

# NetEpic

## Alternative Rules & Optional Units

Version 3.00

**By the NetEpic Discussion Group**

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# INTRODUCTION

Nothing in NetEpic is written in stone. Rules change as the needs of gamers change and any rule can be modified if enough people decide it needs to be changed. NetEpic intends and will always try to be a game for the gamers. In some cases, the NetEpic Group came up with more than one alternatives for the same situation, among which the more generally accepted ones became regular NetEpic rules. However, some of the alternatives also received acceptance by many players. All of those are listed as *Alternate Rules* or *Optional Units* in the following pages. These rules can only be implemented in a game with the prior consent of both sides. Please try them too and let us what you think.

For the convenience of the readers, the titles below are organized in the same way as they appear in their respective booklets. This way you can print a rule that you decide to implement in your games and use it as an insert. Please try them and let us know what you think!

## PLAYING THE GAME

### The Movement Phase

#### Movement Sequence

##### *Alternate Rule: Movement by Sub-Phases*

This used to be the standard movement system of NetEpic until Version 3.00, which removed the sub-phases and generalized it. By this system, players first complete the Fallback and other compulsory moves in an alternate fashion, then move the units with Charge orders in the same manner, then units with Advance orders, and finally the Command Units and others that can move with First Fire orders. If the player chooses to do so, the Command Units may be moved before their sub-phase. With this system, the sequence of play becomes:

1. Orders
2. Initiative
3. Flyers
4. Movement
  - a) Fallback and other Compulsory Moves - alternating by detachment
  - b) Charge - alternating by detachment
  - c) Advance - alternating by detachment
  - d) First Fire (Praetorians etc) and Command Units - alternating by detachment
5. Combat
  - a) First Fire Shooting - alternating by detachment
  - b) Close Combat - alternating by detachment
  - c) Advance Fire Shooting - alternating by detachment
6. End Phase

### Unit Movement and Turning

##### *Alternate Rule: Non-restricted Movement*

Many gamers may dislike the 45-degree limitation on facing at the end of movement and prefer a freer form of movement. As an alternate rule you may forego this restriction.

# The Combat Phase

## Firing

### Selecting a Target

#### Measuring Distance to Target

#### ***Alternate Rule: Pre-measuring Before Firing***

Veteran gamers have the uncanny ability to accurately determine range. This may put novice gamers at a disadvantage. To minimize this, as an alternate rule you may forego the measuring prohibition and allow pre-measuring before firing.

#### Vehicles with Bolters

#### ***Alternate Rule: Distributing Bolter Fire***

With this rule a vehicle with four or more Bolters must dedicate each bolter to a specific arc. The amount of Bolters is divided by 4 to determine how many Bolters fire on each arc. Any remaining bolters are allowed to fire any direction.

#### Targeting a Command (HQ) Unit

#### ***Alternate Rule: Liberal Targeting of Command Units***

Many gamers find the targeting HQ unit rules cumbersome and would prefer to target them liberally. An alternate rule (akin to Warhammer's "look out sir" rule) was proposed as follows: HQ units may be targeted like any other model. If the command unit is hit any model within 6cm range may "take the hit" in its place on a roll of 1-5 on a D6. A roll of six means that the HQ unit has been destroyed and nearby models may not intervene.

## Barrages

### Firing with Artillery Units

#### ***Alternate Rule: Units with FF Orders Firing Indirect in Advance Fire Segment***

Some veteran gamers have expressed their discontent with the rule restricting indirect fire from units on First Fire orders that voluntarily switch to Advance Orders. As an alternate rule you may ignore this restriction since these batteries are considered to have had enough time to pinpoint their target.

#### Open-Sheaf Barrages

#### ***Alternate Rule: Open-Sheaf Barrages***

All artillery units that normally use barrage templates are allowed to fire *Open-Sheaf* barrages. This means that each gun in the battery may generate one barrage template with Barrage Points equal to the amount that one gun supplies. Of course, each template would still have to touch two others as per our standard multiple template rules. This does not affect the number of attacks of the battery, but if it has more than one attack all of these should be fired in the same way.

***Example:** An Imperial player chooses to fire an Open-Sheaf barrage with a Basilisk Battery. He then places 3 templates instead of the normal 1 over the target. Each of the templates now has 2 BPs, and thus hits on a 6+ as opposed to 4+ of the 6BP-single-template combined barrage. Having fired the first volley, the player may now place another 3 templates since the Basilisk Battery fires twice. He may not choose to fire the second barrage as a combined barrage.*

## Off-Table Artillery Barrages

### **Optional Units: Off-Table Artillery**

These represent standard artillery pieces deployed beyond the confines of the table and also orbital or naval artillery. Off-table artillery is purchased in two parts - the Barrage Units and the Forward Observers. The barrage units are Support Cards while the observers are Special Cards (i.e. a limit of one per company). Off-table barrages can not be called by any other units.

### **Off-Table Barrage Units**

These are abstract units; players do not need models for them and they cannot be attacked (counter-battery fire or air attacks are ignored for the sake of simplicity).

The Barrage Units are of different types dependent on the size and power of the weapons. Each Barrage Unit typically allows an observer to place one barrage template per turn.

There are **no point costs** for the off-board artillery; the Firing Player gives up **Victory Points** for the use of them. Any player planning to use Off-Table Artillery must write down, at the start of the battle, the number of Victory Points he is willing to give up for those barrages. These are restricted by 2 VPs per company level card or Greater Daemon. This allocation does not effect the limit of the points value of the normal units he is fielding. The player then can call barrages, up to his declared maximum, throughout the battle until the total equals the declared start limit. These Off-Table Barrages are called in the First Fire phase as any other weapon. The barraging player need only give up Victory Points for barrages actually used (i.e. Victory Points are not paid for unsuccessful calls). See the sections pertaining to specific armies for the details on their Off-Table Barrage Units.

### **Forward Observers and Spotting for Off-Table Barrages**

Off-Table Barrages can only be called by the specified Artillery Forward Observers of each army. See the specific Army Booklets for details. All target spotting done by those units should comply with the rules given under "Target Spotting for Indirect Artillery Fire" in the **Core Rules** booklet together with the additional Forward Observer rules given below. Note that, although spotting is restricted to one target per turn by the Core Rules, an observer may call multiple barrages to the same target.

### **Standard Rules for Artillery Forward Observers**

A version of these rules is also given under the definition of each Forward Observer in its Army Booklet. They are repeated here for the convenience of the readers.

- ◆ An artillery barrage directed by a Forward Observer scatters 1D6 instead of 2D6,
- ◆ Forward Observers can not request fire if they are involved in CC,
- ◆ Forward Observers are command units for the purposes of targeting, and all relevant targeting rules apply,
- ◆ Forward observers, operating close to enemy lines, are heavily camouflaged. The Observer stand (not the vehicle, if the unit has any) can not be shot at from further than 25cm. However, if the vehicle is seen, a barrage that covers the two (or more) models can be shot by the enemy. The FO stand can also be shot at in a turn it shoots, subject to the targeting rules.

