most common type of Ork formation is the warband. Other more specialised formations do exist, such as Kults of Speed and Blitz Brigades. The different types of Ork formations you may choose are shown on the army list that follows. The army list includes the following information:

Type: The name of the formation.

Core Units: The units that make up the formation. An Ork player can choose to double or triple the number of units in the formation if he wishes. A formation with double the normal number of units is called a *big* formation, and a formation with three times the normal number of units is called a *'uge* formation.

Cost: Most Ork formations have three values. The first value is the cost for the basic formation, the second is its cost if it is a big formation, and the third value is its cost if it is a 'uge formation. If the formation only has one cost then it may not be increased in size. Up to one third of the points available to an Ork army can be spent on aircraft and Gargants.

Extra Units: An Ork formation may include any of the extra units listed in the "Extras" column. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there is a limitation then the limit is doubled for a big formation and tripled for a 'uge formation. For example, a normal sized Kult of Speed can include 0–1 Oddboy, a big Kult of Speed can include 0–2, and a 'uge Kult of Speed can include 0–3. All of the core, extra, and free units in an Ork formation count as being part of one large formation. The different units may not move off on their own.

Special Rules
The *Mob Rule* (see 5.5.1) and *Power of the Waaagh!* (see 5.5.2) rules apply to all Ork formations.

6.5.1
Ork Warlords[87]

Every Ork army *must* include a Supreme Command character called a Warlord. The Warlord character is free, you don't have to pay any points for it. If the army includes any Great Gargants, then the Warlord must be placed in one of them. If there are no Great Gargants in the army then the Warlord will join a Nobz or a Gargant unit.

6.5.2
Battlefortresses & Gunfortresses

In tournament games, these units may only transport units from their own formation (i.e., the rules for War Engine transports do not apply to them when using the tournament army lists).

87. 6.5.1 Ork Warlords
Q: Can an Ork Warlord join any unit if there are no Great Gargants, Nobz or Gargant units in the army?
A: Yes.

GHAZGHKULL MAG URUK THRAKA'S ORK WAR HORDE ARMY LIST

Ghazghkull Mag Uruk Thraka's Ork War Horde armies have a strategy rating of 3. All formations have an initiative rating of 3+, but receive modifiers depending on the action chosen when taking an action test (see 5.5.2), or the size of the formation when rallying (see 5.5.1).

ORK FORMATIONS

		COST			
TYPE	**CORE UNITS**	**NORMAL**	**BIG**	**'UGE**	**EXTRA UNITS**
Blitz Brigade	Any four of the following units: Deth Kopta, Flakwagon, Gunwagon	150	250	350	Add any number of the following units for +25 points each: Skorcha, Warbikes, Warbuggy Add any number of the following units for +35 points each: Deth Kopta, Flakwagon, Gunwagon Add up to one Gunfortress for +125 points Add up to one Oddboy character to a Gunfortress or Gunwagon unit for +50 points
0–1 Kill Kroozer	One Kill Kroozer	150	n/a	n/a	Replace the Kill Kroozer with a Battlekroozer for +50 points
Kommando Warhorde	Six Kommandos	150	n/a	n/a	Add any number of the following units for +25 points each: Kommandos, Skorcha, Stormboyz, Warbikes, Warbuggy Add any number of Deth Koptas for +35 points each
Kult Of Speed	Any eight of the following units: Skorcha, Warbikes, Warbuggy	200	350	500	Add any number of the following units for +25 points each: Skorcha, Warbikes, Warbuggy Add any number of the following units for +35 points each: Deth Kopta, Flakwagon, Gunwagon Add up to one Oddboy character to a Gunwagon unit for +50 points
Mekboy Gunzmob	Five Big Gunz	125	225	325	Add any number of the following units for +25 points each: Battlewagon, Big Gunz Add any number of Flakwagons for +35 points each Add up to one Nobz for +35 points Add up to one Oddboy character to a Big Gunz unit for +50 points
Mekboy Stompamob	Three Stompas	175	300	425	Add any number of Kill Kans for +25 points each Add any number of the following units for +35 points each: Dreadnought, Flakwagon Add any number of Stompas for +50 points each Add up to one Supa-Stompa for +275 points
Stormboyz Warhorde	Six Stormboyz	150	n/a	n/a	Add any number of the following units for +25 points each: Kommandos, Skorcha, Stormboyz, Warbikes, Warbuggy Add any number of Deth Koptas for +35 points each
Warband	Two Nobz, six Boyz and two Grotz	200	350	500	Add any number of the following units for +25 points each: Battlewagon, Big Gunz, Boyz and an optional Grotz, Killa Kan, Kommandos, Skorcha, Stormboyz, Warbikes, Warbuggy Add any number of the following units for +35 points each: Deth Kopta, Dreadnought, Flakwagon, Gunwagon Add up to two Nobz for +35 points each Add any number of Stompas for +50 points each Add any number of Battlefortresses for +115 points each Add any number of Gunfortresses for +125 points each Add up to one Oddboy character to a Battlefortresses, Big Gunz, Gunfortress or Gunwagon unit for +50 points

ORK AIRCRAFT AND GARGANT FORMATIONS

(Up to a third of the points available may be spent on these formations.)

		COST			
TYPE	**CORE UNITS**	**NORMAL**	**BIG**	**'UGE**	**EXTRA UNITS**
Fighta Sqwadron	Three Fighta Bommers	150	n/a	n/a	Add up to six Fighta Bommers for +50 points each
Gargant	One Gargant	650	n/a	n/a	None
Great Gargant	One Great Gargant	850	n/a	n/a	None
Landa	One Landa	200	n/a	n/a	None

6.6 ELDAR BIEL-TAN CRAFTWORLD ARMY LIST[88]

"There is no art more beautiful and diverse than the art of Death."

Laconfir of Biel-Tan

Forces
The Eldar Biel-Tan Craftworld Army List uses the datasheets from 5.6.

Using The Army List
Eldar Biel-Tan Craftworld formations come in three types, the first two are warhost and troupe formations. Each warhost you include in the army allows you to field any three troupe formations. Although you can only take a troupe formation if you first take a warhost, they are treated as separate independent formations during a battle and do not have to move around together. The third type of formation are Biel-Tan Craftworld Spacecraft, Aircraft & Titan formations. A maximum of up to a third of the points available to the army may be spent on these formations.

Finally, Biel-Tan Craftworld Individuals includes special characters, formations and objective options. Each individual may only be taken once by the army. The rules for using each individual are listed in the "Notes" column.

The army list includes the following information:

Formation: The name of the formation.

Units: The core units that make up the formation.

Extras: An Eldar formation may include any of the extra units listed in the "Extras" column. You may include any number of extra units in a formation unless it is specifically noted otherwise. All of the core and extra units in a formation count as being part of one formation. The different units may not move off on their own.

Cost: The points value of the formation.

Special Rules
The *Hit & Run Tactics* rule applies to all Eldar formations (see 5.6.2). Additionally, certain units and weapons have special abilities described in *Farsight* (see 5.6.1) and *Eldar Technology* (see 5.6.3).

6.6.1
May Not Garrison

The Eldar are a highly mobile army, and rarely have enough forces to try to take and hold ground. Because of this, instead of maintaining a heavily garrisoned front line, they will usually rely on a screen of Rangers and War Walkers to warn of the approach of any enemy forces. Meanwhile the bulk of the highly mobile Eldar army will be held back in reserve, where it will be ready to move quickly to any threatened sector. This tactic allows the Eldar to hold large areas of ground with relatively few troops.

To represent these tactics, only Eldar Rangers and War Walkers are allowed to garrison objectives in the Epic tournament game scenario.

88. 6.6 Eldar Biel-Tan Craftworld Army List
Q: Can an Avatar be placed within 15cm of a Webway Portal if a Farseer is in reserve and will enter through it?
A: No.

ELDAR BIEL-TAN CRAFTWORLD ARMY LIST

Eldar Biel-Tan Craftworld armies have a strategy rating of 4. Avatar, Aspect Warrior, Phantom, Revenants and Warlock formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

BIEL-TAN CRAFTWORLD INDIVIDUALS

(Up to one of each type of individual may be taken per army.)

TYPE	NOTES	COST
0–1 Avatar with a Court of the Young King character	In the Strategy Phase of any turn place the Avatar within 15cm of a Farseer before making a strategy roll. The Avatar counts as its own formation and may only enter play in this manner. In the End Phase of that turn remove the Avatar before rallying formations. Once the Avatar has been removed it may not return.	Free
0–1 Wraithgate	At the start of the game nominate one objective on your half of the table as a Wraithgate before setting up spacecraft and garrisons. The Wraithgate functions both as a *Webway Portal* and as an objective for the rules purposes. It may not be destroyed. Only formations consisting completely of infantry units, light vehicle units or armoured vehicles units with the *Walker* ability may use the Wraithgate to enter play.	+50 points

BIEL-TAN CRAFTWORLD WARHOSTS

FORMATION	UNITS	EXTRAS	COST
Aspect Warrior	Any eight of the following units: Dark Reapers, Dire Avengers, Fire Dragons, Howling Banshees, Shining Spears, Striking Scorpions, Swooping Hawks, Warp Spiders	Add just enough Wave Serpents or Falcons to transport all units without *Jump Packs* or *Mounted* for +50 points each Add up to two Exarch characters to infantry units for +25 points each Replace one Exarch character per army with an Autarch character for +50 points	300 points
Guardian	One Farseer and seven Guardians	Replace up to three Guardians with an equal number of Heavy Weapon Platform units for free Add three Support Weapon Platform units for +50 points Add between two and three Wraithguard units for +50 points each Add three Wraithlords for +175 points Add four Wave Serpents to a formation consisting of only Farseer, Guardians or Heavy Weapon Platform units for +200 points	150 points

BIEL-TAN CRAFTWORLD TROUPES

(Each warhost you include in the army allows you to field any three troupes.)

FORMATION	UNITS	EXTRAS	COST
Engine of Vaul	Any one of the following units: Cobra, Scorpion, Storm Serpent	Add up to any two of the following units for +250 points each: Cobra, Scorpion, Storm Serpent	250 points
Night Spinner	Three Night Spinners	None	175 points
Ranger	Four Rangers	Add up to four Ranger units for +25 points each	100 points
Swords of Vaul	Five Falcons	Add up to one Falcon for +50 points Replace up to two Falcons with an equal number of Firestorms for free Replace any number of Falcons with an equal number of Fire Prisms for +15 points each	250 points
Void Spinner	One Void Spinner	Add up to two Void Spinners for +275 points each	275 points
War Walker	Four War Walkers	Add up to two War Walkers for +25 points each	150 points
Windrider	Any six of the following units: Jetbikes, Vyper	None	200 points

BIEL-TAN CRAFTWORLD SPACECRAFT, AIRCRAFT & TITANS

(Up to a third of the points available may be spent on these formations.)

FORMATION	UNITS		COST
Nightwings	Three Nightwing Interceptors		300 points
Phantom	One Phantom Titan		750 points
Phoenix	Three Phoenix Bombers		325 points
Revenants	Two Revenant Titans		650 points
0–1 Spacecraft	Any one of the following units:	Wraithship	150 points
		Dragonship	300 points
Vampire	One Vampire Raider		200 points
0–1 Warlock	One Warlock Titan		850 points

6.7 BARAN SIEGEMASTERS IMPERIAL GUARD ARMY LIST[89]

"We've been "claiming" this damned planet for the Imperium all of my life, and all of my father and grandfathers lives before that. I just wish someone would get round to telling those damned Orks to get off our damned land!"

Anon

Forces

The Baran Siegemasters Imperial Guard Army List uses the datasheets from 5.7 and 5.3.

Using The Army List

The following army list allows you to field an Imperial Guard army that is based on a Siege regiment of the type typified by the Baran Siegemasters. It can also be used as a "stand in" army list for other Imperial Guard Siege regiments, other kinds of static defence regiment, as well as being an excellent army list to use to represent the planetary defence forces fielded by Imperial Governors all across the Imperium.

Baran Siegemaster formations come in two types: *companies* and *support formations*. Each company you include in the army allows you to field any two support formations, plus one set of Fortified Positions. Although you can only take a support formation if you first take a company, they are treated as separate independent formations during a battle and do not have to move around together.

In addition, companies may be given up to three company upgrades. Each type of upgrade can only be taken once by a company. Upgrades are added to the company and are not a separate formation. Support formations may not be given company upgrades. Each upgrade that is taken adds to the cost of the company, as shown on the upgrade chart. Note that you may take any type of upgrade for any type of company.

Baran Siegemasters Imperial Guard armies may be supported by Imperial Navy aircraft. A maximum of up to a fourth of the points available to the army may be spent on these formations.

Special Rules

The *Commissars* rule applies to Baran Siegemasters Imperial Guard armies (see 6.4.1).

89. 6.7 Baran Siegemasters Imperial Guard Army List
Q: If a Sapper Platoon is split up and added to one or more companies is the Break Their Spirit goal or tiebreak affected?
A: Yes, each unit of Sappers adds +30 points to the company it is added to.

6.7.1
Regimental HQs

When playing Epic tournament games, a Siegemaster army must include a Regimental HQ. The enemy count as having achieved the "Break Their Spirit" goal by destroying this formation or by destroying the most expensive formation in the army (see 6.1.7).

6.7.2
Fortified Positions[90]

Fortified positions must be set up after objectives have been placed but before spacecraft and garrisons are set up. The only exception to this are fortified positions that are listed as part of a formation's "units". While they are not actually units, they are set up with the formation they are part of.

Fortified positions may be set up anywhere a vehicle may deploy on the player's half of the table. They may not be transported. Each group of fortified positions (whether part of a formation or not) must be set up so every piece is within 5cm of another piece from the same group, and so all pieces from the same group form a "chain" without any gaps of more than 5cm. Additionally, if a group of fortified positions is part of a formation then at least one piece must be within 5cm of a unit from the formation when they are set up.

Once set up, fortified positions may be used by any unit (including enemy units).

90. 6.7.2 Fortified Positions
Q: Do all Fortified Positions purchased need to be set up?
A: No.
Q: Are Fortified Positions counted during tiebreak?
A: No.
Q: Are the Gun Emplacements that come with certain formations set up at the same time as Fortified Positions?
A: No, these are setup with the formation they are part of.
Q: Are the Gun Emplacements that come with certain formations in the formation?
A: No, they are not units. They just need to be set up in coherency with the rest of the formation.

BARAN SIEGEMASTERS IMPERIAL GUARD ARMY LIST

Baran Siegemaster Imperial Guard armies have a strategy rating of 1. All formations have an initiative rating of 2+.

BARAN SIEGEMASTER COMPANIES

FORMATION	UNITS	COST
Infantry Company	One Commander unit and nine Siege Infantry units	175 points
1 Regimental HQ	One Supreme Commander unit and nine Siege Infantry units	225 points

BARAN SIEGEMASTER COMPANY UPGRADES

(Up to three company upgrades may be taken once per company.)

UPGRADE	UNITS	COST
Griffon Battery	Add three Griffons	+50 points
Hellhound Squadron	Add up to three Hellhounds	+25 points each
Rapier Platoon	Add three Rapier Laser Destroyer units	+75 points
Siege Infantry Platoon	Add six Siege Infantry units	+75 points
Snipers	Add up to two Snipers	+25 points each
Thudd Gun Platoon	Add three Thudd Gun units	+75 points

BARAN SIEGEMASTER SUPPORT FORMATIONS

(Any two support formations may be fielded per each company.)

FORMATION	UNITS	COST
Artillery Battery	Three Götterdämmerung Howitzers and three Bruenhilde	150 points
Artillery Company	Nine Götterdämmerung Howitzers and nine Gun Emplacements	425 points
Bombard Battery	Three Bombards	250 points
0–1 Deathstrike Battery	Two Deathstrikes	200 points
Flak Battery	Three Blitzen AA Guns and either three Bruenhilde or three Gun Emplacements	125 points
Heavy Tank Platoon	Six Ragnarok Heavy Tanks	300 points
Light Tank Platoon	Six Siegfried Light Tanks	150 points
Rough Rider Platoon	Six Rough Rider units	150 points
0–1 Sapper Platoon	Eight Sappers (The units may be split up and added to one or more companies in the army, or fielded as a single formation in their own right.)	250 points
Super-heavy Tank Platoon	One Baneblade or Shadowsword	200 points

BARAN SIEGEMASTER FORTIFIED POSITIONS

(One may be fielded per each company.)

TYPE	NOTES	COST
Fortified Positions	Up to 52cm of trenches and 52cm of razor wire, plus up to six of the following: Gun Emplacements, Bunkers	+75 points

IMPERIAL NAVY AIRCRAFT

(Up to a fourth of the points available may be spent on these formations.)

FORMATION	UNITS	COST
Marauder Squadron	Two Marauder Bombers	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	150 points

6.8 WARLORD SNAGGA SNAGGA'S FERAL ORK HORDE ARMY LIST

"Some says we'z Feral, nomadz they calls uz. I just say we'z always marching, konkering we iz…"

Warlord Snagga Snagga

Forces
The Warlord Snagga Snagga's Feral Ork Horde Army List uses the datasheets from 5.8.

Using The Army List
Unlike the very rigid formations used by the Imperium, Ork formations vary widely in both size and composition. The rules for creating Ork formations reflect this. The different types of Ork formations you may choose are shown on the army list that follows. The army list includes the following information:

Type: The name of the formation.

Core Units: The units that make up the formation. An Ork player can choose to double or triple the number of units in the formation if he wishes. A formation with double the normal number of units is called a *big* formation, and a formation with three times the normal number of units is called a *'uge* formation.

Cost: Most Ork formations have three values. The first value is the cost for the basic formation, the second is its cost if it is a big formation, and the third value is its cost if it is a 'uge formation. If the formation only has one cost then it may not be increased in size. Up to one third of the points available to an Ork army can be spent on aircraft and Gargants.

Extra Units: An Ork formation may include any of the extra units listed in the "Extras" column. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there is a limitation then the limit is doubled for a big formation and tripled for a 'uge formation. All of the core, extra, and free units in an Ork formation count as being part of one large formation. The different units may not move off on their own.

Special Rules
The *Mob Rule* (see 5.8.1) and *Power of the Waaagh!* (see 5.8.2) rules apply to all Ork formations.

6.8.1
Feral Ork Epic Tournament Special Rules

Every Ork army *must* include a Supreme Command character called a Warlord. The Warlord character is free, you don't have to pay any points for it. The Warlord will join the formation with the most units in the army. War Engines count their starting Damage Capacity towards the formation size. If there is a tie you may choose which warband the Warlord will join.

Orkeosaurus that are part of a warband may only transport units from their own formation.

Feral Ork armies are allowed to field a Trappa formation. This formation represents Ork Wildboyz using their skills to scout ahead of the main army. Because of this all units in the formation have *scout*.

WARLORD SNAGGA SNAGGA'S FERAL ORK HORDE ARMY LIST

Warlord Snagga Snagga's Feral Ork Horde armies have a strategy rating of 3. All formations have an initiative rating of 3+, but receive modifiers depending on the action chosen when taking an action test (see 5.8.2), or the size of the formation when rallying (see 5.8.1).

ORK FORMATIONS

		COST			
TYPE	**CORE UNITS**	**NORMAL**	**BIG**	**'UGE**	**EXTRA UNITS**
Boarboyz Horde	Five Boarboyz	100	175	250	Add any number of Boarboyz for +25 points each Add up to one Wyrdboy character to any unit for +50 points
Junka Brigade	Six Boyz and six Junkatrukks	175	300	n/a	Add any number of Boyz with a Junkatrukk for +25 points each Add up to one Nobz with a Junkatrukk for +50 points Add up to one Wyrdboy character to any unit for +50 points
0–1 Madboyz Horde	Six Madboyz	100	n/a	n/a	Add up to six Madboyz for +15 points each Add up to three Wyrdboy characters to any unit(s) for +50 points each
0–1 Steam Gargant	One Steam Gargant	200	350	500	None
Trappas	Six Wildboyz	150	n/a	n/a	Add up to one Nobz for +35 points **Note:** All units in the formation have *Scout*
Warband	Two Nobz, six Boyz and two Grotz	200	350	500	Add any number of the following units for +25 points each: Boarboyz, Boyz with an optional Grotz, two Wildboyz Add any number of Squiggoths for +50 points each Add up to three Squig Katapults for +25 points each Add up to one Nobz for +35 points Add up to one Wyrdboy character to any unit for +50 points Add up to one Orkeosaurus for +175 points
Wildboyz	Two Nobz and six Wildboyz	125	225	325	Add any number of the following units for +25 points each: Boarboyz, two Wildboyz Add any number of Squiggoths for +50 points each Add up to three Squig Katapults for +25 points each Add up to one Nobz for +35 points Add up to one Wyrdboy character to any unit for +50 points Add up to one Orkeosaurus for +175 points

6.9 WHITE SCARS SPACE MARINE ARMY LIST

"Known and feared throughout the Imperium for their high mobility, the Space Marines of the White Scars are the masters of the lightning strike method of attack, able to tear into their foes and vanish before they can respond. Fierce warriors, bearing the ritual scars of bravery, they fight with all the tribal savagery of their homeworld and brings swift death all enemies of the Imperium."

Forces
The White Scars Space Marine Army List uses the datasheets from 5.9, 5.3, and 5.4.

Using The Army List
The following army list allows you to field an army based on a White Scars Space Marine army. It can also be used as a "stand in" army list for any of the White Scars' successor chapters.

Space Marines are organised into small formations called *detachments*. Each detachment is made up of one or more units, and may also include a number of extra units called *upgrades*.

The detachments that may be taken in a White Scars army are shown on the chart that follows. The chart also shows what units comprise the detachment, what upgrades are allowed, and its points cost.

Each upgrade that is taken adds to the cost of the detachment, as shown on the *upgrade chart*. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taken for, and sometimes takes the form of additional units for the detachment. Each upgrade may be taken once per formation.

White Scar armies may be supported by Imperial Navy aircraft, Titan Legion battlegroup and White Scar aircraft formations. A maximum of up to a third of the points available to the army may be spent on these formations.

Special Rules
The *They Shall Know No Fear* rule applies to all White Scars detachment formations (see 5.1.1).

6.9.1
White Scars Transport

The Space Marines are a highly mobile army. Because of this the points cost of a detachment usually includes enough transport vehicles to transport it and any upgrades that have been taken. The number of vehicles will always be the minimum needed to carry the formation, you can't take extras along to cover any losses! The transport vehicles will be Land Raiders if the detachment is Terminators, Rhinos for any other form of detachment.

Note that many formations don't receive transports, usually because they can't fit into them. Detachments that come with vehicles will be noted as having "plus transport" in the Units section of the detachment list below. White Scars detachments must take the transport vehicles for a detachment—you cannot leave them behind in order to use the unit as a garrison. You can only choose to ignore this if the detachment is instead to be deployed from a Thunderhawk gunship.

In addition you may choose to replace a detachment's vehicles with drop pods before each game, after the opposing army is known but before objectives are placed. If you choose to do this, all transported detachments in the army must deploy from drop pods—you can't have some in transport vehicles and some deploying from drop pods. If you do choose to use drop pods, then the affected detachments will enter play in drop pods using the rules for *Planetfall* (see 4.4). Note that you will require at least one Space Marine strike cruiser or battle barge to deploy the drop pods from.

