

NetEpic

Core Rules

Version 3.00

By the **NetEpic** Discussion Group

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Welcome to NetEpic!

NetEpic is based on Games Workshop's popular 2nd edition Space Marine* game. What is NetEpic? It is a compilation of ideas created by the Internet Community as well as including select concepts and creations by the NetEpic Discussion Group.

Why was NetEpic created? NetEpic was created under the purpose of offering continuing support to the 2nd edition game that has now been discontinued. In addition to this NetEpic attempts to re-structure, re-organize and enhance this fine gaming system to provide a more "tactical" experience. Most importantly, NetEpic was created to address the gaming communities needs.

How is it different from regular "Epic"? It is very different. To a degree it will feel like a new game. Veterans of 2nd edition will easily adapt to the changes and we tried to make it accessible to beginners as well. The changes vary from simple ones like changing the ranges, move and cost of units and detachments to new rules and clarifications. You will see also big changes in the core rules as well as sweeping reforms in some of the armies. Do not fear however. Our working principle was "if it isn't broke don't fix it". What worked will remain the same, what was unclear is now specific and to the point and what did not work has built from scratch and tested so as to fit in as well as possible with the rest of the rules.

Finally, nothing in NetEpic is written in stone. Rules will 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 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 and those are classified as **Alternative Rules** or **Optional Units**. 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. These additional rules can be found in the separate file named **NetEpAlt.doc**.

We would like to thank all our members who unselfishly contributed to this effort, and all those outside of the group who gave us ideas, playtested for us, and let us use material belonging to them, and finally to all of you fellow players of the gaming community who gave us courage and energy by supporting us.

Long Live NetEpic!

References

Some of the work done by people on other Epic sites has been used here. We would like to thank them.

- ◆ Flyer rules - **Allen McCarley**
- ◆ Flamer Marines - **Clark Chang**
- ◆ Scorpion AA-gun - **Sean A. Upchurch**

Our Web Site

For new developments, supplements including new rules and new units, campaign announcements and battle reports, as well as to contact us, try our NetEpic web site at:

<http://www.geocities.com/BourbonStreet/1353/netepic.html>

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THE GAME

NetEpic is a game of futuristic combat between two roughly equivalent forces. Battles are usually fought by two armies each commanded by a single player. The game is flexible enough to allow for multiple players and contains rules for a variety of forces.

Choosing Forces

Armies are selected by purchasing units, represented by the various army cards, up to a point total that has been previously agreed upon by both players (usual game size is between 3000-6000 points).

Army Cards

Army cards are used to represent the forces and organization of an army and come in three types: Company Cards (large size card), Support Cards (small size card) and Special Cards (sized as Company Cards, but with the designation Special Card). Each army card has a wealth of information available at a glance:

1. Name of the Unit
2. Cost - number of points spent to include the unit in your army
3. Model silhouette(s) - Visual representation of the models in the unit. These represent exactly what type of models form the unit. No substitutions are allowed (you may not swap a detachment in a company for another of equal value)
4. Organization - Representation of unit detachment(s)
5. Break Point - Number of models which must be killed in order to consider the unit broken
6. Morale Value - Target on a D6 which must be rolled pass morale checks
7. Victory Points - number of Victory Points awarded to the opposing commander for breaking the unit.
8. Summary of Special Powers and/or Attacks

Using the army cards, you may purchase your army within the following guidelines:

Company Cards

Company Cards represent the core units of an army. You are required to include at least one Company Card in your army and may include more, within the restrictions of the individual army. It is not permitted to include Support or Special Cards in your force without corresponding Company Cards.

Support Cards

Support Cards represent additional core units or powerful special detachments to strengthen your companies. You may include up to 5 Support Cards per Company Card in your army. In general, you are not required to purchase Support Cards. However, some armies (like Chaos) have a required minimum number of support cards that should be fielded per company card; these exceptions are noted in their respective army descriptions.

Special Cards

Special Cards represent rare and powerful individuals or units that can be assigned to your army. You may include 1 Special Card per Company Card in your army. You are not required to purchase Special Cards.

Free Cards

Some races offer various army cards free. See the specific army booklets for the details on these. You can only take one Free Card (Ork Freebooterz, Gretchin, Madboyz, Eldar Avatar and Craft World Cards or any future optional cards) per Clan or Company fielded. Gretchin and Madboyz cards count against the 5 Support Cards limit, and the others are considered as Special Cards.

Points Values in Purchasing Armies

As you will see in to following chapters, when re-evaluating the points values of some of the existing units and assigning values to new ones, we have used increments of 25 points as opposed to 50 point increments of the old Epic systems. Moreover, the titan weapon costs in the Version 1.0 of NetEpic had been given with 5-point increments. These made reaching a rounding figure more difficult when constructing your armies. Therefore there will be no penalties now if one player's army turns out 25 points above the predetermined army points limit.

Special Rule: Purchasing Redundant Units

Some of the units in NetEpic are specific to a certain race, army, clan or chapter. For example there is only one of each clan for Orks, and only one Ravenwing for Space Marine's Dark Angels chapter. Purchasing more than one of such cards are not allowed in normal games. The players, however, are allowed to buy more than one of these cards in large games, subject to the rule that: To purchase a second of a unique card, the player must have already bought at least 3000 points worth of other units belonging to the race, army, clan or chapter under consideration. This rule applies to normal formations represented by company and detachment cards, and not to named special characters or to Greater Daemons.

Set Up

The game is usually played on a 6 ft x 4 ft table but can be played on any suitable flat surface. Terrain is added to represent a more realistic battlefield. Objectives are placed on the battlefield to represent important terrain features. These objectives are what the armies will battle over. Commanders then determine choice of sides and place units.

1. **Place Terrain** - Lay out your battle surface. Identify the borders of the battle zone and place terrain. Players can place terrain in a mutually agreed upon fashion and make use of the random terrain generation tables.
2. **Place Objectives** - Before placing units, up to 8 **Objective Markers** are placed. For smaller battles, 2,000 points or less, it is advisable to place 6 or fewer Objective Markers. The players alternate placing Objective Markers until all have been placed. Objective Markers may not be placed any closer than 25 cm to any other Objective Marker or from the edge of the battlefield.
3. **Determine Sides** - Both players roll a D6. The player rolling the highest has the choice of which side to set up on. Re-roll any ties.
4. **Setup Units** - Armies are placed at least 80 cm away from each other. This will determine how far from your table edge you may place your forces.

Object of The Game

Victory Point Goals

To win NetEpic you should be the first to accrue a pre-determined amount of **Victory Points (VPs)**. The battle ending Victory Point total is dependent on the size of the game being played. The first player to reach the preset Victory Point total is the winner. If both players reach the VP total in the same turn the battle is considered a draw.

Size of Game	Victory Points
1000 Points	30
2000 Points	35
3000 Points	40
4000 Points	45
5000 Points	50
Etc.	Etc.

Victory Points are awarded for capturing objectives and breaking enemy units.

Capturing Objectives

Controlling battlefield objectives earns 5 VP's per objective under your control during the end phase. To claim an objective you need to have a non-fleeing model within 15 cm of the Objective Marker and the model must be closer to the objective than any opposing model. If models from both armies are equally distant from the objective, it is considered 'Contested' and neither player receives Victory Points for the objective. Models engaged in close combat do not count for holding objectives. You are not required to keep a model within 15 cm of an objective in order to hold it from turn to turn, once captured the objective remains under control of the capturing player until an opposing non-fleeing model moves to within 15 cm of the objective.

Breaking Units

Each army card has a **Break Point**, this is the number of models in the unit that need to be destroyed in order to earn Victory Points from your opponent.

***Example:** A Space Marine Terminator Company has a Break Point of ten. This means that when ten models (Terminators plus Land Raiders) are destroyed, your opponent receives the Victory Points (VPs) for the unit, in this case 10 VP's.*

Sequence of Play

War is Chaos. Usually there is no set sequence in which a real battle transpires, but in a game such as this some orderly sequence must be adopted. The game is played in turns and each turn is broken down into a sequence of phases:

- I.** Orders Phase
- II.** Flyers Phase
- III.** Movement Phase
- IV.** Combat Phase
- V.** End Phase

I. Orders Phase

1. **Place Orders** - Both commanders place one order counter face down besides each of their troop detachments, vehicle squadrons, Titans, and flyer detachments. Order counters determine what actions a unit can perform during the turn.
2. **Initiative** - Both commanders roll a D6. Whoever scores highest has won the initiative and the option of moving first or forcing the opponent to move first. In case of a tie, if in the first turn reroll until there is a clear victor, if in any other the one who has lost the initiative roll for the previous turn gains the initiative.

Fog of War

Order counters are not revealed at this time. This produces a *fog of war* effect. Order counters are revealed during the Movement and Combat phases, just before a unit moves or chooses to fire.

II. Flyers Phase

Players that have purchased units classed as thrusters move and carry out any actions for these units during this phase.

III. Movement Phase

Players alternate moving detachments as determined by initiative and orders. A player may elect to move one detachment per move, but which detachment moves must be stated before moving any units and can not be changed afterwards. The opposing player then moves one detachment with movement alternating between opponents until all units have had the opportunity to move. Which models can move and when are dependent upon the orders given.

1. All units with **Fall Back Orders** or other required movement restrictions are moved first
2. All units with **Charge Orders** may be moved
3. All units with **Advance Orders** may be moved
4. **All command units*** and **units with special movement** which have not already moved

*Command units may be moved during segment 2 or 3 at the player's discretion.

IV. Combat Phase

All firing and melee combat is performed in alternating fashion, similar to the movement phase, one unit at a time according to initiative.

1. **First Fire Segment** - Units with **First Fire** orders may fire during this segment
2. **Close Combat Segment** - All troops engaged in close combat resolve one round of fighting
3. **Advanced Fire Segment** - Units with **Advance Orders** and any units with **First Fire** orders, which elected not to fire in the First Fire Segment may fire during this segment

V. End Phase

1. Attempt to repair damaged Titans.
2. Attempt to rally troops on Fall Back Orders.
3. Attempt to regenerate wounds accumulated on regenerating creatures.
4. Victory Points are added up and the game winner determined.

PLAYING THE GAME

Each phase will be discussed in detail in the following sections.

I. The Orders Phase

Orders

To bring some order to the Chaos of battle the game uses counters that indicate the possible actions a unit will be taking for the turn. Commanders place one order counter face down beside each detachment (the term refers to the number of models that compose a fighting group, this number is variable and is outlined on the army card and the unit description) or each individual model in their force.