### **Additional Spotting Rules for Off-Table Barrages:**

- ◆ If either the observer stand or the vehicle is destroyed then the observer cannot spot for Off-Table artillery (but can continue to spot for on-table artillery as normal).
- ◆ For Off-Table barrages only, the observer stand must make a communications roll of 3+ on a D6. If the roll is successful then the barrage arrives. Use the normal procedure for an indirect barrage.
- ◆ Due to different communication networks, an observer may not spot for both on-table artillery and off-table artillery in the same turn.
- ◆ Due to the delays involved in communications, if an observer is spotting for multiple off-table artillery attacks on one target then the player must declare all the attacks before resolving them all in turn (effectively, the observer calls down all the fire in one call and then hopes for the best). Multiple off-table artillery barrages are not combined but are resolved separately (including separate scatter rolls).
- ◆ If a force has multiple barrages and/or multiple observers then barrages are not permanently allocated to specific observers. In each turn each observer may call down fire from any or all of the available barrage units subject to the targeting restrictions above and the restriction that each barrage unit may only fire once per turn.
- ◆ Barrages are called in the FF phase and one by one as any other weapon.

## Anti-Aircraft Weapons

### ***Optional Rule: Firing at Ground Units***

By this optional rule anti-aircraft weapons may fire at ground targets, subject to the following conditions:

1. AA weapons may fire at Flyers during the Flyers phase if they have FF orders (as normal).
2. AA weapons may snap-fire on skimmers popping up during the movement phase if they have FF orders.
3. AA weapons may fire on any other units during the Advance fire phase, if they have FF or Advance orders, but not "Out of Orders".
4. AA weapons may not snap-fire on any other units, including Titans.
5. AA weapons may not shoot defensively when they are charged.

### ***Firing at a Single Target***

Anti-aircraft weapons with multiple shot may not split their fire. That is, they may only shoot at a single enemy model. This rule may be used as a complimentary to the above rule, or as a stand-alone rule. If implemented this rule takes precedence over the rule stated in "Playing the Game/ Flyers Phase/ Flyer Movement & Combat/ Strafing/ AA Fire".

## Close Combat

### **Pinning/Skimmers in Close Combat**

#### ***Alternate Rule: Pinning Skimmers by Larger Class Models***

Veteran gamers have expressed their discontent about the skimmer rule due to the fact that they may be picked off by nearby units if they engage models that do not pin them. As an alternate rule the discussion group proposed that skimmers may be pinned by models of a larger class.

*Example: An Eldar Jetbike can easily elude a Tactical Marine infantry stand or a Land Raider tank because these are of the same size/pinning class, but a Baneblade, Knight or Titan (due to their size) can pin a jetbike since these belong to a larger size/pinning class. An Eldar Tempest Tank (super heavy tank which is also a skimmer) could only be pinned by Titans/ Praetorians since these are of a larger size/pinning class.*

# TITANS

## Titan Special Rules

### Titan Shields

#### ***Alternate Rule: Void Shield Overload***

Under this rule, a Titan or any other target protected by Void Shields can, when struck by enemy fire, override the safety mechanisms on the Void Shield generators that would normally drop the shield after too much fire has been taken. The benefit of this is that the particular shield is not dropped after receiving the shot and remains functional. However, there is the danger of the shield generator being completely overloaded.

Anytime enemy fire hits a Void Shield the defender may opt to override the void shields. The shot is still stopped as normal, but the defender must roll 1D6. On 1-4 the shield stays up, but on a 5 or 6, the generator shorts out and *all* the void shields are dropped for the duration of the battle. This makes the procedure more of a last-ditch effort or an act of desperation, not a regular measure.

### Damage

#### ***Alternate Rule: Pre-designating the Hit Location***

Some gamers have expressed their dislike of a scattered shot landing on an empty Titan location square being considered a miss. An alternate method is for the firing Titan to nominate what location he wishes to hit before rolling the “to hit dice”. If he hits successfully the chosen locale is struck-no scatter! If the shot misses roll for scattered from the chosen point, and the scatter dice come up both blank, the shot is a complete miss and if another result comes up (up, down, left, right or a combination of these) that location is hit instead and resolved normally. A roll of one is always a miss!

# PRAETORIANS

## Special Rules

#### ***Alternate Rule: Praetorian Damage Table for Fast Play***

The following can be used as an alternative to the individual damage tables given for the Praetorians in the previous versions. However, if this rule is implemented:

- ◆ None of the other Praetorian Damage Tables may be used,
- ◆ Only the simplified Super-Heavy Damage Tables (and not the alternate detailed ones) may be used.

#### Simplified Praetorian Damage Table

Die Roll	Damage
1	Vehicle sustains minor damage. Add +1 to next damage roll.
2	Critical systems damaged, movement reduced to 5 cm a turn.
3	More damage, move reduced to 5 cm and CAF reduced to 1/2 of what it was.
4	CAF now halved and must roll a 4+ to move and/or fire each weapon system.
5, 6	Boom! Reactor breached...

# SPACE MARINES

## Artillery and Anti-Aircraft

### *Optional Units: Space Marine (Imperial) Off-Table Barrage Units*

Space Marines, like all Imperial Armies, use the orbital barrage units given below. See the section on Off-Table Artillery above for the details of using these units.

Barrage Unit	Range	Att.D.	ToHit	TSM	Cost
Light Barrage	Special	6BP	-1	1VP	
Heavy Barrage	Special	10BP	-2	2VP	

*Models: Off-table Barrage Units are not represented on the table.*

# IMPERIAL GUARD

## Special Units

### *Optional Unit: Imperial Confessor*

The Imperial Confessor consists of a single infantry stand that may join an infantry detachment of your choice. The Confessor is not a command unit and has the same orders as the infantry detachment that he has joined. As he may not give orders the unit still have to be within 25cm of a command unit to be given orders. However, if the unit is not within 25cm of a command unit it will automatically be given charge orders and will move toward the closest enemy at its maximum movement rate. The Confessor's mad rantings and utter devotion to the Emperor drives all troops close by into an unstoppable frenzy and any detachment that the Confessor is part of will gain +1 bonus to their CAF.

The Imperial Confessor adds +1 to the break point of any unit he joins, if he joins a detachment that is part of a company than he adds +1 to the company's break point and VP's. The Imperial Confessor and any detachment that he joins is completely immune to morale tests and never take one for any reason.