WHITE SCARS SPACE MARINE ARMY LIST

White Scar Space Marine armies have a strategy rating of 5. Imperial Navy aircraft formations have an initiative rating of 2+. All other formations have an initiative rating of 1+.

WHITE SCAR DETACHMENTS

FORMATION	UNITS	UPGRADES	COST
Assault	Four Assault units	Commander, Vindicators	175 points
Bike	Eight Attack Bikes	Commander, Bikes	250 points
Land Speeder	Any five of the following units: Land Speeder, Land Speeder Tornado	Commander, Typhoons	200 points
Landing Craft	One Landing Craft	None	350 points
Predator	Any four of the following units: Predator Annihilator, Predator Destructor	Commander, Hunter, Vindicators	250 points
Scout	Four Scout units plus transport	Commander, Razorbacks, Snipers	150 points
0–1 Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Tactical	Six Tactical units plus transport	Commander, Hunter, Razorbacks, Vindicators	275 points
Terminator	Four Terminator units plus transport	Commander, Hunter, Vindicators	575 points
Vindicator	Four White Scar Vindicators	Commander, Hunter	200 points
Whirlwind	Four Whirlwinds	Commander, Hunter, Vindicators	275 points

WHITE SCAR UPGRADES

(Each upgrade may be taken once per detachment.)

UPGRADE	UNITS		COST
Battle Barge	Replace the Strike Cruiser with a Battle Barge		+150 points
Bikes	Chose one of the following optoins:	Replace up to seven Attack Bikes with an equal number of White Scars Bike units or Mutli-melta Attack Bikes	+10 points each
		Replace eight Attack Bikes with eight White Scars Bike units or Mutli-melta Attack Bikes	+75 points
Commander	Add any one of the following characters to any unit in the formation:	Captain, Chaplain, Librarian	+50 points
		0–1 Supreme Commander per army	+100 points
Hunter	Add one Hunter		+75 points
Razorbacks	Add any number of Razorbacks, up to the number required to transport the formation		+25 points each
Snipers	Give up to four Scout units *Sniper*		+10 points each
Typhoons	Replace up to five Land Speeders with an equal number of Land Speeder Typhoons		+10 points each
Vindicators	Add up to two White Scar Vindicators		+50 points each +75 points per pair

IMPERIAL ALLY AND WHITE SCAR AIRCRAFT FORMATIONS

(Up to a third of the points available may be spent on these formations.)

IMPERIAL NAVY AIRCRAFT

FORMATION	UNITS	COST
Marauder Squadron	Two Marauder Bombers	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	175 points

TITAN LEGION BATTLEGROUPS

FORMATION	UNITS	COST
Warhound	One Warhound Class Titan	275 points
Warhound Pack	Two Warhound Class Titans	500 points

WHITE SCAR AIRCRAFT

FORMATION	UNITS	COST
Thunderhawk Gunship	One Thunderhawk Gunship	200 points

6.10 BURNING DEATH SPEED FREEKS ARMY LIST

Below was some sort of Humie supply dump, with stacks of crates and barrels, and Imperial Guardsmen scuttling around dousing fires. Skargrim grinned and sounded the Waaagh-horn before kicking his driver to go faster. Around him, the massed vehicles of the Speed Kult raced down towards the shocked Humies at full throttle. Warbuggies vied with bikes and Traks to cover the ground the fastest, Trukks packed with Boyz careened against each other as they fought to get ahead, the greenskins' shouts inaudible over the thunder of engines. The column of ramshackle, bellowing vehicles snaked and twisted like a living thing as it converged on its prey.

Forces
The Burning Death Speed Freeks Army List uses the datasheets from 5.10.

Using The Army List
Unlike the very rigid formations used by the Imperium, Ork formations vary widely in both size and composition. The rules for creating Ork formations reflect this. The different types of Ork formations you may choose are shown on the army list that follows. The army list includes the following information:

Type: The name of the formation.

Core Units: The units that make up the formation. An Ork player can choose to double or triple the number of units in the formation if he wishes. A formation with double the normal number of units is called a *big* formation, and a formation with three times the normal number of units is called a *'uge* formation.

Cost: Most Ork formations have three values. The first value is the cost for the basic formation, the second is its cost if it is a big formation, and the third value is its cost if it is a 'uge formation. If the formation only has one cost then it may not be increased in size. Up to one third of the points available to an Ork army can be spent on aircraft and Gargants.

Extra Units: An Ork formation may include any of the extra units listed in the "Extras" column. You may include any number of extra units in a formation unless it is specifically noted otherwise. If there is a limitation then the limit is doubled for a big formation and tripled for a 'uge formation. All of the core, extra, and free units in an Ork formation count as being part of one large formation. The different units may not move off on their own.

Special Rules
The *Mob Rule* (see 5.5.1) and *Power of the Waaagh!* (see 5.5.2) rules apply to all Ork formations.

6.10.1
Speed Freek Epic Tournament Special Rules

Every Speed Freek Ork army *must* include a Mekboy Bad Ork Bikerboy unit. The unit is free, you don't have to pay any points for him, and it can be added to any formation in the army.

Every unit in a Speed Freek army must either have a speed of 30cms plus, or be transported in a unit with a speed of 30cm plus. In other words, formations may not include units with a speed of less than 30cm unless they also have a transport vehicle capable of carrying the unit around.

Burning Death Speed Freek armies are allowed to field a Warbike Outriders formation. All units in the formation have *scout*.

BURNING DEATH SPEED FREEKS ARMY LIST

Burning Death Speed Freek armies have a strategy rating of 3. All formations have an initiative rating of 3+, but receive modifiers depending on the action chosen when taking an action test (see 5.5.2), or the size of the formation when rallying (see 5.5.1).

ORK FORMATIONS

TYPE	CORE UNITS	COST NORMAL	COST BIG	COST 'UGE	EXTRA UNITS
Blitz Brigade	Any four of the following units: Deth Kopta, Flakwagon, Gunwagon	150	250	350	Add any number of the following units for +25 points each: Boyz, Guntrukk, Skorcha, Warbikes, Warbuggy Add any number of the following units for +35 points each: Deth Kopta, Flakwagon, Gunwagon Add up to one of the following units for +35 points each: Nobz (and a Trukk), Nob Warbikes Add up to one Mekboy Speedsta for +50 points Add any number of Gunfortresses for +125 points each
Fortress Mob	Any two of the following units: Battlefortress, Gunfortress	275	475	675	Add any number of Boyz for +25 points each Add any number of Flakwagons for +35 points each Add up to one of the following units for +35 points each: Nobz (and a Trukk), Nob Warbikes Add any number of Battlefortresses for +115 points each Add any number of Gunfortresses for +125 points each
0–1 Kill Kroozer	One Kill Kroozer	150	n/a	n/a	Replace the Kill Kroozer with a Battlekroozer for +50 points
Kult Of Speed	Any eight of the following units: Guntrukk, Skorcha, Warbikes, Warbuggy	200	350	500	Add any number of the following units for +25 points each: Guntrukk, Skorcha, Warbikes, Warbuggy Add any number of the following units for +35 points each: Deth Kopta, Flakwagon, Gunwagon Add up to one Nob Warbikes for +35 points Add up to one Mekboy Speedsta for +50 points
Warband	One Nobz, three Boyz and four Trukks, plus any four of the following units: Guntrukk, Skorcha, Warbikes, Warbuggy	200	375	550	Add any number of the following units for +25 points each: Big Gunz, Boyz and a Trukk, Guntrukk, Skorcha, Stormboyz, Warbikes, Warbuggy Add any number of the following units for +35 points each: Battlewagon, Deth Kopta, Flakwagon, Gunwagon Add up to one Nobz (and a Trukk) for +35 points Add up to one Mekboy Speedsta for +50 points Replace any number of Nobz (and a Trukk) with an equal number of Nob Warbikes for free
Warbike Outriders	Five Warbikes	150	250	350	None **Note:** All units in the formation have *Scout*

ORK AIRCRAFT FORMATIONS

(Up to a third of the points available may be spent on these formations.)

TYPE	CORE UNITS	COST NORMAL	COST BIG	COST 'UGE	EXTRA UNITS
Fighta Sqwadron	Three Fighter Bombers	150	n/a	n/a	Add up to six Fighter-Bombers for +50 points each
Landa	One Landa	200	n/a	n/a	None

6.11 13TH BLACK CRUSADE BLACK LEGION ARMY LIST

Ten thousand years ago, the Imperium of Man was beset by a devastating civil war known as the Horus Heresy. Several Space Marine Legions rebelled against the "False Emperor" under the persuasive-yetcorrupt leadership of Warmaster Horus, a former lieutenant of the Emperor who fell under Chaos' sway. Space Marine fought brother Space Marine, culminating in a final battle at the Imperial Palace on Holy Terra.

Though the forces of the Imperium were victorious, the Emperor of Mankind was mortally wounded and encased in the Golden Throne to sustain his life. Meanwhile, the surviving rebel Space Marines fled for the Eye of Terror, a massive Warp storm on the northeastern edge of the galaxy. Here, warpspace mixed with realspace and the Daemons of Chaos could manifest themselves.

The traitor Space Marines took refuge in the Eye of Terror, launching raids and Black Crusades from their maelstrom base. These Chaos Space Marines became an endless plague upon the Imperium, wreaking havoc in the name of their Chaos Gods.

Forces
The 13th Black Crusade Black Legion Army List uses the datasheets from 5.11.

Using The Army List
The following army list allows you to field a Chaos Space Marine army based on Abbadon's Black Legion. It can also be used as a "stand in" army list for other Traitor Legions, such as the Death Guard, World Eaters, Night Lords and Iron Warriors.

Black Legion formations come in three types: *core formations*, *elite formations* and *support formation*. Each core formation you include in the army allows you to field any one elite formation and any two support formations. Although you can only take an elite or support formation if you first take a core formation, they are treated as separate independent formations during the battle and do not have to move around together.

In addition, formations may be given up to four upgrades but each upgrade may only be taken once per formation. Which upgrades a formation may be given are listed in the "Upgrades" column. Upgrades are added to the formation and are not a separate formation. Each upgrade that is taken adds to the cost of the formation, as shown on the upgrade chart.

Black Legion armies may be supported by Chaos Navy and War Engine formations. Up to a third of the points available to the army may be spent on these formations.

Special Rules
Certain units have special abilities described in *Augmented Summoning* (see 5.11.1) and *Daemonic Focus* (see 5.11.2).

6.11.1
13th Black Crusade Black Legion Epic Tournament Special Rules

Formation Allegiance: Each formation in a 13th Black Crusade Black Legion army owes allegiance to Chaos Undivided or one of the four chaos gods: Khorne, Nurgle, Slaanesh or Tzeentch. The player must declare each formation's allegiance before the battle, noting it down on their army list.

Summoning Point Costs: The summoning point costs for a 13th Black Crusade Black Legion army are below. If a row contains a point cost in parentheses than this is the cost for formations that owe allegiance to Chaos Undivided.

Lesser Daemon Summoning Point Costs		
Daemon	*Allegiance*	*Summoning Points*
Daemonic Beasts	Any	1
Bloodletters	Khorne	1 (2)
Plaguebearers	Nurgle	1 (2)
Daemonettes	Slaanesh	1 (2)
Flamers	Tzeentch	1 (2)

Greater Daemon Summoning Point Costs		
Daemon	*Allegiance*	*Summoning Points*
Bloodthirster	Khorne	8
Great Unclean One	Nurgle	8
Keeper of Secrets	Slaanesh	8
Lord of Change	Tzeentch	8

6.11.2
Fickle Masters

The Chaos Powers are quick to punish or reward their champions. In the strategy phase if the Chaos player rolls a 6 they are rewarded for their tactical acumen with an additional 1D3 lesser daemons to add to the Daemon Pool (see 6.11.3). If the Chaos player rolls 1 their patron Powers withdraw their support and the Chaos player must remove D3 lesser daemons from the Daemon Pool. If the Chaos player has no remaining daemons in their Daemon Pool then there is no further effect.

6.11.3
Summoned Units

Unbroken formations with Daemonic Pact are able to summon daemons with a similar allegiance (or daemons of any allegiance if the formation owes allegiance to Chaos Undivided) to the battlefield from the Daemon Pool.

Daemons in the Daemon Pool are noted only as being lesser or greater daemons when they are purchased, they should be thought of as markers. The Chaos player must declare the number of lesser and greater daemons in the Daemon Pool in some fashion that is easily apparent to their opponent at all times. The Daemon Pool is kept off the board and daemons are removed from it as formations summon daemons to the battlefield.

A formation may summon daemonic units from the Daemon Pool as part of its action before declaring which action it will carry out. The formation generates 2d3 summoning points that can be used to move daemons from the Daemon Pool to the battlefield where they are converted to actual daemonic units. The allegiance of the summoning formation determines which daemonic units it may summon, while the daemonic units available to summon (and their respective summoning point costs) are defined in the specific Chaos army lists. Summoning points must be used immediately or lost, but un-summoned daemons in the Daemon Pool remain to be summoned by other formations or on later turns.

Summoned daemonic units must be placed within 5cm of a unit from the formation that was there prior to summoning, you may not place a "chain" of summoned units. They also may not be placed in enemy zone of control or in impassable terrain. Finally, an army may only have one greater daemon with a given allegiance on the battlefield at any one time. Summoned daemonic units count as part of the formation that summoned them while they remain on the battlefield.

Daemonic units that are destroyed are removed from play and not put back into the Daemon Pool. If a formation with daemonic units is broken then all the daemonic units are removed from play as well. If a formation with daemonic units loses an assault (see Work Out Result) the extra hits it suffers occur before it becomes broken and the daemonic units are removed from play. Also note that daemonic units do count towards the "For each kill you have inflicted during the assault" assault modifier of your opponent.

In the End phase, after all rally tests, all summoned daemonic units are converted back into daemon markers and returned to the Daemon Pool. Note that this may lead to the formation breaking. War Engine units that are returned to the Daemon Pool keep their current DC and do not heal back to full DC. If they are summoned again they will have the same DC they had before being returned to the Daemon Pool.

13TH BLACK CRUSADE BLACK LEGION ARMY LIST

13th Black Crusade Black Legion armies have a strategy rating of 4. Chaos Navy formations have an initiative rating of 2+. All other formations have an initiative rating of 1+.

BLACK LEGION CORE FORMATIONS

FORMATION	UNITS	UPGRADES	COST
Armoured Company	Between four and eight of any of the following units: Chaos Predator, Chaos Land Raider	Defilers, Vindicators	50 points each per Chaos Predator 75 points each per Chaos Land Raider
Retinue	Eight Chaos Space Marines, one with a Chaos Lord or Sorcerer Lord character	All	275 points

BLACK LEGION ELITE FORMATIONS

(Any one elite formation may be fielded per each retinue, not armoured company.)

FORMATION	UNITS	EXTRAS	COST
Chaos Terminators	Between four and six Chaos Space Marine Terminators, one with a Chaos Lord or Sorcerer Lord character	All except Cult Marines, Havocs, Rhinos and Vindicators	275 points for four +60 points per extra
Chosen	Four Chaos Space Marine Chosen	Daemonic Pact, Dreadclaws, Dreadnoughts, Rhinos	125 points

BLACK LEGION SUPPORT FORMATIONS

(Any two support formations may be fielded per each core formation.)

FORMATION	UNITS	EXTRAS	COST
Bike Company	Eight Chaos Space Marine Bikes, one with a Chaos Lord or Sorcerer Lord character	Daemonic Pact, Icon Bearer	300 points
Defiler Assault Pack	Four Defilers	None	275 points
Havocs	Four Havocs, one with a Chaos Lord character, and two Chaos Rhinos or Chaos Land Raiders	Chaos Champion, Daemon Prince, Daemonic Pact, Dreadnoughts, Icon Bearer	225 points or 350 points
Raptor Cult	Between four and eight Raptors, one with a Chaos Lord or Sorcerer Lord character	Daemonic Pact	175 points for four +35 points per extra

BLACK LEGION UPGRADES

(Up to four upgrades may be taken once per formation.)

UPGRADE	UNITS	COST
Chaos Champion	Add one Champion of Chaos character	+50 points
0–1 Chaos Warlord	Add one Chaos Warlord character per army to a Daemon Prince or a unit with a Chaos Lord character	+50 points
Cult Marines	Add four Berzerkers, Noise Marines, Plague Marines or Thousand Sons to a formation that owes allegiance to Khorne, Slaanesh, Nurgle or Tzeentch respectively	+150 points
0–1 Daemon Prince per allegiance	Replace a unit with a Chaos Lord character with a Daemon Prince	+50 points
Daemonic Pact	Add one Lesser Daemon to the Daemon Pool. The formation may summon daemons.	+25 points
Defilers	Add up to three Defilers	+75 points each
Dreadclaws	Transport a formation containing only infantry units and Chaos Dreadnoughts in Dreadclaws	+5 points per unit
Dreadnoughts	Add up to three Chaos Dreadnoughts	+50 points each
Havocs	Add four Havocs	+150 points
Icon Bearer	Add one Icon Bearer character	+25 points
Land Raiders	Add up to four Chaos Land Raiders	+75 points each
Obliterators	Add up to three Obliterators	+75 points each
Rhinos	Add one Chaos Rhino for every two infantry units	+10 points each
Vindicators	Add up to three Chaos Vindicators	+35 points each

CHAOS NAVY AND WAR ENGINE FORMATIONS

(Up to a third of the points available may be spent on these formations.)

CHAOS NAVY

FORMATION	UNITS	COST
Harbinger	One Harbinger	400 points
Hell Blades	Three Hell Blades	200 points
Hell Talons	Two Hell Talons	225 points
0–1 Spacecraft	One Devastation Class Cruiser or one Despoiler Class Battleship	150 points or 250 points

CHAOS WAR ENGINES

FORMATION	UNITS	COST
Banelord	One Banelord Titan	800 points
Deathwheels	Up to three Deathwheels	275 points each
Decimators	Up to three Decimators	225 points each
Feral	One Feral Titan	275 points
Ravager	One Ravager Titan	650 points

DAEMON POOL

UNIT	COST
Greater Daemon	+50 points each
Lesser Daemon	+15 points each

6.12 STIGMATUS COVENANT CHAOS CULTIST ARMY LIST

"Like the great storm of the Horus Heresy, the forces of the True Gods will descend upon the Emperor's minions. The stars will tremble at their passage and the mighty armadas of the Warmaster Abaddon will bring annihilation to a hundred worlds. Know this, for these things will come to pass."

Constanze the Prophetess

Forces
The Stigmatus Covenant Chaos Cultist Army List uses the datasheets from 5.12 and 5.3.

Using The Army List
The following army list allows you to field a Chaos Cult army based on the Stigmatus Covenant Cult that arose in the Mackan system during Abaddon's 13th Crusade. It can also be used as a "stand in" army list for other Cult armies.

Chaos Cultist formations come in two types: *covens* and *support covens*. Each coven you include in the army allows you to field any one support coven. Although you can only take a support coven if you first take a coven, they are treated as separate independent formations during the battle and do not have to move around together. Additionally, Chaos Daemon Engine support covens must owe allegiance to Chaos Undivided or the same chaos god as the Cultist coven associated with it. For example, if the army included two Khorne Stigmatus Cultist covens the army could include two Khorne daemon engines covens or one Khorne and one undivided daemon engine coven.

In addition, formations may be given upgrades. Each type of upgrade can only be taken once by a formation. Upgrades are added to the formation and are not a separate formation. Each upgrade that is taken adds to the cost of the formation, as shown on the upgrade chart.

Finally, each Stigmatus Covenant Chaos Cultist army may field up to two Plague Zombie Infestations.

Special Rules
Certain units have special abilities described in *Augmented Summoning* (see 5.11.1) and *Daemonic Focus* (see 5.11.2).

6.12.1
Stigmatus Covenant Epic Tournament Special Rules

Arch-Heretic: Every Stigmatus Covenant Chaos Cultist army must include an Arch-Heretic character. The Arch-Heretic character is free, you don't have to pay any points for it, and may be added to any Daemon Prince, Demagogue or Chaos Marine Aspiring Champion unit.

Formation Allegiance: Each formation in a Stigmatus Covenant Chaos Cultist army owes allegiance to Chaos Undivided or one of the four chaos gods: Khorne, Nurgle, Slaanesh or Tzeentch. The player must declare each formation's allegiance before the battle, noting it down on their army list.

Plague Zombies: Plague Zombie Infestation formations must be deployed via *teleport*. After placing the first unit roll 3+2D6 to see how many units are in the formation. Plague Zombie Infestation formations may contest, but not control, objectives.

Summoning Point Costs: The summoning point costs for a Stigmatus Covenant Chaos Cultist army are below. If a row contains a point cost in parentheses than this is the cost for formations that owe allegiance to Chaos Undivided.

Lesser Daemon Summoning Point Costs		
Daemon	*Allegiance*	*Summoning Points*
Daemonic Beasts	Any	1
Bloodletters	Khorne	1 (2)
Plaguebearers	Nurgle	1 (2)
Daemonettes	Slaanesh	1 (2)
Flamers	Tzeentch	1 (2)

Greater Daemon Summoning Point Costs		
Daemon	*Allegiance*	*Summoning Points*
Bloodthirster	Khorne	8
Great Unclean One	Nurgle	8
Keeper of Secrets	Slaanesh	8
Lord of Change	Tzeentch	8

6.12.2
Factions

Formations that owe allegiance to one of the four chaos gods (Khorne, Nurgle, Slaanesh or Tzeentch) hate formations that owe allegiance to any other Chaos god. Formations that owe allegiance to Chaos Undivided do not hate any other formations nor do any other formations hate them.

A formation that has no units within 15cm of units from a hated formation receives a +1 modifier to its Action and Rally test rolls. Formations that have an allegiance and that are off board always received this +1 modifier.

STIGMATUS COVENANT CHAOS CULTIST ARMY LIST

Stigmatus Covenant Chaos Cultist armies have a strategy rating of 2. All formations have an initiative rating of 3+ but receive a modifier depending on the proximity of other formations (see 6.12.2).

STIGMATUS COVENANT COVENS

FORMATION	UNITS	COST
Coven	One Demagogue or Chaos Marine Aspiring Champion and any eleven of the following units: Cultists, Mutants	200 points

STIGMATUS COVENANT UPGRADES

(Each upgrade may be taken once per coven.)

UPGRADE	UNITS		COST
Big Mutants	Replace up to six Mutants with an equal number of Big Mutants		+20 points each
Chaos Altar	Add one Chaos Altar		+150 points
Chaos Hounds	Add up to three Chaos Hounds		+10 points each
Chaos Spawn	Add one Chaos Spawn unit		+25 points
Cultists or Mutants	Add up to eight of any of the following units: Cultists, Mutants		+15 points each
0–1 Daemon Prince per allegiance	Replace a Demagogue or Chaos Marine Aspiring Champion with a Daemon Prince		+50 points
Daemonic Pact	The formation may summon daemons from the Daemon Pool		+25 points
Icon Bearer	Add one Icon Bearer character		+25 points
Traitor Fire Support	Add up to four Support Squad units		+25 points each
Traitor Flak	Add up to two Hydras		+50 points each
Traitor Griffon Battery	Add up to three Griffons		+35 points each
Traitor Hellhound Squadron	Add up to three Hellhounds		+50 points each
Traitor Tank Squadron	Add up to any three of the following units: Leman Russ, Leman Russ Demolishers		+70 points each
Transports	Add just enough of any of the following units to transport the entire formation:	Land Transporter	+10 points each
		Chimera	+25 points each

STIGMATUS COVENANT SUPPORT COVENS

(Any one support coven may be fielded per each coven.)