***Note:** Remember that companies are composed of several detachments and orders must be given to each detachment.*

There are five orders available:

First Fire

Units sacrifice movement to gain advantage by firing first in the combat phase. Units on First Fire orders may not move or even turn in place, but may fire in the First Fire segment of the combat phase. Units on First Fire orders may use 'Snap Fire' during the movement phase. Certain units on First Fire orders may take advantage of the ability to make 'Pop-Up' attacks during the combat phase. (Snap Fire and Pop-Up are explained later in the rules) Units on First Fire orders may not initiate close combat. Units on First Fire have the option of saving their fire for the Advance segment. Just remove the First Fire Order counter and place an Advance Order counter. Units that take this option are restricted to actions that may be performed on Advance Fire orders.

Advance/Strafe

Units move cautiously and fire later in the combat phase. Units on Advance Orders may move up to their normal movement allowance, as indicated in the units description, during the advance movement segment of the movement phase and fire in the Advance Fire segment of the combat phase. Units on Advance Orders may not initiate close combat.

Thrusters: Units classified as thrusters may attempt to attack battlefield models. This is more fully explained in the Flyers section of the rules.

Charge/Dogfight

Units sacrifice firepower for speed and desire to engage the enemy. Units on Charge Orders may move up to double their normal movement allowance in the charge segment of the movement phase and cannot fire.

Units on Charge Orders may initiate close combat with enemy models that they are in base to base contact with during the combat phase.

Thrusters: Units classed as thrusters may engage enemy flyers in close combat and prevent them from strafing the battlefield. This is more fully explained in the Flyers section of the rules.

Fall Back

Units which fail a morale check due to break or other factors are given Fall Back Orders. Units with Fall Back Orders **must** retreat at double normal movement towards their own table edge and away from the enemy. Units on Fall Back Orders may not move closer to objectives unless this represents the only avenue of movement available. Units on Fall Back may not claim possession of objectives or initiate close combat.

Thrusters: Units that are classed as thrusters may not perform any action except to defend from attacks by enemy flyers. This is more fully explained in the Flyers section of the rules.

Dig-in (Fortify)

Troops in war often prepare defensive positions by digging in the ground, deploying in more advantageous locations in the terrain, or reinforcing the building they are deployed in. This makes them better concealed and harder to hit. We shall call this fortified state being **Dug-in**. This notion existed in the previous versions of Epic, and used in siege scenarios. The new rule enables the players to transform their units into this mode using a new order. This new order is called the **Dig-in Order** (DI for short).

Dig-in Orders are given just like the other orders in the Orders Phase. Use a black colored custom made counter. The models in the unit that is given DI orders can not move or shoot in the turn the order is placed. At the start of the next turn they get into the Dug-in mode. The rules for this mode and for giving the order are as follows:

- ◆ The order is restricted to less than super-heavy sized ground models. Super heavies, knights, Greater daemons, titans, praetorians, floaters, flyers, or any future sea or river units may not be given DI orders.
- ◆ Units who are engaged in close combat, or are closer than 15cm to any enemy model can not be given DI orders. Dug-in units that engage in close combat also lose this status automatically.
- ◆ Dug-in units are considered to have received automatic First Fire orders, so there is no need to place orders for them, other than to keep track of firing.
- ◆ If the player wishes, units in DI mode can be given Advance or Charge orders, but then they lose their Dug-in status.
- ◆ Any units shooting at models in Dug-in mode do this with a -1 to hit penalty. This is cumulative with any such penalties imposed by the building, fortification, or terrain feature the model occupies.

Units without Orders

If you forget to place orders for a detachment or model, that detachment or model will be severely limited in the actions that can be performed during a turn. Units without orders cannot move, but are allowed to fire during the Advance Fire segment of the combat phase, unless otherwise indicated in the specific army definitions. A unit without orders may not initiate close combat.

Fog of War

After initiative has been determined orders are not immediately revealed. Orders are only revealed for a unit when that unit attempts to move or fire. This keeps the opponent guessing as to what orders the rest of your forces have and produces a nice fog of war effect.

Command units

Command units represent the leaders of your army and thus have certain abilities beyond regular troops. Command units may move as if they are on Charge Orders and fire in the First Fire segment. No orders need to be placed for command units. Also, command units have the privilege to move in any segment of the movement phase (charge or advance). This represents their superior mobility and discipline. However, command units who have initiated close combat may not shoot at their opponents.

II. The Flyers Phase

The superior maneuverability and speed of flyers is represented by their phase preceding normal movement and combat of ground troops. The flyers phase is separate from the standard unit phase in that all movement and firing of flyers are resolved during this phase. When all Flyer actions have been completed, flyers abandon the tabletop. This represents their brief (but deadly) time over the battlefield.

Classes and Deployment of Flyers

When using these rules, flyers are divided into two classes: Floaters and Thrusters. Models are classified as floaters or thrusters in their unit descriptions.

1. **Floaters** - Units classed as Floaters are placed on the battlefield like other ground troops and receive and follow orders normally. These units are placed along with other troops during the game set-up and initial deployment.
2. **Thrusters** - Units classed as Thrusters are fast moving airships that briefly appear, accomplish their mission, and leave the tabletop. Units classified as Thrusters are kept of board at the beginning of play.

Flyer Orders

1. **Floaters** - Units classed as floaters are given orders like any other unit in NetEpic.
2. **Thrusters** - Units classed as Thrusters have the choice of only two orders: **Dogfight** and **Strafe**.
 - i. **Dogfight** - Thrusters with dogfight orders will engage any enemy flyers in an attempt to cover their brethren or ensure air superiority.
 - ii. **Strafe** - Thrusters with strafe orders will attempt to attack models on the battlefield unless prevented from doing so by enemy flyers with dogfight orders.

Flyer Movement and Combat

During the flyer phase all thrusters resolve their movement and combat in the following order:

- **Dogfight** - Thrusters with dogfight orders engage enemy thrusters and complete a round of close combat
- **Strafe** - Thrusters with strafe orders, which were not engaged by enemy thrusters, on dogfight orders perform battlefield attacks.

Special Rule: Thruster unit coherency

Models of a same detachment need not remain within 6 cm of other thrusters. It is assumed that thruster formations span a large area of the tabletop and therefore coherency need not be represented. Thrusters of a same detachment may fly independently from each other. This rule does not apply to floaters.

Important Note: It is essential to keep track what squadron thrusters belong to for purposes of morale and VP purposes since the lack of unit coherency may keep models of the same unit far apart.

i. Dogfights

The player who won initiative assigns each of his thrusters with dogfight orders an opponent from his enemy's thrusters. The player must choose all of the enemy thruster models with dogfight orders before choosing any with strafe orders. No enemy thruster may be given two opponents until all of the enemy thrusters with dogfight orders have been given at least one opponent, none may be given three so long as one does not yet have two, and so on. The player is never required to assign thrusters with dogfight orders to engage enemy models with strafe orders, nor are enemy thrusters with strafe orders considered when deciding whether an enemy flyer can be "doubled up".

After the above process, if the player who lost initiative has un-engaged thruster models with dogfight orders then these thrusters may be assigned opponents from the enemy's supply of thrusters. The same restrictions outlined above apply in that you are not required to engage enemy models with strafe orders, but may only do so after all enemy models with dogfight orders have at least one opponent.

When both players have assigned their dogfight flyers, close combat is carried out between the flyers in each cluster following the normal rules for close combat. Once this combat has been resolved surviving models will take no further part in the current turn. As flyers cannot be pinned, all models, which end close combat with a tie, are not restricted with regard to next turn's orders.

Dogfights can be played out on the tabletop or on a side. Regardless of where the dogfights takes place they are considered far beyond any AA gun or missile range. Therefore models in dogfights are not subject to any anti-aircraft fire.

ii. Strafing

All thrusters with strafe orders who were not engaged by an enemy thruster with dogfight orders are next placed along each player's respective table edge wherever they may see fit. Formation rules do not apply. (From a thruster's perspective, the table is too small for any point to be considered "out of formation.") The player who lost initiative places the first strafing model. Players then alternate placing strafing models until all strafing models have been placed.

Movement

Each player will pick a point on his opponent's 'half' of the table to represent the end point of the strafing thrusters 'run'. The point is chosen just before the model is moved and may be indicated using a die or other item. The strafing thruster moves directly towards this point and will not turn at any time during its movement. Strafers are considered to be at a level just over any scenery or buildings and thus line of sight is determined from this altitude for eligible targets.

Ground Attack

At any ONE point during its movement a thruster may elect to use the direct fire weapons it has listed on its data sheet. Targeting of thruster direct fire weapons requires Line of Sight as per the normal game rules. When the flyer declares its intention to fire, the enemy is given one last opportunity to snap-fire before dice are rolled for the flyer attack(s). If the flyer is destroyed by this snap-fire then no strafing attacks take place.

Thrusters which have template attacks normally dropped during movement, such as Firelords, may do so at any point in their movement. The enemy is given an opportunity to snap-fire before each template is placed. If the flyer is destroyed by the snap-fire then the new template is not placed. Dropping templates in this manner does not use up the thruster's one opportunity to use standard direct fire weaponry. (Note: Rules may require that the templates touch). Floaters may not be targeted with 'dropped' templates in this manner.

Thrusters with barrage attacks are never required nor allowed to combine their barrage points with other strafing thrusters. All standard barrages are fired independently as each model moves and takes its opportunity to fire. Once a thruster has completed all of its desired firings it then continues to move toward its destination point. Once the model reaches its destination point it is removed from the table.

Anti-Aircraft Fire

- ◆ **Anti-Aircraft Guns (AA)** - At any point during movement AA units on First Fire orders which have not yet fired and have LOS to the strafing model may interrupt the strafing model's movement to Snap Fire at the strafing model. Only units designated as AA guns may use Snap Fire against flyers and these units do not incur the -1 to hit modifier from snap fire. AA Guns may not fire later in the turn if they fire in this manner, but the unit may reserve shots to use against other strafing thrusters.
- ◆ **Floaters** - If a thruster declares a floater (or floaters) the target of a strafing run, the floater is allowed to use all of its attacks with range and LOS as snap-fire attacks against the thruster. Floaters suffer a -1 to hit penalty when they fire in this manner. Floaters may not fire later in the turn if they fire in this manner, but may reserve shots to use against other strafing thrusters.
- ◆ **Infantry Stands** - If the targets of a strafing run are troop stands on First Fire orders, then the troop stand detachment(s) being targeted may Snap Fire, with a -2 penalty to hit, at the flyers attacking them. This is the only way troop stands may fire at flyers. Any troop stand detachments which do not have stands targeted by the strafe attack may not fire at the flyer. Only troop stands have this defensive fire capability. Non-AA vehicles and artillery can not bring weapons to bear due to the steep angle and speed of the strafing attack. Infantry stands may not fire later in the turn if they fire in this manner, but may reserve shots to use against other strafing thrusters.

