

WARHAMMER® EPIC 40,000

ORDER DICE SUMMARIES



MARCHING

May triple speed, no shooting, opponent uses the Marching column on the Firepower table. Marching units halve their Assault and Firepower values.



ASSAULT

May move normally in movement phase. Fire at half effect in shooting phase. Must move again in assault phase towards the enemy (and can enter close combat).



BROKEN

Become broken when lose close combat/firefight. Can only make 20cm Retreat move. Cannot shoot. Broken units must halve their Firepower and Assault values.



IMMOBILISED

Used to indicate immobilised war engines. Opponent uses appropriate column on Firepower table.



SPECIAL

Used to indicate orders such as Flak and Preparatory Bombardment. See the Special rules.



OVERWATCH

May move up to 5cm. May re-roll misses once when shooting.

SUPER HEAVY WEAPONS

<i>Close Combat Weapon</i>	Double Assault value versus other war engines. Always causes catastrophic damage on war engines if you win.
<i>Death Ray</i>	Always roll one dice, needing 2+ to hit. Hits on war engines automatically cause critical damage.
<i>Distortion Cannon</i>	Roll D6x5. If total equals or beats target's speed, it causes a hit. Hits ignore shields and automatically cause critical damage on war engines.
<i>Mega Cannon</i>	Place Barrage template. Roll to hit all units affected by template (ignoring cover). Each attack places additional Blast marker on target.
<i>Pulsar</i>	Fires D6 anti-tank shots.
<i>Ripper Tentacles</i>	Stops enemy war engine from using one close combat weapon.
<i>Lifta Droppa</i>	Cannot pick up infantry. Lifts target if it beats its Damage on a D6. Target is moved 1cm for each point damage beaten by. When dropped, the target is destroyed, and anything underneath takes a hit on a 4+.
<i>Vortex Missile</i>	Place Barrage template. Roll D6 Death Ray attacks against each affected unit.
<i>Pulse Laser</i>	Fires D3 anti-tank shots.

OBJECTIVE SUMMARY

<i>Take & Hold</i>	Adds 1D3 to your army morale in each rally phase.
<i>Rescue</i>	Adds +1 to own army morale and deducts -1 from enemy's in each rally phase.
<i>Bunker</i>	Deducts -5 from enemy's army morale when destroyed.
<i>Capture</i>	Adds +D6 to own army morale if captured or deducts D6 from enemy's army morale if destroyed.
<i>Cleanse</i>	Add +1 to own army morale if there are no enemy closer and within 15cm in rally phase.

RESERVES TABLE

Detachment Speed:	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6
Up to 30cm	-	4+	4+	3+	3+	2+
Over 30cm	-	3+	3+	2+	2+	2+
Flyers	-	3+	2+	2+	2+	2+