Troop Type	Move	Save	CAF	Weapons	Range	Att. D.	To Hit	TSM	Notes
Confessor	10 cm	None	+4	Laspistols	25 cm	1	5+	0	Special rules

### **Special Card:**

Unit Type	Contents	BP	Morale	VP	Cost
Confessor	1 Confessor stand	+1	-	+1	100

*Models: Use any Imperial Guard models.*

### *Optional Units: Assassins*

Assassins are the special agents of the Imperium. They are trained for covert action behind the enemy lines and disguise is their most potent weapon. They appear within the ranks of the enemy at the least expected moments of a battle, complete their missions, and disappear.

Assassins in NetEpic are purchased as Special Cards but are not fielded as normal units. The cards are used once in a game, perform their function, and get out of action. As the units may not be destroyed in the usual

manner, they award Victory Points to the opponent even if their actions are successful. However, the Imperial player gives up these Victory Points only if he actually plays the card. This does not change the buying procedure; the card is paid for the full price and takes a Special Card slot as normal in the army construction stage. Below are the two kinds of Assassins that can be employed by the Imperial Guard armies.

## Vindicare

Sniper! Play this card at any time during the Movement phase or as a declaration of fire during the Combat phase (in either First Fire or Advance). The Vindicare pops up from cover, strikes a righteous blow with his Exitus rifle then fades into the underbrush once again. Pick any Infantry or Cavalry target (even command stands) within 50cm of appropriate cover (any terrain which gives infantry a cover modifier) and roll an immediate attack against it. The target is hit on a 3+, and may take any save it normally receives.

Troop Type	Move	Save	CAF	Weapons	Range	Att. D.	To Hit	TSM	Notes
Vindicare Assassin	N/A	N/A	N/A	Exitus Rifle	50 cm	1	3+	0	Special rules

### Special Card:

Unit Type	Contents	BP	Morale	VP	Cost
Vindicare Assassin	Single-act card	-	-	1	50

*Models: Not needed.*

## Callidus

The enemy is among us! With a blur of motion, the Callidus reverts to her true form and strikes a telling blow before dodging away amidst the smoke and fury of battle. Play this card at any time during the Combat phase, targeting any one enemy infantry stand. All enemy units within 10cm of the Callidus' target must pass a Morale check or go onto Fall Back orders (if the target is not a Command Unit, it must roll as well). Resolve an immediate close combat between the targeted stand and the Callidus (which has a CAF of +6). The target, being taken by surprise, may not shoot defensively. If the Callidus is played during the Close Combat phase, it may receive bonus dice for previous attackers, or give later attackers a bonus die, as appropriate. Whatever the result of the combat, the Callidus does not linger after the first assault, having no further game effect. Targeting restrictions: Daemons, Tyranids.

Troop Type	Move	Save	CAF	Weapons	Range	Att. D.	To Hit	TSM	Notes
Callidus Assassin	N/A	N/A	+6	Various	-	-	-	-	Special rules

### Special Card:

Unit Type	Contents	BP	Morale	VP	Cost
Callidus Assassin	Single-act card	-	-	1	50

*Models: Not needed.*

# Artillery and Anti-Aircraft

## Imperial Off-Table Barrage Units

These units are used by Space Marine, Imperial Guard, Tech-Guard, Squat, and Chaos Armies. See the section on Off-Table Artillery above for the details of using these units.

Barrage Unit	Range	Att.D.	ToHit	TSM	Cost
Light Barrage	Special	6BP	-1	1VP	
Heavy Barrage	Special	10BP	-2	2VP	

*Models: Off-table Barrage Units are not represented on the table.*

# Super Heavy Tanks

## *Alternate Rule: Detailed Super Heavy Damage Tables*

The *optional* Super-Heavy damage tables, if and when implemented, make the vehicles a lot more formidable than before. This remains true even compared to the simplified tables brought forth by NetEpic version 2.00 (see the **Core Rules** booklet). The values given in the following table are *suggested* prices to be used associated with the detailed tables. Note that these values are still being playtested and are subject to further change. Please also note that when the detailed tables are used for *any* super-heavy, they must be used for *all*, and they may not be used with the simplified Praetorian damage tables.

<b>Super-Heavy</b>	<b>Original Cost</b> (Used with Simplified Damage Tables)	<b>Alternate Cost</b> (to be Used with Detailed Damage Tables)
Baneblade	200	275
Baneblade Company	500	800
Stormhammer	200	275
Stormhammer Company	500	800
Shadowsword	200	275
Shadowsword Company	500	800
Stormblade	250	375
Stormblade Company	650	1000

When a Superheavy fails its save, instead of instant death, roll on the vehicle's damage table. This will indicate a result, anything from instant death to loss of a major weapon. Unless the specific rules for each vehicle state otherwise, place a damage marker by the Superheavy for each time you roll on the damage table. Further rolls are at +2 for each marker already present on the vehicle.

### **Baneblade Damage Table**

<b>D6</b>	<b>Result</b>
<b>1</b>	Armor plates buckle and smoke rises from the engine compartment. The Baneblade's move is reduced to 5cm and its save is now 2+.
<b>2</b>	The heavy pounding destroys the lighter bolters. The Baneblade may no longer use its bolters. Additionally, its CAF is reduced to +4.
<b>3-4</b>	Roll on the <i>Critical Hit</i> table.
<b>5</b>	The shot blasts through the Baneblade's hull, killing most of the crew and wrecking its armaments and engine. The Baneblade is destroyed.
<b>6</b>	Boom! The Baneblade's ammunition goes up in a massive explosion. Center a blast template on the Baneblade's position. Anything at least half under the template must make its basic save or be destroyed.

### **Baneblade Critical Hits**

<b>D6</b>	<b>Result</b>
<b>1-2</b>	Gunfire shreds the Baneblade's mighty treads, leaving it mired in its current position. The Baneblade may no longer move.
<b>3-4</b>	Telling blows disarm the huge tank. The Baneblade loses both its Battlecannon and Lascannon.
<b>5-6</b>	Armor spalls, striking down much of the crew despite their flak vests. From now on, you must roll a die when you try to move the Baneblade or fire with it. On a 4+, you may take the action you wish to take. If this roll is failed, the Baneblade will fail to do anything in that phase.

### Shadowsword Damage Table

D6	Result
1	Explosions blast away vital struts and support beams. The Shadowsword's move is reduced to 5cm and its save is now 2+.
2	Gunfire blasts the Shadowsword's secondary armaments to bits. The Shadowsword may only fire with its Volcano Cannon, and its CAF is reduced to +4.
3-4	Roll on the <i>Critical Hit</i> table.
5	The shot blasts through the Shadowsword's hull, killing most of the crew and wrecking its armaments and engine. The Shadowsword is destroyed.
6	With a mighty cerulean glow, the Volcano Cannon's batteries explode, frying the tank's crew and anyone nearby. Center a blast template on the Shadowsword's position. Anything at least half under the template must make its basic save or be destroyed.

