EPIC

EPIC ARMAGEDDON FAQ

By Jervis Johnson, Zac Belado & Friends

The following FAQ is a compiliation of answers to questions that have been asked on the Epic forum, and 'officially' answered by Jervis Johnson. They have been collected together here as an official supplement to the FAQ & Designers' Notes at the end of the Epic: Armageddon rulebook.

If you can't find the answer to your question here, then try looking in the Epic forum at **www.epic-battles.com**. The FAQs on the forum contain official answers to questions that we have not had time to add to this document… yet! If you can't find the answer you need either here or in the FAQs on the forum, then you can raise the question yourself in the Rules Discussion area of the Epic forum.

1.7 MOVEMENT

1.7.3 Zones of Control

Q: What are the options for a unit that finds itself in an enemy zone of control at the start of its activation?

A: *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. It cannot choose to remain stationary and stay in the zone of control, which means that the formation it belongs to will have to choose an action that allows the unit to move away or charge.*

1.7.5 Transport Vehicles

Q: What happens to transported units if their transport is destroyed?

A: *The units must make an Armour Save or a 6+ Cover Save to survive.*

Q: Do troops in a transport lose their Armour Save when the transport is hit by an macro weapon or Titan Killer weapon?

A: *Saves that could be taken if the unit were hit directly by a macro weapon may still be taken, but otherwise, yes. So, for example, Terminators with reinforced armour would get a save against a macro weapon hit, while a Space Marine Tactical unit would not.*

Q: Do transports that are destroyed in close combat (or via AP fire for light vehicles) cause transported units to possibly be destroyed, as with AT and macro weapon fire?

A: *Yes.*

Q: If a transport with two troops inside is destroyed, and all of the troops inside it are destroyed, how many Blast markers are placed on the formation?

A: *Four. One for being shot at, one for destroying the transport unit and two more for the units inside the transport*

Q: If a withdrawing transport is caught within 15cm of an enemy unit after finishing its Withdrawal move, are the transported units destroyed as well?

A: *Yes.*

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

A: *You can play it either way. If it looks like being an issue for you, then bring it up in the five minute warm-up period at the start of the game.*

Q: The Transport rules say that if a transport unit has two enemy units in base-to-base the transported units cannot disembark since they are trapped inside. Does this mean that they die without saves if the transporting unit is killed during the Assault?

A: *No, the normal rules would apply (ie, the units get their saves), as the rules do not say otherwise. As a rule of thumb you should strictly apply the core game rule unless an exception is specifically noted.*

Q: If a formation loses an assault and has to remove a transport with units inside it, are the transported units removed without saves as well?

A: No. The transport unit would be destroyed and any units inside would disembark. These units can then be removed to satisfy the number of extra kills suffered by a formation that loses an assault. For example, a Space Marine formation loses an assault and must eliminate two units. The first unit to be eliminated is a Rhino carrying two Marine units. The Rhino is destroyed, the Marines disembark, and then one of the Marine units is destroyed. The remaining Marine unit survives unscathed and does not have to make a save.

1.9 SHOOTING

Q: Can you withhold fire for later turns?

A: The player can choose which units/weapons to shoot with and never has to fire if he doesn't want to.

1.9.2 Who May Shoot

Q: In the rules for Suppression it states: "One unit that has a line of fire and is within range may not do so for each Blast marker on the formation". How should this rule be interpreted for units, like a Deathstrike Missile, that don't require a line of fire in order to fire?

A: Units that do not require a line of fire in order to shoot are suppressed if they are within range of the enemy, even if they don't have a line of fire to the target.

Q: Can a transported unit be suppressed when a formation fires?

A: Only if it can shoot (only units in a position to shoot can be suppressed).

Q: Can a unit without ranged weapons (something with only FF or even lacking that, like an Ork Wildboy) be suppressed when a formation fires?

A: In order to be suppressed a unit must have a line of fire and be in range. This means that units within small arms range (15cms) may be suppressed (even though they cannot shoot), but the Wildboy could not be.

Q: Can units armed only with small arms that are within range of the enemy be chosen as unit to be suppressed by Blast markers?

A: Yes.

1.9.4 Place Blast Marker

Q: What happens when a formation fires at a target but has no weapons that can affect the target? For instance a formation that only has AP weapons fires at a vehicle formation – Does the target still get a Blast marker for taking fire?