- ◆ **Psykers** - An exception to the above rules are psykers. Psykers may use their abilities to attack flyers in a manner similar to AA guns. The psyker must be on First Fire orders or be a command unit. The psychic power brought against the strafing flyer must cause damage (in other words potentially destroy it) to be effective since powers that only immobilize or deprive line of sight are not effective against thrusters, since Thrusters move too quickly and are out of the field of effect too fast for these to effect them.

Special Rule: Transports

If a thruster can carry and deploy troops (e.g. Thunderhawk) it must be given strafe orders until any transported troops have been deployed. A transporting model is not required to strafe or deploy troops, but will not initiate a dogfight while transporting troops. To deploy, a transporting thruster must land to disembark troops at the end point of its strafe move (which may be anywhere on the battlefield). The troop carrying thruster must announce its intention to land and grant the enemy a final opportunity for snap-fire before landing. If the troop-carrying thruster is capable of firing, it may do so at any point during its move, before landing. After landing, a troop-carrying thruster will not depart the table and instead will spend the following normal movement and combat phases on the ground (A thruster may not land and take off in the same turn). A landed thruster may take off on any subsequent turn during the flyer phase and follows the rules for flyers as above except that if given Strafe orders its origin point is the landing site. While on the ground, thrusters follow all the standard rules for vehicles except that the landed thruster may not move.

Troops that disembark from a landed thruster, may do so on Advance or Charge Orders, but movement is restricted to 1/4 the normal allowance.

Close Combat with Floaters

Floaters may only initiate close combat with other floaters. Floaters may be engaged in close combat when at low altitude by jump-pack equipped infantry and Skimmers. When they are at high altitude, floaters are immune to close combat, except from other floaters. In other words thrusters only fire at floaters, not engage them in close combat.

Special Rule: Low/High Altitude

Floaters may alter their positions in a vertical fashion to affect their accessibility to ground troops. The options are low or high altitude. Low altitude is the standard and confers no penalty to targeting. Troops with jump packs and skimmers may engage floaters at low altitude. Floaters flying at high altitude are considered to be an extra 25 cm away from firing models; when firing add an extra 25 cm to determine if a floater flying high is within range. The floater may fire normally without any such restriction. The player must announce at the beginning of each turn whether the floater is at high/low altitude and the floater remains at this altitude the entire turn. This rule applies only to floaters with respects to ground units and never applies to thrusters or other floaters. Floaters flying high are considered to be 30 cm above the table for determining line of sight to targets (as well as determining what ground troop can see them). Models within woods always remain hidden regardless of altitude.

Flyers and Morale

- ◆ Floaters - Floaters follow the standard rules for morale.
- ◆ Thrusters - Thrusters who fail a morale roll are given Fall Back Orders. Thrusters on Fall Back Orders may not initiate close combat with enemy thrusters, but may be engaged by enemy thrusters with dogfight orders. When a unit on Fall Back Orders is engaged by enemy thrusters on dogfight orders, the unit on Fall Back Orders must make an immediate morale check. Thrusters on Fall Back who fail this morale check before a dogfight are considered routed and removed from play. Thrusters on Fall Back who make their morale check before a dogfight will fight with a -2 penalty to the close combat roll.

- ◆ Thrusters with Fall Back Orders may attempt to rally during the end phase of each turn, but not during the end phase for the turn on which their morale broke. If the unit rallies then they may be given orders as normal in the following turn.
- ◆ Thrusters which are part of a broken unit must make a morale check during any turn in which they become engaged in a dogfight or are shot at with snap-fire.

Flyers and Objectives

Floater may claim objectives if they are at low altitude and end movement directly above the objective.
Thrusters may never claim objectives.

III. The Movement Phase

Movement Sequence

The winner of initiative chooses to move first or second. The first player then moves one of his units (if any) with a compulsory move. Then the sides alternate moving such units until all have moved. After this, players move their remaining units as follows. Starting as above, the first player moves *any* unit (a detachment or a single stand) of his that either has an Advance or Charge order, or is a Command (HQ) unit, or a unit that can move on FF (like a Praetorian). Then the sides alternate moving until all eligible units and individual models have moved. Players are not allowed to “pass” moving a unit before all of their units are moved. In other words, you can not pass and fail to move any detachments so as to gain advantage over your opponent by moving second.

The sequence of play can be summarized as:

1. Orders
2. Initiative
3. Flyers
4. Movement
 - a) Fallback and other Compulsory Moves - alternating by detachment
 - b) Other Moves - 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

No unit on First Fire, Advance or Charge Orders is ever forced to move unless detailed in the unit’s description. For example, you may have given a detachment Advance Orders but, due to the changing tactical situation, it may be more profitable to stay where you are. Thus giving Charge or Advance Orders does not indicate an obligation to move. However, once a unit has been moved you may not change your mind; commanders do not have the commodity of hindsight in battle!

Note on the Change Brought by Version 3.00:

The generalization of the move sequence by NetEpic Version 3.00 in no way alters the relationship of the combat phase and its order or resolution, nor does it effect the use of snap fire (you can snap fire at *any* moving unit). Note that Praetorians do not lose anything in the exchange, nor do the Command (HQ) units since they could still snap fire or First Fire units that engage them in close combat in the usual manner.

Unit Coherency

A model belonging to a detachment/mob must be within 6cm of at least one other model of the same detachment/mob. The separate detachments that form a company/clan need not be in coherency with each

other. Coherency applies only to the models which form the detachment. Models that find themselves out of coherency due to casualties or movement must regain coherency in the next movement phase. The exception to this rule are units on first fire orders that suffer casualties. These models may remain out of coherency so long as they remain on First Fire orders and do not move. If they are given different orders they **MUST** move in such a way to restore unit coherency distance. Individual models (which form a detachment/clan unto themselves) do not observe unit coherency. Some models/detachments observe special unit coherency, these are described in their appropriate sections.

Terrain

The battlefield presents more challenges than just facing the enemy. Terrain will influence movement since it provides a barrier that may adversely effect a model's ability to move. This is dependent on the model's means of movement since some modes of transport are more efficient in traversing certain terrain than are others. The following table summarizes terrain and its effects on movement Also it is harder to target models when they hide in some terrain types as compared to others, this is reflected by a penalty to hit during firing.

Terrain Chart

Terrain Type	Infantry	Vehicles	Titans/Praetorians	To Hit Modifier
Woods / Forest	Normal	Impassable*	Normal	-1
Craters, rough ground and other difficult terrain	Normal	Impassable*	Normal	-1
Buildings / Trenches	Normal	Impassable	Impassable	-2
Razor wire / Fences	On Advance Orders	On Advance Orders	Normal	0
Minefields	Special**			
Rivers	Impassable	Impassable	Normal	0
Marshes	Impassable	Impassable	Impassable	0

* Bike type models may enter and remain in woods/difficult terrain on Advance Orders at normal rate until the model has moved out of the woods.

* Tracked vehicles may enter woods/difficult terrain on Advance Orders at ½ the normal movement rate, also they may move straight backwards on Advance Orders at ½ the normal movement rate and fire normally.

** Roll a D6 for all units except flyers (but including skimmers & jump pack troops) each time they move in a minefield. The unit gets hit on a 4+ with -2 save modifier. Titans & Praetorians get D6 hits.

Roads

Roads allow a unit to move more quickly across the board. If a model fits completely on the road (including the bases of Titans), for every 5cms moved it is allowed to move an extra 1cm. This movement bonus only applies while on the road and must be taken on the road. A number of unit types are not eligible for this bonus - these include Skimmers, Floaters, Squadrons with Jetpacks and Rocketpacks and all other unit types that travel through the air or under the ground. All members in the squad moving must remain within coherency with other members as usual.

All units taking advantage of the road movement bonus are said to be in "Road Mode" and are more subject to enemy fire. All units directly firing at a model in Road Mode receive a bonus to hit of +1. Template attacks have no bonus whatsoever.

Bridges and Roads may be destroyed in the same way buildings are (see the chapter on Buildings & Fortifications). Both require a save of 6+ on 2d6. Destroyed Bridges are not passable and destroyed roads become rough ground. Roads are destroyed in 5cm increments.

Transport Vehicles

Several models have the capability to transport troops into combat. Units with transport vehicles can combine vehicle and troop movement in order to load or unload infantry. The corresponding movement of troops and transport is a function of the time a transport or a troop stand waits for its counterpart. If a transport carrying troops moves $\frac{1}{2}$ its movement allowance for the turn, troops may disembark and move up to $\frac{1}{2}$ their movement allowance for the turn.

Example: *Two stands of tactical Space Marines begin the turn embarked within a Rhino. The Rhino charges 25 cm (half of its total charge move of 50 cm), this means that the disembarking Marines are allowed to move up to half the movement allowance determined by their orders. If on charge, for example, the Marines could move up to 10 cm, since total allowance for Charge Orders is 20 cm and the Rhino consumed half the move.*

The above example can be inverted: the Rhino waits to pick up the two Space Marine stands, the stands move half their allotted movement per their given orders and embark the Rhino. The Rhino would only be able to move half its allotted movement since the marines consumed half the move initially. This system is to reflect the time lost or consumed by either the transport or cargo. Models may not embark and disembark in the same turn.

Models embarked and the model transporting them may be given *different orders* from each other, even for models that are listed as a single detachment. This means a commander may give Advance Orders to the transport while giving Charge Orders to the troops on board. Even after disembarked, models may still be given separate orders, but models, which are a single detachment, must try to remain in unit coherency distance. Some order combinations, such as giving embarked troops First Fire orders, may preclude disembarking. Under no circumstances may embarked models fire from within transports. In simpler terms, giving embarked troops First Fire orders is useless since they cannot disembark or fire.

Models on board transports that are destroyed are themselves destroyed. Only embarked models that possess fixed saving throws may attempt to make their save to avoid destruction.