### Shadowsword Critical Hits

D6	Result
1-2	Smoke pours from the engine compartment. The Shadowsword may no longer move.
3-4	The Volcano Cannon's massive barrel is blown clean off, destroying the weapon.
5-6	The shot blasts into the crew compartment, killing many vital Guardsmen. From now on, you must roll a die when you try to move the Shadowsword or fire with it. On a 4+, you may take the action you wish to take. If this roll is failed, the Shadowsword will fail to do anything in that phase.

### Stormblade Damage Table

D6	Result
1	The massive tank shakes violently, but withstands most of the enemy's fire. The Storm Blade's move is reduced to 5cm and its save is now 2+.
2	Gunfire blasts apart the more exposed armaments of the Stormblade. If any of the missiles remain on the Stormblade, place a blast template over it. Anything at least half under the template is hit on a 3+, and must make its basic save or be destroyed. The Stormblade may only fire its Plasma Blastgun and Battlecannon from now on, and its CAF is reduced to +4.
3-4	Roll on the <i>Critical Hit</i> table.
5	Fire engulfs the interior of the Stormblade, killing its valiant Imperial crew. The Stormblade is destroyed.
6	The Stormblade's plasma generators erupt in a miniature white sun. Center a blast template on the Stormblade's position. Anything at least halfway underneath the template must save at -1 or be destroyed.

### Stormblade Critical Hits

D6	Result
1-2	The engine seizes with a massive grinding scream. The Stormblade is immobilized.
3-4	The plasma blastgun is damaged, venting plasma into the battlecannon assembly. Both weapons are destroyed.
5-6	A reactor leak vents pure plasma into the Stormblade's crew compartment. From now on, you must roll a die when you try to move the Stormblade or fire with it. On a 4+, you may take the action you wish to take. If this roll is failed, the Stormblade will fail to do anything in that phase.

### Stormhammer Damage Table

D6	Result
1	Heavy fire damages road wheels and exposed bolters. The Stormhammer's move is reduced to 5cm, and it now only has 6 dice of bolters.
2	The Stormhammer disappears under a flurry of fire, yet emerges blackened but whole. The Stormhammer may no longer use its bolters, and its CAF is reduced to +6.
3-4	Roll on the <i>Critical Hit</i> table.
5	A hole is blasted clean through the massive tank's hull, leaving it silent and motionless. The Stormhammer is destroyed.
6	The shot touches off the Stormhammer's extensive ammunition bins. A ripple of explosions tears the tank apart, sending shrapnel in all directions. Center a blast template on the Stormhammer's location. Anything at least half under the template must make its basic save or be destroyed.

### Stormhammer Critical Hits

D6	Result
1-2	A tread is blown off completely; leaving the Stormhammer stuck where it is.
3-4	The main ammunition feeder is destroyed, leaving the Battlecannon silent. The Stormhammer may no longer use its Battlecannon.
5-6	A few ammunition bins detonate, sending shells careening through the interior of the tank (and not a few crew members as well). From now on, you must roll a die when you try to move the Stormhammer or fire with it. On a 4+, you may take the action you wish to take. If this roll is failed, the Stormhammer will fail to do anything in that phase.

# Praetorians/Flyers

## *Optional Unit: Imperial Dropship*

Imperial Dropships are the huge transporters that Imperial Guard and Tech-Guard employ to bring whole companies or Titans directly from their orbiting mother ships to the battlefield. An Imperial Dropship is as big as a Capital Imperialis, and can carry any (or a mixture) of the following:

- ◆ 2 Whole companies,
- ◆ or 2 Warlord Titans,
- ◆ or 3 Reaver Titans,
- ◆ or 4 Warhound Titans.

An Imperial Dropship is armed with an exclusively air-to-air Battlecannon, barrage weapons to clear the ground before landing, together with a ground-to-ground Lascannon turret and bolters, and has 2 Void Shields powered by its plasma engines for its defense. It moves and lands in the Flyers Phase. Because of its huge size, the Dropship is treated as a flying platform (like a flying building) while on flight, and can not be engaged in close combat by enemy thrusters. However, it is subject to normal anti-aircraft fire from the ground troops, as well as air-to-air fire by the interdicting Flyers. The Dropship may defend itself against Flyers by its ranged air-to-air weapons. That is, enemy thrusters on the air in the same turn may be fired upon by the Dropship. The ship must land in the turn it appeared; nominate the landing point as soon as the ship appears on the table. Use this landing point as the basis for scattered landings mentioned in the damage chart.

When landed, the ship is treated as a Praetorian, shoots and fights by the rules governing those. The Dropship can not move on the ground, nor can it take-off. The transportees could disembark in the turn the ship landed but after everything else have moved, and with Advance Orders. The enemy ground units with First Fire Orders could fire at the ship in the Moving Phase before the troops disembark but with a snap-fire (-1, not -2 of AA) penalty. They could fire normally in the First Fire Segment of the Combat Phase.

### **Special Card:**

<b>Unit Type</b>	<b>Contents</b>	<b>BP</b>	<b>Morale</b>	<b>VP</b>	<b>Cost</b>
Imperial Dropship	1 Dropship model	-	-	4	400

See the data sheet below for the hit templates and damage tables.

*Models: Any suitably large spaceship models that more or less match the hit templates.*

## Imperial Dropship Data Sheet

Move	CAF	Shields	Notes
<b>Special</b>	+8	2	May carry 2 full companies. Special CC rules when flying. Cannot move when landed. Fights as a Praetorian on the ground.

Weapons	Range	Attack Dice	Roll To Hit	TSM	Notes
Battlecannons	50 cm	3	4+	-2	Air-to-air only (limited ammo)
Missiles	50 cm	2	4 BPs	-1	Air-to-ground, single shot, uses standard barrage template
Lascannon	75 cm	2	4+	-2	Ground-to-ground only, turret
Heavy Bolters	15 cm	16	6+	0	Ground-to-ground only, could be fired on FF as soon as landed

## Dropship Hit Location Templates

### FRONT

		LasCan 2+		
Wing 3+	BatCan 3+	Bridge 2+	BatCan 3+	Wing 3+
	Missile 4+		Missile 4+	

### REAR

		BatCan 3+		
Wing 3+	Engine 2+	Engine 2+	Engine 2+	Wing 3+
	Missile 4+		Missile 4+	

### SIDE

	BatCan 3+			LasCan 2+	
Engine 2+	Hull 2+	BatCan 3+	Hull 2+	Hull 2+	Bridge 2+
		Missile 4+			