A: Yes. A target formation always receives a Blast marker for taking fire even if that fire cannot have any effect on the target formation.

1.9.6 Supporting Fire

Q: Are modifiers to an Armour Save cumulative? For example, is a Sniper firing at a unit in crossfire a -2 to the unit's Armour Save or just a -1?

A: All modifiers apply unless the rules specifically say something different. So the total Armour Save modifier would be -2.

1.11 CROSSFIRE

Q: Does a barrage get the Crossfire modifier if applicable?

A: Yes. The firing formation needs to be within 30cm of the target so this isn't possible with indirect fire.

1.12 ASSAULTS

Q: Do assaults only occur when one player or the other takes an Engage action?

A: Yes. An assault does not occur automatically in the Epic rules. An assault is only possible when one player issues an Engage action to a formation. Not in any other case… so you can't move into an assault, either on purpose or accidentally, unless you take an Engage action.

1.12.3 Make Charge Move

Q: How should we interpret section 1.12.3 when it says "Remember that 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"?

A: The intent of the rule is that if you enter a zone of control, then you must move into base contact with the nearest enemy unit whose zone of control you have entered. If you start a move in a zone of control, you can either move into contact with the closest enemy unit, or exit the zone of control by the shortest possible route.

1.12.4 Counter Charges

Q: Does a countercharge or withdrawal stop me from activating a formation later in the game if they were not activated before the assault?

A: A countercharge does not change the activation status of the formation doing the countercharge. A withdrawal is done by units that lose an assault and are broken, and as such the formation cannot do anything further that turn so it couldn't be activated in any case.

Q: If one of my formations is charged do I countercharge the nearest enemy unit even if it is in a supporting formation?

A: Yes; a countercharging unit may engage enemy units from supporting formations, as long as they were the closest enemy units.

Q: Does the formation Coherency rule still apply during a countercharge?

A: Yes. The Coherency rules apply to countercharging units.

Q: If the closest enemy unit is already engaged (it has two units in base-to-base contact with it) do I still need to counter-charge that unit or can I countercharge another enemy unit?

A: *If the closest enemy is already fully engaged, you may carry on the counter-charge and try to contact the next closest enemy unit.*

1.12.5 Resolve Attacks

Q: In an assault, can you allocate hits to units in a formation that are not within 15cm of an enemy unit?

A: *No. Hits in an assault can only be allocated to units that are within 15cm of an enemy unit.*

Q: If units are assaulted/engaged while in cover, do enemy attacking with FF values get a -1 modifier (cover) to hit?

A: *No. Modifiers never apply to a unit's FF or CC values.*

1.12.6 Supporting Fire

Q: The rules state that a formation that marched may not lend supporting fire. Does this apply if the formation marched last turn?

A: *No. With the exception of Overwatch, actions end in the End phase, and the formation is assumed to go on to ready status for the next turn.*

1.12.7 Work Out Results

Q: What happens if a combat round in an assault is a draw, do you immediately fight another round? And this round is also a draw do you fight a third successive round (and so on)?

A: *Yes. An assault has to result in one side winning. You would continue to fight until one side or the other had won the assault.*

1.12.9 Winner Consolidates

Q: Can a transport pick up the units as part of its Consolidation move?