DAEMON ENGINE

(Daemon Engine formations must owe allegiance to Chaos Undivided or the same chaos god as this coven.)

FORMATION	UNITS		COST
Chaos Undivided Defilers	Four Defilers		250 points
Chaos Undivided Hellfire Cannons	Four Hellfire Cannons		200 points
Khorne Daemonic Assault Engines	Four Daemonic Assault Engines		300 points
Khorne Lord of Battles	Up to two Lord of Battles		400 points each
Nurgle Contagion Towers	Four Contagion Towers		325 points
Nurgle Plague Towers	Up to three Plague Towers		325 points each
Slaanesh Daemon Knights	Four Daemon Knights		275 points
Slaanesh Daemon Scout Titans	Up to any two of the following units:	Questor	275 points each
		Subjugator	225 points each
Tzeentch Doomwings	Three Doomwings		150 points
Tzeentch Firelords	Up to three Firelords		150 points each
Tzeentch Silver Towers	Four Silver Towers		300 points

TRAITOR NAVY AIRCRAFT

FORMATION	UNITS	COST
Marauder Squadron	Two Marauder Bombers	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	150 points

TRAITOR SUPPORT

FORMATION	UNITS	COST
Armoured Company	Six Leman Russ	400 points
Artillery Battery	Four Basilisks	325 points
Rough Rider Platoon	Six Rough Rider units	150 points
Sentinel Squadron	Four Sentinels	100 points

PLAGUE ZOMBIE INFESTATIONS

FORMATION	UNITS	COST
0–2 Plague Zombie Infestations	3+2D6 Plague Zombies	175 points

DAEMON POOL

UNIT	COST
Greater Daemon	+75 points each
Lesser Daemon	+20 points each

6.13 KABAL OF PAIN'S WAY DARK ELDAR ARMY LIST

In the depths of the Dark City, in the dark vacuums of the gulf between the stars and the recesses of the Webway, the Lords of the Dark Kin attend to their courts. Flanked by the insidious Incubi, the Lords attend their duties. The delicacy of choirs of tortured souls, the feasting upon innumerable slaves, the slaughter of populations—their undertaking is tireless.

Forces
The Kabal of Pain's Way Dark Eldar Army List uses the datasheets from 5.13.

Using The Army List
Kabal of Pain's Way Dark Eldar formations come in two types: *kabals* and *partisans*. Each kabal you include in the army allows you to field any two partisan formations. Although you can only take a partisans formation if you first take a kabal, they are treated as separate independent formations during a battle and do not have to move around together.

In addition, formations may be given upgrades. Which upgrades a formation may be given are listed in the "Upgrades" column. Upgrades are added to the formation and are not a separate formation. Each upgrade that is taken adds to the cost of the formation, as shown on the upgrade chart. Note that you may never exceed more than eight infantry units in a formation.

Dark Eldar armies may be supported by Dark Eldar Aircraft, Spacecraft and Other Horror formations. A maximum of up to a third of the points available to the army may be spent on these formations.

Finally, Dark Eldar Individuals includes special characters, formations and objective options. Each individual may only be taken once by the army. The rules for using each individual are listed in the "Notes" column.

Special Rules
The *Hit & Run Tactics* rule (see 5.13.1) and *Fleet of Foot* rule (see 5.13.2) apply to all Dark Eldar formations. Additionally, certain units and weapons have special abilities described in *Dark Eldar Technology* (see 5.13.3).

6.13.1
Kabal of Pain's Way Epic Tournament Special Rules

Dark Eldar forces are raiders by nature and rarely have an interest in holding ground. The swiftness of their vehicles and the deadly nature of their attacks are revealed quickly to their victims who watch the Dark Eldar disappear as quickly as they came. To represent these tactics, the Dark Eldar are forbidden from garrisoning any formations in the Epic tournament game scenario.

Corsair Class Escorts form a single squadron and act in the same manner as a single spacecraft. They may combine their Orbital Bombardments into a single strike, or fire separately (templates may not overlap).

6.13.2
Dark Eldar Transport

Any Dark Eldar formation that includes "plus transport" may choose from the Dark Eldar Transport section. You may only take as many transport units as are required to carry the entire formation, including upgrades, with no extra spaces if possible. You may select no transport at all if desired.

The Slavebringer is an independent war engine that must be assigned to a specific Dark Eldar formation during army creation.

6.13.3
Kashnarak[91]

The Kashnarak is a massive, enraged animal that squeezes through a Webway portal and is set loose on the battlefield at the beginning of any turn the Dark Eldar desire (before strategy roll) and acts as a "third" player. It will always attempt a barging, close combat assault on the closest formation(s), even Dark Eldar formations! If unable to reach base-to-base contact, the beast will march toward the closest formation, to its maximum movement. If it reaches an enemy zone of control, the beast stops its move. Consolidation moves are also toward the closest formation. From then on, it is the first activation of subsequent turns, before the strategy roll or teleport, following the model above. A broken Kashnarak will remain in place on the board and will not attempt a move until it rallies.

The exceptions are when in the presence of a Wych unit. If within 15cm of a Wych unit at the beginning of the Kashnarak activation (see above), its assault or move may be directed by the Dark Eldar player. This includes a Wych unit within 15cm of the Kashnarak's Webway portal. In addition, the Kashnarak will never move toward or assault a Wych formation; instead it will choose the next closest formation. These directed actions still take place prior to the strategy roll for the turn.

Regardless of its actions, the Kashnarak is not considered part of the Dark Eldar force for the purposes of placing formations, holding objectives, calculating crossfire, or determining victory conditions and tie-breaker calculations. It neither counts toward Dark Eldar activations nor does it count toward Webway Portal use. It does not benefit from Hit & Run tactics. The Kashnarak can contest objectives for both the Dark Eldar (except when within 15cm of a Wych unit) and their opponents.

91. 6.13.3 Kashnarak
Q: Does the Kashnarak need to pass an action test?
A: Yes, it has an initiative rating of 2+.
Q: What happens if the Kashnarak fails an action test?
A: It carries out a hold action and moves as described.
Q: Does the Kashnarak avoid dangerous terrain?
A: Only if its move is being directed by a Dark Eldar player.
Q: Does the Kashnarak avoid impassable terrain?
A: Yes, it takes the shortest path around any impassable terrain. If there are multiple shortests paths around the terrain then the player whose formation it is moving towards may choose which path it takes.
Q: Does the Kashnarak avoid overwatch fire?
A: Only if its move is being directed by a Dark Eldar player.
Q: Can the Kashnarak declare formations as being intermingled?
A: Only if its move is being directed by a Dark Eldar player. Otherwise, the formations are only considered intermingled if the Kashnarak moves into base contact with each of them.
Q: Can a Wych unit that is part of a broken formation direct the Kashnarak?
A: Yes.

KABAL OF PAIN'S WAY DARK ELDAR ARMY LIST

Kabal of Pain's Way Dark Eldar armies have a strategy rating of 3. Dark Eldar Kabals, Tormentor and Executor formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

DARK ELDAR INDIVIDUALS

(Up to one of each type of individual may be taken per army.)

TYPE	NOTES	COST
0–1 Archon	Replace one Dracon character with an Archon. The Archon must be placed in the Kabal Coterie formation if there is one in the army.	+50 points
0–1 Kashnarak	In the Strategy Phase of any turn place the Kashnarak within 5cm of a Webway Portal, it behaves according to the Kashnarak rule (see 6.13.3).	+50 points
0–1 Webway Portal	At the start of the game nominate one objective on your half of the table as a Webway Portal before setting up spacecraft and garrisons. The objective functions both as a Webway Portal and as an objective for the rules purposes. It may not be destroyed. Only formations consisting completely of infantry units, light vehicle units or armoured vehicles units with the Walker ability may use the Webway Portal to enter play.	+50 points

DARK ELDAR KABALS

(Each formation may never exceed more than eight infantry units.)

FORMATION	UNITS	UPGRADES	COST
0–1 Kabal Coterie	Four Incubi, one with a Dracon character, plus transport	Haemonculi, Incubi, Mandrakes, Ravager, Scourges, Sybarite, Warriors, Wyches	250 points
Kabal Flotilla	Four or six Ravagers	Dracon, Sybarite, Vessel of Pain	250 or 350 points
Kabal Syndicate	Six Warriors plus transport	Dracon, Haemonculi, Mandrakes, Ravager, Scourges, Sybarite, Warriors, Wyches	200 points

DARK ELDAR PARTISANS

(Each kabal you include in the army allows you to field any two partisans. Each formation may never exceed more than eight infantry units.)

FORMATION	UNITS	UPGRADES	COST
Haemonculi Coven	Two Haemonculi and four Grotesques, plus transport	Haemonculi, Perditors, Sybarite, Talos	250 points
Heavy Barges	Up to two Vessels of Pain	None	250 points each
Hellion Murder	Six Hellions	Hellions, Sybarite	200 points
Mandrake Throng	Six Mandrakes	Mandrakes	225 points
Reaver Gang	Six Reavers	Reavers, Sybarite	200 points
Scourge Flight	Six Scourges	Scourges, Sybarite	225 points
Talos Swarm	Four Talos plus transport	Perditors, Talos	200 points
Wych Cult	Six Wyches plus transport	Hellions, Reavers, Sybarite, Warp Beasts, Wyches	200 points

DARK ELDAR UPGRADES

UPGRADE	UNITS	COST
Dracon	Add a maximum of one Dracon character to any unit in the formation	+50 points
Haemonculi	Add one Haemonculi unit and one Grotesques unit, plus transport	+100 points
Hellions	Add two Hellions	+50 points
Incubi	Add two Incubi plus transport	+75 points
Mandrakes	Add two Mandrakes	+75 points
Perditors	Add up to two Perditors	+150 points each
Ravager	Add one Ravager	+50 points
Reavers	Add two Reavers	+50 points
Scourges	Add two Scourges	+75 points
Sybarite	Add a maximum of one Sybarite character to any unit in the formation	+25 points
Talos	Add up to two Talos	+50 points each
Vessel of Pain	Add a maximum of one Vessel of Pain	+250 points
Warp Beasts	Add two Warp Beasts	+50 points
Warriors	Add two Warriors plus transport	+50 points
Wyches	Add two Wyches plus transport	+50 points

DARK ELDAR TRANSPORT

TYPE	UNITS	COST
Barge of Pleasure	Add up to two Barge of Pleasures	+125 points each
Raider	Add up to four Raiders	Free
Slavebringer	One Slavebringer Assault Boat	200 points

DARK ELDAR AIRCRAFT, SPACECRAFT AND OTHER HORRORS

(Up to a third of the points available may be spent on these formations.)

FORMATION	UNITS	COST
Executor	One Executor Landing Module	750 points
Ravens	Two to three Raven Fighters	100 points each
Razorwings	Two to three Razorwing Bombers	125 points each
0–1 Spacecraft	One Torture Class Cruiser or up to three Corsair Class Escorts	300 points or 150 points each
Tormentor	One Tormentor Titan	500 points

6.14 MINERVAN TANK LEGION IMPERIAL GUARD ARMY LIST

"The enemy before you is no differnet than any other we have faced. Trust in the Emperor, hold the line, and guard yourself against weakness. They will break upon our wall of steel like waves against a cliff, and then we will punish them without mercy."

Colonel Derrick Skautt, Minervan Legion

Forces
The Minervan Tank Legion Imperial Guard Army List uses the datasheets from 5.14, 5.3, and 5.4.

Using The Army List
The following army list allows you to field an Imperial Guard army that is based on an Minervan Tank Legion regiment. It can also be used as a "stand in" army list for other armoured Imperial Guard regiments, such as the Dniepr Tank Corps, Konig Armoured or Teutonian Heavy Tank, among many others.

Minervan Tank Legion formations come in two types: *companies* and *support formations*. Each company you include in the army allows you to field any two support formations. Although you can only take a support formation if you first take a company, they are treated as separate independent formations during a battle and do not have to move around together.

In addition, companies may be given up to three company upgrades. Each type of upgrade can only be taken once by a company. Upgrades are added to the company and are not a separate formation. Support formations may not be given company upgrades. Each upgrade that is taken adds to the cost of the company, as shown on the upgrade chart. Note that you may take any type of upgrade for any type of company.

Tank companies and squadrons may be comprised of different Leman Russ variants. The number of variants is listed in the "units" column. The variants themselves are listed in the Leman Russ variant and Leman Russ rare variant charts. Each variant taken adds to the cost of the formation or upgrade and no more than one in five Leman Russ variants may be rare per formation.

Minervan Tank Legion Imperial Guard armies may be supported by Imperial Navy assets and Titan Legion battlegroups. A maximum of up to a third of the points available to the army may be spent on these formations.

Special Rules
The *Commissars* rule applies to Minervan Tank Legion Imperial Guard armies (see 6.4.1).

6.14.1
Amphibious

The Armoured Legions of Minerva are able to convert many of their vehicles on the fly for amphibious use. For every 1,000 points one Tank Company may be designated as *amphibious* before being set up on the table. Amphibious companies count marshes as "No Effect" and river as "Dangerous".

MINERVAN TANK LEGION IMPERIAL GUARD ARMY LIST

Minervan Tank Legion Imperial Guard armies have a strategy rating of 2. Titan Legion battlegroup formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

MINERVAN TANK LEGION COMPANIES

FORMATION	UNITS	COST
Artillery Company	Any nine of the following units: Basilisk, Manticore	550 points
Super-heavy Tank Company	Any three of the following units: Baneblade, Shadowsword, Stormblade, Stormhammer, Stormsword	500 points
Tank Company	Any six Leman Russ variants	280 points
	(Add any four Leman Russ variants)	(+145 points)

MINERVAN TANK LEGION COMPANY UPGRADES

(Up to three company upgrades may be taken once per company.)

UPGRADE	UNITS	COST
Flak	Add up to two Hydra	+50 points each
Griffon Battery	Add three Griffons	+50 points
Hellhound Squadron	Add up to three Hellhounds	+25 points each
Salamander Command	Add one Salamander Command	+25 points
0–1 Supreme Commander	Add one Supreme Commander character to any unit in the formation	+75 points
Tank Squadron	Add any three Leman Russ variants	+140 points

MINERVAN TANK LEGION SUPPORT FORMATIONS

(Any two support formations may be fielded per each company.)

FORMATION	UNITS	COST
Artillery Battery	Three Bombards or Manticores	250 points
Assault Gun Battery	Three Medusas	150 points
	(add three Medusas)	(+100 points)
Basilisk Battery	Three Basilisks	225 points
0–1 Deathstrike Battery	Two Deathstrikes	200 points
Destroyer Squadron	Three Destroyer Tank Hunters	200 points
Flak Battery	Three Hydras	150 points
Griffon Battery	Six Griffons	200 points
Hellhound Platoon	Six Hellhounds	250 points
Mechanised Platoon	Ten Infantry units and five Chimera	300 points
	(add one Salamander Command)	(+25 points)
Salamander Scout Platoon	Three Salamander Scouts	100 points
	(add one Salamander Command)	(+25 points)
Storm Trooper Platoon	Eight Storm Troopers	200 points
	(add four Chimera or Valkyries)	(+100 or +150 points)
Super-heavy Tank Platoon	One Baneblade, Shadowsword, Stormblade, Stormhammer or Stormsword	200 points
Vulture Squadron	Four Vultures	300 points

LEMAN RUSS VARIANTS

UNIT	COST
Leman Russ	+20 points
Leman Russ Conqueror	+10 points
Leman Russ Demolisher	+20 points
Leman Russ Exterminator	+10 points
Thunderer	Free

LEMAN RUSS RARE VARIANTS

(One in five Leman Russ variants may be rare per formation.)

UNIT	COST
Destroyer Tank Hunter	+10 points
Leman Russ Executioner	+20 points
Leman Russ Vanquisher	+45 points

IMPERIAL ALLY FORMATIONS

(Up to a third of the points available may be spent on these formations.)

IMPERIAL NAVY ASSETS

FORMATION	UNITS	COST
Marauder Squadron	Two Marauder Bombers	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	150 points
0–1 Orbital Support	Lunar Class Cruiser or Emperor Class Battleship	150 points

TITAN LEGION BATTLEGROUPS

FORMATION	UNITS	COST
Reaver	One Reaver Class Titan	650 points
Warhound	One Warhound Class Titan	275 points
Warhound Pack	Two Warhound Class Titans	500 points
Warlord	One Warlord Class Titan	825 points

6.15 SCARAB CONFLICT NECRON ARMY LIST

The Necron are an ancient race whose origins are a mystery to the scholars of the Imperium. What precious little information has been learned from interrogations of Eldar who themselves only have stories that have become little more than legends. Known to the Eldar as the Yngir, the Necron are the remnants of an ancient race called the Necrontyr.

Forces
The Scarab Conflict Necron Army List uses the datasheets from 5.15.

Using The Army List
Scarab Conflict Necron formations come in three types, the first two are phalanxes and support formations. Each phalanx you include in the army allows you to field any three support formations. Although you can only take a support formation if you first take a phalanx, they are treated as separate independent formations during a battle and do not have to move around together. The third type of formation are Harvestor formations. A maximum of up to a third of the points available to the army may be spent on these formations.

Finally, Necron Individuals includes special characters, formations and objective options. Each individual may only be taken once by the army. The rules for using each individual are listed in the "Notes" column.

The army list includes the following information:

Formation: The name of the formation.

Units: The core units that make up the formation.

Extras: A Necron formation may include any of the extra units listed in the "Extras" column. You may include any number of extra units in a formation unless it is specifically noted otherwise. All of the core and extra units in a formation count as being part of one formation. The different units may not move off on their own.

Cost: The points value of the formation.

Special Rules
The *Implacable Advance* rule applies to all Necron formations (see 5.15.2) and the *Phase Out* rule applies to certain formations (see 5.15.3). Additionally, certain units and weapons have special abilities described in *Necron Technology* (see 5.15.1).

6.15.1
Scarab Conflict Necron Army Epic Tournament Special Rules

Necron Reserves: Any Necron formation may be held back "in reserve" (with the exception of the Aeonic Orb and Abattoir) if you are playing the Epic Tournament scenario. Note that formations that do not have *teleport* will only be able to enter play through portals. Any Necron formation in the reserves for any reason (either because it has not yet entered play or it is broken) is considered destroyed for the purpose of tiebreak, or the "Break Their Spirit" goal.

Garrisons: The Necron typically act in an offensive manner and as such, their formations may not garrison in the Epic Tournament scenario unless fielding a Tomb Complex. To represent that a tomb may contain active Necron, the player may choose to garrison up to two Infantry Phalanx formations at the Tomb Complex.

SCARAB CONFLICT NECRON ARMY LIST

Scarab Conflict Necron armies have a strategy rating of 2. All other formations have an initiative rating of 1+, but receive modifiers depending on the action chosen when taking an action test (see 5.15.2).

NECRON INDIVIDUALS

(Up to one of each type of individual may be taken per army.)

TYPE	NOTES	COST
0–1 Tomb Complex	The first objective the Necron player places on their own table edge functions both as a Portal and as an objective for the rules purposes. It may not be destroyed. Formations using the Portal should measure from the edge of the board as the formation's starting point.	+75 points
0–1 Necron Overlord	If a C'tan is not fielded then a Necron Overlord may be added to one Warbarque or unit with a Necron Lord in the army.	+50 points

NECRON PHALANXES

FORMATION	UNITS	EXTRAS	COST
Infantry Phalanx	Six Necron Warriors and one Necron Lord character	Add up to three Immortals for +40 points each Add up to three Tomb Spyders for +50 points each Add up to three Wraiths for +50 points each Add up to one unit of Pariahs for +60 points	225 points

NECRON SUPPORT FORMATIONS

(Each phalanx you include in the army allows you to field any three support formations.)

FORMATION	UNITS	EXTRAS	COST
Armoued Phalanx	Six Obelisks	None	300 points
Eques Maniple	Any six of the following units: Destroyers, Heavy Destroyers, Wraiths	Add up to one Necron Lord character to any unit in the formation for +25 points Add up to three Destroyers, Heavy Destroyers or Wraiths for +50 points each	300 points
Monolith Maniple	One Monolith and two Obelisks	Add up to one Obelisk for +50 points Add up to one Monolith for +75 points	200 points
Monolith Phalanx	Three Monoliths	Add up to three Obelisks for +50 points each	275 points
Venator Maniple	Six Flayed Ones	Add up to one Necron Lord character to any unit in the formation for +25 points Add up to three Tomb Spyders for +50 points each Add up to three Wraiths for +50 points each Add up to one unit of Pariahs for +60 points	200 points

NECRON HARVESTERS

(Up to a third of the points available may be spent on these formations.)

FORMATION	UNITS	COST
0–1 C'tan	One of the following units: The Deceiver, The Nightbringer	300 points
Harvester Engine	One of the following units: Abattoir, Æonic Orb	600 points
0–1 Spacecraft	One Scythe Class Harvester	350 points
Pylon	One Pylon	200 points
Warbarque	One Warbarque	300 points

6.16 DEATH KORPS OF KRIEG IMPERIAL GUARD ARMY LIST

"We shall fall upon them as an endless wave; they shall drown beneath our dead."

Major General Jeridan, 5879th Death Korps Regiment

Forces
The Death Korps of Krieg Imperial Guard Army List uses the datasheets from 5.16, 5.3, and 5.4.

Using The Army List
The following army list allows you to field an Imperial Guard army that is based on a Death Korps of Krieg siege regiment.

Death Korps of Krieg formations come in two types: *companies* and *support formations*. Each company you include in the army allows you to field any two support formations, plus one set of Trenchworks. Although you can only take a support formation if you first take a company, they are treated as separate independent formations during a battle and do not have to move around together. A maximum of one Death Rider Company may be fielded for every full 1,500 points of the army.

In addition, companies may be given up to three company upgrades. Each type of upgrade can only be taken once by a company. Upgrades are added to the company and are not a separate formation. Support formations may not be given company upgrades. Each upgrade that is taken adds to the cost of the company, as shown on the upgrade chart. Note that you may take any type of upgrade for any type of company.

Tank platoons and squadrons may be comprised of different Leman Russ variants. The number of variants, along with the maximum number of rare variants, is listed in the "units" column. The variants themselves are listed in the Leman Russ variant and Leman Russ rare variant charts. Each variant taken adds to the cost of the formation or upgrade.

Death Korps of Krieg Imperial Guard armies may be supported by Imperial Navy aircraft and Titan Legion battlegroups. A maximum of up to a third of the points available to the army may be spent on these formations.

Special Rules
The *Commissars* and *Fortified Positions* rules apply to Death Korps of Krieg Imperial Guard armies (see 6.4.1 and 6.7.2).

DEATH KORPS OF KRIEG IMPERIAL GUARD ARMY LIST

Death Korps of Krieg Imperial Guard armies have a strategy rating of 2. Titan Legion battlegroup formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

DEATH KORPS OF KRIEG COMPANIES

FORMATION	UNITS	COST
0–1 Death Rider Company per 1500 points	Twelve Death Riders	250 points
Infantry Company	One Commander unit and nineteen Infantry units	300 points
0–1 Regimental HQ	One Supreme Commander unit and nineteen Infantry units	400 points

DEATH KORPS OF KRIEG COMPANY UPGRADES

(Up to three company upgrades may be taken once per company.)