## Dropship Damage Table

<p><b>Bridge:</b> 1-2 Bridge damaged; ship cannot fire bolters, missile shots scatter 1D6. 3-4 Heavy damage; cannot fire any weapons, erratic landing (see below). 5-6 Bridge destroyed. If flying, apply crash landing (see below). Otherwise abandon ship immediately (VPs are awarded).</p>	<p><b>Engine:</b> 1-3 Engine damaged; erratic landing (see below), add+1 to future damage rolls. 4-5 Major damage; crash-landing (see below), add+1 to future damage rolls. 6 Plasma explosion; ship and transportees destroyed. If on the ground, everything within 2D6cm gets hit on a 4+ with 0 save modifier.</p>
<p><b>Wing (if flying):</b> 1-3 Wing damaged, erratic landing (see below). 4-6 Heavy damage, crash landing (see below).</p>	<p><b>Hull:</b> 1-5 Add +1 to future rolls on hull 6+ Bridge or engine hit; bridge if the front half of the vehicle, engine if the rear. Any points over 6 are bonuses to the engine roll.</p>
<p><b>Battlecannons &amp; Lascannon:</b> 1-2 Weapon damaged (-1 to hit), add +1 to future rolls. 3-5 Weapon destroyed (only that location). If already destroyed, roll for damage on the hull. 6 Weapon destroyed. Also roll for damage on the hull.</p>	<p><b>Missile Launchers:</b> 1-2 Launcher damaged, missile shot from this side scatters 1D6, add +1 to future rolls. 3-4 Missile Launcher destroyed (this side). 5-6 Launcher destroyed. Also roll for damage on the hull.</p>
<p><b>Erratic Landing:</b> ♦ Ship lands on a random spot 2D6 scattered from the original landing point. ♦ Any movable models (except T/P class) under the ship run away before landing on 4+ on a D6 otherwise are destroyed. ♦ If any Titan/Praetorians or buildings are hit, both sides get D6 hits on random locations with -2 save modifier.</p>	<p><b>Crash Landing:</b> Same as Erratic Landing except: ♦ Ship scatters 3D6 on landing. ♦ Roll on every location plus the transportees even if no obstacles are hit; on 4+ on a D6 the location/model gets a hit with 0 save modifier.</p>

# TECH-GUARD

## Imperial Titans

### Imperator Titan

### Imperial Titan Weapons

#### *Optional Unit: Cerberus Anti-Aircraft Gun*

Warlords and Reavers are sometimes fitted with Cerberus class anti-aircraft guns. These have 2 gun barrels as opposed to 4 of the self-propelled Hydra batteries. This weapon, as other Imperial Titan weapons, is allowed for Chaos as well.

Weapon	Range	Attack Dice	To Hit Roll	TSM	Notes
Cerberus AA Gun	100cm	2	5+	-1	AA gun only, can not be used against ground targets other than Titans & tall buildings. Fires always on FF against Flyers.

Class	Use	Description	Cost
Anti-aircraft	RW	Cerberus AA Gun	40

### Imperator Titan Weapons

#### *Alternate Rule: Imperator Titan Air-Defense*

Imperator Titan's Secondary Batteries may be used for an anti-aircraft role. However, if this is implemented the guns may not fire at ground targets. Secondary Batteries as anti-aircraft guns:

- ◆ Always fire on first fire against Flyers
- ◆ May only be fired against Flyers & Titans
- ◆ May not be used to defend other units (to shoot at Flyers attacking other units)

# SQUATS

## Artillery and Anti-Aircraft

### *Optional Units: Squat Off-Table Barrage Units*

These units are used by Space Marine, Imperial Guard, Tech-Guard, Squat, and Chaos Armies. See the section on Off-Table Artillery above for the details of using these units.

Barrage Unit	Range	Att.D.	ToHit	TSM	Cost
Light Barrage	Special	6BP		-1	1VP
Heavy Barrage	Special	10BP		-2	2VP

*Models: Off-table Barrage Units are not represented on the table.*

## Super Heavy Vehicles

### The Land Train

#### *Optional Units: Specialist Land Train Battlecars*

Specialist Battlecars are an addition to the variety of existing ones for the Squat Land Train. These cars can only be bought if a normal Battlecar card has already been purchased. To field more than one Battlecar of each type, the train must already have at least four different types of Battlecars.

- ◆ **Fireshield Battlecar** adds +3 void shields. Downed shields may now be repaired on 4+ instead of 5+.
- ◆ **Skyhammer Battlecar** missiles can snap-fire if train is on first fire or advance. Any misses on first fire may be re-rolled once. Ignore to hit modifiers for fast moving targets.
- ◆ **Iron Eagle Battlecar** carries an Iron Eagle gyrocopter that can spot for the Land Train (see Colossus).

*Models: Use the chasses of metal Battlecar models from the GW range for all. Fit the Fireshield with complicated looking equipment (perhaps a 1/300 scale radar antenna). For the Skyhammer use a Custom Battlewagon Missile Launcher turret, a Hydra Turret from GW metal range, or anything suitable to represent the missile launchers. As for the Iron Eagle, attach a round or square flat platform raised by a piece of plastic or cardboard, and paint a “+” at the center.*

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll To Hit	TSM	Notes
LT Fireshield Battlecar	5 cm	2+ all around	+3	Autocannon Bolters	50 cm 15 cm	2 3	5+ 6+	-1 0	Adds +3 void shields, shields repair on 4+
LT Skyhammer Battlecar	5 cm	2+ all around	+3	Ack-ack Missiles Bolters	75 cm 15 cm	2 3	4+ 6+	0 0	Can snap fire on advance, re-roll misses, ign.modif.for fast mov.
LT Iron Eagle Battlecar	5 cm	2+ all around	+3	Bolters	15 cm	2	6+	0	Carries Iron Eagle Gyrocopter

### Support Card

Name	Contents	Break Point	Morale	Victory Points	Cost
<b>Vehicles</b>					
Specialist Battlecars	3 Specialist Battlecars of each type	-	2	+2	200

# ELDAR

## Special Units

### *Optional Unit: Master Mime*

Master Mimes are the Eldar answer to the Imperial Assassins in the field of covert action. Like those, the Mimes are purchased as Special Cards but are not fielded as normal units. The cards are used once in a game, perform their function, and get out of action. As the units may not be destroyed in the usual manner, they award Victory Points to the opponent even if their actions are successful. However, the Imperial player gives up these Victory Points only if he actually plays the card. This does not change the buying procedure; the card is paid for the full price and takes a Special Card slot as normal in the army construction stage.

Who do you trust? Cloaked in the garb of his enemies, the Master Mime sends confusing signals and false orders, disrupting his hapless foe until they turn their attention to flushing him out. Play this card on a target detachment during the Orders phase. The targeted detachment immediately loses its orders (unless it was on Fall Back), and may receive no orders in later turns unless it finds the Master Mime. Finding the Mime requires an entire turn spent doing nothing else, followed by a Morale check in the End Phase. If the check is successful, the Mime has left and the unit may receive orders again.