A: *Yes. However only one of the units is allowed to make a Consolidation move, and the other unit must remain stationary. Usually the unit that moves will be the transport vehicle, as transports need to 'move over' units to pick them up (see 1.7.5). However, with war engines it may be the unit that is embarking that will need to move and the war engine that cannot, as sometimes units can only embark by moving into contact with the war engine (see 3.1.3).*
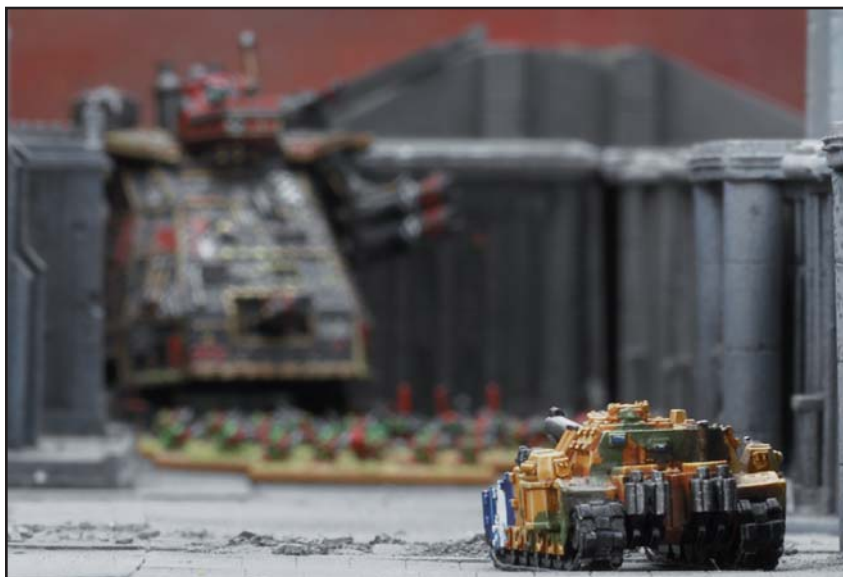
1.13 REGROUPING & BROKEN FORMATIONS

Q: Do broken units still exert a zone of control?

A: *Yes. The only way a unit loses its zone of control is if it is in base-to-base contact with two enemy units (or a number of enemy units equal to twice its starting Damage Capicity if it is a War Engine).*

Q: Broken formations do not receive Blast markers if they are fired on or assaulted 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. Are these hits allocated like regular hits (from the front to the back) or does the player get to take them how they like?

A: *The hits are allocated normally, from front to back.*

1.14 THE END PHASE

Q: When exactly in the End phase does the additional damage from Plasma Reactor hits or Gargant fires happen? Is it before or after rallying or repairing shields?

A: *Unless noted otherwise, things like this happen at the start of the End phase, before you do anything else.*

2.1 SPECIALIST UNITS

Q: Can units in a transport use their special abilities (eg, Ork Nobz in a transport use their Leader ability to remove Blast markers)?

A: *Yes. Additionally, characters or units with special abilities in broken formations can also use their abilities. The only time a special ability can not be used is when the unit or character in question is off-board (eg, in reserve, or in a spacecraft or transport waiting to be deployed).*

2.1.1 Characters

Q: If a character has an macro weapon attack does it modify the attack of the unit it is attached to or does it add an attack?

A: *Most character's weapon stat lines also include the Extra Attack ability. This means that the character's attack is considered to be its own weapon entry, and doesn't modify the unit's existing weapons, it simply supplements them.*

Q: When I purchase a character upgrade does it replace one of the units in a formation? So if I buy a Chaplain for a Space Marine Tactical formation does the Chaplain replace one of the Marine Tactical units?

A: *No. The Chaplain (or any character for that matter) is added to one of the units in the formation. The Character's abilities are also added to the unit. So in the case of the Space Marine Tactical formation one of the Marine units has the Chaplain added to it (you should use a special stand of Marines with a Chaplain figure on it to represent this) and that unit now has the Chaplain's abilities (Inspiring, Invulnerable Save, Leader and the power weapon).*

2.1.2 Commanders

Q: In a combined assault, the rules state that the formations in the assault are treated as a single formation for the duration of the assault. If the combined formation wins the assault, does this mean that each formation takes Blast markers based on the total number of kills to all formations, or just the kills inflicted on each individual formation?

A: *As the sub-clause about each formation taking a number of Blast markers equal to the kills they suffered comes after the earlier statement about 'a single formation for the duration of the assault', it overrules it. So each formation would take a number of Blast markers equal to the number of kills inflicted on it. A sub-clause is always assumed to override an earlier rule.*

Q: Can a commander give assault orders to a several formations even if the commander himself isn't in charge range?

A: *Yes, but the commander's formation must be one of the three formations taking part in the combined assault. If he issues the order successfully (ie, passes his Action test), then his formation and the other two are treated as one large formation for the assault. This would mean that neither the commander nor any units from his formation would need to get within 15cm of the enemy, so long as at least one unit from the combined formation does so. Note that the commander and the units in his formation would be bound by the coherency rules, so would need to end the charge with at least one unit within 5cm of one unit from at least one of the other formations.*

2.1.3 Fearless

Q: If a Fearless unit has remained in base-to-base with an enemy unit after losing an assault, does that affect other formations ability to fire at the two formations?