Transporting Light Artillery

Light artillery pieces can be towed or carried by vehicles, as well as manhandled by their crews. When moved by the troopers these move at the rate specified by their definitions. When towed by, or transported inside vehicles, they are subject to vehicle rules.

Ork Hop Splats can be towed by Wartracks and War Buggies, and Thudd Guns can be towed by Rhinos and Chimeras. This is done by one vehicle per one artillery piece. Mole Mortar, Rapier, Tarantula, Scorpion AA batteries can be transported by Rhinos, Shokk Attack Guns by Rhinos and Battlewagons, Vibro and Lascannons can be transported by Falcons. These count as infantry stands for the purposes of transportation.

Disembarking from Transport Thrusters

Troops disembarking from transport thrusters (such as a Thunderhawk) do so in the movement phase according to orders. Note that they can disembark *even if the actual transport itself is engaged in close combat*.

Skimmers

Some vehicles use elaborate anti-gravity motors to move at high speeds over terrain. This allows the vehicle to ignore some terrain types; these vehicles are called Skimmers. Skimmers can ignore terrain modifiers for movement as long as they do not end their movement in such terrain. If they decide to enter such terrain restrictions apply in full for the portion of movement spent in the difficult terrain (see terrain chart).

Skimmers can not be pinned by other models that are not skimmers (see the alternate rule in the *Alternate Rules and Optional Units* Booklet under section titled “Skimmers in Close Combat”).

Skimmers are able to make a pop-up attack if they are given First Fire orders. The attack consists of rising above some obstacle that impedes line of fire and thus gaining line of sight and fire. A model making a pop-up attack may trace line of sight from up to 30 cm directly above its current ground position on the table. It may target models normally from this new vantage point, but models still behind cover remain out of sight (pop-up does not give unlimited line of sight, only the ability to use cover to its advantage and a better view point for target acquisition). A unit making a pop-up attack can only be targeted by units on First Fire orders since by the time units on Advance Orders can react the skimmer has descended behind cover and is out of sight. Line of sight does not extend beyond the edge of a wood or similar terrain feature so “popping up” does not grant line of sight into the center of a wooded area. Models that pop-up do not provide line of sight for purposes of indirect barrages unless they do not fire.

Unit Movement and Turning

Models may turn as often as desired during movement. At the end of movement the model must face the direction of travel with only a 45-degree correction available at the end of the move. Titans/ Praetorians are an exception to this rule. Most Titans/ Praetorians can only make one 90 degree turn during movement.

Snap Fire

Snap Fire is a special attack utilized to interdict enemy movement. Since Snap Fire involves tracking moving targets and is less efficient than normal fire.

1. Snap Fire may only be performed by units on **First Fire** orders.
2. Snap Fire may interrupt an opponent’s unit movement at any point during the unit’s movement. Players are not allowed to Snap Fire at stationary targets.
3. Snap Fire imposes a -1 penalty to hit. Units classed as AA do not incur this penalty.
4. You may not interrupt another player’s Snap Fire (since these troops are stationary you can not fire at them in the first place).
5. A unit cannot Snap Fire and make a pop-up attack. The unit must already have LOS in order to make use of Snap Fire.
6. Command units that Snap Fire are not allowed to move during the same turn, nor are Command units allowed to snap fire after they have moved.
7. Artillery units may not Snap Fire. This also extends to Titan/Praetorian weapons that are barrage/artillery weapons (other non-artillery/barrage weapons on a Titan/Praetorian may Snap Fire).

Models off Table

Models that for whatever reason are moved off the table (due to attacks, scatter die rolls from tunnellers and Drop Pods, etc.) are removed from play. These lost models count towards Break Point determination.

IV. The Combat Phase

Segments of the Combat Phase

The combat phase consists of three segments:

1. **First Fire** segment
2. **Close Combat** segment
3. **Advance Fire** segment

Firing

Selecting a Target

Firing takes place with units eligible to shoot in the current segment. In order of initiative, one player will select a detachment (or single model like a Titan), nominates a target model for every attack (you don't have to target a single unit but may spread your fire around) and assigns attack dice, of those available, to each target. (Under this system you may hit one model multiple times and completely miss another.) Units that have multiple shots may split their shots among several targets. Once the detachment has completed firing the opposing player selects a detachment and follows the same procedure. This continues with players alternating firing detachments until all units eligible to fire in the current segment have done so.

A Player may not pre-measure the distance to targets. If your nominated target is out of range of some attacks, those attacks automatically miss and all attack dice are wasted. All measurements are made from the center of the firing model to the center of the target model.

Targets

Except for barrages a model may only fire a target in its Line of Sight (LOS) and in the case of vehicles and Titans may only fire weapons that can be brought to bear on a target model.

Firing Arc

Firing arcs are the areas that can be hit by a model's weapons. Models have the following firing arcs by class:

- ◆ Troop Stands - Troop stands are extremely mobile and as such have 360 degree firing arc.
- ◆ Vehicles/Flyers - All vehicles possess limited mobility and have only 180 degree firing arc to the front half. Exceptions to this are noted in individual model descriptions.
 - ◆ Vehicles armed with bolters are considered to have 360 degree firing arc for these weapons only.
 - ◆ Vehicles that possess turrets have a 360 degree firing arc with respect to the turret-mounted weapons. Units with bolters and turrets will be listed in their corresponding unit description (they will be in the units note section listed as "turret"). Also see the section Vehicles in Close Combat.
- ◆ Titans - All Titans possess limited mobility and have only 180 degree firing and LOS to the front half. Exceptions to this are noted in individual Titan and weapon descriptions.

Vehicles with Bolters

All vehicle bolters have a 360-degree field of fire. Vehicles with bolters may always use them on first fire against infantry charges, even if they are given other orders. A charged vehicle may shoot as many shots as it has bolters. A vehicle with 6 bolters can shoot 6 shots at 1, or 1 each to 6 attackers, or anything in between (as per the general rule) as the player sees fit. Bolters fired in this fashion can not be fired again in that turn.

Line Of Sight

Many terrain features can block line of sight, like buildings and forests. Other models (your own or the enemies) also block line of sight. Essentially, if you can not see more than half of the model you wish to target it is out of line of sight and can not be fired upon. Sometimes it may be better to get a model's eye view to better appreciate line of sight. These are guidelines, so use your judgment (and fairness) to determine LOS for targeting:

1. Line of sight to models in wooded terrain is restricted to models on the woods edge. Models deeper within the woods are considered hidden and can not be targeted.
2. Line of sight to models in buildings is limited to the side of the structure the targeted models are adjacent to.
3. Line of sight of models in buildings is limited to the side of the structure the models are adjacent to.
4. At least half the model must be seen to target it.

Special Rule: Troop Stands

Due to the disproportionate size of infantry stands they do not block line of sight to non-infantry models, they do however block line of sight to other infantry stands.

Special Rule: Titans & Praetorians

Due to their large size, Titans & Praetorians may be targeted even if less than half of the model is visible. If a **Hit Location** is fully visible to the firing model, that location may be targeted (see the sections on Titans and hit location templates).

Targeting a Command (HQ) Unit

Command units can not be targeted unless they are the closest unit of the same class within range. Classes of units are described under pinning rules in the close combat section. An exception to the above rule is command models in buildings. Buildings are obvious targets and may be targeted normally, regardless of the presence of a command model (Hiding command stands in buildings by themselves is an invitation to an attack.). Another exception is a barrage template aimed to a closer “normal” stand but covers a command stand as well.

***Example:** A command infantry stand in a group of other troop stands can not be targeted unless it was the closest within range. A command infantry stand standing among Titans or super heavy vehicles stands out like sore thumb, so it can be targeted.*

Hitting and Saving

Hits

A successful hit is determined on a D6 roll equal or greater to the firing model's **To Hit Roll** (these are found on each unit's profile). A roll of one is always considered a miss regardless of modifiers.

Armor Saves

Once a model is successfully hit it is allowed to make an Armor Save to avoid destruction. An armor save is successful if a d6 roll is equal to or greater than the models Save statistic adjusted for any weapon modifiers. If the armor save is failed the model is destroyed. Models that do not possess an armor save are destroyed when hit.

Special Rule: Side and Rear Shots

Armored vehicles possess their heaviest armor in the front with lighter armor on the sides and rear. An armor save penalty is placed for shots that hit the side and rear armor of a model as follows: -1 for a shot to the side and -2 for a rear shot. Shots to the side or rear are determined using a 90 degree arc from the 'corners' of the model. For shots that can not easily be determined what arc they fall in, a D6 roll should be used to decide.

Thrusters, being subject to fire from all direction, are constructed in a way as to give them equal protection from all angles. Thus thruster armor is considered to be the same all around.

Special Rule: Target to Hit Roll > 6

Targeting models in cover incurs penalties on the to hit roll and sometimes a score of greater than 6 is required to score a hit. It is still possible to hit the target and the following system is used: For every 6 rolled an extra D6 is rolled. A roll of 4 on the extra D6 equals a 7; 5 equals eight and another roll of 6 equals a 9!

Healers

Units like Space Marine Tech-Marines and Medics, or Eldar Bonesingers offer saving throws to destroyed or damaged vehicles or troops belonging to their armies. We call these units **Healers**. For the details on their functions see the corresponding sections pertaining to the relevant armies. The following general rules apply to all Healers:

1. Extra saves given by Healers, being unrelated to the healed unit's save values and being taken after them, are **unmodified**.
Example: A Tech-Marine saves a Land Raider by a 5+ on a D6 either it is destroyed by a bolter (no TSM) or a Volcano Cannon (-4 TSM).
2. All Healers must disembark from their vehicles to be able to render their healing functions.
3. Healers are not gods. They can not save infinite amount of troops or vehicles from death or destruction. To represent this their saves are limited to **5 per turn**. Use a die or counter to keep track, if needed. Their own armor saves (if any) are not affected by this rule.

Healers like Space Marine Medic or Ork Painboy, which serve to **infantry** stands, can heal wounded stands (i.e. revive "killed" stands) even if they have been killed in close combat.

Super Heavy Vehicles

Super Heavy tanks are heavily armored huge machines of destruction that are very difficult to destroy. The following damage table to use with Super Heavies reflects this added resiliency. When a hit on a Super Heavy tank is scored and the save fails, roll a D6:

<u>D6</u>	<u>Effect</u>
1	No effect.
2-3	The tank will now have a -1 to hit penalty when firing its weapons. This damage is cumulative and lasts for the duration of the game, unless repaired.* A second iteration of this damage on an already damaged Super Heavy will destroy the vehicle.
4-6	The Super Heavy is destroyed.