Targeting restrictions: Tyranids.

*Example: In the orders phase you play your Master Mime on a detachment of 6 Devastators from a Battle Company. The Devastators, confused by conflicting signals, lose whatever orders they had placed for the turn, and thus may not move, and will fire in the Advance phase. They will stay that way unless they do nothing for the whole turn and straighten things out by passing on a morale roll.*

Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	To Hit Roll	TSM	Notes
Master Mime	N/A	N/A	N/A	ECM Equipment	-	-	-	-	Special rules

#### Special Card:

Name	Contents	Break Point	Morale	Victory Points	Cost
Master Mime	Single-act card	-	-	1	50

## Artillery and Anti-Aircraft

### *Optional Units: Eldar Off-Table Barrage Units*

The long-range barrage weapons that Eldar armies employ are technologically very different from the ones used by the Imperium and its allies. Instead of throwing kinetic projectiles from the orbit, they use laser beams and wire-thread webs.

- ◆ **Pulse Laser Barrages** are similar to the Titan weapon of the same name and do not damage buildings. They score D6 hits against Titans & Praetorians when these are shot at as point-targets only.
- ◆ **Web Bombs** are similar to Doomweaver barrages, but as they are sent within capsules that do not open until the last moment, they are more accurate and effective. They always gain 6 extra templates, which are arranged all around the central template (you do not have to roll for their positions). See the section on Doomweavers in the *Eldar* booklet for more information.

See the section on Off-Table Artillery above for the further details of using these units.

Barrage Unit	Att.D.	ToHit	TSM	Cost	Notes
Pulse Laser Barrage	1/D6	2+	-2	2VP	Does not damage buildings. D6 hits against Titans/Praetorians as point targets only.
Web Bomb	Special Rules			2VP	Similar to Doomweaver. Always gets all of the 6 extra templates.

Models: Off-table Barrage Units are not represented on the table.

## Super Heavy Vehicles

### *Alternate Rule: Detailed Super Heavy Damage Tables*

The *optional* Super-Heavy damage tables, if and when implemented, make the vehicles a lot more formidable than before. This remains true even compared to the simplified tables brought forth by NetEpic version 2.00 (see the *Core Rules* booklet). The values given in the following table are *suggested* prices to be used associated with the detailed tables. Note that these values are still being playtested and are subject to further change.

Please also note that when the detailed tables are used for *any* super-heavy, they must be used for *all*, and they may not be used with the simplified Praetorian damage tables.

Super-Heavy	Original Cost (Used with Simplified Damage Tables)	Alternate Cost (to be Used with Detailed Damage Tables)
Tempest Host	900	1400
Tempest Squadron	500	700
Cobra	250	375
Scorpion	250	375

When a Superheavy fails its save, instead of instant death, roll on the vehicle's damage table. This will indicate a result, anything from instant death to loss of a major weapon. Unless the specific rules for each vehicle state otherwise, place a damage marker by the Superheavy for each time you roll on the damage table. Further rolls are at +2 for each marker already present on the vehicle.

### Tempest Damage Table

D6	Result
1	Armor plating is blasted off, weakening the hull and adding drag. The Tempest's move is reduced to 15cm, and its save changes to 2+.
2	The forward Shuriken batteries are destroyed, and the turreted cannon is blown off. The Tempest may no longer use its Shuriken weapons, and its CAF is reduced to +2.
3-4	Roll on the <i>Critical Hit</i> table.
5	A shot blasts through the turret, killing the crew. The Tempest is destroyed.
6	A hard hit sends the Tempest spinning to the earth. Roll the scatter die and move the Tempest 2d6cm in the direction indicated. Anything it lands on must save at -1 or be destroyed. The Tempest is destroyed.

### Tempest Critical Hits

D6	Result
1-2	The anti-grav systems fail and the Tempest is permanently grounded.
3-4	The graceful lines of the Tempest's main armament are shattered by enemy fire. The Tempest may no longer use its Tempest Laser.
5-6	A shot penetrates the crew compartment, killing vital crew and damaging the spirit link. From now on, you must roll a die when you try to move the Tempest or fire its weapons. On a 4+, you may take the action. If this roll is failed, the Tempest will fail to do anything in that phase.

### Scorpion Damage Table

D6	Result
1	Shots rip through the Scorpion's outer hull, destroying secondary grav drives. The Scorpion's move is reduced to 10cm and it now saves on a 2+.
2	A near miss shatters several close-range targeting arrays, leaving the Scorpion's shuriken weaponry silent. Neither the Shuriken nor the Shuriken Cannon may be used, and the Scorpion's CAF drops to +2.
3-4	Roll on the <i>Critical Hit</i> table.
5	The powerful strike cripples the Scorpion's power generators. The massive tank settles with surprising grace, dead and out of the fight.
6	Pieces of grav drive skitter away across the open sky; some flying for kilometers as the tank they once supported slams into the ground. Roll the scatter die and move the Scorpion 2D6cm in the direction indicated. Anything it lands on must save at -1 or be destroyed. The Scorpion is destroyed.

### Scorpion Critical Hits

D6	Result
1-2	The Scorpion drops meters at a time as its drives short out, finally plowing a furrow into the ground. The Scorpion may no longer move.
3-4	Pieces of Wraithbone scatter amidst the flames of igniting atmosphere as the Scorpion's Tempest laser is shattered beyond recognition.
5-6	The power flickers on an off as a key generator is destroyed. From now on, you must roll a die when you try to move the Scorpion or fire its weapons. On a 4+, you may take the action you wish to take. If this roll fails, the Scorpion does nothing in that phase.

### Cobra Damage Table

D6	Result
1	Fires rage across the tank's hull, fusing relays and melting Wraithbone. Armor plates hang loosely on the Cobra's hull and it handles even worse than it did before. The Cobra's move drops to 10cm, and its save drops to 2+.
2	A potentially dangerous shot ricochets through the shuriken ammo bins, fouling them beyond further use. The Cobra may no longer use its Shuriken weaponry, and its CAF drops to +2.
3-4	Roll on the <i>Critical Hit</i> table.
5	In a flash, the Cobra's crew is incinerated, leaving a few smoldering stones behind to be recovered by their compatriots. The Cobra is out of the battle.
6	The delicate machinery of the Cobra's main weaponry collapses in on itself, creating a temporary warp portal. The Cobra is sucked into the great beyond, dragging nearby units with it. Place a barrage template over where the Cobra was and roll a scatter die for each unit at least half underneath the template. On a scatter, move that unit 1d6 cm in the indicated direction. On a hit, the unit is destroyed.