A: *No, apply the normal rules.*

2.1.6 Invulnerable Saves

Q: Does crossfire or the Sniper ability affect an Invulnerable Save?

A: *The Invulnerable Save is a second bonus save and therefore is not modified by any modifiers or special effects.*

2.1.11 Reinforced Armour

Q: Does reinforced armour allow me to re-roll an Invulnerable Save?

A: *No.*

Q: Does reinforced armour allow me to re-roll a Cover Save?

A: *Yes. However, the re-roll is made using the unit's own Armour Save value, not the Cover Save value.*

2.1.12 Scouts

Q: Should Scout units count as being 'intermingled' if a friendly unit is within 10cm, rather than 5cm as would normally be the case?

A: *Yes.*

2.1.13 Skimmers

Q: Can a Skimmer formation/unit do a pop-up attack as part of their Sustained Fire action?

A: *Yes. Note that the Sustained Fire pop-up attack will trigger Overwatch fire as well.*

Q: What happens if I want to embark an infantry unit in ruins (dangerous terrain) in a skimmer which begins and ends its movement in normal terrain, but embarks the infantry in the dangerous terrain as it moves over it?

A: *A transport skimmer must take a Dangerous Terrain test if it embarks units that are in dangerous terrain.*

2.1.14 Sniper

Q: The Sniper rule states that the player can allocate Sniper hits to any unit in range and line of fire. Does this mean that you can allocate Sniper hits to units that have already been allocated a hit?

A: *Yes.*

2.2 SPECIALIST WEAPONS

2.2.2 Disrupt

Q: Do the effects of the Disrupt ability apply to hits generated as a result of a transport being destroyed by the disrupt weapon?

A: No. The Disrupt ability does not apply to damage inflicted on transported units when their transport is destroyed.

2.2.4 First Strike

Q: How does First Strike apply to units with Extra Attacks?

A: Special Abilities that appear in the Notes section for a weapon only apply to that weapon, while Special Abilities that appear in the Notes section for the unit (the one at the bottom of the sheet) apply to all attacks the unit makes.

Q: If a unit has a weapon that has the First Strike ability and is a small arms weapon can it use the First Strike ability if it is providing supporting fire?

A: Yes.

2.2.6 Macro weapons

Q: If a unit (with a macro weapon attack) in an assault is killed before its macro weapon hits are allocated, are those macro weapon hits discarded?

A: No.

2.2.7 Single Shot

Q: Do single shot weapons that have fired count for Suppression purposes?

A: They can count for suppression. All you need is to be in range and have an line of fire. Actually being able to shoot is not a requirement.

2.2.8 Slow Firing

Q: Are slow-firing units that fired in the previous turn eligible for suppression even if they are unable to fire this turn?

A: Yes.

3.0 WAR ENGINES

3.1 War Engine Movement

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

A: Yes, as long as all the units of each formation can be fully contained within the war engine. For example, a Space Marine Thunderhawk can carry eight units. That means that it could carry two separate Assault formations (four units each for a total of eight units) but you couldn't split formations across multiple war engine transports.

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

A: Troops are trapped inside a war engine transport if it is contacted by two enemy units per point of starting Damage Capacity.

3.2 WAR ENGINE SHOOTING

Q: Is it only Titan Killer and macro weapon attacks that can hurt a war engine?

A: War engines may be affected by AT attacks, macro weapon and Titan killer weapons.

Q: Does a war engine that is under two or more templates from the same barrage suffer hits from each template? For example, if it were under the centre of one template and partially covered by a second, would it take hits equal to half its DC, or half its DC+1?

A: It's only affected by one of the templates. By the same token a normal unit that happens to be partially covered by two templates (ie, half of the unit under one template and the other half under a second template) will only be attacked once.

Q: If a Titan loses an additional point of DC due to the effect of a critical hit in the End phase, will this place a BM and/or can this loss of DC inflict further critical damage? Can this loss of DC be avoided by shields??

A: Additional damage inflicts Blast markers and can cause critical hits normally. Such damage may not be avoided by shields.