UPGRADE	UNITS	COST
Fire Support Battery	Add four Fire Support units	+75 points
Gorgon Siege Transporters	Add two Gorgons (may not be added to a Death Rider Company)	+200 points
	(add one Gorgon Mortars character to each Gorgon)	(+25 points)
Heavy Tank	Add one Macharius	+125 points
Hellhound Squadron	Add three Hellhounds	+100 points
Infantry Platoon	Add ten Infantry units	+175 points
Tank Squadron	Add any three Leman Russ variants, none of which may be a Leman Russ Vanquisher	+140 points

DEATH KORPS OF KRIEG SUPPORT FORMATIONS

(Any two support formations may be fielded per each company.)

FORMATION	UNITS		COST
Artillery Support Company	Nine Earthshaker Platforms and nine of the following: Gun Emplacements, Trojans		600 points
0–1 Deathstrike Silo	One Deathstrike Silo		250 points
Death Rider Scout Platoon	Six Death Riders		150 points
	Note: All units in the formation have *Scout*		
Engineers Platoon	Eight Engineers and a Hades Breaching Drill		250 points
Grenadiers Platoon	Eight Grenadiers		225 points
	(add one Gorgon or eight Centaurs)		(+75 points)
	Note: When a Gorgon is added all units in the formation **lose** *Scout*		
Heavy Support Battery	Three Gun Emplacements and one of the following options:	Any three of the following: Heavy AA Platform, Hydra Platform	+125 points
		Three Earthshaker Platforms	+200 points
		Three Medusa Platforms	+275 points
	(replace three Gun Emplacements with three Trojans)		(+25 points)
Heavy Tank Platoon	One Macharius Command and two Macharius		325 points
Light Support Battery	Four Heavy Mortars or Quad Launchers, and either four Centaurs or 20cm of Trenches		200 points
Self-Propelled Heavy Support	Three Bombards		250 points
Super-Heavy Tank Platoon	One Baneblade, Shadowsword, Stormblade or Stormsword		200 points
Super-Heavy Tank Support Company	Any three of the following units: Baneblade, Shadowsword, Stormblade, Stormsword		500 points
Tank Platoon	Add any six Leman Russ variants, up to one of which may be a Leman Russ Vanquisher		280 points

LEMAN RUSS VARIANTS

UNIT	COST
Leman Russ	+20 points
Leman Russ Demolisher	+20 points
Leman Russ Vanquisher	+50 points
Thunderer	Free

DEATH KORPS OF KRIEG FORTIFIED POSITIONS

(One may be fielded per each each Regimental HQ or Infantry Company.)

TYPE	NOTES	COST
Trenchworks	Four Bunkers and 80cm of Trenches	+75 points

IMPERIAL ALLY FORMATIONS

(Up to a third of the points available may be spent on these formations.)

IMPERIAL NAVY AIRCRAFT

FORMATION	UNITS	COST
Heavy Marauder	One Marauder Heavy Bomber	150 points
Thunderbolt Squadron	Two Thunderbolt Fighters	150 points

TITAN LEGION BATTLEGROUPS

FORMATION	UNITS	COST
Reaver	One Reaver Class Titan	650 points
Warhound Pack	Two Warhound Class Titans	500 points
Warlord	One Warlord Class Titan	825 points

6.17 SALAMANDERS SPACE MARINE ARMY LIST

"Into the fires of battle, unto the anvil of war!"

Battle Cry of the Salamanders Chapter

Forces
The Salamanders Space Marine Army List uses the datasheets from 5.17, 5.3, and 5.4.

Using The Army List
The following army list allows you to field an army based on one of the Salamanders Space Marine Chapter that fought in the Third War for Armageddon.

Space Marines are organised into small formations called *detachments*. Each detachment is made up of one or more units, and may also include a number of extra units called *upgrades*.

The detachments that may be taken in a Salamanders army are shown on the chart that follows. The chart also shows what units comprise the detachment, what upgrades are allowed, and its points cost.

Each upgrade that is taken adds to the cost of the detachment, as shown on the *upgrade chart*. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taken for, and sometimes takes the form of additional units for the detachment. Each upgrade may be taken once per formation.

Salamander armies may be supported by Imperial Navy aircraft and Titan Legion battlegroups. A maximum of up to a third of the points available to the army may be spent on these formations and Salamander restricted formations.

Special Rules
The *They Shall Know No Fear* rule applies to all Salamander detachment and restricted formations (see 5.1.1). The *Space Marine Transports* rule applies to Salamander armies (see 6.3.1).

SALAMANDERS SPACE MARINE ARMY LIST

Salamander Space Marine armies have a strategy rating of 5. Imperial Navy aircraft formations have an initiative rating of 2+. All other formations have an initiative rating of 1+.

SALAMANDER DETACHMENTS

FORMATION	UNITS	UPGRADES	COST
Devastator	Four Devastator units plus transport	Close Support, Commander, Devastators, Dreadnoughts, Razorbacks	250 points
Land Raider	Four Land Raiders	Close Support, Commander, Helios	325 points
Landing Craft	One Landing Craft	None	350 points
Predator	Any four of the following units: Predator Annihilator, Predator Destructor	Close Support, Commander	250 points
0–1 Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Tactical	Six Tactical units plus transport	Close Support, Commander, Dreadnoughts, Razorbacks, Tacticals	275 points
Terminator	Four Salamander Terminator units	Close Support, Commander, Dreadnoughts, Land Raider Transport, Helios	325 points
Vindicator	Four Vindicators	Close Support, Commander	200 points
Whirlwind	Four Whirlwinds	Close Support, Commander, Helios	275 points

SALAMANDER UPGRADES

(Each upgrade may be taken once per detachment.)

UPGRADE	UNITS		COST
Battle Barge	Replace the Strike Cruiser with a Battle Barge		+125 points
Close Support	Add up to two of any of the following units:	Predator Incinerator	+50 points each
		Hunter, Land Raider or Land Raider Redeemer	+75 points each
		Land Raider Prometheus	+85 points each
Commander	Add any one of the following characters to any unit in the formation:	Captain, Chaplain, Librarian	+50 points
		0–1 Supreme Commander per army	+100 points
Devastators	Add two Salamander Devastator units		+100 points
Dreadnoughts	Add up to two Salamander Dreadnoughts		+50 points each
Land Raider Transport	Add any four of the following units: Land Raider, Land Raider Redeemer		+250 points
Helios	Replace any number of Land Raiders with an equal number of Land Raider Helios		+25 points each
Razorbacks	Add any number of Razorbacks, up to the number required to transport the formation		+25 points each
Snipers	Give up to four Scout units *Sniper*		+10 points each
Tacticals	Add two Salamander Tactical units		+75 points

IMPERIAL ALLY AND SALAMANDER RESTRICTED FORMATIONS

(Up to a third of the points available may be spent on these formations.)

IMPERIAL NAVY AIRCRAFT

FORMATION	UNITS	COST
Marauder Squadron	Two Marauder Bombers	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	175 points

TITAN LEGION BATTLEGROUPS

FORMATION	UNITS	COST
Reaver	One Reaver Class Titan	650 points
Warhound	One Warhound Class Titan	275 points
Warhound Pack	Two Warhound Class Titans	500 points
Warlord	One Warlord Class Titan	825 points

SALAMANDER RESTRICTED FORMATIONS

FORMATION	UNITS	UPGRADES	COST
0–1 Assault	Four Assault units	Close Support, Commander	150 points
0–1 Fast Attack	Any five of the following units: Bike, Land Speeder, Multi-melta Attack Bike	Commander	200 points
Scout	Four Scout units plus transport	Commander, Razorbacks, Snipers	150 points
Thunderhawk Gunship	One Thunderhawk Gunship	None	200 points

6.18 SCIONS OF IRON SPACE MARINE ARMY LIST

"They called us weak, betrayers and traitors. But they were wrong. It was not us that were lost and had left the path, but themselves. For they had forgotten the pride of Marines. We are enhanced already. We are the beacon of mankind and should not be hide away but lead in front. So we turned and walked away from them. Not because we were betraying the chapter, but because by staying we would betray the Emperor.

They call us traitor. but remember that we call them brothers. For us, all the Marines are the Emperor's chosen. For us, all the Marines are united as Emperor's divine instruments. For us, all Marines are brothers."

Book of Accounts, Volume I by Chaplain Hael

Forces
The Scions of Iron Space Marine Army List uses the datasheets from 5.18, 5.3, and 5.4.

Using The Army List
The following army list allows you to field an army based on one of the Scions of Iron Space Marine Chapter that fought during the Invasion of Telgar VI.

Space Marines are organised into small formations called *detachments*. Each detachment is made up of one or more units, and may also include a number of extra units called *upgrades*.

The detachments that may be taken in a Scions of Iron army are shown on the chart that follows. The chart also shows what units comprise the detachment, what upgrades are allowed, and its points cost.

Each upgrade that is taken adds to the cost of the detachment, as shown on the *upgrade chart*. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taken for, and sometimes takes the form of additional units for the detachment. Each upgrade may be taken once per formation.

Scions of Iron armies may be supported by Imperial Navy aircraft and Titan Legion battlegroups. No more than two of each of these formations may be included in the army. In addition a maximum of up to a third of the points available to the army may be spent on these formations and Scions of Iron aircraft formations.

Special Rules
The *They Shall Know No Fear* rule applies to all Scions of Iron detachment and aircraft formations (see 5.1.1).

6.18.1
Scions of Iron Transports

The Space Marines are a highly mobile army. Because of this, the points cost of a detachment usually includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. Determine the number of Rhinos needed after all upgrades have been purchased. The number of Rhinos will always be the minimum needed to carry the formation, you can't take extras along to cover any losses!

Note that many formations don't receive Rhinos, usually because they can't fit into them. Detachments that come with Rhinos will be noted as having "plus transport" in the units section of the army list opposite.

Also note that Terminators must take either Teleport or have Land Raiders. They may not start the game as foot infantry.

6.18.2
Thunderhawk Transporter

The entire Thunderhawk Transporter detachment is counted as a single war engine for the purposes of war engine transport (see 3.1.3), e.g. a Thunderhawk Transporter detachment can carry units from another formation, as long as the entire formation can fit inside the Thunderhawk Transporters.

SCIONS OF IRON SPACE MARINE ARMY LIST

Scions of Iron Space Marine armies have a strategy rating of 5. Imperial Navy aircraft formations have an initiative rating of 2+. All other formations have an initiative rating of 1+.

SCIONS OF IRON DETACHMENTS

FORMATION	UNITS	UPGRADES	COST
Bike	Four Attack Bikes	Commander, Bikes, Land Speeders	125 points
Heavy Tactical	Four Tactical units and any two of the following units: Land Raider, Land Raider Crusader	Commander, Hunter, Land Raiders	325 points
Helios	Four Land Raider Helios	Commander, Hunter	425 points
Land Raider	Four Land Raiders	Commander, Hunter, Land Raiders	325 points
Landing Craft	One Landing Craft	None	350 points
Predator	Any four of the following units: Predator Annihilator, Predator Destructor	Armour, Commander, Hunter	250 points
Scout	Four Scout units plus transport	Commander, Land Speeders, Razorbacks, Snipers	150 points
0–1 Strike Cruiser	One Strike Cruiser	Battle Barge	150 points
Tactical	Four Tactical units plus transport, and any two of the following units: Predator Annihilator, Predator Destructor, Vindicator	Armour, Commander, Hunter, Razorbacks	300 points
Terminator	Four Terminator units	Commander, Land Raiders	350 points
Thunderhawk Transporter	Two Thunderhawk Transporters	Thunderhawk Transport	250 points
Vindicator	Four Vindicators	Armour, Commander, Hunter	200 points
Whirlwind	Four Whirlwinds	Commander, Hunter	275 points

SCIONS OF IRON UPGRADES

(Each upgrade may be taken once per detachment.)

UPGRADE	UNITS		COST
Armour	Add up to any two of the following units: Predator Annihilator, Predator Destructor, Vindicator		+50 points each
Battle Barge	Replace the Strike Cruiser with a Battle Barge		+150 points
Bikes	Replace up to four Attack Bikes with an equal number of Bikes or Mutli-melta Attack Bikes		+10 points each
Commander	Choose one of the following options:	Add any one of the following characters to any unit in the formation: Captain, Chaplain, Librarian	+50 points
		0–1 of one of the following options per army:	
		Give a Land Raider *Supreme Commander*	+100 points
		Replace a Land Raider with a Land Raider Prometheus with *Supreme Commander*	+100 points
		Replace a Predator Destructor or Vindicator with a Land Raider Prometheus with *Supreme Commander*	+125 points
Hunter	Add one Hunter		+75 points
Land Raiders	Add up to any four of the following units:	Land Raider or Land Raider Crusader	+75 points each or +125 points per pair
		Land Raider Helios	+100 points each
Land Speeders	Add up to any three of the following units:	Land Speeder or Land Speeder Tornado	+35 points each
		Land Speeder Typhoon	+45 points each
Razorbacks	Add any number of Razorbacks, up to the number required to transport the formation		+25 points each
Snipers	Give up to four Scout units *Sniper*		+10 points each
Thunderhawk Transport	Add up to two Thunderhawk Transporters		+100 points each

IMPERIAL ALLY AND SCIONS OF IRON AIRCRAFT FORMATIONS

(Up to a third of the points available may be spent on these formations.)

0–2 IMPERIAL NAVY AIRCRAFT

FORMATION	UNITS	COST
Marauder Squadron	Two Marauder Bombers	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	175 points

0–2 TITAN LEGION BATTLEGROUPS

FORMATION	UNITS	COST
Reaver	One Reaver Class Titan	650 points
Warhound	One Warhound Class Titan	275 points
Warhound Pack	Two Warhound Class Titans	500 points
Warlord	One Warlord Class Titan	825 points

SCIONS OF IRON AIRCRAFT FORMATIONS

FORMATION	UNITS	COST
Thunderhawk CAS	One Thunderhawk Close Air Support	250 points
Thunderhawk SB	One Thunderhawk Saturation Bomber	250 points

6.19 TAU THIRD PHASE EXPANSION ARMY LIST

"We are not here to bring death and destruction to you, Gue'la. Even though your armed forces have laid waste to our systems, bombarded our cities and slaughtered my fellow Tau, we are not here for revenge. We are here to offer you to share our culture and profit from our technology and protection.

We are not here to take your homes, your families and your beliefs away from you. You can even continue to worship your Emperor-god if you want, you must only swear fealty to the advancement of the Greater Good, which will benefit all members of the empire alike.

We are not here to turn you all into soldiers and demand of you to fight against your former kin. Some of you will be asked to join our armed forces, in return for the protection that we grant to your planet. But if you are unwilling to fight against Humans from the Imperium, you will not be deployed against them. We are not here to enslave you, but to welcome you into our empire, the empire of the Tau."

Por'vre Dal'yth Jishu'iro, Addressing the human population of Goron Minor

Forces
The Tau Third Phase Expansion Army List uses the datasheets from 5.19.

Using The Army List
Tau formations come in two types: cadres and support formations. Each cadre you include in the army allows you to field any three support formations. Although you can only take a support formation if you first take a cadre, they are treated as separate independent formations during a battle and do not have to move around together. The formations that may be taken in a Tau Third Phase Expansion army are shown on the chart that follows. The chart also shows what units comprise the formations, what upgrades they are allowed, and their points cost.

In addition, formations may be given up to three upgrades. Each upgrade that is taken adds to the cost of the formation, as shown on the upgrade chart. The upgrade chart also lists the units that make up the upgrade. Each upgrade may be taken once per formation.

Tau Third Phase Expansion armies may be supported by Air Caste formations. A maximum of up to a third of the points available to the army may be spent on these formations.

Special Rules
Certain units and weapons have special abilities described in *Coordinated Fire* (see 5.19.1) and *Tau Technology* (see 5.19.2).

6.19.1
Tiger Shark Gun Drones

Tiger Shark Squadrons may be given a Gun Drone formation to transport. Transported Gun Drone formations may be split across multiple Tiger Sharks as an exception to the normal aircraft transport rules. The Tiger Sharks cannot land, make an engagement, or embark units, but can disembark transported Gun Drones after an approach move. The Gun Drone formation may shoot when it disembarks as normal (see 4.2.5), and counts as having activated for that turn. After this initial deployment the Gun Drones are a completely independent formation. Gun Drones being transported by Tiger Sharks do not generate blast markers for being destroyed until after they are disembarked.

TAU THIRD PHASE EXPANSION ARMY LIST

Tau Third Phase Expansion armies have a strategy rating of 3. Crisis Battlesuit Cadre and Manta Dropship formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

TAU CADRES

FORMATION	UNITS	UPGRADES	COST
Crisis Battlesuit Cadre	Four Crisis Battlesuits and one Shas'el character	Shas'o, Crisis Suits, Gun Drones	250 points
Fire Warrior Cadre	Eight Fire Warriors or Six Fire Warriors and three Devilfish	Bonded Team, Broadsides, Ethereal, Fire Warriors, Gun Drones, Hammerheads, Pathfinders, Piranhas, Skyray	225 points

TAU SUPPORT FORMATIONS

(Any three support formations may be fielded per each core formation.)

FORMATION	UNITS	UPGRADES	COST
Armour Support Group	Four Hammerheads **Note:** One or more Hammerheads with Railguns cost +25 points	Hammerheads, Skyray	200 points
Broadside Group	Six Broadside Battlesuits	Gun Drones	300 points
Kroot Kindred	One Kroot Master Shapers unit and nine Kroot Warriors	Kroot, Kroot Hounds, Krootox	175 points
Pathfinder Group	Four Pathfinders and two Devilfish	Gun Drones, Piranhas	200 points
Recon Skimmer Group	Any six of the following units: Piranha, Tetra	Gun Drones, Piranhas	175 points
Skysweep Support Group	Three Skyrays	None	250 points
Stealth Group	Six Stealth Battlesuits	Gun Drones	225 points

TAU UPGRADES

(Up to three upgrades may be taken once per formation.)

UPGRADE	UNITS		COST
Bonded Team	Give all units in the formation *Self-Reliant*		+25 points
Broadsides	Add three Broadside Battlesuits		+150 points
Crisis Suits	Add two Crisis Battlesuits		+75 points
0–1 Ethereal	Add one Etheral character per army to a unit of Fire Warriors		+50 points each
Fire Warriors	Add any one of the following options:	Four Fire Warriors	+100 points
		Four Fire Warriors and two Devilfish	+125 points
Gun Drones	Add two Gun Drones		+25 points
Hammerheads	Add any one of the following options:	Add two Hammerheads with Ion Cannons	+75 points
		Add up to two Hammerheads with Railguns or Twin Fusion Cannons	+50 points each
Kroot	Add five Kroot Warriors		+75 points
Kroot Hounds	Add three Kroot Hounds		+50 points
Krootox	Add three Krootox		+50 points
Pathfinders	Add two Pathfinders and one Devilfish		+100 points
Piranhas	Add three Piranhas		+75 points
0–1 Shas'o	Replace one Shas'el character with a Shas'o character		+75 points
Skyray	Add one Skyray		+100 points

AIR CASTE FORMATIONS

(Up to a third of the points available may be spent on these formations.)

FORMATION	UNITS		COST
Barracuda Squadron	Two Barracudas		150 points
Manta Dropship	One Manta		650 points
Orca Dropship	One Orca		150 points
0–1 Spacecraft	Any one of the following units:	Protector Class Cruiser	200 points
		Custodian Class Battleship	225 points
Tiger Shark Squadron	Two Tiger Sharks		175 points
	(add a Gun Drone formation of six Gun Drones)		(+100 points)
Tiger Shark AX-1-0 Squadron	Two Shark AX-1-0s		350 points

6.20 ELDAR ALAITOC CRAFTWORLD ARMY LIST

"There is no corner of the galaxy that has not felt the eagle-keen gaze of Alaitoc."

Elarique Swiftblade, Autarch of Alaitoc

Forces
The Eldar Alaitoc Craftworld Army List uses the datasheets from 5.20.

Using The Army List
Eldar Alaitoc Craftworld formations come in three types, the first two are warhost and troupe formations. Each warhost you include in the army allows you to field any three troupe formations. Although you can only take a troupe formation if you first take a warhost, they are treated as separate independent formations during a battle and do not have to move around together. The third type of formation are Alaitoc Craftworld Spacecraft, Aircraft & Titan formations. A maximum of up to a third of the points available to the army may be spent on these formations.

Finally, Alaitoc Craftworld Individuals includes special characters, formations and objective options. Each individual may only be taken once by the army. The rules for using each individual are listed in the "Notes" column.

The army list includes the following information:

Formation: The name of the formation.

Units: The core units that make up the formation.

Extras: An Eldar formation may include any of the extra units listed in the "Extras" column. You may include any number of extra units in a formation unless it is specifically noted otherwise. All of the core and extra units in a formation count as being part of one formation. The different units may not move off on their own.

Cost: The points value of the formation.

Special Rules
The *Hit & Run Tactics* rule applies to all Eldar formations (see 5.6.2). Additionally, certain units and weapons have special abilities described in *Farsight* (see 5.6.1) and *Eldar Technology* (see 5.6.3).

6.20.1
Trail Blazing

Only Alaitoc Eldar Pathfinders, Rangers and War Walkers are allowed to garrison objectives in the Epic tournament game scenario. Additionally, Alaitoc Ranger units count as Guardians for the purposes of transport.

ELDAR ALAITOC CRAFTWORLD ARMY LIST

Eldar Alaitoc Craftworld armies have a strategy rating of 4. Avatar, Aspect Warrior, Phantom, Revenants and Warlock formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

ALAITOC CRAFTWORLD INDIVIDUALS

(Up to one of each type of individual may be taken per army.)

TYPE	NOTES	COST
0–1 Avatar	In the Strategy Phase of any turn place the Avatar within 15cm of a Farseer before making a strategy roll. The Avatar counts as its own formation and may only enter play in this manner. In the End Phase of that turn remove the Avatar before rallying formations. Once the Avatar has been removed it may not return.	Free
0–1 Wraithgate	At the start of the game nominate one objective on your half of the table as a Wraithgate before setting up spacecraft and garrisons. The Wraithgate functions both as a *Webway Portal* and as an objective for the rules purposes. It may not be destroyed. Only formations consisting completely of infantry units, light vehicle units or armoured vehicles units with the *Walker* ability may use the Wraithgate to enter play.	+50 points

ALAITOC CRAFTWORLD WARHOSTS

FORMATION	UNITS	EXTRAS	COST
Guardian	One Farseer and seven Guardians	Replace up to three Guardians with an equal number of Heavy Weapon Platform units for free Add three Support Weapon Platform units for +50 points Add between two and three Wraithguard units for +50 points each Add three Wraithlords for +175 points Add four Wave Serpents to a formation consisting of only Farseer, Guardians or Heavy Weapon Platform units for +200 points	150 points
Ranger	Eight Rangers	Replace four Rangers with three War Walkers for free or four Falcons for +200 points	200 points

ALAITOC CRAFTWORLD TROUPES

(Each warhost you include in the army allows you to field any three troupes.)