* The damages can be repaired by *healers* of the appropriate type (Tech-Marine, Bonesinger etc). The healer can only repair a single level of damage per turn. A super heavy repaired from destruction (4-6) will always have a -1 to hit penalty (regardless of the situation before destruction), and this has to be repaired separately in the following turns.

Example: A Chaos Titan scores 3 hits on a Stormhammer by a Plasma Cannon, which has a Target's Save Modifier of -4. To save the first hit the player rolls a 5, and saves. For the other two he rolls 2 and 4, thus these are unsaved. Now the opposing player will roll on the damage table. He rolls a 2 and a 3. The first one gives the -1 to-hit penalty to the tank, which means the Stormhammer's cannons will now need 5+ (instead of 4+), and its bolters need 7+(instead of 6+) to hit. The second roll, the tank being already damaged, disables it completely. A nearby Adeptus Mechanicus (see IG new units) attempts to repair the damage and save it from destruction, and with a roll of 6, succeeds. The survived Stormhammer has now -1 to-hit penalty, and can hit on 5+ with its cannons and on +7 with its bolters.

For more enthusiastic players, we also have designed more detailed optional tables for some of the Super Heavy vehicles. These can be found in the appropriate sections in the Army Booklets.

Barrages

Firing with Artillery Units

Artillery is capable of laying devastating area fire. This is represented in the game by the use of the *barrage template*. This is a circular piece of cardboard with a diameter of 6cm. Instead of a To Hit value, artillery possess **Barrage Points**. All fire from models of an artillery detachment is concentrated into one barrage template, unless indicated in the unit's description. The probability to inflict a hit is determined by adding all the barrage points from each firing model in the detachment, according to the following table:

<u>Total Barrage Points</u>	<u>To Hit Roll</u>
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9 or more	2+

Artillery may place a barrage template anywhere within range and line of sight . This is called **direct barrage**. After the barrage template is placed calculate the total barrage points to obtain the to hit roll needed for every model at least partly covered by the barrage template. Use your judgment here; just touching the side or corner of a model is not enough the template must cover at least some of the figures or a large portion of the actual model.

Optionally, artillery may fire at targets they do not directly see. This is called an **indirect barrage**. Two criteria must be met in order to fire indirectly. First the artillery detachment must be on First Fire orders and second some other unit from your army must be able to see the targeted model(s). Indirect barrages are very imprecise and are likely to deviate from the intended target. To represent this, when firing an indirect barrage, roll the scatter die and 2D6. If the scatter die result is an arrow deviate the template in the direction of the arrow a number of cm equal to the 2D6 roll. If the scatter die result is the "Hit", the barrage has landed on target and does not deviate. Artillery units that voluntarily hold fire from First Fire to Advance may not fire indirect barrages.

Note that, when placing a barrage template, the template *need not be centered on a target model*.

Artillery, due to fire arc, may not fire at models engaging them in close combat. If only some models in an artillery detachment are engaged in close combat, those that are unengaged may fire barrages as normal, reducing the total points of the barrage for models which are not firing. Artillery may not Snap Fire either.

Target Spotting for Indirect Artillery Fire

Firing indirect barrages in previous versions of Epic required only that the target be seen by any unit of the shooting side, also targeting could be done from any distance. This was not entirely realistic. Target spotting for artillery is not done casually, it needs exact data. Visibility conditions on a battlefield are far from perfect. So, an observer can not be accurate if he is not close enough to the target. Some units may not even do their normal shooting while directing fire for the batteries. The idea of artillery spotting is to call for support fire for your detachment, not act as a fire-direction center for the whole army. What is worse still, it is highly unlikely that a single detachment could direct fire to several targets at once. The following rules aim to organize the indirect barrages fired by the artillery:

1. Maximum spotting distance is 75cm for all infantry. For the vehicles with superior observation equipment, this range is the greater of 75cm and the range of the spotter's principal weapon.
2. Spotting is limited to one target by one detachment. Although there might be a large number of models in a detachment, not all of them can be dedicated to, knowledgeable enough for, and have the necessary communication equipment to relay the data of, target-spotting.

3. Skimmers can not pop-up, spot and shoot within the same turn. However, the models in the detachment other than the spotter can pop-up and fire as normal, subject to rule 2 above.
4. The firing unit can shoot indirectly as normal. If the spotter seems to be out of the spotting range defined in rule 1 above, the targeted Player can call for a measurement. If the range is less than the targeter's spotting range then the firing continues as normal (still roll for scatter). If it is more, the artillery forfeits its round.

Close Combat

Sometimes subduing your opponent with firepower is not enough and you must come to grips with the enemy in vicious close combat. Close combat not only involves physical combat but also short-ranged fire and the use of grenades.

You may only move models into close combat if they are on Charge Orders. A model must be physically able to enter the terrain or structure where the close combat will take place in order to fight close combat (a vehicle can not close combat a stand that is in a building!).

Pinning

A friendly model may pin an opposing model if the friendly model belongs to the same or larger size class. Pinning is usually used to force a model into close combat. Size classes, in order from largest to smallest are:

1. Titans/Praetorians
2. Super Heavy Vehicles/Knights
3. All other vehicles/Troop Stands
4. Skimmers

Classes distinguish models on their size. Usually a large model will have no trouble bringing a smaller classed model to close combat. A smaller classed model will have trouble bringing a larger classed model to close combat as the larger model can move out of combat if it moves second. Usually the only way for force close combat with larger class models is to engage the larger model after it has completed its move. The concept of **pinning** refers to the ability of a model to physically restrict breaking off combat by another model. In effect, models of larger size categories pin models of smaller size categories.

***Example:** A Titan can pin a Land raider Tank but the tank can not pin the Titan since it belongs to a larger size category.*

***Note:** No friendly model may be closer than 1 cm away from enemy models unless the friendly model is engaged in close combat. This rule avoids unnecessary proximity for firing purposes. In other words if you're closer than 1 cm to an enemy you should be in close combat!*

Skimmers in Close Combat

Due to their means of movement (anti-gravity motors) these models are hard to pin and may only be pinned by another skimmer.

Close Combat Resolution

Close combat is resolved by each player rolling 2 D6 and adding the **close assault factor** of the engaged model to the dice result, these values appear in each unit's description. Once the dice are rolled and the close assault factors (CAF) added the player with the highest total wins. The losing player removes the model. Close combat is extremely deadly, and to reflect this no armor saves (unless otherwise noted) are allowed for models that lose close combat. The loser is automatically removed.

Example: An Eldar guardian troop stand (CAF 0) is engaged with one Space Marine stand (CAF +2). The Eldar player rolls a 9 on 2 D6. The marine player rolls an 8 on 2 D6, but he adds his CAF (+2 in this case) for a total of 10. The Eldar Guardian has a CAF of 0 so his die roll remains at 9. The Eldar stand loses the fight and is removed from play (had it been a Land Raider tank, that has a save of 2+, it would not have matter since losers of close combat do not receive a saving throw!).

Multiple Combats

Frequently large close combats involving many models per side will happen. The simplest way to resolve them is to pair off the opponents and the player with the most models, after all the opponents stands are engaged at least once, can double up on one opponent. Three or more against a single opponent is not allowed until all others have been engaged by at least two. This is to avoid unrealistic singling out a stand.

Once this is done combat is resolved in the following way: Each player rolls two D6 and adds the models **CAF**. For every extra model engaged with the same figure you receive an extra D6. You continue to receive extra dice as long as the enemy model survives.

Example: Three troop stands with a CAF of zero attack a single stand with a CAF of 6. The first stand attacks and rolls a 7 on two D6, since he has no CAF bonus the 7 is not modified. The single enemy stand rolls a 5 on two D6, but it is modified by his CAF to 11. The first attacker is destroyed! Its the second stands turn, since he is an extra attacker he receives an extra D6 to his roll for a total of 3 D6. The second stand rolls 12 on 3 D6. The single enemy stand rolls seven on 2 D6, but with his CAF modifies to 13 and destroys the second stand! The last stand counts as yet another additional attacker and receives an extra D6 over what the previous troop stand received. The last stand rolls 4 D6 and gets 20! The single enemy stand rolls 2 D6 and gets, with his CAF, a combined total of 14, so he is finally destroyed by overwhelming odds!

Firing into Close Combat

Troops with First Fire orders that are pinned by a charging enemy model must fire upon the model(s) that charged them, if they fire at all. Models that are charged by enemy models that can not pin them may fire at any target using the normal targeting rules, as well as the non-pinning model that engaged it. Models not involved in the actual combat may fire into a close combat if the target model is not pinned.

Example 1: A troop stand on First Fire charged by a tank must fire at the tank that charged it.

Example 2: A troop stand charges a super heavy vehicle on First Fire orders, the super heavy vehicle is not pinned by the troop stand and may fire at any target, not limited to the troop stand.

Example 3: A troop stand is charged by a jetbike. A nearby supporting tank may fire at the jet bike since it is not pinned by the troop stand. The troop stand on the other hand is pinned by the jet bike and therefore can not be legally targeted.

Special Rule: Cold Blooded

Orks, Tyranids and Chaos may fire barrages into close combat since they do not mind slaying their own troops.

Vehicles in Close Combat

Most vehicles fight like any other troop stand in combat and their CAF reflects the ability to run over troops and use short ranged fire.

Vehicles with Bolters

Vehicles with bolters may always use them on first fire against infantry charges, even if they are given other orders. A charged vehicle may shoot as many shots as it has bolters. (See the section on Firing above).

Vehicles with Troops

When a vehicle that is transporting troops is charged by the enemy, the transportees can fight in Close Combat providing that:

1. They have Charge orders (this should be explicit; in NetEpic the vehicle and the troops can be given different orders),
2. The vehicle is unmoved (if it has completed its move, there won't be any time for the troops to disembark).

Titans in Close Combat

Titans are very powerful and lesser models have difficulty engaging them in close combat. Special rules for close combat with Titans are found under the sections dealing with Titans.

Psychic Powers & Special Abilities

Certain units display potent attack forms such as psychic powers or other special abilities. When a model can use psychic powers is determined by their given orders and/or the power description. If the psyker is on Advance Orders it may use its power in the Advance Fire segment of the combat phase. Units on Charge Orders may not use psychic powers.

The exceptions to the above rule are Command Units. Command unit psykers may move up to their Charge movement distance and still use psychic powers in the First Fire shooting segment.