Q: What happens to a war engine that sustains multiple critical hits? Are they cumulative or are the additional critical hits ignored?

A: The effects of the critical hits are cumulative.

Q: In the rulebook in section 3.2.3 it says to roll for a critical hit for every hit made on a war engine. Do you actually roll of each hit or for each point of damage that the war engine takes?

A: Roll for a critical hit for each point of damage, not for each hit.

Q: How many Blast markers does a formation get if you manage to destroy a war engine with a critical hit?

A: The formation receives one Blast marker for being shot, one Blast marker for each point of damage caused, and one Blast marker for each point of damage remaining on a war engine that was destroyed by a critical hit.

3.3 WAR ENGINE ASSAULTS

Q: Is a war engine transport that is carrying a broken formation allowed to make an assault?

A: Yes, however, any broken formations on board the war engine are not allowed to disembark to take part in the assault (they remain cowering inside instead!). If forced to disembark because the war engine is destroyed during the assault then they are automatically destroyed

with no Saving throws of any kind allowed. Also, note that the Blast markers on the transported formation are counted when working out the result of the assault (ie, for who has the most Blast markers, etc).

Q: Can war engines barge units out of the way in a countercharge?

A: Yes.

4.2 AIRCRAFT

Q: If I have multiple Thunderbolt formations on CAP, can I only send one to intercept an enemy ground attack?

A: Yes.

Q: If an air transport gets attacked by flak during an air assault, can it still jink and still participate in the assault?

A: Yes. The rule for jinking (4.2.3) does not specify any other effect of jinking other than the aircraft losing its attack so there would be no other effect of jinking other than this.

(4.2.4) Flak Attacks

Q: If an IG Infantry Company with a Hydra upgrade has one Blast marker, can the Hydra fire at aircraft?

A: The normal suppression rules apply when making flak attacks. However, please note that any units in the formation may be suppressed, even if they don't have AA weapons, just so long as they are within range of the aircraft unit. Apply suppression 'from back to front' as normal.

Q: Ork Fighta-Bommerz make a ground attack. When my Hydra battery fires, only one of the three Hydras is in range of the Fighta-Bommerz. I shoot with that one. When the Fighta-Bommerz disengage at the end of the turn the aircraft come within range of the other two Hydras in the formation. Am I permitted to fire the other two Hydras because those units did not previously shoot at that enemy formation?

A: Yes.

Q: A formation of Ork Fighta-Bommerz attack a formation that has a Hydra attached to it. The Fighta-Bommerz are also intercepted by two Thunderbolts. What is the order of fire for the Thunderbolts, Hydras, Fighta-Bommerz AA and Fighta-Bommerz ground attack?

A: The attacks would be resolved in the reverse order that they were initiated, following the rule of approach, flak, attack. So the Fighta-Bommerz would get a Flak attack at the end of the Thunderbolts' approach move, the Thunderbolts would get their air attack, the remaining Fighta - Bommerz would then take fire from the Hydras and then the Fighta-Bommerz would finish their ground attack.

(4.2.5) Transporting Ground Units

Q: Can an aircraft land in an enemy zone of control?

A: Only if they are making an air assault. In such a situation the aircraft could land right in the middle of a formation, and, assuming it was a war engine, it could barge enemy units out of the way in order to make space in which to land.

Q: Do troops held off board in an aircraft transport have to be deployed on the first turn? Or can they come on whatever turn you wish?

A: They can be deployed on any turn.

Q: The rules say the following about units that are picked up by transport aircraft: "Any units that are picked up and transported off the table may later return to play in the same transport aircraft". If the unit had the Teleport ability could it choose to return to play by teleporting instead?

A: No.

Q: Can aircraft like Marauders land?

A: No. Only aircraft with the Transport ability can land. From section 4.2.5 Landing: Aircraft with a Transport capability can land after making their approach move and having being fired upon by any enemy flak.

4.3 SPACECRAFT

Q: Do spacecraft count for the Break Their Spirit goal if they are the most expensive formation in an army?

A: No. Spacecraft (or any off-board units or formations) do not count towards goals.

Q: Do formations that are under an Orbital Bombardment template receive a Blast marker for being shot at?

A: Yes.