FORMATION	UNITS	EXTRAS	COST
Aspect Warrior	Any six of the following units: Dark Reapers, Dire Avengers, Fire Dragons, Howling Banshees, Shining Spears, Striking Scorpions, Swooping Hawks, Warp Spiders	Add just enough Wave Serpents or Falcons to transport all units without *Jump Packs* or *Mounted* for +50 points each Add up to one Autarch character per army or one Exarch character to an infantry unit for +75 or +25 points, respectively	225 points
Engine of Vaul	Any one of the following units: Cobra, Scorpion, Storm Serpent	Add up to any two of the following units for +250 points each: Cobra, Scorpion, Storm Serpent	250 points
Night Spinner	Three Night Spinners	None	175 points
Pathfinder	Four Pathfinders	Add up to two Pathfinders for +50 points each	200 points
Swords of Vaul	Five Falcons	Add up to one Falcon for +50 points Replace up to two Falcons with an equal number of Firestorms for free Replace any number of Falcons with an equal number of Fire Prisms for +15 points each	250 points
War Walker	Four War Walkers	Add up to two War Walkers for +25 points each	150 points
Windrider	Any six of the following units: Jetbikes, Vyper	None	200 points

ALAITOC CRAFTWORLD SPACECRAFT, AIRCRAFT & TITANS

(Up to a third of the points available may be spent on these formations.)

FORMATION	UNITS		COST
Nightwings	Three Nightwing Interceptors		300 points
Phantom	One Phantom Titan		750 points
Phoenix	Three Phoenix Bombers		325 points
Revenants	Two Revenant Titans		650 points
0–1 Spacecraft	Any one of the following units:	Wraithship	150 points
		Dragonship	300 points
Vampire	One Vampire Raider		200 points
0–1 Warlock	One Warlock Titan		850 points

6.21 HIVE FLEET ONACHUS TYRANID ARMY LIST

"Named after the Terran beast from ancient legends, Hive Fleet Onachus set the Homeworlds ablaze with its abhorrent touch."

Forces
The Hive Fleet Onachus Tyranid Army List uses the datasheets from 5.21.

Using The Army List
Hive Fleet Onachus Tyranid formations come in three types: synapse swarms, independent swarms and war engines. Each synapse swarm you include in the army allows you to field one independent swarm. **No more than one third of the points available may be spent on war engines.**

Finally, Tyranid Individuals includes special characters and objective options. Each individual may only be taken once by the army. The rules for using each individual are listed in the "Notes" column.

The army list includes the following information:

Type: The name of the formation.

Core Units: The units that make up the formation. The core units of a formation may be doubled or tripled. A formation with the normal number of core units is called a small (S) formation, a formation with double the number of core units is called a medium (M) formation, and a formation with triple the number of core units is called a large (L) formation.

Cost: The point costs of a formation are listed under S, M and L (the costs for a small, medium or large formation, respectively).

Upgrades: A formation may add any of the units noted here for their listed cost. If there is a limit on the number of units that may be added then this limit is doubled for medium formations and tripled for large formations.

All of a formation's core and upgrade units count as being part of one formation. The different units may not activate on their own.

Special Rules
The *Mobility* rule applies to all Tyranid units (see 5.21.2). Additionally, formations with synapse units may return brood units to play via *Swarming* (see 5.21.1).

6.21.1
The Hive Mind

The Hive Mind of the Tyranids is a single coordinating sentience. Its influence is projected through synapse creatures that communicate with their lesser kin via a form of telepathy. Under the control of synapse creatures the slave organisms act in perfect unison. However, should the synapse creatures be slain the basic creatures revert to their animalistic behaviors until other synapse creatures can exert control over them. This is represented by the following rules for synapse swarm, **not independent swarm or war engine**, formations:

- Synapse swarms ignore brood units for the purposes of determining formation strength during tiebreak.
- A synapse swarm with no synapse units has an initiative of 3+ and may not capture objectives.
- A synapse swarm with at least one synapse unit ignores the -2 modifier for being broken when it is attempting to rally. Additionally, it can absorb other synapse swarm formations with no synapse units at the end of its action. The formation must have one unit within 5cm of a unit from the formation(s) being absorbed. The units and blast markers of an absorbed formation become part of the formation. An absorbed formation is considered completely destroyed for the purposes of tiebreak and the *Break Their Spirit* goal.

6.21.2
Vanguard Organisms

Only Genestealer and Lictor Swarm formations may be set up on the table as "garrisons" at the start of the Epic tournament game scenario.

HIVE FLEET ONACHUS TYRANID ARMY LIST

Hive Fleet Onachus Tyranid armies have a strategy rating of 1. All Tyranid formations have an initiative rating of 1+ but synapse swarm formations have an initiative of 3+ if they do not contain synapse units. If a synapse swarm does contain a synapse unit it ignores the -2 modifier for being broken when rallying (see 6.21.1).

TYRANID INDIVIDUALS

(Up to one of each type of individual may be taken per army.)

TYPE	NOTES	COST
0–1 Brood Nest	At the start of the game nominate one objective on your half of the table as a Brood Nest before setting up spacecraft and garrisons. The Brood Nest functions both as a means for formations to enter play (see 5.21.2) and as an objective for the rules purposes. It may not be destroyed. Only formations consisting completely of infantry units, light vehicle units, Carnifex, Hive Tyrant and units with the *Tunneler* ability may use the Brood Nest to enter play.	+50 points
0–1 Symbiote	Add up to one Symbiote character per army to a Hive Tyrant or Dominatrix.	+50 points

SYNAPSE SWARM FORMATIONS

TYPE	CORE UNITS	COST S	COST M	COST L	UPGRADES
Tyranid Swarm	One Hive Tyrant or two Tyranid Warriors, and any six of the following units: Hormagaunts, Termagants	200	375	525	Add any number of the following units for +15 points each: Hormagaunts, Termagants Add any number of Gargoyles for +20 points each Add any number of the following units for +25 points each: Biovore, Zoanthrope Add any number of Raveners for +30 points each Add any number of the following units for +50 points each: Carnifex, Exocrine, Haruspex, Malefactor, Trygon Add any number of Dactylis for +75 points each Add up to one Tyranid Warriors unit for +50 points Replace up to one Hive Tyrant per full 2,000 points with a Dominatrix for +225 points

INDEPENDENT SWARM FORMATIONS

(One independent swarm may be fielded per each synapse swarm.)

TYPE	CORE UNITS	COST S	COST M	COST L	UPGRADES
Biovore Swarm	Five Biovores	150	275	375	Add any number of Biovores for +25 points each
Dactylis Swarm	Three Dactylis	250	475	675	Add any number of Dactylis for +75 points each
Exocrine Swarm	Three Exocrine	175	325	450	Add any number of Exocrine for +50 points each
Genestealer Swarm	Six Genestealers	150	n/a	n/a	Add any number of Genestealers for +20 points each Add up to one Brood Lord character for +25 points
0–2 Lictor Swarm	Four Lictors	150	n/a	n/a	Add up to two Lictors for +35 points each

WAR ENGINE FORMATIONS

(Up to a third of the points available may be spent on these formations.)

TYPE	CORE UNITS	COST S	COST M	COST L	UPGRADES
Harridan Swarm	One Harridan	150	300	450	Add any number of Gargoyles for +20 points each Add four Gargoyles for +75 points
Hierodule Bio-Titan	One Hierodule Bio-Titan	350	n/a	n/a	None
Hierophant Bio-Titan	One Hierophant Bio-Titan	525	n/a	n/a	None
Trygon Swarm	Three Trygons	200	n/a	n/a	Add up to three Trygons for +60 points each Add any number of Raveners for +30 points each

6.22 WAR GRIFFONS TITAN LEGION ARMY LIST

Forces

The War Griffons Titan Legion Army List uses the datasheets from 5.22 and 5.3.

Using The Army List

The following army list allows you to field an army based on one of the War Griffons Titan Legion. It can also be used as a "stand in" army list for other Titan Legions as well.

War Griffons Titan Legion formations come in three types: battle titans, scout titans and support formations. Each battle titan you include in the army allows you to field any two scout titan formations. Each battle titan or scout titan formation allows you to field any one support formation. Although you can only take a scout titan or support formation if you first take a battle titan formation, they are treated as separate independent formations during a battle and do not have to move around together.

In addition, certain formations may be given upgrades. Which upgrades a formation may be given are listed in the "upgrades" column. Upgrades are added to the formation and are not a separate formation. Each upgrade that is taken adds to the cost of the formation, as shown on the upgrade chart. **Note:** the upgrades chosen can lead to an additional surcharge (see 6.22.1).

6.22.1

War Griffons Epic Tournament Special Rules

All *Weapon Mounts* in a Scout or Battle Titan formation must be mounted with a weapon. In addition, each Scout or Battle Titan formation must select at least two different weapons or pay a surcharge of an additional +25 points.

WAR GRIFFONS TITAN LEGION ARMY LIST

War Griffons Titan Legion armies have a strategy rating of 3. Battle and Scout Titan formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

BATTLE TITAN FORMATIONS

FORMATION	UNITS	UPGRADES	COST
Emperor	One Imperator or Warmonger Class Titan	All Titan Upgrades	1250 points
Reaver	One Reaver Class Titan	All Titan Weapons and Upgrades	550 points
Warlord	One Warlord Class Titan	All Titan Weapons and Upgrades	675 points

SCOUT TITAN FORMATIONS

(Any two scout titan formations may be fielded per each battle titan.)

FORMATION	UNITS	UPGRADES	COST
Warhound	One Warhound Class Titan	All Scout Titan Weapons, Veteran Princeps	275 points
Warhound Pack	Two Warhound Class Titans	All Scout Titan Weapons, Veteran Princeps	500 points

TITAN WEAPONS AND UPGRADES

BATTLE TITAN WEAPONS

(Mount each weapon mount in the formation with one of the following upgrades.)

UPGRADE	COST
Apocalypse Missile Launcher	+25 points each
Carapace Landing Pad	Free
Close Combat Weapon	+25 points each
Corvus Assault Pod	Free
Gatling Blaster	+25 points each
Laser Blaster	+50 points each
Laser Burner	Free
Melta Cannon	+50 points each
Plasma Cannon	+25 points each
Plasma Destructor (Carapace *weapon mount* only)	+75 points each
Quake Cannon	+75 points each
Support Missile (Carapace *weapon mount* only)	+75 points each
Volcano Cannon	+50 points each

SCOUT TITAN WEAPONS

(Mount each weapon mount in the formation with one of the following upgrades.)

UPGRADE	COST
Inferno Gun	Free
Plasma Blastgun	Free
Turbo-Laser Destructor	+25 points each
Vulcan Mega-Bolter	Free

TITAN UPGRADES

(Add any of the following upgrades to a unit up to once per formation.)

UPGRADE	COST
Carapace Multilasers	+50 points
0–1 Legate per army	+50 points
Sacred Icon	+50 points
Veteran Princeps	+25 points

SUPPORT FORMATIONS

(Any one support formation may be fielded per each battle or scout titan formation.)

FORMATION	UNITS	COST
Crusader Scout Maniple	Four Crusader Robots	150 points
Forge Knight Maniple	Five Forge Knights	250 points
0–1 Lysander Fighter per Warmonger Class Titan	One Lysander Fighter	75 points
Marauder Squadron	Two Marauder Bombers	250 points
0–1 Orbital Support	One Ark Mechanicus Battleship	200 points
Skitarii Demi-Century	Eight Hypaspist units and two Secutor units	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	150 points

6.23 HOUSE LAKAR KNIGHT WORLD DEFENSE FORCE ARMY LIST

Forces

The House Lakar Knight World Defense Force Army List uses the datasheets from 5.23 and 5.3.

Using The Army List

House Lakar Knight World Defense Force formations come in three types: Knight Households, Support Households and Support Levy. Each Knight Household you include in the army allows you to field one Support Household and one Support Levy.

House Lakar Knight World Defense Force armies may be supported by Imperial Navy aircraft. A maximum of up to a fourth of the points available to the army may be spent on these formations.

The army list includes the following information:

Formation: The name of the formation.

Units: The core units that make up the formation.

Extras: A formation may include any of the extra units listed in the "Extras" column. You may include any number of extra units in a formation unless it is specifically noted otherwise. All of the core and extra units in a formation count as being part of one formation. The different units may not move off on their own.

Cost: The points value of the formation.

Special Rules

The *Fortified Positions* rule applies to House Lakar Knight World Defense Force armies (see 6.7.2).

6.23.1
Bravery

Knight Household and Support Household formations receive a +1 modifier to their action test when carrying out an engage action, and a +1 modifier to their rally test.

HOUSE LAKAR KNIGHT WORLD DEFENSE FORCE ARMY LIST

House Lakar Knight World Defense Force armies have a strategy rating of 2. All formations have an initiative rating of 2+ but Knight Household and Support Household formations receive modifiers (see 6.23.1).

KNIGHT HOUSEHOLDS

FORMATION	UNITS	EXTRAS	COST
Knight Household	Three Knight Paladins	Add up to three Knight Paladins for +90 points each	300 points
		Replace any number of Knight Paladins with an equal number of Knight Errants for +10 points each	
		Add one Seneschal character for +25 points or one Baron per army for +200 points	

SUPPORT HOUSEHOLDS

(Up to one support household may be fielded per knight household.)

FORMATION	UNITS	EXTRAS	COST
Custodian Household	Any three of the following units: Knight Castellan, Knight Crusader	Add one Knight Castellan or Knight Crusader for +115 points	375 points
		Add one Seneschal character for +25 points	
Lancer Household	Three Knight Lancers	Add up to three Knight Lancers for +90 points each	300 points
		Add one Seneschal character for +25 points or one Baron per army for +200 points	
Warden Household	Three Wardens	Add up to three Wardens for +85 points each	275 points
		Add one Seneschal character for +25 points	

SUPPORT LEVY

(Up to one support levy may be fielded per knight household.)

FORMATION	UNITS	EXTRAS	COST
AA Gun Battery	Three AA Guns and three Gun Transporters	Replace three Gun Transporters with three Gun Emplacements for free	125 points
Howitzer Battery	Three Howitzers and three Gun Transporters	Replace three Gun Transporters with three Gun Emplacements for free	175 points
Infantry Platoon	One Levy Command and eight Infantry Levy	Add up to four Infantry Levy for +25 points for two	175 points
		Add up to three of any of the following units for +25 points each: Rapier, Thudd Gun	
		Add up to two Snipers for +25 points each	
		Add one Aspirant character for +25 points	
		Add up to 52cm of Trench and 52cm of Razor Wire for +50 points	
Rough Rider Platoon	Six Rough Riders	Add one Aspirant character for +25 points	150 points

IMPERIAL NAVY AIRCRAFT

(Up to a fourth of the points available may be spent on these formations.)

FORMATION	UNITS	COST
Marauder Squadron	Two Marauder Bombers	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	150 points

6.24 ELDAR IYANDEN CRAFTWORLD ARMY LIST

"The dead must join our ranks, lest we be forced to join theirs."

Prince Yriel, Autarch of Iyanden

Forces
The Eldar Iyanden Craftworld Army List uses the datasheets from 5.24.

Using The Army List
Eldar Iyanden Craftworld formations come in three types, the first two are warhost and troupe formations. Each warhost you include in the army allows you to field any two troupe formations. Although you can only take a troupe formation if you first take a warhost, they are treated as separate independent formations during a battle and do not have to move around together. The third type of formation are Iyanden Craftworld Spacecraft, Aircraft & Titan formations. A maximum of up to a third of the points available to the army may be spent on these formations.

Finally, Iyanden Craftworld Individuals includes special characters, formations and objective options. Each individual may only be taken once by the army. The rules for using each individual are listed in the "Notes" column.

The army list includes the following information:

Formation: The name of the formation.

Units: The core units that make up the formation.

Extras: An Eldar formation may include any of the extra units listed in the "Extras" column. You may include any number of extra units in a formation unless it is specifically noted otherwise. All of the core and extra units in a formation count as being part of one formation. The different units may not move off on their own.

Cost: The points value of the formation.

Special Rules
The *Hit & Run Tactics* rule applies to all Eldar formations (see 5.6.2). Additionally, certain units and weapons have special abilities described in *Farsight* (see 5.6.1) and *Eldar Technology* (see 5.6.3). The *May Not Garrison* rule applies to Eldar Iyanden Craftworld armies (see 6.6.1).

ELDAR IYANDEN CRAFTWORLD ARMY LIST

Eldar Iyanden Craftworld armies have a strategy rating of 4. Avatar, Aspect Warrior, Phantom, Revenants and Warlock formations, as well as the formation with the Wraithseer, have an initiative rating of 1+. All other formations have an initiative rating of 2+.

IYANDEN CRAFTWORLD INDIVIDUALS

(Up to one of each type of individual may be taken per army.)

TYPE	NOTES	COST
0–1 Avatar	In the Strategy Phase of any turn place the Avatar within 15cm of a Farseer, Wraithseer or Spiritseer before making a strategy roll. The Avatar counts as its own formation and may only enter play in this manner. In the End Phase of that turn remove the Avatar before rallying formations. Once the Avatar has been removed it may not return.	Free
0–1 Wraithgate	At the start of the game nominate one objective on your half of the table as a Wraithgate before setting up spacecraft and garrisons. The Wraithgate functions both as a *Webway Portal* and as an objective for the rules purposes. It may not be destroyed. Only formations consisting completely of infantry units, light vehicle units or armoured vehicles units with the *Walker* ability may use the Wraithgate to enter play.	+50 points

IYANDEN CRAFTWORLD WARHOSTS

(You may not have more Wraithlord formations than Ghost Warrior formations.)

FORMATION	UNITS	EXTRAS	COST
Ghost Warrior	Four Wraithblade or Wraithguard units, one with a Spiritseer	Add up to two of any of the following units for +50 points each: Wraithblade, Wraithguard	225 or 275 points
		Add up to three Wraithlords for +50 points each	
		Add just enough Wave Serpents to transport all units except Wraithlords for +50 points each	
		Replace one Spiritseer character per army with a Wraithseer character for +100 points	
Wraithlord	Six Wraithlords, one with a Spiritseer	Replace one Spiritseer character per army with a Wraithseer character for +100 points	350 points

IYANDEN CRAFTWORLD TROUPES

(Each warhost you include in the army allows you to field any two troupes.)

FORMATION	UNITS	EXTRAS	COST
Aspect Warrior	Any four of the following units: Dark Reapers, Dire Avengers, Fire Dragons, Howling Banshees, Shining Spears, Striking Scorpions, Swooping Hawks, Warp Spiders	Add just enough Wave Serpents or Falcons to transport all units without *Jump Packs* or *Mounted* for +50 points each	175 points
		Add one Exarch character to an infantry unit for +25 points	
Engine of Vaul	Any one of the following units: Cobra, Scorpion, Storm Serpent	Add up to any two of the following units for +250 points each: Cobra, Scorpion, Storm Serpent	250 points
Guardian	One Farseer and seven Guardians	Replace up to three Guardians with an equal number of Heavy Weapon Platform units for free	150 points
		Add three Support Weapon Platform units for +50 points	
		Add between two and three of any of the following units for +50 points each: Wraithblade, Wraithguard	
		Add up to three Wraithlords for +50 points each	
		Add four Wave Serpents to a formation consisting of only Farseer, Guardians or Heavy Weapon Platform units for +200 points	
Night Spinner	Three Night Spinners	None	175 points
Ranger	Four Rangers	Add up to four Ranger units for +25 points each	100 points
Swords of Vaul	Five Falcons	Add up to one Falcon for +50 points	250 points
		Replace up to two Falcons with an equal number of Firestorms for free	
		Replace any number of Falcons with an equal number of Fire Prisms for +15 points each	
War Walker	Four War Walkers	Add up to two War Walkers for +25 points each	150 points
Windrider	Any six of the following units: Jetbikes, Vyper	None	200 points

IYANDEN CRAFTWORLD SPACECRAFT, AIRCRAFT & TITANS

(Up to a third of the points available may be spent on these formations.)

FORMATION	UNITS		COST
Nightwings	Three Nightwing Interceptors		300 points
Phantom	One Phantom Titan		750 points
Phoenix	Three Phoenix Bombers		325 points
Revenants	Two Revenant Titans		650 points
0–1 Spacecraft	Any one of the following units:	Wraithship	150 points
		Dragonship	300 points
Vampire	One Vampire Raider		200 points
0–1 Warlock	One Warlock Titan		850 points

6.25 IMPERIAL FISTS SPACE MARINE ARMY LIST

"Primarch-Progenitor, to your glory and the glory of him on earth!"

Forces
The Imperial Fists Space Marine Army List uses the datasheets from 5.25.

Using The Army List
The following army list allows you to field an army based on a Imperial Fists Space Marine army. It can also be used as a "stand in" army list for any of the Imperial Fists' successor chapters.

Space Marines are organised into small formations called *detachments*. Each detachment is made up of one or more units, and may also include a number of extra units called *upgrades*.

The detachments that may be taken in a Imperial Fists army are shown on the chart that follows. The chart also shows what units comprise the detachment, what upgrades are allowed, and its points cost.

Each upgrade that is taken adds to the cost of the detachment, as shown on the *upgrade chart*. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the detachment they are taken for, and sometimes takes the form of additional units for the detachment. Each upgrade may be taken once per formation.

Imperial Fist armies may be supported by Titan Legion battlegroups, and Imperial Fist aircraft and static defence formations. A maximum of up to a third of the points available to the army may be spent on these formations.

Special Rules
The *They Shall Know No Fear* rule applies to all Imperial Fist detachment, aircraft and static defence formations (see 5.1.1). The *Fortified Positions* rule applies to Imperial Fist Space Marine armies (see 6.7.2).

6.25.1
Imperial Fists Transport

The Space Marines are a highly mobile army. Because of this, the points cost of a detachment usually includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. Determine the number of Rhinos needed after all upgrades have been purchased. The number of Rhinos will always be the minimum needed to carry the formation, you can't take extras along to cover any losses!

Note that many formations don't receive Rhinos, usually because they can't fit into them. Detachments that come with Rhinos will be noted as having "plus transport" in the units section of the detachment list below.

In addition you may choose to replace a Devastator or Tactical detachment's Rhinos with two Bunkers and 52cm of Trenches or Minefields before each game, after the opposing army is known but before objectives are placed.

IMPERIAL FISTS SPACE MARINE ARMY LIST

Imperial Fist Space Marine armies have a strategy rating of 5. Imperial Fist static defence formations have an initiative rating of 2+. All other formations have an initiative rating of 1+.

IMPERIAL FIST DETACHMENTS

FORMATION	UNITS	UPGRADES	COST
Bastion	One Bastion	Support Battery, Tarantulas, Techmarine	200 points
Centurion	Any four of the following units: Assault Centurion, Devastator Centurion	Land Raider, Vindicator	300 points
Devastator	Four Devastator units plus transport	Achilles, Commander, Dreadnoughts, Hunter, Land Raiders, Razorbacks, Support Battery, Vindicators	250 points
Land Raider	Any four of the following units: Land Raider, Land Raider Crusader	Achilles, Commander, Hunter, Vindicators	325 points
Land Speeder	Any five of the following units: Land Speeder, Land Speeder Tornado	Commander, Typhoons	200 points
Predator	Any four of the following units: Predator Annihilator, Predator Destructor	Commander, Hunter, Vindicators	250 points
Fellblade	One Fellblade	None	325 points
Scout	Four Scout units plus transport	Commander, Razorbacks, Snipers	150 points
Tactical	Six Tactical units plus transport	Achilles, Commander, Dreadnoughts, Hunter, Land Raiders, Razorbacks, Support Battery, Vindicators	275 points
Terminator	Four Terminator units	Commander, Dreadnoughts, Land Raiders, Vindicators	325 points
Thunderfire	Four Thunderfire Cannons	Dreadnoughts, Techmarine	250 points
Vindicator	Four Vindicators	Commander, Hunter, Vindicators	200 points
Whirlwind	Four Whirlwinds	Commander, Hunter, Whirlwinds	275 points

IMPERIAL FIST UPGRADES

(Each upgrade may be taken once per detachment.)