No special ability (like the Medic's power) or psychic power may be used from within a transport. Models must disembark to use psychic powers and special abilities.

Psychic powers come in two forms:

1. **Physical** - Physical psychic powers represent tangible force that is created to strike and cause palpable physical damage. These powers function as normal firing weapons and possess to hit values, save modifiers and require line of sight. Physical psychic powers must hit active shields to knock them down as they represent a physical force like normal shots. Psychic saves (explained below) do not protect against this type of psychic power since it is basically physical in nature.
2. **Non-physical** - Non-physical psychic powers are arcane powers that do not create a physical force to deal damage. These powers bypass armor and shields (shields offer no protection against these mystic forces themselves but they do grant a psychic save as long as they are active) and directly attack the model. These powers can only be avoided if the attacked model has a **Psychic save**. Powers will be classified as physical or non-physical in their respective unit descriptions.

Non-Physical Psychic powers and shields

Power and void shields can protect a model from the effects of psychic powers. When non-physical psychic powers are used against a shielded opponent the power will be nullified by a D6 roll of 4+. Once all shields are taken down the psychic save benefit is lost.

Psychic saves

Some units have extraordinary resilience to psychic intrusion due to innate force of will or it possesses something that interferes with psychic attacks. Units that possess such a skill are deemed to have a psychic save. Psychic saves are only useful against non-physical psychic attacks. Units with psychic saves will be noted in their corresponding unit descriptions.

Playing Psychic Cards

Chaos Reward Cards or Tyranid Psychic Barrage cards are played in the same phase that the unit who “casts” the power goes. In case of Tyranid cards it may be done at any point of the combat phase and counts as the player’s action for that activation (just as if a detachment of models is activated).

Morale

Breaking

Troops can only take so much before their discipline breaks and they decide to flee the battlefield. How long a unit will remain to fight is determined by its **Break Point** and **Morale** roll.

Once a company or Support Card reaches its Break Point (the amount of casualties inflicted after which VPs are awarded) it must make a **break test**. A break test consists of a D6 roll that must be equal or greater to the unit’s morale value (printed with the breaking point on the army card).

1. If the roll is successful the unit maintains discipline and can be given orders normally.
2. If the roll is unsuccessful, the unit must Fall Back and the appropriate counter is placed on the unit.

When a Company reaches the Break Point, *each* detachment in the company must make a break test (regardless if that individual detachment is still intact!). In the case of a Support Card, only the detachment it represents need make the break test.

Sometimes morale checks may be required due to special circumstances (being charged by Daemons etc.); these will be listed in the models individual description.

Rally Check

A unit that has failed morale will remain on Fall Back Orders for the remainder of the turn and *all* of the next. In the end phase of the following turn the unit may attempt to **rally**. A morale roll is taken:

1. If successful the unit may be given orders normally in the following turn.
2. If failed the unit remains on Fall Back Orders.

V. The End Phase

Several things are determined in this phase:

- ◆ Procedures like regenerating creatures, Titan repair etc. are done in this phase. Complete descriptions will be in their corresponding descriptions.
- ◆ Units on Fall Back orders may be attempted to be rallied.
- ◆ Objectives are claimed by eligible units within 15 cm of the objective counter and then only the player with the closest one in range can claim it
- ◆ Victory Points are awarded for all army cards that have reached breaking points during the turn.

If any or both players reach the preset VP total the game ends and either a victory or tie is declared.

TITANS

Purchasing Titans

Modular Purchasing

The Titans (or, in the case of Orks, Gargants) are the ultimate machines of war and have fearsome abilities that set it apart from regular units. Unlike other units they have more flexibility and most of them can be fitted with a variety of weapons with different degrees of effectiveness. The ones that have fixed or limited armament are listed in the section titled “Special Titans”, and each are explained within the following chapters pertaining to their armies.

Titans or Gargants that can be purchased in a modular fashion may form part of any army in two ways: They may be purchased individually as Special Cards or as Battle Groups, which are equivalent of Company Cards. Both have the same limitations and restrictions as normal Special Cards and Company Cards.

Titans are purchased according to the following steps:

1. Purchase an empty hull (or “chassis”) from the Titan Chassis Costs list given below. The chassis must be outfitted with weapons in order to be fielded.
2. Purchase the weapons you wish to arm the Titan with from the Titan weapons list belonging to its army.
3. Add the cost of the hull and weapons, then round up to the nearest 25 points.
4. Determine the Victory Point value of the Titan (1 VP per hundred points, round to the nearest hundred).

***Example:** Imperial Warlord Titan armed with Volcano Cannon, Vortex Missile, Gatling Blaster, Chain Fist; 500 (hull) + 100 (Volcano Cannon) + 150 (Vortex Missile) + 60 (Gatling Blaster) + 25 (Chain Fist) = 835 => 850 (rounded to the nearest upper 25 points, this is what you actually pay in points for the Titan). This Warlord costs 850 points to field and is worth 9 VPs (round to nearest hundred) to the enemy if destroyed.*

Titan Battle Groups

Titan Battle Groups are formations consisting of 3 Titans of the same type (see below for Ork exception). When forming a Battle Group one chassis is free, but the cost for all weapons (on all three hulls) is still paid for. Titans of a battle Group must remain in a 25cm unit coherency from at least one other Titan of the group. In this case round up the purchase values for each individual Titan then add those for the total Battle Group cost. Only Warlords, Reavers, Eldar Phantom Titans, Ork Great Gargants and Slasha Gargants may form Battle Groups.

Victory Points

VPs for all Titans in a battle group are based on the value of the Titan regardless of whether or not a chassis was paid for.

***Example:** A Battle Group consisting of three of the above mentioned warlords would cost 1900 points. The first two Titans cost 800 points each, but the third costs 300 since the hull is free (but you still purchase the weapons!).*

VPs are awarded for each destroyed Titan, in the above example 8 VPs for each (even though you paid 300 for the last Titan his VP value is 1VP per hundred points - 8 VPs to the enemy!).

Ork Gargant Big Mobz

Big Mobz are battle groups where you can have both Great Gargants and Slasha Gargants. You get a free chassis for the smallest of the 3. The largest becomes the ***Boss Gargant*** and *automatically receives* a full compliment of power fields (12 in case of the Great Gargant). All Gargants in the Big Mobz must be at most 25cm away from the Boss Gargant to receive orders for the turn. If the Boss Gargant is destroyed another takes it place in the following turn.

Titan Chassis Costs

Army	Code	Titan Chassis Type	Cost
Imperial/Chaos	R	Reaver	300
	D	Warhound	125
	W	Warlord	500
Eldar	P	Phantom	300
	W	Warlock	400
Chaos	C	Lord of Battle	400
	C	Banelord	550
Ork	G	Great Gargant	400
	S	Slasha Gargant	300
Tyranid	HD	Hierodule	350
	HR	Hierophant	475

Special Titan Costs

Army	Name	Cost*
Eldar	Revenant	200
Chaos	Subjugator	225
	Questor	225
Ork	Mekboy Gargant	450

* Including the fixed weapons.

Titan Weapon Costs

Imperial Titan Weapons

Class	Use	Description	Cost
Basic	RDW	Gatling Blaster	60
	RW	Laser Blaster	50
	RW	Melta Cannon	50
	RW	Quake Cannon	85
	RDW	Turbo-Laser Destructor	75
	RDW	Vulcan Mega-Bolter	50
	RW	Volcano Cannon	100
Plasma	RDW	Blastgun	65
	RW	Cannon	100
	W	Destructor	125
Template	RDW	Inferno Gun	50
Barrage	W	Deathstrike Cannon (Head)	75
	RW	Multiple Rocket Launcher	50
One-Shot Missiles	RW	Barrage Missile Launcher	100
	RW	Harpoon Missile	75
	RW	Vortex Missile	150
	RW	Warp Missile	125
Close Combat	RDW	Battle Claw/Power Fist	15
	RDW	Chain Fist/ Power Saw	25
	RW	Laser Burner	10
	RW	Power Ram	25
	RW	Wrecker	25
Anti-aircraft	RW	Cerberus AA Gun (optional)	40
Special	W	Carapace Multi-Lasers	10
	W	Carapace Landing Pad	50
	RW	Close Combat Head	15
	W	Command Head	35
	W	Corvus Assault Head/ Pod	150
	W	Custodian Head	50
	W	Devotional Bell	50
	RW	Fire Control Center	75
	RW	Trident	50
	RW	Weapon Head	25

Eldar Titan Weapons

Class	Use	Description	Cost
Basic	PW	D-Cannon	125
Basic	PW	Heat Lance	50
Basic	PW	Power Fist	50
Basic	PW	Psycannon	75
Basic	PW	Pulsar	150
Basic	PW	Tremor Cannon	85
Wing	PW	Las- Cannon Wing	75
Wing	PW	Missile Launcher Wing	25

Chaos Titan Weapons

Class	Use	Description	Cost
Basic		Deathstorm	85
Basic		Doomburner	75
Basic		Doomfist	50
Basic		Hellstrike Cannon	50
Special		Hellblade	25
Special		Bloodletter/Lord of Battle Head	50
Special		Chaos Energy Whip	25
Special		Chaos Tail	25
Special		Banelord Chaos Tail	50
Special		Havoc Missile Rack	50

* Chaos Titans may also use weapons from the Imperial List (with exception of the Devotional Bell).

Ork Gargant Weapons

Class	Use	Description	Cost
Arm	S	Deth Cannon	85
Arm	G	Gatling Cannon	75
Arm	G	Magnum Mega Cannon	85
Arm	GS	Ripper Fist	65
Arm	S	Slasha Attack Gun	75
Arm	G	Super Lifta Dropper	75
Centerline	S	Cluster Buster	65
Centerline	GS	Gut Buster	100
Centerline	GS	Snapper	25
Head	G	Battle Cannon Head	65
Head	GS	Gork/Mork Head	50
Turret	G	Battle Cannon Turret	50
Turret	G	Observation Turret	50
Turret	G	Scorcher Turret	25

Tyranid Bio-Titan Weapons

Class	Description	Cost
Basic	Cluster Spines	25
Basic	Pyro-Acid Spray	60
Basic	Singer Salvo	25
Basic	Bio-Cannon	75
Basic	Bile Launcher	75
Basic	Spore Pods	25
Close Combat	Razor Claw	50
Close Combat	Ripper Tentacles	50

Titan Special Rules

Orders

Titans use and follow the normal order rules as other ground units, except the Dig-in order.