Q: Under section 4.3.3 of Orbital Bombardments it states: "Take one of the templates and place it with its centre at the coordinates you recorded at the start of the battle. Place the two other templates so they are touching the first one…"Does this mean that the minimum number of templates for an orbital bombardment is three and can go up to five depending on the size of the bombardment?

A: No. They get the same number of templates as it says on the Barrage table in section 1.9.8.

4.4 PLANETFALL

Q: Do the Space Marine and Chaos Space Marine Drop Pod figures represent an actual unit or are they just a marker to indicate a landing location?

A: They are just used to represent the location of the Planetfall.

Q: Let's say I have a Battle Kroozer. I also happen to have four Ork Landas. Do thay all have to land within 15cm of the same drop zone marker or is it possible to set up multiple drop zones? Or, is the only way to have multiple drop zone markers to get multiple spacecraft?

A: Each transport formation may have its own drop zone. In this example there could be up to four drop zones, one for each Landa. If you use multiple drop zones, you will need to record clearly which Landa is allocated to each drop zone.

5.1 SPACE MARINES

Q: Do broken Space Marine units count as having one Blast marker per unit or one-half Blast marker per unit in assault resolution?

A: One Blast marker per unit.

Q: If I shoot two times on a broken Space Marine formation (killing no units) do I generate 2 separate Blast markers?

A: No. Broken units do not retain Blast markers. So in this case the Space Marines would ignore the one Blast marker you place each time and would not lose any units. You would have to place two or more Blast markers on a broken Space Marine formation before it loses a unit.

Q: Can a Space Marine Librarian use his Smite ability in an assault if he is in base-to-base contact with an enemy unit?

A: No. The Smite ability is listed as being a small arms weapon. Small arms weapons are used in assaults when the unit is not in base-to-base contact.

5.2 IMPERIAL GUARD

Q: How do you determine the number of autocannon shots an Imperial Guard infantry formation has if units in it are suppressed?

A: Work out suppression for Imperial Guard infantry before working out the number of autocannon shots. Any Guardsman within 45cm of the enemy is assumed to be in range and may therefore be suppressed as long as they have a line of fire. Count the number of remaining Guard units and halve this total, rounding up, to find the number of autocannon shots you may take.

5.4 TITAN LEGIONS

Q: If a war engine with void shields is hit by a weapon causing multiple points of damage, will any points left over after knocking down shields carry over to the war engine itself?

A: Yes, they will carry over to damage the war engine.

Q: When void shields recharge in formations with multiple units, is one dice rolled for the formation or one dice for each unit?

A: One dice roll per unit. Then pick the highest dice. Each pip can be used to remove one Blast marker or recharge one shield on every unit in the formation that has void shields.

Q: Does AP fire take down a void shield?

A: No.

Q: How does allocation work with void shields in formations with multiple war engines?

A: The void shields are not considered as part of the war engine's Damage Capacity when allocating hits. So when allocating hits to a war engine that has void shields or power fields, only consider the war engine's starting Damage Capacity and not any other factors.

5.5 ORKS

Q: The free Ork Warlord Character upgrades the abilities of a single unit in the mob, correct?

A: Yes. This also includes the Gargant or Greater Gargant if the Warlord is added to either of those units.

6.2 TOURNAMENT ARMY LISTS

Q: Some vehicles' notes mention that they can carry particular troops but the army list doesn't allow me to add that vehicle as an upgrade to all the troop types it can carry. Why is that?

A: The vehicle's notes cover all the troops a vehicle could carry, not necessarily the troops that it can possibly carry as described in the army list. The army lists are intended for tournaments or point-based gaming but if you are having a friendly game or you are designing a special scenario the possible units a vehicle can carry allows you to play games that aren't bound by the army lists.

6.3 CODEX ASTARTES ARMY LIST

Q: The Razorback upgrade in the Space Marine army list states replace any number of Rhinos with 1 or 2 Razorbacks each. If I take 3 Razorbacks how do I determine how many Rhinos I have left in the formation?

A: You'd take the minimum number of Rhinos to carry the units not being transported in Razorbacks. This might leave one Rhino with one spare space in it but that is okay as long as you don't take Rhinos in excess of the transportation needs of the formation.

Q: Does the Land Raider upgrade available to the Devastator formation replace that formation's Rhinos? And if so how do you add Razorbacks to the formation if they do?