### Cobra Critical Hits

D6	Result
1-2	The crew manages an artful landing as the Cobra's grav drive fails, settling the heavy craft to rest, immobile, for the remainder of the battle.
3-4	The Cobra shudders and slews about wildly as its D-Cannon is smashed by a crippling shot.
5-6	A breach in the D-Cannon's casing sends eldritch energies writhing through the crew compartment. The Eldar on board cope as best they can while phasing in and out of existence. From now on, you must roll a die when you try to move the Cobra or fire its weapons. On a 4+, you may take the action you wish to take. If this roll fails, the Cobra does nothing in that phase.

# Titans

## Holo-Fields

### *Alternate Rule: New Holo-Fields*

Instead of giving a fixed save based on orders for the turn, holo-fields used to modify the firer's chance to hit the Titan. This modifier varied from turn to turn based on orders, and used the number wheel on the base (Void shield counter for Imperial Titans) to keep track of the current value.

Holo-fields begin the game at level 0, and are modified as follows:

Orders	Mod. Increment	Mod. Maximum
Charge	+2	4
Advance	+1	3
First Fire	-1	2

When a Titan with Holo-fields enters close combat, the modifier immediately drops to **1** for the duration of the close combat.

The modifier never drops below 0. Each turn, after revealing orders, apply the modifier increment and then check the modifier against the maximum, reducing it if needed. The modifier is added to the required number to hit (or, subtracted from the firer's die roll). This can drive the number needed to hit over 6, in which case GW's 'maximum to hit' rules come into play. If you need a 7, 8 or 9 to hit, roll as normal. If you roll a 6, re-roll and consult the following table:

Score needed to hit	Second roll required
7	4+
8	5+
9	6+

Note that, even against weapons with automatic hits, such as Warp Missiles and triple Vibro-cannon shots, these fields work as penalties to hit. Such attacks are considered shots with to-hit values of 1+. Thus, for those weapons, start at 1+ and then apply the appropriate Holo-field modifier.

## Eldar Titan Weapons

### *Optional Unit: Flamewind Anti-Aircraft Gun*

Eldar Titans are sometimes fitted with Flamewind class anti-aircraft guns. These have single guns as opposed to 3 of the Firestorm batteries.

Weapon	Range	Attack Dice	To Hit Roll	TSM	Notes
Flamewind	100	1	4+	-2	AA gun only, can not be used against ground targets other than Titans & tall buildings. Fires always on FF against Flyers.

Class	Use	Description	Cost
Anti-aircraft	RW	Flamewind	45

# Chaos

## General Chaos Minion Units

### Champions of Chaos

#### ***Alternate Rule: Free Chaos Reward Cards for Champions***

As an alternate rule to add more character and flavor to the game for every Chaos Champion in play you may draw a free Chaos Reward Card. These cards have the following restrictions; they can only be used on the Champion himself or the detachment he leads and no other unit may benefit from this (his patron god would be displeased!). Also, these cards may not be surrendered in order to save a Greater Daemon from destruction. All Chaos cards that provide CAF bonuses or require units engaged with it to make morale tests have a permanent effect for the battle. (Chaos cards that are morale related function as making the Champion and unit he leads very fearsome so that units engaging them in close combat must make a morale test!). All other cards are one shot powers that the Champion may use once in a battle and is then discarded.

### Chaos Marines

#### ***Optional Unit: Chaos Recruits***

Chaos recruits are drawn from heretics fleeing to the Eye as well as from the slave warrior legions on the daemon worlds. New Chaos Marines are taken from the warriors living in the Eye and from those marines from the loyal chapters that see the light and join up with the so-called traitors. Broken war-prisoners and convicts are also used in lowly roles in the Chaos ranks.

Some of these newly acquired recruits are used on the front lines by the Chaos as cannon fodder. They are driven to the front before the elite troops, and used to tire the enemy and assess its firepower.

Troop Type	Move	Save	CAF	Weapons	Range	Att. D.	To Hit	TSM	Notes
Chaos Recruit	10 cm	None	+1	Flamer	25 cm	1	4+	0	Infiltrate. Ignore cover modifiers.

#### **Chaos Marine Support Card:**

Unit Type	Contents	BP	Morale	VP	Cost
Chaos Recruit Detachment	5 Chaos Recruit Stands	3	3	1	125

*Models: Any infantry models.*

#### ***Optional Units: Chaos Off-Table Barrage Units***

Chaos armies use the weaponry captured from the Imperial forces for their orbital bombardments. See the section on Off-Table Artillery above for the further details of using these units. These cards are used as General Chaos Minion units.

Barrage Unit	Range	Att.D.	ToHit	TSM	Cost
Light Barrage	Special	6BP	-1	1VP	
Heavy Barrage	Special	10BP	-2	2VP	

*Models: Off-table Barrage Units are not represented on the table.*

# Orks

## Clan Cards

### *Optional Unit: WildBoyz Horde*

Wildboyz are young Orks with no ranged weapons but a lot of will to “bang headz” instead. Being the most backward of the clans, the Snakebites don’t have many bolters to supply their troops with, and they have the largest crowds of Wildmobz. Sometimes they grow so numerous that it becomes too difficult for the commanding Nobz of the Clan to control them. In those cases, some enthusiastic war-loving Nobz assume the command of them and form them into a “Horde” outside of the clan. The Wildboyz Horde then behaves like an independent clan and abides by the rules governing them.

Wildboyz Horde, lacking the “tekno zupport”, is not allowed any Gargants, vehicles or bikes for support, except for Squig Catapults, but they can have Boarboyz and Squiggoths. They can't take extra Boyz cards either, only additional Wildboyz support cards that will be added to the mob. Being an offshoot of the Snakebite Clan, in case of no orders, they will act like Snakebites. That is, they won't shoot (they can't anyway), and will move towards nearest enemy, and enter into close combat if proper.

Clan	Contents	Break Point	Morale	Victory Points	Cost
WildBoyz Horde	15 Wildboyz + 4 Nobz stands	10	4	4	400

## Vehicles

### Battlewagon

#### *Optional Units: Kustom Battlewagons for Nobz*

There are many gamers that possess the old metallic battlewagons that came with different weapon arrays. As an alternate rule the Ork player may substitute the battlewagon that carry Nobz (and only Nobz) for these special battlewagon for free. These battlewagon variants are as follows:

Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll To Hit	TSM	Notes
Battlecannon Battlewagon	25 cm	4+	+1	Battlecannon	75 cm	1	4+	-2	
Double-cannon Battlewagon	25 cm	4+	+1	Twin cannons	50 cm	2	5+	-1	
Missile-launcher Battlewagon	25 cm	4+	+1	Missile Launcher	50 cm	6 Barrage Pts		0	Fires barrage
Squig Catapult Battlewagon	25 cm	4+	+1	Buzz Squig Swarm Tower Guns	50 cm 25 cm	- 2	- 5+	+1 0	See Squig Catapult for special rules. Snakebites only.