Movement

Titans are ponderous machines and extremely un-maneuverable. To reflect this, Titans can only turn once up to 90 degrees during their movement. **Exceptions:** *All Eldar Titans and Warhound Scout Titans are very manoeuvrable and may turn as many times as desired.*

Moving Backwards

Titans and Praetorians can back up by half their movement rate. That is, for every centimeter they go backwards they are considered to have moved two centimeters.

Firing Arc

Imperial, Eldar and Chaos Titans possess a 180 degree arc to the front of the model. Ork Gargants possess a 180 degree arc from front to back of the model. This means that Gargants can fire at models behind them, but weapons on the left side of the Titan can not fire at models to its right and vice versa. Some weapons have special fire arcs these will be detailed in their corresponding descriptions.

Firing

Titans fire normally as per their given orders. Their multiple weapons can bring fire upon various targets as line of sight and range permits.

Titan Shields

Titans possess more protection than mere armor. Most are protected by shields. These absorb incoming hits until all are knocked down leaving the Titan vulnerable. The energy required to take down a shield is more than simple infantry weapons can manage. To represent this only weapons with at least a -1 modifier to the armor save are capable of knocking down shields. Lesser weapons don't have the energy to do so. Shields that are knocked down during the turn can be repaired on a roll of 5+ in the end phase. One roll is made for each shield to be repaired.

There are different types of shields depending on what army/race you play. Imperial Titans and their Chaos counterparts (they use the same types of Titans) use Void Shields and follow the rules explained in the previous paragraph. Ork Gargants use Power Fields that are less unreliable compared to the Titan Void Shields. The workings of these are explained in the Gargants section of the Ork Chapter.

The number of void shields or power fields a Titan has depends on the type of Titan. These numbers are shown in the following table.

<u>Titan Type</u>	<u>Number Of Void / Power Shields</u>
Warlord	6
Reaver	4
Warhound	2
Banelord	6
Lord of Battle	-
Great Gargant	D6+6
Slasha Gargant	D3+3

Eldar Titans use a different protective system known as **Holo-fields**. This device reeks havoc on targeting systems making them difficult to hit. Also the dispersion of the field and the distortion it produces is dependent on the speed the Eldar Titan is moving. To represent this Eldar Titans receive an un-modifiable save against incoming shots according to the orders issued. This is shown in the following table.

<u>Titan Is On :</u>	<u>Save</u>
First Fire Orders	4+ Fixed
Advance Orders	3+ Fixed
Charge Orders	2+ Fixed

Holo-fields are ineffectual against weapons that use any kind of template. This is due to that these attacks do not rely on pinpoint accuracy to deal out damage. Therefore Eldar Titans do not receive a Holo-field save against attacks that use a template.

Damage

Titans can withstand more damage than lowly troops and vehicles. To represent this they all possess location templates; also these locations and their save vary according if the shot hits the front, sides or back. When an unshielded Titan is successfully hit special scatter dice are used. These are both rolled once to determine where the shot lands (if it lands in a vacant square the shot misses!). Once determined that location must save (according to what save value it has), subtracting any save modifiers for armor, if the save fails it is considered to have penetrated the Titan's armor. For each failed save you roll once on the damage table and apply the damage stated on the damage table.

Locations that are hit by multiple penetrating hits (failed saves) roll for damage normally, but the second and following penetrating hits add the damage rolled to the first damage roll, the total represents the new level of damage.

Example: A Warlord Titan receives a penetrating hit to the reactor, the first roll for damage is a two, meaning the reactor is off line. A second penetrating hit again hits the reactor; the second roll is a 3. This second roll is added to the first $2 + 3 = 5$, the total is the new damage level. This means that the reactor explodes destroying the Titan (the effect stated for a damage roll of 5).

Whenever the damaged location is the reactor, it means the Titan is helpless and can not repair damaged weapons and locations or recuperate shields until the reactor is repaired. This means that if by some circumstance the reactor is damaged and the Titan still has shields, the shields are non-functional until the reactor is again online. Damaged location can be repaired in the End Phase on a roll of 5+. Locations that the damage table states as destroyed can not be repaired.

Due to their size they may be targeted, regardless if the whole model can be seen. A shot that deviates to a location that is covered by an obstacle is considered a miss.

Titans and Close Combat

Titans are fearsome opponents in close combat. To represent this Titans possess several special rules regarding close combat. Titans engaged by other Titans, Praetorians, Super Heavy vehicles and Knights resolve close combat as per the standard rules described under close combat rules.

Close combat is resolved by each player rolling 2D6 and adding the close assault factor of the engaged model to the dice result, these values appear in each unit's description. Once the dice are rolled and the close assault factors (CAF) added the player with the highest total wins. If the loser is a Titan or Praetorian, the winner then chooses a location on the opponent and rolls for damage (see the section on Damage above). There will not be any location scatter and saving rolls. Super-Heavies and Knights that lose a round of close

combat are destroyed without any rolls on their damage tables (if any). See the related sections in the Tech-Guard and Ork chapters for the special rules about Imperator Titans and Mega Gargants.

Models that do not belong to the above groups follow these special rules:

1. **Vehicles** - on Charge Orders may elect to ram the Titan, regardless of outcome the vehicle is destroyed. For each vehicle that rams a Titan roll a single D6. On a roll of 6 the Titan must roll a save versus armor corresponding to the armor save value on the Titans lowest leg (or equivalent on the model) location (as seen on template). The save modifier will be equal to the ramming vehicle's CAF value, but never greater than -3 (the CAF value is expressed as a negative save value). Roll for penetrating damage as normal.
2. **Regular Troop stands** - on Charge Orders they may elect to engage in base to base contact with the Titan. For each troop stand in base to base contact with the Titan at the beginning of the close combat segment roll a D6. For each 6 rolled one troop stand has survived the Titans anti-personal weapons (sometimes rolling them separately for each troop stand involved may be necessary since not all troops engaging might have the same stats, the order in which the save rolls are done is determined by the owner of the engaging troop stands). For each surviving troop stand the Titan must make an armor save for any leg location selected by the opponent at a modifier equal to the CAF value of the attacker (but, never exceeding -3 in any event). Roll for penetrating damage as normal.
3. **Skimmers and Jump Pack Equipped Models** - These models follow the same procedure as for Vehicles or Regular Troop stands, with the added capability of selecting locations above the legs as targets for the attack.
4. **Elite Troop Units** - Some troops are well disciplined and can attack Titans with greater success, these troops are designated as **Elite** troops. Troops designated as elite will survive to attack a Titan location on a D6 roll of 5+. Units are designated as elite in their corresponding unit description.

Special Titan Types

Not all the Titans available in the game follow the standard Titan price rules. This is because some Titans feature special weapons or represent a unique configurations. These are purchased with their weapons fitted, and can not benefit from the Titan weapons list belonging to their armies. These Titans and Gargants are explained under the armies they belong to. Titans that belong to this class are listed below:

- ◆ Imperial Imperator Titan
- ◆ Eldar Revenant Scout Titan
- ◆ Chaos Slaanesh Scout Titans
- ◆ Ork Mega-Gargant
- ◆ Ork Mekboy Gargant

Additional to the above, Tyranid Bio-Titans, although purchased by the modular method, have different rules regarding to damage and repair. See the Tyranid Booklet for more information.

Titan weapon descriptions, together with their Hit Templates and Damage Tables, can be found in their Army Booklets.

PRAETORIANS

Praetorians are gigantic armored vehicles of death and destruction. Although ponderously slow their long ranged weapons make sure their wrath is vented on the enemy.

Special Rules

Orders

Praetorians usually carry a large compliment of recon and intelligence apparatus which make them able to react promptly to battlefield conditions. To reflect this all Praetorian vehicles are considered command (HQ) vehicles for purposes of movement and firing (they move at Charge rate and fire in the First Fire segment). Due to their vast size the normal rule of not being able to target them unless they are the closest model of that class in range do not apply to these gigantic vehicles.

Movement

Praetorians are slow and may only move a maximum of 10cm per turn (it is not doubled for charge). Also they are restricted to a single 90-degree turn at any point of their movement.

Moving Backwards

Praetorians can back up by half their movement rate. That is, for every centimeter they go backwards they are considered to have moved two centimeters.

Firing

Praetorians superior fire control systems permit them to always fire in the First Fire segment. The firing arcs of the models' weapons are detailed in the units' descriptions.

Many Praetorians possess some type of shield. Individual unit descriptions will specify the number and type of shields. To represent their resilience Praetorians also have hit location templates. The hit resolution procedure is the same as for the hit location templates for Titans. Templates for Praetorians may be found in the relevant Army Booklets.

Close Combat

Due to their size and slow speed they are vulnerable to close combat by lesser units. Close combat with Praetorians is resolved in the normal fashion as described under the close combat rules section. The special close combat rules for Titans do not apply to Praetorians.

Due to their size only Titans or other Praetorians can pin a Praetorian, lesser models can not pin them.

Praetorian Costs

This table lists all the available Praetorians, along with the army they belong to, and their cost.

Army	Name	Cost
Imperial, Squat	Hellbore	400
Imperial, Squat	Leviathan	350
Imperial	Capitol Imperialis	600
Imperial	Ordinatus Golgotha	350
Imperial	Ordinatus Mars	350
Imperial	Ordinatus Armageddon	350
Squat	Colossus	500
Squat	Cyclops	450
Chaos	Plague Tower	400

Praetorian hit templates and damage tables can be found in their Army Booklets.

BUILDINGS & FORTIFICATIONS

Buildings

Buildings are structurally very tough in the 40th millenia and this is represented by the following rules:

1. Only weapons that possess a barrage template or as specifically noted in the weapon description can affect buildings.
2. Buildings roll 2D6, instead of 1D6, for armor saves to reflect greater resilience.
3. Buildings that are destroyed are replaced by rubble counters.

Not all buildings are equally resilient. To reflect this Ork type buildings (or other buildings that are not made of concrete) are destroyed if they fail a single saving throw. Imperial buildings and fortresses of any type (or any building considered to be as strong) are destroyed only after **two saving throws are failed**. Some weapons (like the Bombard) are designed to demolish buildings and thus a failed save from such a weapon indicates destruction, not just a damaged building. Weapons that destroy, not just damage will be specifically stated as such, all other weapons that affect buildings cause damage. Models in damaged buildings are hit by debris on a roll of 4+ on a D6 and must make an unmodified save to avoid destruction (models without saves will be destroyed). Models inside a building that is destroyed are eliminated without saves. The only exceptions to this rule are models with fixed saving throws, which may make their saves to avoid destruction.