UPGRADE	UNITS		COST
Achilles	Replace up to two Land Raiders with an equal number of Land Raider Achilles		+25 points each
Commander	Add any one of the following characters to any unit in the formation:	Captain, Chaplain, Librarian	+50 points
		0–1 Supreme Commander per army	+100 points
Dreadnoughts	Add up to two of any of the following units: Hellfire Dreadnought, Siege Dreadnought		+50 points each
Hunter	Add one Hunter		+75 points
Land Raiders	Add up to four of any of the following units: Land Raider, Land Raider Crusader		+75 points each +125 points per pair
Razorbacks	Add any number of Razorbacks, up to the number required to transport the formation		+25 points each
Snipers	Give up to four Scout units *Sniper*		+10 points each
Support Battery	Add up to four of any of the following units: Thudd Gun, Rapier		+25 points each
Tarantulas	Add up to four Tarantula Platforms each with a Gun Emplacement		+25 points each
Techmarine	Add one Techmarine character to any unit in the formation		+25 points
Typhoons	Replace up to five Land Speeders with an equal number of Land Speeder Typhoons		+10 points each
Vindicators	Add up to two Vindicators		+50 points each +75 points per pair
Whirlwinds	Add two Whirlwinds		+125 points

IMPERIAL FIST SUPPORT AND ALLY FORMATIONS

(Up to a third of the points available may be spent on these formations.)

TITAN LEGION BATTLEGROUPS

FORMATION	UNITS	COST
Reaver	One Reaver Class Titan	650 points
Warlord	One Deathstrike pattern Warlord Class Titan	825 points

IMPERIAL FIST AIRCRAFT

FORMATION	UNITS	COST
Storm Talon Squadron	Two Storm Talons	200 points
Thunderhawk SB	One Thunderhawk Saturation Bomber	250 points

IMPERIAL FIST STATIC DEFENCES

FORMATION	UNITS	COST
Fortified Positions	Two Bunkers and 52cm of Trenches or Minefields	50 points
0–1 Hyperios per Scout detachment	Three Hyperios Platforms	125 points
0–1 Tarantulas per Scout detachment	Four Tarantula Platforms and four Gun Emplacements	100 points

6.26 SPACE WOLVES SPACE MARINE ARMY LIST

"For Russ and the Allfather!"

Battle Cry of the Space Wolves

Forces
The Space Wolves Space Marine Army List uses the datasheets from 5.26, 5.3, and 5.4.

Using The Army List
The following army list allows you to field an army based on a Space Wolves Space Marine army. It can also be used as a "stand in" army list for any of the Space Wolves' successor chapters.

Space Wolves formations come in three types: *companies*, *hunting packs* and *support packs*. You must have at least one Great Company and may not have more hunting packs of any one type than you have Great Companies. You may have any number of support packs.

The formations that may be taken in a Space Wolves army are shown on the chart that follows. The chart also shows what units comprise the formation, what upgrades are allowed, and its points cost.

Each upgrade that is taken adds to the cost of the formation, as shown on the *upgrade chart*. The upgrade chart also lists the units that make up the upgrade. Note that these will sometimes replace units in the formation they are taken for, and sometimes takes the form of additional units for the formation. Each upgrade may be taken once per formation.

Space Wolf armies may be supported by Imperial Navy aircraft, Titan Legion battlegroup and Space Wolf aircraft formations. A maximum of up to a third of the points available to the army may be spent on these formations.

Special Rules
The *They Shall Know No Fear* rule applies to all Space Wolf formations (see 5.1.1).

6.26.1
Space Wolves Transport

The Space Wolves are a highly mobile army. Because of this, the points cost of a formation usually includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. Determine the number of Rhinos needed after all upgrades have been purchased. The number of Rhinos will always be the minimum needed to carry the formation, you can't take extras along to cover any losses!

Note that many formations don't receive Rhinos, usually because they can't fit into them. Detachments that come with Rhinos will be noted as having "plus transport" in the units section of the army list opposite.

Also note that you don't have to take Rhinos if you don't want to. If you'd rather field the formation on foot instead, so it can act as a garrison for example, or be transported in a Thunderhawk Gunship, then you may do so.

In addition, you may choose to replace a detachment's Rhinos with Space Wolf Drop Pods. If you do this then the detachment will enter play in a Space Wolf Drop Pod using the rules for *Planetfall* (see 4.4). Note that if you choose to do this you will also require at least one Space Marine Strike Cruiser or Battle Barge to deploy the drop pods from.

Before each game, after the opposing army is known but before objectives are placed, the Space Wolf player may choose which formations with the "plus transport" aspect are deployed in Rhinos, Space Wolf Drop Pods or on foot. If the formation has any units unable to deploy in Space Wolf Drop Pods then that option cannot be selected. If the formation has any units unable to be transported in Rhinos then do not count them when determining the number of Rhinos needed.

6.26.2
Unblooded

Blood Claws are most eager to prove themselves in battle. All Blood Claw, Skyclaw and Swiftclaw formations that are attempting to take engage actions receive a +1 modifier to their action test roll. Additionally, they must always make their complete counter charge move (unless they reach base contact with an enemy unit before then) so long as they remain a legal formation.

SPACE WOLVES SPACE MARINE ARMY LIST

Space Wolf Space Marine armies have a strategy rating of 5. Blood Claws, Fenrisian Wolves, Skyclaws, Swiftclaws and Imperial Navy aircraft formations have an initiative rating of 2+ (see 6.26.2). All other formations have an initiative rating of 1+.

COMPANIES

FORMATION	UNITS	UPGRADES	COST
1+ Great Company	Six Grey Hunter units and one Hero upgrade plus transport	Dreadnoughts, Hunter, Land Raiders, Razorbacks, Space Wolves, Vindicators, Wolf Lord	300 points
Land Raider	Any four of the following units: Land Raider, Land Raider Crusader	Commander, Hunter, Vindicators	325 points
Land Speeder	Any five of the following units: Land Speeder, Land Speeder Tornado	Commander, Typhoons	200 points
Landing Craft	One Landing Craft	None	350 points
Predator	Any four of the following units: Predator Annihilator, Predator Destructor	Commander, Hunter, Vindicators	250 points
0–1 Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Vindicator	Four Vindicators	Commander, Hunter	200 points
Whirlwind	Four Whirlwinds	Hero, Hunter	275 points

HUNTING PACKS

(You may not have more Hunting Packs of any one type than you have Great Companies.)

FORMATION	UNITS	UPGRADES	COST
Blood Claws	Six Blood Claws plus transport	Blood Claws, Dreadnoughts, Hero, Vindicators	200 points
Fenrisian Wolves	Six Fenrisian Wolves	Hero	150 points
Long Fangs	Four Long Fangs plus transport	Dreadnoughts, Hero, Hunter, Land Raiders, Razorbacks	300 points
Skyclaws	Six Skyclaws	Hero, Skyclaws	225 points
Swiftclaws	Any six of the following units: Multi-melta Attack Bike, Swiftclaws	Hero	200 points
Wolf Guard Terminators	Four Wolf Guard Terminators plus transport	Dreadnoughts, Hero, Land Raiders, Wolf Lord	325 points
Wolf Scouts	Four Wolf Scouts	Hero, Sniper	225 points

SPACE WOLF UPGRADES

(Each upgrade may be taken once per formation.)

UPGRADE	UNITS		COST
Battle Barge	Replace the Strike Cruiser with a Battle Barge		+150 points
Blood Claws	Add two Blood Claws		+50 points
Dreadnoughts	Add up to two of the following options (no option may be selected more than once):	Add up to two Dreadnoughts	+50 points each
		Add up to one Venerable Dreadnoughts per army	+75 points
Hero	Add one Captain, Chaplain or Librarian character to any unit in the formation		+50 points
Hunter	Add one Hunter		+75 points
Land Raiders	Add up to four of any of the following units: Land Raider, Land Raider Crusader		+75 points each +125 points per pair
Razorbacks	Add any number of Razorbacks, up to the number required to transport the formation		+25 points each
Skyclaws	Add two Skyclaws		+75 points
Snipers	Give up to four Wolf Scout units *Sniper*		+10 points each
Space Wolves	Add up to two of the following options (no option may be selected more than once):	Two Grey Hunters	+75 points
		Two Blood Claws	+50 points
		Two Long Fangs	+125 points
		Up to two Wolf Guard Terminators	+75 points each
Typhoons	Replace up to five Land Speeders with an equal number of Land Speeder Typhoons		+10 points each
Vindicators	Add up to two Vindicators		+50 points each +75 points per pair
0–1 Wolf Lord	Replace one Captain character per army with a Supreme Commander character		+50 points

IMPERIAL ALLY AND SPACE WOLF AIRCRAFT FORMATIONS

(Up to a third of the points available may be spent on these formations.)

IMPERIAL NAVY AIRCRAFT

FORMATION	UNITS	COST
Marauder Squadron	Two Marauder Bombers	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	175 points

TITAN LEGION BATTLEGROUPS

FORMATION	UNITS	COST
Reaver	One Reaver Class Titan	650 points
Warlord	One Warlord Class Titan	825 points

SPACE WOLF AIRCRAFT

FORMATION	UNITS	COST
Thunderhawk Gunship	One Thunderhawk Gunship	200 points

6.27 EMPEROR'S CHILDREN CHAOS SPACE MARINE ARMY LIST

"Let us cavort like the Graecians of old!"

Brother Hedonis

Forces
The Emperor's Children Chaos Space Marine Army List uses the datasheets from 5.27.

Using The Army List
The following army list allows you to field an Emperor's Children army.

Emperor's Children formations come in three types: *retinues*, *elite formations* and *support formation*. Each retinue you include in the army allows you to field any one elite formation and any one support formations. Although you can only take an elite or support formation if you first take a retinue, they are treated as separate independent formations during the battle and do not have to move around together.

In addition, formations may be given upgrades, each upgrade may only be taken once per formation. Which upgrades a formation may be given are listed in the "Upgrades" column. Upgrades are added to the formation and are not a separate formation. Each upgrade that is taken adds to the cost of the formation, as shown on the upgrade chart.

Emperor's Children armies may be supported by Chaos Navy and War Engine formations. Up to a third of the points available to the army may be spent on these formations.

Special Rules
Certain units have special abilities described in *Augmented Summoning* (see 5.11.1) and *Daemonic Focus* (see 5.11.2).

6.27.1
Emperor's Children Epic Tournament Special Rules

Formation Allegiance: Each formation in an Emperor's Children army owes allegiance to the chaos god Slaanesh.

Summoning Point Costs: The summoning point costs for an Emperor's Children army are below.

Lesser Daemons	Summoning Points
Daemonettes	1
Fiends of Slaanesh	1
Steeds of Slaanesh	2

Greater Daemons	Summoning Points
Keeper of Secrets	8

EMPEROR'S CHILDREN CHAOS SPACE MARINE ARMY LIST

Emperor's Children armies have a strategy rating of 4. Chaos Navy, Questor, Subjugator and Knight Pack formations have an initiative rating of 2+. All other formations have an initiative rating of 1+.

EMPEROR'S CHILDREN RETINUES

FORMATION	UNITS	UPGRADES	COST
Retinue	Six Chaos Space Marines, one with a Chaos Lord or Sorcerer Lord character	All	225 points

EMPEROR'S CHILDREN ELITE FORMATIONS

(Any one elite formation may be fielded per each retinue.)

FORMATION	UNITS	UPGRADES	COST
Chosen	Four Chaos Space Marine Chosen	Daemonic Pact, Dreadclaws, Dreadnoughts, Rhinos	125 points
Emperor's Children Terminators	Between four and six Emperor's Children Terminators, one with a Chaos Lord or Sorcerer Lord character	Chaos Champion, Chaos Warlord, Daemon Prince, Daemonic Pact, Dreadclaws, Dreadnoughts, Icon Bearer, Land Raiders	275 points for four +60 points per extra
Noise Marines	Between six and ten Noise Marines, one with a Chaos Lord or Sorcerer Lord character	Chaos Champion, Daemonic Pact, Dreadclaws, Dreadnoughts, Icon Bearer, Land Raiders, Rhinos	300 points for six +35 points per extra

EMPEROR'S CHILDREN SUPPORT FORMATIONS

(Any one support formations may be fielded per each retinue.)

FORMATION	UNITS	UPGRADES	COST
Armoured Company	Between four and eight of any of the following units: Emperor's Children Predator, Emperor's Children Land Raider	Stalker	55 points each per Emperor's Children Predator 80 points each per Emperor's Children Land Raider
Bike Company	Eight Chaos Space Marine Bikes, one with a Chaos Lord or Sorcerer Lord character	Daemonic Pact, Icon Bearer	300 points
Raptor Cult	Between four and eight Raptors, one with a Chaos Lord or Sorcerer Lord character	Daemonic Pact	175 points for four +35 points per extra

EMPEROR'S CHILDREN UPGRADES

(Up to four upgrades may be taken once per formation.)

UPGRADE	UNITS	COST
Chaos Champion	Add one Champion of Chaos character	+50 points
Chaos Marines	Add up to six Chaos Space Marines	+25 points each
0–1 Chaos Warlord	Add one Chaos Warlord character per army to a Daemon Prince or a unit with a Chaos Lord character	+50 points
0–1 Daemon Prince	Replace a unit with a Chaos Lord character with a Daemon Prince	+50 points
Daemonic Pact	Add one Lesser Daemon to the Daemon Pool. The formation may summon daemons.	+25 points
Dreadclaws	Transport a formation containing only infantry units and Chaos Dreadnoughts in Dreadclaws	+5 points per unit
Dreadnoughts	Add up to three Emperor's Children Dreadnoughts	+50 points each
Havocs	Replace two or four Chaos Space Marines with an equal number of Havocs	+25 or +50 points
Icon Bearer	Add one Icon Bearer character	+25 points
Land Raiders	Add up to four Emperor's Children Land Raiders	+75 points each
Noise Marines	Replace two or four Chaos Space Marines with an equal number of Noise Marines	+25 or +50 points
Rhinos	Add one Chaos Rhino for every two infantry units	+10 points each
Stalker	Add one Stalker	+50 points

CHAOS NAVY AND WAR ENGINE FORMATIONS

(Up to a third of the points available may be spent on these formations.)

CHAOS NAVY

FORMATION	UNITS	COST
Harbinger	One Harbinger	400 points
Hell Blades	Three Hell Blades	200 points
Hell Talons	Two Hell Talons	225 points
0–1 Spacecraft	One Devastation Class Cruiser or one Despoiler Class Battleship	150 points or 250 points

CHAOS WAR ENGINES

FORMATION	UNITS		COST
Questor	One Questor Titan		300 points
Subjugator	One Subjugator Titan		250 points
Thunderhawk	One Chaos Thunderhawk		200 points
0–1 Knight Pack	Between four and six of any of the following units:	Hell-Strider	50 points each
		Hell-Knight	75 points each
		Hell-Scourge	90 points each

DAEMON POOL

UNIT	COST
Greater Daemon	+50 points each
Lesser Daemon	+15 points each

6.28 ELDAR SAIM-HANN CRAFTWORLD ARMY LIST ARMY LIST

Forces

The Eldar Saim-Hann Craftworld Army List Army List uses the datasheets from 5.28.

Using The Army List

Eldar Saim-Hann Craftworld formations come in three types, the first two are warhost and troupe formations. Each warhost you include in the army allows you to field any two troupe formations. Although you can only take a troupe formation if you first take a warhost, they are treated as separate independent formations during a battle and do not have to move around together. The third type of formation are Saim-Hann Craftworld Spacecraft, Aircraft & Titan formations. A maximum of up to a third of the points available to the army may be spent on these formations.

Finally, Saim-Hann Craftworld Individuals includes special characters, formations and objective options. Each individual may only be taken once by the army. The rules for using each individual are listed in the "Notes" column.

The army list includes the following information:

Formation: The name of the formation.

Units: The core units that make up the formation.

Extras: An Eldar formation may include any of the extra units listed in the "Extras" column. You may include any number of extra units in a formation unless it is specifically noted otherwise. All of the core and extra units in a formation count as being part of one formation. The different units may not move off on their own.

Cost: The points value of the formation.

Special Rules

The *Hit & Run Tactics* rule applies to all Eldar formations (see 5.6.2). Additionally, certain units and weapons have special abilities described in *Farsight* (see 5.6.1) and *Eldar Technology* (see 5.6.3).

6.28.1

Saim-Hann Epic Tournament Special Rules

All infantry units in Aspect Warrior formations (apart from Swooping Hawks and Warp Spiders) must be transported in Wave Serpents and/or Falcons, or be entering play via a Webway Portal.

Only Scout Rider formations are allowed to garrison objectives in the Epic tournament game scenario.

ELDAR SAIM-HANN CRAFTWORLD ARMY LIST ARMY LIST

Eldar Saim-Hann Craftworld armies have a strategy rating of 4. Avatar, Shining Spears, Aspect Warrior and Revenants formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

SAIM-HANN CRAFTWORLD INDIVIDUALS

(Up to one of each type of individual may be taken per army.)

TYPE	NOTES	COST
0–1 Avatar	In the Strategy Phase of any turn place the Avatar within 15cm of a Farseer before making a strategy roll. The Avatar counts as its own formation and may only enter play in this manner. In the End Phase of that turn remove the Avatar before rallying formations. Once the Avatar has been removed it may not return.	Free
0–1 Wraithgate	At the start of the game nominate one objective on your half of the table as a Wraithgate before setting up spacecraft and garrisons. The Wraithgate functions both as a *Webway Portal* and as an objective for the rules purposes. It may not be destroyed. Only formations consisting completely of infantry units, light vehicle units or armoured vehicles units with the *Walker* ability may use the Wraithgate to enter play.	+50 points

SAIM-HANN CRAFTWORLD WARHOSTS

FORMATION	UNITS	EXTRAS	COST
0–1 Shining Spears per Wild Rider Clan	Eight Shining Spears	Add up to two Exarch characters to infantry units for +25 points each	300 points
Wild Rider Clan	One unit of Wild Riders and six Saim-Hann Jetbikes	Add three Saim-Hann Jetbikes for +75 points or six for +150 Replace any number of Saim-Hann Jetbikes with an equal number of Saim-Hann Vypers for free Add one Farseer character per formation for +25 points Add one Wild Rider Chieftain character per army for +75 points	250 points

SAIM-HANN CRAFTWORLD TROUPES

(Each warhost you include in the army allows you to field any two troupes.)

FORMATION	UNITS	EXTRAS	COST
Aspect Warrior	Any six of the following units: Dark Reapers, Dire Avengers, Fire Dragons, Howling Banshees, Striking Scorpions, Swooping Hawks, Warp Spiders	Add just enough Wave Serpents or Falcons to transport all units except Swooping Hawks and Warp Spiders for +50 points each Add up to one Exarch character to an infantry unit for +25 points	225 points
Engine of Vaul	Any one of the following units: Cobra, Scorpion, Storm Serpent	Add up to any two of the following units for +250 points each: Cobra, Scorpion, Storm Serpent	250 points
Guardian	Six Guardians and three Wave Serpents	Replace up to three Guardians with an equal number of Heavy Weapon Platform units for free Replace two Guardians with two Wraithguard and a Wave Serpent for +125 points Add one Farseer character per formation to an infantry unit for +25 points	250 points
Hornets	Four Hornets	Add one Hornet for +50 points	200 points
Night Spinner	Three Night Spinners	None	175 points
0–1 Scout Rider per Wild Rider Clan	Six Saim-Hann Jetbikes **Note:** All units in the formation have *Scout*	Replace up to two Saim-Hann Jetbikes with an equal number of Saim-Hann Vypers for free	200 points
Swords of Vaul	Five Falcons	Add up to one Falcon for +50 points Replace up to two Falcons with an equal number of Firestorms for free Replace any number of Falcons with an equal number of Fire Prisms for +15 points each	250 points

SAIM-HANN CRAFTWORLD SPACECRAFT, AIRCRAFT & TITANS

(Up to a third of the points available may be spent on these formations.)

FORMATION	UNITS		COST
Nightwings	Three Nightwing Interceptors		300 points
Phoenix	Three Phoenix Bombers		325 points
Revenants	Two Revenant Titans		650 points
0–1 Spacecraft	Any one of the following units:	Wraithship	150 points
		Dragonship	300 points
Vampire	One Vampire Hunter		275 points

6.29 RED CORSAIRS ARMY LIST

"The only reward for loyalty is betrayal."

The Tyrant of Badab

Forces

The Red Corsairs Army List uses the datasheets from 5.29.

Using The Army List

The following army list allows you to field a renegade Space Marine army based on the Red Corsairs. It can also be used as a "stand in" army list for other renegade chapters, such as the Angels of Ecstacy, Crimson Slaughter, Grey Death and The Scourged.

Red Corsairs formations come in two types: *core formations* and *support formation*. Each core formation you include in the army allows you to field any two support formations. Although you can only take a support formation if you first take a retinue, they are treated as separate independent formations during the battle and do not have to move around together.

In addition, formations may be given up to four upgrades but each upgrade may only be taken once per formation. Which upgrades a formation may be given are listed in the "Upgrades" column. Upgrades are added to the formation and are not a separate formation. Each upgrade that is taken adds to the cost of the formation, as shown on the upgrade chart.

Red Corsair armies may be supported by Chaos Navy formations. Up to a third of the points available to the army may be spent on these formations.

Special Rules

Certain units have special abilities described in *Augmented Summoning* (see 5.11.1) and *Daemonic Focus* (see 5.11.2).

6.29.1

Red Corsairs Epic Tournament Special Rules

Formation Allegiance: Each formation in a Red Corsairs army owes allegiance to Chaos Undivided.

Summoning Point Costs: The summoning point costs for a Red Corsairs army are below.

Lesser Daemons	**Summoning Points**
Minor Daemons	1

Greater Daemons	**Summoning Points**
Greater Daemon	6

RED CORSAIRS ARMY LIST

Red Corsairs armies have a strategy rating of 4. Chaos Navy, Blight Drone, Blood Slaughterer, Brass Scorpion, Daemon Knight, Defiler and Silver Tower formations have an initiative rating of 2+. All other formations have an initiative rating of 1+.

RED CORSAIR CORE FORMATIONS

FORMATION	UNITS	UPGRADES	COST
Hounds Squadron	Eight Chaos Space Marine Bikes, one with a Chaos Lord or Sorcerer Lord character	Daemonic Pact, Icon Bearer	300 points
Renegade Warband	Eight Chaos Space Marines, one with a Chaos Lord or Sorcerer Lord character	All	275 points
Terminator Retinue	Between four and six Chaos Space Marine Terminators, one with a Chaos Lord or Sorcerer Lord character	All except Cult Marines, Drop Pods, Havocs, Rhinos	300 points for four +50 points per extra

RED CORSAIR SUPPORT FORMATIONS

(Any two support formations may be fielded per each core formation.)