## Artillery and Anti-Aircraft

### *Optional Unit: Ork Off-Table Barrage Unit*

Orks love big explosions that wreak havoc of the battlefield, better yet if it happens on top of their enemies. To aid the effect of their great variety of weapons on the ground, they sometimes fire volleys of rockets from their makeshift spaceships in the orbit. As they lack sophisticated targeting equipment and expert observers, these shots go rather erratic and more often than not hit their own troops, which is considered as a great joke by the Mekboyz firing the rounds.

As Ork ground troops do not have any forward observers trained for the job, these barrages are called by Warbosses and Warlords. These calls must abide by the general rules on the artillery barrages (see **Core Rules**) and are subject to the restrictions imposed by the Forward Observer rules given in the Off-Table Barrage rules. However, as the Warbosses and Warlords lack the, the barrages directed by them scatter 3D6 centimetres expertise (“Drop a big’un on yonder humies! ..Koord wot? You wanna keep yourz earz mekboy, stop asking thingz an’ drop it NOW!”),

See the section on Off-Table Artillery above for the further details of using these barrages.

Barrage Unit	Range	Att.D.	ToHit	TSM	Cost	Notes
Rokkit Barrage	Special	6BP		-2	2VP	Use 12cm pulsa template, scatters 3D6cm

*Models: Off-table Barrage Units are not represented on the table.*

## Super-Heavies

### **Alternate Rule: Super-Heavy Detailed Damage Tables & Points Costs**

The *optional* Super-Heavy damage tables, if and when implemented, make the vehicles a lot more formidable than before. This remains true even compared to the simplified tables brought forth by NetEpic version 2.00 (see the **Core Rules** booklet). The values given in the following table are *suggested* prices to be used associated with the detailed tables. Note that these values are still being playtested and are subject to further change. Please also note that when the detailed tables are used for *any* super-heavy, they must be used for *all*, and they may not be used with the simplified Praetorian damage tables.

Super-Heavy	Original Cost (Used with Simplified Damage Tables)	Alternate Cost (to be Used with Detailed Damage Tables)
Gibletgrinda	100	150
Skullhamma	100	150
Stompas	250	400

### Stompa Damage Table

D6	Result
1	The boiler got hit, with damage to a large hull section. The Stompa’s movement rate is halved, and its save value goes up by +1 (i.e. needs to roll 1 higher to save).
2	Bang! The secondary targeting systems are destroyed. The bolters can not fire anymore, and the Stompa’s CAF is halved.
3-4	Roll on the Critical Hit table.
5	The head of the Stompa explodes, sending pieces of machinery and green blood of the pilot high in air. The Stompa is out of action.
6	Kaboom! The ammunition canisters explode, smashing the Stompa into pieces. Anything within 1D6cm must make an unmodified save or be destroyed by the flying debris.

### Stompa Critical Hits

D6	Result
1-2	A foot is blown off; the Stompa cannot move but can turn. If this happens again then the Stompa can not move at all. This allows the Stompa to break formation rules.
3-4	The Stompa’s Battlecannon is destroyed leaving an ugly smoking stump.
5-6	A shot gets in through the hull. The Stompa is heavily damaged. From now on, the player

	must first roll a 4+ on a D6 to move or fire any weapons.
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### Gibletgrinda Damage Table

D6	Result
1	The boiler got hit, with damage to the hull. The Gibletgrinda's movement rate is halved, and its save value goes up by +1 (i.e. needs to roll 1 higher to save).
2	A shot destroys two of the Autocannons. The Gibletgrinda's Attack Dice is reduced by 2, and its CAF is halved.
3-4	Roll on the Critical Hit table.
5	A direct hit destroys the cabin, killing all of the crew, including any troops being transported. The Gibletgrinda is out of action.
6	Kaboom! The ammunition canisters explode one after the other, scattering pieces of the Gibletgrinda all around the tank. Anything within 1D6cm must make an unmodified save or be destroyed along with the tank.

### Gibletgrinda Critical Hits

D6	Result
1-2	The Gibletgrinda receives a direct hit on its track. The tank may no longer move.
3-4	Banngg! The shot uproots one of the turrets, killing most of the gunners. The Gibletgrinda can only fire 1 shot per turn with its Autocannons.
5-6	A shot heavily damages the control panel. From now on, the player must first roll a 4+ on a D6 to move or fire any weapons.

### Skullhamma Damage Table

D6	Result
1	The Skullhamma's boiler got hit, with damage to the hull. The Super-heavy's movement rate is halved, and its save value goes up by +1 (i.e. needs to roll 1 higher to save).
2	A shot destroys one of the Battlecannons. The tank's Attack Dice is reduced by 1, and its CAF is halved.
3-4	Roll on the Critical Hit table.
5	A direct hit destroys the cabin, killing all of the crew and any transportees. The Skullhamma is out of action.
6	Kaboom! The all the remaining ammo of the tank explodes at once, sending scorched pieces of the Skullhamma and green limbs of the crew to every direction. Anything within 1D6cm must make an unmodified save or be destroyed by the flying debris.

### Skullhamma Critical Hits

D6	Result
1-2	The Skullhamma receives a direct hit on the tracks. The tank may no longer move.
3-4	Banngg! The shot destroys the gun-mount, killing the gunners. The Skullhamma may no longer fire its Battlecannons.
5-6	A shot heavily damages the control panel. From now on, the player must first roll a 4+ on a D6 to move or fire any weapons.

## Gargants

### *Optional Units: Gargant Air Defense*

Ork Gargants, to bolster their defense against Flyers, are sometimes fitted with anti-aircraft weapons. The available types are the Magna Kannon and the Flak Kannon. These weapons can be used by Slasha and Great Gargants. On Great Gargants these should be fitted on a turret position (not on a lower arm position).

### Magna Kannon

This is the Gargant version of the Doomdiver AA gun. However, it can not be used against ground targets other than popping-up skimmers. The effect depends on the target:

- ◆ *Skimmer on a pop-up attack* - attack is cancelled, skimmer returns to ground facing in direction chosen by the Ork player
- ◆ *Flyer* – Sends the model crashing to the ground. The model is destroyed.

### Flak Kannon

These guns are similar to the ones fitted on the Flakwagons and may not target ground troops other than Titans/Praetorians and units in tall buildings.

Weapon	Range	Attack Dice	To Hit Roll	TSM	Notes
Magna Kannon	LOS	1	5+	0	AA gun only, can not be used against ground targets other than popping-up skimmers. Fires always on FF against Flyers.
Flak Kannon	50	2	5+	-1	AA gun only, can not be used against ground targets other than Titans & tall buildings. Fires always on FF against Flyers.

Class	Use	Description	Cost
Anti-aircraft	GS	Magna Kannon	50
Anti-aircraft	GS	Flak Kannon	35