A: A Devastator formation can be given up to four Land Raiders. However, including Land Raiders in this way will mean that the number of free Rhinos the formation will receive will be reduced to the minimum number needed to carry any Devastator stands that can't fit inside the Land Raiders. Then, once the number of Rhinos needed for the formation is known, you may replace each remaining Rhino with 1-2 Razorbacks.

6.5 ORK WAR HORDE

Q: Can the Ork Warlord join any Ork unit if you do not have a Gargant in your army?

A: The Ork Warlord has to join a Greater Gargant if you are fielding one. If there is not a Greater Gargant in the army then the Warlord Character can be added to any Nobz or Gargant unit. Conceivably if your army has no Nobz or Gargant units then it could join any Ork unit.

EPIC ARMAGEDDON ERRATA

The following mistakes crept into the first and second printings of the Epic: Armageddon rulebook. All will be corrected in the third and subsequent print runs of the book. My sincere thanks go to the members of the Epic playtesters vault, and especially Nick Johnson, for helping to track down all of these errors.

Page 16, 1.7.5; Paragraph 3: Change the end of the paragraph as follows: "…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."

Page 38, 2.2.1; Sentence 4: "... has a Firepower of AT4+/AA5+" should be "... has a Firepower of AT4+/AA4+"

Page 84; Space Marine Landing Craft datasheet: "Type War Engine" should be "Type War Engine Aircraft", AND "3 x Twin heavy bolters, Firepower AP4+" should be "3 x Twin heavy bolters, Range 15cm, Firepower AP4+/AA5+"

Page 139; Warband Core Units: "…and two Gretchin" should be "…and two Grotz".

Page 164; Imperator Titan datasheet: "Speed 30cm, Armour 5+, Close Combat 4+, Firefight 4+" should be "Speed 15cm, Armour 4+, Close Combat 3+, Firefight 3+".

Page 165; Quake Cannon: "Firepower 3BP, Macro weapon" should be "3BP, Macro weapon, Slow-firing".

Page 171; Salamander Command and Salamander Scout: "Count as Salamander" should be "Count as Chimera"

Page 188; Warlord Titan: "Gatling Blaster Firepower 4 x AP5+/AT3+" should be "Gatling Blaster Firepower 4 x AP4+/AT4+".

Page 189; Landing Craft: Add "DC 4, Crit – see datasheet" AND "Transport" should be "Transport 12+4/6".

Page 189; Strike Cruiser: "Transport (20)" should be "Transport (One Company)".

Page 189; Battle Barge: "Transport (60)" should be "Transport (Three Companies)".

Page 190; Imperial Guard Infantry: "Close Combat 5+, Firefight 4+" should be "Close Combat 6+. Firefight 5+".

Page 190; Imperial Guard Support squad: "Firefight 5+" should be "Firefight 4+".

Page 190; Shadowsword Volcano Cannon: "Firepower MW2+ TK(D3)" should be "Firepower MW2+ TK(D3) FxF".

Page 191; Oddboyz Suppa-Zzap-Gun: "Firepower MW3+ TK" should be "Firepower MW3+ TK (D3)".

Page 191; Kommandos: "Firepower AP5+/AT6+" should be "Firepower AP6+/AT6+".

Page 191; Warbikes: "Firepower AP5+/AT6+" should be "Firepower AP5+/AT5+".

Page 191; Warbuggies/Wartraks: "Firepower AP5+/AT5+" should be "Firepower AP5+/AT6+".

Page 191; Flakwagon: "Firepower 2 x AP5+/AT5+/AA6+" should be "Firepower AP6+/AT6+/AA6+".

Page 191; Supa Stompa: "Type AV" should be "Type WE".

Page 191; Great Gargant Lifta-Droppa: "Range 45cm, Firepower AP5+/AT5+, FXF, OR Range base contact, Firepower Assault Wpn, TK (D3), +1A" should be "Range 60cm, Firepower MW3+, TK (D3) FXF, AND Range base contact, Firepower Assault Wpn, TK (D3), +1A".

Page 191; Landa: "Transport (10)" should be "Transport (10+4)".

Page 191; Battlekroozer: Add "Transport (10 Landas filled with troops)".