FORMATION	UNITS	UPGRADES	COST
Armoured Company	Between four and eight of any of the following units: Chaos Predator, Chaos Land Raider	Defilers, Hunter, Vindicators	50 points each per Chaos Predator 75 points each per Chaos Land Raider
Blight Drones	Six Blight Drones	None	300 points
Blood Slaughterers	Five Blood Slaughterers	None	225 points
Brass Scorpions	Two Brass Scorpions	None	250 points
Chosen	Six Chaos Space Marine Chosen	Chaos Champion, Daemonic Pact, Drop Pods, Rhinos	175 points
Cult Marines	One Chaos Lord or Sorcerer Lord character and eight Berzerkers or six Noise Marines, Plague Marines or Thousand Sons	Chaos Champion, Daemonic Pact, Defilers, Dreadnoughts, Drop Pods, Rhinos	275 points
Daemon Knights	Four Daemon Knights	None	250 points
Defilers	Four Defilers	None	275 points
Raptor Cult	Between four and eight Raptors, one with a Chaos Lord or Sorcerer Lord character	Daemonic Pact	175 points for four +35 points per extra
Silver Towers	Four Silver Towers	None	300 points
0–1 Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Thunderhawk	One Chaos Thunderhawk	None	200 points

RED CORSAIR UPGRADES

(Up to four upgrades may be taken once per formation.)

UPGRADE	UNITS	COST
Battle Barge	Replace the Strike Cruiser with a Battle Barge	+150 points
Chaos Champion	Add one Champion of Chaos character	+50 points
0–1 Chaos Warlord	Add one Chaos Warlord character to a unit with a Chaos Lord character	+50 points
Cult Marines	Replace four Chaos Space Marines with four Berzerkers, Noise Marines, Plague Marines or Thousand Sons	+50 points
0–1 Daemon Prince	Replace a unit with a Chaos Lord character with a Daemon Prince	+50 points
Daemonic Pact	Add one Minor Daemon to the Daemon Pool. The formation may summon daemons.	+25 points
Defilers	Add up to three Defilers	+75 points each

UPGRADE	UNITS	COST
Dreadnoughts	Add up to three Chaos Dreadnoughts	+50 points each
Drop Pods	Transport a formation containing only infantry units and Chaos Dreadnoughts in Chaos Drop Pods	+10 points per unit
Havocs	Replace four Chaos Space Marines with four Havocs	+50 points
Hunter	Add one Hunter	+50 points
Icon Bearer	Add one Icon Bearer character	+25 points
Land Raiders	Add up to four Chaos Land Raiders	+75 points each
Obliterators	Add up to three Obliterators	+75 points each
Rhinos	Add one Chaos Rhino for every two infantry units not being transported in Chaos Land Raiders	+10 points each
Vindicators	Add up to three Chaos Vindicators	+35 points each

CHAOS NAVY FORMATIONS

(Up to a third of the points available may be spent on these formations.)

FORMATION	UNITS	COST
Harbinger	One Harbinger	400 points
Hell Blades	Three Hell Blades	200 points
Hell Talons	Two Hell Talons	225 points

DAEMON POOL

UNIT	COST
Greater Daemon	+50 points each
Minor Daemon	+10 points each

6.30 RAVEN GUARD SPACE MARINE ARMY LIST

"Victorus Aut Mortis!"

Battle Cry of the Raven Guard Chapter

Forces
The Raven Guard Space Marine Army List uses the datasheets from 5.30, 5.3, and 5.4.

Using The Army List
The following army list allows you to field an army based on the Raven Guard, or one of their successor chapters, using their preferred operational methods.

Raven Guard formations come in three types: *detachments*, *elite detachments* and *support detachments*. Each formation is made up of one or more units, and may also include a number of extra units called *upgrades*. Each detachment you include in the army allows you to field any one elite detachment and any one support detachment. Although you can only take elite and support detachments if you first take a detachment, they are treated as separate independent formations during a battle and do not have to move around together.

The formations that may be taken in a Raven Guard army are shown on the charts that follow. The charts also show what units comprise them, what upgrades they are allowed, and their points cost. For example, an Assault detachment consists of four Space Marine Assault units for 175 points, and may include the Commander and Land Speeders upgrades at an additional cost in points.

Each upgrade that is taken adds to the cost of the formation, as shown on the *upgrades* chart. The upgrades chart also lists the units that make up the upgrade. These can replace units in the formation they are taken for or be additional units added to the formation. Each upgrade may be taken once per formation. For example, an Assault detachment could include one Commander and make the cost of the formation 225 points (175 + 50).

Raven Guard armies may be supported by Imperial Navy aircraft, Raven Guard aircraft and Titan Legion battlegroups formations. A maximum of a third of the points available to the army may be spent on these formations.

Special Rules
The *They Shall Know No Fear* rule applies to all Raven Guard formations (see 5.1.1).

6.30.1
Raven Guard Transport

The Raven Guard are a highly mobile army. Because of this, the points cost of certain formations includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. Determine the number of Rhinos needed after all upgrades have been purchased. The number of Rhinos will always be the minimum needed to carry the formation, you can't take extras along to cover the loss of other transports.

Formations that come with Rhinos will be noted as having "plus transport" in the units section of the army list. Raven Guard formations must take transport vehicles, you cannot leave them behind in order to garrison the formation. You can only choose to ignore this if the formation is entering play via a special rule (e.g. planetfall or self planetfall) or an aircraft.

You may choose to replace a formation's Rhinos with Drop Pods before each game, after the opposing army is known but before objectives are placed. Formations making a planetfall via Drop Pods (or by another unit with that ability) may be upgraded with Land Speeders, these are assumed to make planetfall alongside the infantry and do not need to be transported by Drop Pods or another unit with planetfall.

RAVEN GUARD SPACE MARINE ARMY LIST

Raven Guard Space Marine armies have a strategy rating of 5. Imperial Navy aircraft formations have an initiative rating of 2+. All other formations have an initiative rating of 1+.

RAVEN GUARD DETACHMENTS

FORMATION	UNITS	UPGRADES	COST
Assault	Four Assault units	Commander, Land Speeders	175 points
Devastator	Four Devastator units plus transport	Commander, Hunter, Land Speeders, Razorbacks	250 points
Scout	Four Scout units plus transport	Commander, Land Speeders, Storms, Snipers	150 points
Tactical	Four Tactical units plus transport	Commander, Hunter, Land Speeders, Razorbacks	200 points

RAVEN GUARD ELITE DETACHMENTS

(Any one elite detachment may be fielded per each detachment.)

FORMATION	UNITS	UPGRADES	COST
Sternguard Veteran	Four Sternguard Veteran units plus transport	Ambush, Commander, Hunter, Land Speeders, Razorbacks	250 points
0–1 Terminator	Four Terminator units	Commander	350 points
Vanguard Assault Veteran	Four Vanguard Assault Veteran units	Commander, Land Speeders	250 points
Vanguard Veteran	Four Vanguard Veteran units plus transport	Commander, Hunter, Land Speeders, Razorbacks	250 points

RAVEN GUARD SUPPORT DETACHMENTS

(Any one support detachment may be fielded per each detachment.)

FORMATION	UNITS	UPGRADES	COST
Bike	Five Attack Bikes	Commander, Bikes	150 points
Land Speeder	Any five of the following units: Land Speeder, Land Speeder Tornado	Commander, Planetfall, Tempests, Typhoons	200 points
0–1 Strike Cruiser	One Strike Cruiser	Battle Barge	200 points

RAVEN GUARD UPGRADES

(Each upgrade may be taken once per detachment.)

UPGRADE	UNITS		COST
Ambush	Give all infantry units *Self Planetfall*		+50 points
Battle Barge	Replace the Strike Cruiser with a Battle Barge		+150 points
Bikes	Replace up to five Attack Bikes with an equal number of Bikes or Mutli-melta Attack Bikes		+10 points each
Commander	Add any one of the following characters to any unit in the formation:	Captain, Chaplain, Librarian	+50 points
		0–1 Supreme Commander per army	+100 points
Hunter	Add one Hunter		+75 points
Land Speeders	Add up to two of the following:	Land Speeder, Land Speeder Tornado	+35 points each
	Note: These units have *Planetfall*	Land Speeder Typhoon	+45 points each
Planetfall	Give all units in the formation *Planetfall*		+25 points
Razorbacks	Add any number of Razorbacks, up to the number required to transport the formation		+25 points each
Snipers	Give any number of Scout units *Sniper*		+10 points each
Storms	Add four Land Speeder Storms		+75 points
Tempests	Replace any number of Land Speeders in the formation with an equal number of Land Speeder Tempests		+15 points each
Typhoons	Replace any number of Land Speeders in the formation with an equal number of Land Speeder Typhoons		+10 points each

IMPERIAL ALLY AND RAVEN GUARD AIRCRAFT FORMATIONS

(Up to a third of the points available may be spent on these formations.)

IMPERIAL NAVY AIRCRAFT

FORMATION	UNITS	COST
Marauder Squadron	Two Marauder Bombers	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	175 points

TITAN LEGION BATTLEGROUPS

FORMATION	UNITS	COST
Warhound	One Warhound Class Titan	275 points
Warhound Pack	Two Warhound Class Titans	500 points

RAVEN GUARD AIRCRAFT

FORMATION	UNITS	COST
Storm Talon Squadron	Two Storm Talons	200 points
Storm Eagle	One Storm Eagle	125 points
Thunderhawk Gunship	One Thunderhawk Gunship	200 points

6.31 IRON WARRIORS CHAOS SPACE MARINE ARMY LIST

"Iron Within, Iron Without!"

Battle Cry of the Iron Warriors

Forces
The Iron Warriors Chaos Space Marine Army List uses the datasheets from 5.31.

Using The Army List
The following army list allows you to field an Iron Warriors army.

Iron Warrior formations come in three types: *core formations*, *siege support formations* and *siege assault formations*. Each core formation you include in the army allows you to field any two siege support formations and any one siege assault formation. Although you can only take a siege support or assault formation if you first take a core formation, they are treated as separate independent formations during the battle and do not have to move around together.

In addition, formations may be given up upgrades but each upgrade may only be taken once per formation. Which upgrades a formation may be given are listed in the "Upgrades" column. Upgrades are added to the formation and are not a separate formation. Each upgrade that is taken adds to the cost of the formation, as shown on the upgrade chart.

Iron Warrior armies may be supported by Chaos Navy and War Engine formations. Up to a third of the points available to the army may be spent on these formations.

Finally, Iron Warrior Individuals includes the Warsmith special character. Each individual may only be taken once by the army. The rules for using each individual are listed in the "Notes" column.

IRON WARRIORS CHAOS SPACE MARINE ARMY LIST

Iron Warrior armies have a strategy rating of 4. Chaos Navy formations have an initiative rating of 2+. All other formations have an initiative rating of 1+.

IRON WARRIOR CORE FORMATIONS

FORMATION	UNITS	UPGRADES	COST
Armoured Assault Company	Six Chaos Vindicators	Vindicators	250 points
Defiler Assault Pack	Six Defilers	Defilers, Dreadnoughts, Siege Dreadnoughts	425 points
Grand Battery	9 Chaos Basilisks	Emplacements, Stalker	650 points
Retinue	Six Chaos Space Marines, two Havocs and one Iron Warriors Lord	All but Defilers, Dreadclaws and Emplacements	300 points

IRON WARRIOR SIEGE SUPPORT FORMATIONS

(Any two siege support formations may be fielded per each core formation.)

FORMATION	UNITS	EXTRAS	COST
Artillery Battery	Four Chaos Basilisks	Emplacements, Stalker	325 points
Armoured Company	Between four and eight of any of the following units: Chaos Predator, Chaos Land Raider	Stalker, Vindicators	50 points each per Chaos Predator 75 points each per Chaos Land Raider
Daemonic Artillery	Three Daemonic Artillery	Emplacements, Stalker	325 points
Super Heavy Company	Up to three Decimators	None	225 points each

IRON WARRIOR SIEGE ASSAULT FORMATIONS

(Any one siege assault formation may be fielded per each core formation.)

FORMATION	UNITS	EXTRAS	COST
Chaos Terminators	Between four and six Chaos Space Marine Terminators, and one Iron Warriors Lord	Daemon Prince, Land Raiders, Obliterators	275 points for four +60 points per extra
Chosen	Four Chaos Space Marine Chosen	Dreadclaws, Dreadnoughts, Rhinos	125 points
Dreadnought Assault Pack	Five Chaos Dreadnoughts	Dreadclaws, Siege Dreadnoughts	225 points
Havocs	Four Havocs, two Chaos Land Raiders, and one Iron Warriors Lord	Daemon Prince, Dreadnoughts, Defilers, Havocs, Land Raiders, Stalker	325 points
0–1 Obliterator Cult	Four Obliterators	None	350 points
Raptor Cult	Between four and eight Raptors, and one Iron Warriors Lord	None	175 points for four +35 points per extra
Siege Hammer Company	Six Chaos Assault Marines and one Iron Warriors Lord	Assault Marines, Daemon Prince, Dreadclaws, Dreadnoughts, Rhinos, Siege Dreadnoughts, Stalker	225 points

IRON WARRIOR UPGRADES

(Each upgrade may be taken once per formation.)

UPGRADE	UNITS	COST
Assault Marines	Add four Chaos Assault Marines	+125 points
0–1 Daemon Prince	Replace a unit with a Iron Warriors Lord with a Daemon Prince	+50 points
Defilers	Add up to three Defilers	+75 points each
Dreadclaws	Transport a formation containing only infantry units and Chaos Dreadnoughts in Dreadclaws	+5 points per unit
Dreadnoughts	Add up to three Chaos Dreadnoughts	+50 points each
Emplacements	Add one gun emplacement for every armoured vehicle unit	+25 points
Havocs	Add four Havocs	+150 points
Land Raiders	Add up to four Chaos Land Raiders	+75 points each
Obliterators	Add up to three Obliterators	+75 points each
Rhinos	Add one Chaos Rhino for every two infantry units	+10 points each
Siege Dreadnought	Add one Chaos Siege Dreadnought	+50 points
Stalker	Add one Stalker	+50 points
Vindicators	Add up to three Chaos Vindicators	+35 points each

CHAOS NAVY AND WAR ENGINE FORMATIONS

(Up to a third of the points available may be spent on these formations.)

CHAOS NAVY

FORMATION	UNITS	COST
Harbinger	One Harbinger	400 points
Hell Blades	Three Hell Blades	200 points
Hell Talons	Two Hell Talons	225 points
0–1 Spacecraft	One Devastation Class Cruiser or one Despoiler Class Battleship	150 points or 250 points

CHAOS WAR ENGINES

FORMATION	UNITS	COST
Ordinatus	One Ordinatus Medrendgard	625 points
Ravager	One Ravager Titan	650 points
Siege Lord	One Siege Lord Titan	850 points

IRON WARRIOR INDIVIDUALS

(Up to one of each type of individual may be taken per army.)

TYPE	NOTES	COST
0–1 Warsmith	Replace an Iron Warriors Lord with a Warsmith	+50 points
	Add a Warsmith to a Daemon Prince	+50 points
	Add a Warsmith to a Dreadnought Assault Pack	+100 points

6.32 GRYPHONNE IV SKITARII LEGION ARMY LIST

Forces

The Gryphonne IV Skitarii Legion Army List uses the datasheets from 5.32.

Using The Army List

The following army list allows you to field an Adeptus Mechanicus army that is based on an Gryphonne IV Skitarii Legion. It can also be used as a "stand in" army list for other Skitarii Legions as well.

Gryphonne IV Skitarii Legion formations come in three types: *demi-century*, *ordinatus* and *support formations*. Each demi-century you include in the army allows you to field any one ordinatus formation and any two support formations. Although you can only take an ordinatus or support formation if you first take a demi-century, they are treated as separate independent formations during a battle and do not have to move around together.

In addition, demi-centuries may be given up to three upgrades. Each type of upgrade can only be taken once by a company. Upgrades are added to the company and are not a separate formation. Ordinatus and support formations may not be given company upgrades (although Ordinatus Minorus formations must be given Battle Titan Weapon Upgrades). Each upgrade that is taken adds to the cost of the demi-century, as shown on the upgrade chart.

Gryphonne IV Skitarii Legion Adeptus Mechanicus armies may be supported by Mechanicus allies. A maximum of up to a third of the points available to the army may be spent on these formations. In addition, certain Mechanicus ally formations may be given Titan upgrades. Which Titan upgrades a formation may be given are listed in the "upgrades" column. Titan upgrades are added to the formation and are not a separate formation. Each Titan upgrade that is taken adds to the cost of the formation, as shown on the Titan upgrade chart.

6.32.1

Gryphonne IV Skitarii Legion Epic Tournament Special Rules

All *Weapon Mounts* in a Mechanicus ally formation or on an Ordinatus Minorus unit must be mounted with a weapon. Ordinatus Minorus *Weapon Mounts* must be Battle Titan Weapons; and pay surcharges of an additional +50 points for a Carapace Landing Pad and +25 points for a Quake Cannon.

GRYPHONNE IV SKITARII LEGION ARMY LIST

Gryphonne IV Skitarii Legion armies have a strategy rating of 2. All Mechanicus ally formations, except for Cataphractii, have an initiative rating of 1+. all other formations have an initiative rating of 2+.

DEMI-CENTURY FORMATIONS

FORMATION	UNITS	COST
Sagitarii	Five Sagitarii units and five Gun Servitor units	250 points
	(Replace five Gun Servitor units with three Rapier units)	(Free)
Skitarii	Three Hypaspist units, two Secutor units and five additional Hypaspist or Gun Servator units	225 points
	(Replace three Hypaspist units with three Secutor units)	(+125 points)

ORDINATUS FORMATIONS

(Any one ordinatus formation may be fielded per each demi-century.)

FORMATION	UNITS		COST
Majoris	One of the following	Mars	450 points
	Ordinatus Majoris:	Golgotha	550 points
		Armageddon	500 points
Minorus	Two Ordinatus Minorus		250 points
	(Add one Ordinatus Minorus)		(+100 points)

SUPPORT FORMATIONS

(Any two support formation may be fielded per each demi-century.)

FORMATION	UNITS	COST
Assault Maniple	Four Colossus Robots	200 points
Avengers	Two Avenger Strike Fighters	200 points
0–1 Orbital Support	Ark Mechanicus Battleship	200 points
Praetorian Maniple	Five Praetorian Combat Servitor units	250 points
	(Give all infantry units in the formation *Self-Reliant*)	(+25 points)
	(Add one Ordinatus Minorus)	(+100 points)
Scout Maniple	Four Crusader Robots	125 points

DEMI-CENTURY UPGRADES

(Up to three demi-century upgrades may be taken once per demi-century.)

FORMATION	UNITS	COST
Chimedons	Add ten Chimedons	+175 points
Flak	Add one Hydra	+50 points
Linked Neural Network	Give all infantry units in the formation *Self-Reliant*	+25 points
0–1 Magos	Add one Magos character to a Secutor unit	+50 points
Ordinatus	Add one Ordinatus Minorus	+100 points

MECHANICUS ALLIES

(Up to a third of the points available may be spent on these formations.)

FORMATION	UNITS	UPGRADES	COST
Cataphractii	One Macharius Command and two Macharius	None	350 points
Emperor	One Imperator or Warmonger Class Titan	All Titan Upgrades	1250 points
Reaver	One Reaver Class Titan	All Titan Weapons and Upgrades	550 points
Warhound	One Warhound Class Titan	All Scout Titan Weapons, Veteran Princeps	275 points
Warhound Pack	Two Warhound Class Titans	All Scout Titan Weapons, Veteran Princeps	500 points
Warlord	One Warlord Class Titan	All Titan Weapons and Upgrades	675 points

TITAN WEAPONS AND UPGRADES

BATTLE TITAN WEAPONS

(Mount each weapon mount in the formation with one of the following upgrades.)

UPGRADE	COST
Apocalypse Missile Launcher	+25 points each
Carapace Landing Pad	Free
Close Combat Weapon	+25 points each
Corvus Assault Pod	Free
Gatling Blaster	+25 points each
Laser Blaster	+50 points each
Laser Burner	Free
Melta Cannon	+50 points each
Plasma Cannon	+25 points each
Plasma Destructor (Carapace *weapon mount* only)	+75 points each
Quake Cannon	+75 points each
Support Missile (Carapace *weapon mount* only)	+75 points each
Volcano Cannon	+50 points each

SCOUT TITAN WEAPONS

(Mount each weapon mount in the formation with one of the following upgrades.)

UPGRADE	COST
Inferno Gun	Free
Plasma Blastgun	Free
Turbo-Laser Destructor	+25 points each
Vulcan Mega-Bolter	Free

TITAN UPGRADES

(Add any of the following upgrades to a unit up to once per formation.)

UPGRADE	COST
Carapace Multilasers	+50 points
Sacred Icon	+50 points
Veteran Princeps	+25 points

6.33 SLAVES TO DARKNESS CHAOS CULTIST ARMY LIST

"Like the great storm of the Horus Heresy, the forces of the True Gods will descend upon the Emperor's minions. The stars will tremble at their passage and the mighty armadas of the Warmaster Abaddon will bring annihilation to a hundred worlds. Know this, for these things will come to pass."

Constanze the Prophetess

Forces
The Slaves to Darkness Chaos Cultist Army List uses the datasheets from 5.33.

Using The Army List
The following army list allows you to field a Chaos Cult army based on the Slaves to Darkness Cult that has arisen countless times over the millennia across the galaxy. It can also be used as a "stand in" army list for other Cult armies.

Chaos Cultist formations come in two types: *covens* and *support covens*. Each coven you include in the army allows you to field any two support covens. Although you can only take a support coven if you first take a coven, they are treated as separate independent formations during the battle and do not have to move around together. Additionally, Chaos Daemon Engine support covens must owe allegiance to Chaos Undivided or the same chaos god as the Cultist coven associated with it. For example, if the army included two Khorne Stigmatus Cultist covens the army could include two Khorne daemon engines covens or one Khorne and one undivided daemon engine coven.

In addition, formations may be given upgrades. Each type of upgrade can only be taken once by a formation. Upgrades are added to the formation and are not a separate formation. Each upgrade that is taken adds to the cost of the formation, as shown on the upgrade chart. The Nurgle Plague Tower is a special upgrade that may only be taken if the formation owes allegiance to the chaos god Nurgle, and, if taken, counts as one of the two support coven choices for the coven.

Finally, each Slaves to Darkness Chaos Cultist army may field up to two Plague Zombie Infestations and contain a Daemon Pool.

Special Rules
Certain units have special abilities described in *Augmented Summoning* (see 5.11.1) and *Daemonic Focus* (see 5.11.2).

6.33.1
Slaves to Darkness Epic Tournament Special Rules

Arch-Heretic: Every Slaves to Darkness Chaos Cultist army must include an Arch-Heretic character. The Arch-Heretic character is free, you don't have to pay any points for it, and may be added to any Daemon Prince, Demagogue or Chaos Marine Aspiring Champion unit.

Formation Allegiance: Each formation in a Slaves to Darkness Chaos Cultist army owes allegiance to Chaos Undivided or one of the four chaos gods: Khorne, Nurgle, Slaanesh or Tzeentch. The player must declare each formation's allegiance before the battle, noting it down on their army list.

Plague Zombies: Plague Zombie Infestation formations must be deployed via *teleport*. After placing the first unit roll 3+2D6 to see how many units are in the formation. Plague Zombie Infestation formations may contest, but not control, objectives.

Summoning Point Costs: The summoning point costs for a Slaves to Darkness Chaos Cultist army are below. If a row contains a point cost in parentheses than this is the cost for formations that owe allegiance to Chaos Undivided.

Lesser Daemon Summoning Point Costs

Daemon	*Allegiance*	*Summoning Points*
Daemonic Beasts	Any	1
Bloodletters	Khorne	1 (2)
Plaguebearers	Nurgle	1 (2)
Daemonettes	Slaanesh	1 (2)
Flamers	Tzeentch	1 (2)

Greater Daemon Summoning Point Costs

Daemon	*Allegiance*	*Summoning Points*
Bloodthirster	Khorne	8
Great Unclean One	Nurgle	8
Keeper of Secrets	Slaanesh	8
Lord of Change	Tzeentch	8

SLAVES TO DARKNESS CHAOS CULTIST ARMY LIST

Slaves to Darkness Chaos Cultist armies have a strategy rating of 1. All formations have an initiative rating of 2+.

SLAVES TO DARKNESS COVENS

FORMATION	UNITS	COST
Coven	One Demagogue or Chaos Marine Aspiring Champion and any eleven of the following units: Cultists, Mutants. This formation has Daemonic Pact and adds one lesser daemon to the Daemon Pool.	200 points

SLAVES TO DARKNESS UPGRADES

(Each upgrade may be taken once per coven. Nurgle Plague Towers may only be taken if its formation owes allegiance to Nurgle and counts as one of the two support coven choices for the coven.)

UPGRADE	UNITS	COST
Big Mutants	Replace up to six Mutants with an equal number of Big Mutants	+20 points each
Chaos Altar	Add one Chaos Altar	+150 points
Chaos Hounds	Add up to three Chaos Hounds	+10 points each
Chaos Spawn	Add one Chaos Spawn unit	+25 points
Cultists or Mutants	Add up to eight of any of the following units: Cultists, Mutants	+15 points each
Daemon Prince	Replace a Demagogue or Chaos Marine Aspiring Champion with a Daemon Prince	+50 points
Icon Bearer	Add one Icon Bearer character	+25 points
Technicals	Add up to two Technicals	+25 points each
Transports	Add just enough Land Transporters to transport the entire formation	+10 points each
Nurgle Plague Tower	Add one Plague Tower	+300 points

SLAVES TO DARKNESS SUPPORT COVENS

(Any two support covens may be fielded per each coven. These must owe allegiance to Chaos Undivided or the same chaos god as this coven.)

FORMATION	UNITS		COST
Chaos Undivided Defilers	Four Defilers		250 points
Chaos Undivided Hellfire Cannons	Four Hellfire Cannons		200 points
Khorne Daemonic Assault Engines	Four Daemonic Assault Engines		275 points
	(Add up to two Daemonic Assault Engines)		(+75 points each)
Khorne Lord of Battles	Up to two Lord of Battles		400 points each
Nurgle Contagion Towers	Four Contagion Towers		325 points
Nurgle Plague Towers	Up to two Plague Towers		300 points each
Slaanesh Daemon Knights	Four Daemon Knights		275 points
Slaanesh Daemon Scout Titans	Up to any two of the following units:	Questor	275 points each
		Subjugator	225 points each
Tzeentch Doomwings	Three Doomwings		150 points
Tzeentch Firelords	Two Firelords		250 points
	(Add up to one Firelord)		(+100 points)
Tzeentch Silver Towers	Four Silver Towers		300 points

PLAGUE ZOMBIE INFESTATIONS

FORMATION	UNITS	COST
0–2 Plague Zombie Infestations	3+2D6 Plague Zombies	175 points

DAEMON POOL

UNIT	COST
Greater Daemon	+50 points each
Lesser Daemon	+15 points each

6.34 ORKIMEDES' GARGANT BIG MOB ARMY LIST

"We've got our Gargantz an' we've got our weapons. Wot ain't we got? We ain't got anyfing for target practice iz wot!"

Warlord Dragnatz

Forces
The Orkimedes' Gargant Big Mob Army List uses the datasheets from 5.34.

Using The Army List
The following army list allows you to field an Ork army that is based on Orkimedes' Gargant Big Mob that fought in the Third War for Armageddon. It can also be used as a "stand in" army list for other Gargant mobs as well.

Orkimedes' Gargant Big Mob formations come in three types: *core*, *support* and *aircraft formations*. Each core formation you include in the army allows you to field any three support or aircraft formations. Additionally, no more than one third of the points available can be spent on aircraft formations. Although you can only take a support or aircraft formation if you first take a core formation, they are treated as separate independent formations during a battle and do not have to move around together.

Unlike the very rigid formations used by the Imperium, Ork formations vary widely in both size and composition. The rules for creating Ork formations reflect this. The different types of Ork formations you may choose are shown on the army list that follows, which the following information:

Type: The name of the formation.

Core Units: The units that make up the formation. An Ork player can choose to double or triple the number of units in the formation if he wishes. A formation with double the normal number of units is called a *big* formation, and a formation with three times the normal number of units is called a *'uge* formation.

Each Gargant, Great Gargant ans Soopa-Stompa comes with exactly three Gargant and/or Supa-Stompa Weapons. The cost of these are found in the Gargant and Soopa-Stompa Weapon charts and are not included in the cost for the formation. They are manditory upgrades that the formation must take and pay for.

Cost: Most Ork formations have three values. The first value is the cost for the basic formation, the second is its cost if it is a big formation, and the third value is its cost if it is a 'uge formation. If the formation only has one cost then it may not be increased in size.

Upgrades: An Ork formation may include upgrades. Which upgrades a formation may be given are listed in the "Upgrades" column. Each upgrade that is taken adds to the cost of the formation, as shown on the Gargant Mob Weapons and Upgrades charts. You may include any number of upgrades in a formation unless it is specifically noted otherwise. If there is a limitation then the limit is doubled for a big formation and tripled for a 'uge formation. For example, a normal sized Loota Warband can include 0–1 Oddboy, a big can include 0–2, and a 'uge 0–3. All of the core units and upgrades in an Ork formation count as being part of one large formation. The different units may not move off on their own.

Special Rules
The *Mob Rule* (see 5.34.1) and *Power of the Waaagh!* (see 5.5.2) rules apply to all formations.

6.34.1
Orkimedes' Gargant Big Mob Epic Tournament Special Rules

Every Orkimedes' Gargant Big Mob army *must* include a supreme commander character called a Mekboy Big Boss. The Mekboy Big Boss character is free, you don't have to pay any points for it. The Mekboy Big Boss will join the most expensive Gargant formation in the army.

All *Weapon Mounts* in Supa-Stompa Mob and Gargant formations must be mounted with a weapon.

6.34.2
'Ere We Go!

Before passing an action test a Gargant, Great Gargant or Mega Gargant formation may declare that it is using *'Ere We Go!*. Formations using *'Ere We Go!* increase the Speed value of all their War Engine units by +5cm until the conclusion of their action. However, for each move of the action each War Engine unit suffers its critical hit effect. For example, if a Great Gargant formation carries out a double action then the Great Gargant unit catches fire twice and resolves the effects of those fires in the end phase. Whether a unit moves 0cm or less than its increased Speed value does not matter, it is still considered a move for the purposes of this rule.

ORKIMEDES' GARGANT BIG MOB ARMY LIST

Orkimedes' Gargant Big Mob armies have a strategy rating of 3. All formations have an initiative rating of 3+, but receive modifiers depending on the action chosen when activating (see 5.5.2), or the size of the formation when rallying (see 5.34.1).

GARGANT MOB CORE FORMATIONS

TYPE	CORE UNITS	NORMAL	BIG	'UGE	UPGRADES
Gargant	One Gargant and three Gargant or Supa-Stompa Weapons	475	n/a	n/a	0–2 Kustom Upgrades
Great Gargant	One Great Gargant and three Gargant or Supa-Stompa Weapons	650	n/a	n/a	0–2 Kustom Upgrades
Mega Gargant	One Mega Gargant with a Gork or Mork Head	1000	n/a	n/a	None

GARGANT MOB SUPPORT AND AIRCRAFT FORMATIONS

(Any three support or aircraft formations may be fielded per each core formation.)

GARGANT MOB SUPPORT

TYPE	CORE UNITS	NORMAL	BIG	'UGE	UPGRADES
Kan Mob	Eight Killa Kans	200	350	500	Dreadnought, Flakwagon, Killa Kan, Stompa
0–1 Kill Kroozer	One Kill Kroozer	150	n/a	n/a	Replace the Kill Kroozer with a Battlekroozer for +50 points
Loota Warband	Six Boyz, two Grotz and one Big Gunz or Killa Kan	150	275	375	0–1 Battlefortress, Big Gunz, Boyz, Deth Kopta, Dreadnought, Flakwagon, 0–2 Gunfortress, Killa Kan, 0–1 Nobz, 0–1 Oddboy, Stompa
Mekboy Stompamob	Three Stompas	175	300	425	Dreadnought, Flakwagon, Killa Kan, 0–1 Oddboy, Stompa
Supa-Stompa Mob	One Supa-Stompa and three Supa-Stompa Weapons	150	n/a	n/a	Dreadnought, Flakwagon, Killa Kan, 0–1 Kustom Upgrade, Stompa

GARGANT MOB AIRCRAFT

(Up to a third of the points available may be spent on these formations.)

TYPE	CORE UNITS	NORMAL	BIG	'UGE	UPGRADES
Fighta Sqwadron	Three Fighta Bommers	150	n/a	n/a	Add up to six Fighta Bommers for +50 points each
Bommer	One Bommer	175	n/a	n/a	None

GARGANT MOB WEAPONS AND UPGRADES

GARGANT WEAPONS

(Each weapon mount in the formation must be mounted with a weapon.)

WEAPON	COST
Deth Kannon	+75 points
Krooz Missiles (Arm *weapon mount* only)	+75 points
Krusha (Arm *weapon mount* only)	+25 points
Lifta-Droppa (Arm *weapon mount* only)	+75 points
Supa-Lifta-Droppa (Arm *weapon mount* only)	+50 points
Twin Soopagun	+75 points
Ultra-Lobba (Arm *weapon mount* only)	+75 points

SUPA-STOMPA WEAPONS

(Each weapon mount in the formation must be mounted with a weapon.)

WEAPON	COST
Gatling Cannon	+50 points
Loadz o' Guns	+25 points
Mega-Choppa (Arm *weapon mount* only)	+25 points
Mega-Lobba (Arm *weapon mount* only)	+50 points
Soopagun	+50 points
Snappa (Belly *weapon mount* only)	+25 points
Supa-Zzap-Gun	+50 points

KUSTOM UPGRADES

(Each upgrade may be added to a Great Gargant, Gargant or Supa-Stompa once.)

UPGRADE	COST
Banna	+25 points
Big Gun or Skorcha Head	Free
'Eavy Armour	+75 points
Flak Gunz	+25 points
Gork or Mork Head	+50 points
Kart	+25 points per 4 DC
Ordz Duruk	+50 points

SUPPORT UPGRADES

UPGRADE	UNITS	COST
Battlefortress	Add one Battlefortress	+115 points
Big Gunz	Add one unit of Big Gunz	+25 points
Boyz	Add one unit of Boyz and Grotz	+25 points
Deth Kopta	Add one Deth Kopta	+35 points
Dreadnought	Add one Dreadnought, or	+35 points
	Replace one Killa Kan with one Dreadnought	+10 points
Flakwagon	Add one Flakwagon	+35 points
Gunfortress	Add one Gunfortress	+125 points
Killa Kan	Add one Killa Kan	+25 points
Nobz	Add one unit of Nobz	+35 points
Oddboy	Add one Oddboy character to a Battlefortress, Big Gunz, Gunfortress or Stompa	+50 points
Stompa	Add one Stompa	+50 points

6.35 ORDO XENOS INQUISITION ARMY LIST

Forces

The Ordo Xenos Inquisition Army List uses the datasheets from 5.35, 5.3, and 5.4.

Using The Army List

The following army list allows you to field an army based on the Ordo Xenos of the Inquisition.

Ordo Xenos formations come in two types: *Deathwatch detachments* and *Inducted Imperial Guard and Inquisitorial support formations*. Each detachment you include in the army allows you to field any one support formations. Although you can only take a support formation if you first take a detachment, they are treated as separate independent formations during a battle and do not have to move around together.

In addition, formations may be given upgrades. Each type of upgrade can only be taken once by a formation. Upgrades are added to the formation and are not a separate formation. Each upgrade that is taken adds to the cost of the formation, as shown on the upgrade chart.

Ordo Xenos armies may be supported by Imperial Navy aircraft, Titan Legion battlegroup or Deathwatch aircraft formations. A maximum of up to a third of the points available to the army may be spent on these formations.

Special Rules

The *They Shall Know No Fear* rule applies to all Deathwatch detachment formations (see 5.1.1).

6.35.1
Deathwatch Transports

The Deathwatch is a highly mobile army. Because of this, the points cost of certain formations includes enough Rhino transport vehicles to transport it and any upgrades that have been taken. Determine the number of Rhinos needed after all upgrades have been purchased. The number of Rhinos will always be the minimum needed to carry the formation, you can't take extras along to cover the loss of other transports.

Note that many formations don't receive Rhinos, usually because they can't fit into them. Formations that come with Rhinos will be noted as having "plus transport" in the units section of the army list opposite. Also note that you don't have to take Rhinos if you don't want to. If you'd rather field the formation on foot instead, so it can act as a garrison for example, or be transported in a Thunderhawk Gunship, then you may do so.

You may choose to replace a formation's Rhinos with Deathwatch Drop Pods before each game, after the opposing army is known but before objectives are placed. Formations making a planetfall via Deathwatch Drop Pods (or by another unit with that ability) may be upgraded with Corvus Blackstars, these are assumed to make planetfall alongside the infantry and do not need to be transported in another unit with *planetfall*.

6.35.2
Ordo Xenos Epic Tournament Special Rules

Landing Craft and Thunderhawk Gunships may only transport Deathwatch detachments. They are not configured to transport inducted Imperial Guard vehicles nor are Imperial Guardsmen or Inquisitorial agents trained in the proper boarding procedures for Adeptus Astartes aircraft.

ORDO XENOS INQUISITION ARMY LIST

Ordo Xenos armies have a strategy rating of 5. Inducted Imperial Guard and Inquisitorial support formations, and Imperial Navy aircraft formations have an initiative rating of 2+. All other formations have an initiative rating of 1+.

DEATHWATCH DETACHMENTS

FORMATION	UNITS	UPGRADES	COST
Assault	Four Deathwatch Assault units	Commander, Corvus Blackstars	225 points
Bike	Four Deathwatch Bike units	Commander, Corvus Blackstars	225 points
Land Speeder	Five Land Speeder Tornadoes	Commander, Typhoons	200 points
Landing Craft	One Landing Craft		350 points
Scout	Four Deathwatch Scout units plus transport	Commander, Corvus Blackstars, Razorbacks	250 points
0–1 Strike Cruiser	One Strike Cruiser	Battle Barge	200 points
Terminator	Four Deathwatch Terminator units	Commander, Corvus Blackstars, Dreadnoughts, Land Raiders	350 points
Veterans	Four Deathwatch Veteran units plus transport	Commander, Corvus Blackstars, Dreadnoughts, Land Raiders, Razorbacks	225 points

INDUCTED IMPERIAL GUARD AND INQUISITORIAL SUPPORT FORMATIONS

(Any one Inducted Imperial Guard or Inquisitorial support formation may be fielded per each Deathwatch detachment.)

FORMATION	UNITS	UPGRADES	COST
Infantry	One Ordo Xenos Inquisitor and twelve Infantry units (add seven Chimera)	Commissar, Hydra, Inquisitor Lord	250 points (+150 points)
Rough Rider	Six Rough Riders	Commissar	150 points
Sentinel	Four Sentinels	Commissar	100 points
Storm Trooper	One Ordo Xenos Inquisitor, seven Inquisitorial Storm Troopers and four Rhinos (replace four Rhinos with four Chimera or Valkyries)	Commissar, Inquisitor Lord	200 points (+100 or +150 points)
Leman Russ	Six Leman Russ	Commissar, Hydra	400 points

ORDO XENOS UPGRADES

(Each upgrade may be taken once per formation.)

UPGRADE	UNITS		COST
Battle Barge	Replace the Strike Cruiser with a Battle Barge		+150 points
Commander	Add any one of the following characters to any unit in the formation:	Captain, Chaplain, Librarian	+50 points
		0–1 Supreme Commander per army	+100 points
Commissar	Add one Commissar character to any unit in the formation		+25 points
Corvus Blackstars	Add any number of Corvus Blackstars, up to the number required to transport the formation		+50 points each
Dreadnoughts	Add up to two Venerable Dreadnoughts		+75 points each
Hydra	Add one Hydra		+50 points
Land Raiders	Add any number of Land Raiders, up to the number required to transport the formation		+75 points each +125 points per pair
0–1 Inquisitor Lord	Add one Ordo Xenos Inquisitor Lord character per army to an Ordo Xenos Inquisitor unit		+50 points
Razorbacks	Add any number of Razorbacks, up to the number required to transport the formation		+25 points each
Typhoons	Replace up to five Land Speeders with an equal number of Land Speeder Typhoons		+10 points each

IMPERIAL ALLY AND DEATHWATCH AIRCRAFT FORMATIONS

(Up to a third of the points available may be spent on these formations.)

IMPERIAL NAVY AIRCRAFT

FORMATION	UNITS	COST
Marauder Squadron	Two Marauder Bombers	250 points
Thunderbolt Squadron	Two Thunderbolt Fighters	175 points

TITAN LEGION BATTLEGROUPS

FORMATION	UNITS	COST
Reaver	One Reaver Class Titan	650 points
Warhound	One Warhound Class Titan	275 points
Warhound Pack	Two Warhound Class Titans	500 points
Warlord	One Warlord Class Titan	825 points

DEATHWATCH AIRCRAFT

FORMATION	UNITS	COST
Thunderhawk Gunship	One Thunderhawk Gunship	200 points

6.36 GRINDEL STRONGHOLD SQUAT ARMY LIST

"Steadfast and dauntless to the very end, the Grindel Stronghold was the last bastion of the Homeworlds to fall to the abomination that was Hive Fleet Onachus."

Forces
The Grindel Stronghold Squat Army List uses the datasheets from 5.36.

Using The Army List
Grindel Stronghold Squat formations come in three types: brotherhoods, support formations and war engines. Each brotherhood you include in the army allows you to field two support formations. Although you can only take a support formation if you first take a brotherhood, they are treated as separate independent formations during a battle and do not have to move around together. You can take any number of war engine formations so long as no more than one third of the points available is spent on them. Finally, Squat Individuals are special characters which may only be taken once by the army. The rules for using each individual are listed in the "Notes" column.

The army list includes the following information:

Type: The name of the formation.

Core Units: The units that make up the formation. The core units of a formation may be doubled or tripled. A formation with the normal number of core units is called a small (S) formation, a formation with double the number of core units is called a medium (M) formation, and a formation with triple the number of core units is called a large (L) formation.

Cost: The point costs of a formation are listed under S, M and L (the costs for a small, medium or large formation, respectively).

Upgrades: A formation may add any of the units noted here for their listed cost. If there is a limit on the number of units that may be added or replaced then this limit is doubled for medium formations and tripled for large formations.

All of a formation's core and upgrade units count as being part of one formation. The different units may not activate on their own.

6.36.1
Iron-willed

All formations except for Guild Robot Squadrons receive a +1 modifier to their Rally tests.

6.36.2
Squat Transports

If a Squat Brotherhood takes Rhino upgrades it must be the minimum number required to transport the entire formation after all other upgrades have been added. The same holds true for Termite and Mole upgrades. While Termites and Moles may be taken together, Rhinos may not be taken with Termites and Moles.

6.36.3
Grindel Stronghold Squat Army Epic Tournament Special Rules

Guild Robot Squadron: Units in Guild Robot Squadron formations may not capture objectives.

Moles: In tournament games, Moles may only transport units from their own formation (the rules in 3.1.3 do not apply to them).

GRINDEL STRONGHOLD SQUAT ARMY LIST

Grindel Stronghold Squat armies have a strategy rating of 2. All formations have an initiative rating of 2+, but may receive a modifier to their Rally tests (see 6.36.1).

SQUAT INDIVIDUALS

(Up to one of each type of individual may be taken per army.)

TYPE	NOTES	COST
0–1 Grand Warlord	Add one Grand Warlord character to a Warlord, Guildmaster or a unit in a War Engine formation.	+50 points
0–1 Living Ancestor	Add one Living Ancestor character to a Warlord or a unit in a War Engine formation.	+50 points

BROTHERHOODS

TYPE	CORE UNITS	COST S	COST M	COST L	UPGRADES
Berserker	One Hearthguard and five Berserkers	175	300	425	Add the number of Rhinos required to transport the formation for +10 points each Add the number of Termites or Moles required to transport the formation for +10 or +25 points each, respectively Add any number of Berserkers for +20 points each
Thunderer	Five Thunderers	225	400	575	Add the number of Rhinos required to transport the formation for +10 points each Add the number of Termites or Moles required to transport the formation for +10 or +25 points each, respectively Add up to three Rapiers for +25 points each Add any number of Thunderers for +40 points each Add up to one Hearthguard for +50 points
Warrior	One Hearthguard and nine Warriors	250	450	650	Add the number of Rhinos required to transport the formation for +10 points each Add the number of Termites or Moles required to transport the formation for +10 or +25 points each, respectively Add any number of Warriors for +20 points each Add up to three Rapiers for +25 points each Replace one Hearthguard with a Warlord for +25 points

SUPPORT FORMATIONS

(Each brotherhood you include in the army allows you to field any two support formations.)

TYPE	CORE UNITS	COST S	COST M	COST L	UPGRADES
Air Attack Corps	One Overlord	250	450	650	None
Artillery Battery	Any five of the following units: Mole Mortar, Tarantula, Thudd Gun	150	275	375	Add any number of the following units for +25 points each: Mole Mortar, Tarantula, Thudd Gun
Guild Robot Squadron	Any five of the following units: Colossus Class Robot, Conqueror Class Robot	200	n/a	n/a	None
Guild Squadron	One Guildmaster and five Guild Bikers	150	250	350	Add any number of Guild Bikers for +20 points each Replace any number of Guild Bikers with an equal number of Guild Trikes for +5 points each
Gyrocopter Wing	Any three of the following units: Iron Eagle, Steel Hawk, War Hawk	225	375	525	Add any number of the following units for +50 points each: Iron Eagle, Steel Hawk, War Hawk
Super-Heavy Artillery Battery	One Goliath	200	300	400	None
Thunderfire Battery	Two Thunderfires	150	n/a	n/a	Add up to one Thunderfire for +25 points

WAR ENGINES

(Up to a third of the points available may be spent on these formations.)

TYPE	CORE UNITS	S	M	L	UPGRADES
Colossus	One Colossus and one Recon Iron Eagle	600	n/a	n/a	None
Cyclops	One Cyclops	600	n/a	n/a	None
Land Train	One Land Train with a Berserker Battlecar character	275	n/a	n/a	Add up to three Berserker Battlecar characters for +50 points each. Replace between one and four Berserker Battlecar characters with any of the following characters: Dragon, Skyhammer or Mortar Battlecar for +25 points Iron Eagle Battlecar (and one Recon Iron Eagle), or Fire Shield for +50 points Bomb Battlecar for +75 points
Leviathan	One Leviathan	400	n/a	n/a	None