Building Saving Throws:

Non-Concrete Structures (Ork buildings):	6+ (one failed save destroys)
Standard Concrete Structures (regular Imperial buildings):	4+ (two failed saves to collapse)
Reinforced Concrete Structures (Fortresses):	2+ (two failed saves to collapse)

See the Fortifications section below for more details on specific kinds of structures.

When a building or fortification that contains models is fired by a barrage weapon, *both the structure and the models inside* are targeted. Start with hitting the building or fortification:

- ♦ If the hit is successful and the structure fails its saving throw the result depends on the firing weapon and the condition of the building. If the weapon is classed as a “weapon that destroys buildings” then the target structure is destroyed immediately; otherwise it gets “damaged”. A damaged building that gets a hit and fails a saving throw is destroyed. All units inside a destroyed building are also considered destroyed.
- ♦ If the hit to the building or fortification is unsuccessful or the structure wins the saving throw then proceed to resolve the hits with the models that fall under the barrage template, taking into account all appropriate to-hit and save modifiers associated with the structure.

Roads & Bridges

Bridges and Roads can be destroyed in the same way normal buildings are. Both require a save of 6+ on 2d6. Destroyed Bridges are not passable and destroyed roads become rough ground. Roads are destroyed in 5cm increments (for more detail on roads, see the related section under the Movement Phase in the Playing the Game chapter).

Fortifications

Armies sometimes construct extra structures to aid the defense of their troops and to impede movement of the enemy. Some of these were defined in the earlier versions of the game but were not widely known. Those features - designed mostly to be used in siege scenarios - are expanded with additional rules and assigned victory points in NetEpic. Fortifications may be purchased from the below list and placed at the player's own side of the table.

Stronghold

Strongholds are heavily fortified building complexes that provide protection to the defending army and may add to the firepower. A Stronghold can be represented by a model that fits in a 10x10cm square base and is constructed to hold 5 to 8 infantry stands. It may be fitted with a turret housing a titan weapon. This weapon can not be a plasma gun since those require special reactors which small buildings lack. To reflect its sturdy architecture, the complex has a saving throw of 2+ on 2D6 as opposed to 4+ of normal buildings. All stands that are deployed in a Stronghold, additional to the -2 to hit modifier they have in normal buildings, get a save of 4+. This save is not cumulative, but if the stand has a better save value it may be used instead. The turret has a saving throw of 1+ and since it is considered to be outside of the Stronghold it can not benefit from its added protection.

The Stronghold costs **100** points. The weapon must be purchased separately from the relevant army's titan weapons list. A Stronghold has **1** Victory Point, and the turret adds **+1** Victory Point if it is fitted. These points are awarded to the opponent when the Stronghold itself, not the weapon, is destroyed or wholly occupied by the opponent's troops.

Infantry Bunkers

These fortifications are designed to protect infantry and light batteries or vehicles from enemy fire (see the section on light artillery). Each bunker is big enough to house 2 stands or two small vehicle models. The roofed construction is closed on three sides, and has slits on the front side. Internal dimensions are approximately 2.5x5cm. The height may differ according to use, but shouldn't exceed 2.5cm. Bunkers save on 3+ on 2D6. As in Strongholds, the stands in the bunker, additional to the -2 to hit modifier they have in normal buildings, get a save of 4+, which is optional but not cumulative. Bunkers may not be placed adjacent to each other. There must be at least 5cm between any two bunkers placed on the table.

Infantry bunkers cost **150** points for **5** models, and 2 Victory Points are awarded to the opposing player when **3** of these are destroyed or wholly occupied by the opponent's troops.

Heavy Artillery or Vehicle Emplacements

These are special fortifications designed to house one specific large vehicle or heavy artillery piece (see the section on these). Like the Infantry Bunkers, these have a saving throw of 3+ on 2D6, and give a to-hit modifier of -2 with a save of 4+ to the models deployed inside. The save value is not cumulative with that of the model's, but if the model has a better save, that value may be used instead. Dimensions of these fortifications are 5x5cm or smaller. These emplacements may not be placed adjacent to each other; there must be at least 5cm between any two.

Heavy Emplacements cost **150** points for **5** models, and 2 Victory Points are awarded to the opposing player when **3** of these are destroyed or wholly occupied by the opponent's troops.

Composite Bunkers

A Composite Bunker is an enclosed fortification big enough to house a heavy artillery piece or vehicle, with a smaller pillbox large enough to hold an infantry stand on the top. The bunker, like other similar

fortifications, has a saving throw of 3+ on 2D6, and gives a to-hit modifier of -2 with a save of 4+ to the models deployed inside. The save value is not cumulative with that of the model's, but if the model has a better save, that value may be used instead. Dimensions of these fortifications are 5x5cm or smaller. Composite bunkers may not be placed adjacent to each other. There must be at least 5cm between any two bunkers placed on the table.

Composite Bunkers cost **225** points for **5** models, and **3** Victory Points are awarded to the opposing player when **3** of these are destroyed or wholly occupied by the opponent's troops.

Trenches

Trenches in NetEpic encompass the whole class of non-enclosed fortifications that offer protection to infantry. These are represented by roughly 3x10cm open topped pieces with barricading features like concrete or sandbags on the front. Each one can house 3-5 stands but can have shooting gaps (or slots) for at most 3 stands. These, like buildings, give -2 to-hit modifier but provide no save. Trenches are considered low, and do not block line of sight. Non-infantry models can not pass trenches. Exceptions to this are:

- ◆ Cavalry, who can jump over,
- ◆ Titans and knights, who can step over,
- ◆ Skimmers, and
- ◆ Flyers.

Trenches can not be destroyed by weapon fire, but can be "removed" by Gorgons and Ork Deathrollers.

Trenches cost **150** points for **5** pieces, and **2** Victory Points are awarded to the opposing player when **3** of these are destroyed or wholly occupied by the opponent's troops.

Razor Wires/Fences

These are represented by narrow strips (about 2x10cm) of terrain pieces with razor wire or fence on them. Normal stands and vehicles must be on **Advance Orders** to go through them. Exceptions are:

- ◆ Titans and Knights who can step over,
- ◆ Gorgons & Deathrollers that remove them as they pass even with charge orders (it could be helpful to have custom-made counters as wide as the vehicle to represent the cleared area),
- ◆ Troops with jump-packs and rocket-packs,
- ◆ Skimmers, and
- ◆ Flyers.

It is always a good idea to put them right in front of trenches and bunkers so that the stands will not be able to charge over them; they have to spend 1 turn on **Advance Orders** on top of the strip.

Razor wire/fences cost **150** points for **100**cms, and **2** Victory Points are awarded to the opposing player when **50**cm of these are removed.

Minefields

In NetEpic, minefields are represented by 5x10cm terrain pieces. These fields include buried semi-intelligent jumping mines that attack models trying to pass them. Any model including the skimmers, but excluding floaters & thrusters that enter or move in a minefield suffer a hit on a 4+ on D6 with a target's save modifier of -2. Titans & Praetorians suffer D6 hits. A model does not get any more hits for staying in the field, but a new die is rolled every time it moves. Special engineer troops can lay and clear mines (see the sections on new units). Minefields can not be totally removed by Gorgons or Deathrollers, but these can clear a 2cm wide path on the field, providing that they survive the pass.

Minefields cost **150** points for **5** of the 5x10 pieces, and **2** Victory Points are awarded to the opposing player when **3** of these are removed.

Vehicles with Dozer Blades & Deathrollers

Vehicles with dozer blades (like Imperial Guard Gorgons) and deathrollers (like Ork Gibletrindas) can clear a path through minefields, considering that they survive the pass, just like they do with other terrain features and razor wire. Other specifications of these vehicles remain valid as given in their respective definitions

Summary

Type	Contents	Break Point	Victory Points	Cost
Stronghold	1 10x10 building complex + 1 non-plasma titan weapon	Building	1 + 1	100 + wpn. cost
Infantry Bunkers	5 2-stand bunkers	3	2	150
Heavy Weapon Emplacements	5 1-model emplacements	3	2	150
Composite Bunkers	5 1-model, 1-stand bunkers	3	3	225
Trenches	5 10cm trench sections	3	2	150
Razor Wires/Fences	100cms of razor wire / fence	50	2	150
Minefields	5 5x10 minefields	3	2	150

Artillery in Fortifications

Light Artillery in Buildings & Fortifications

Some light pieces of artillery are small and versatile enough to be placed in buildings and fortifications and to be able to fire from these locations. In NetEpic, several light batteries are allowed to do so. However, such batteries are not allowed to move once deployed in buildings.

Mole Mortars, Lascannons, Rapiers, Tarantulas, SM Scorpion AA guns and Shokk Attack Gunz fit into this category. Of these, Mole Mortars are considered to be placed in the basement, and Scorpion AA guns on the roof, and firing from these locations.

Thudd Guns and Hop Splat Guns, although light artillery pieces, can not enter into or fire from buildings. On the other hand, they can be placed in **bunkers**. Other light batteries named above are also allowed to be deployed in bunkers. As will be explained, such fortifications are not free and have their own Victory Points.

Batteries That May Be Deployed In Buildings

Type	Allowed in Buildings	Allowed in Bunkers
Rapier	Yes	Yes
Scorpion AA Battery	Yes (roof)	Yes
Tarantula	Yes	Yes
Lascannon	Yes	Yes
Mole Mortar	Yes (basement)	Yes
Thudd Gun	No	Yes
Shokk Attack Gun	Yes	Yes
Hop Splat	No	Yes

- ◆ In addition to the above, all stands that are classed as infantry are allowed in buildings.

Heavy Artillery in Fortifications

Artillery is often deployed in its own fortifications like underground concrete emplacements. Pieces of heavy artillery in NetEpic are also allowed to be positioned in such fortifications that improve their defenses.

These are the *Heavy Artillery Emplacements* and the *Composite Bunkers*. These constructions can never be obtained free and should be bought according to the rules given in the section on Fortifications above. Their given Victory Points add to the Victory Points of the battery they are housing. Heavy artillery can only be placed in Fortifications at the beginning of the game and may not be moved out afterwards.

SUPPLEMENTARY TABLES

Gaming Equipment

Dice

Name	Description
D6	Standard six-sided die with numbers 1 to 6.
D3	Roll a D6, divide the number by 2, use the nearest integer ($1/2=1$, $3/4=2$, $5/6=3$).
Scatter	6-sided die with "Hit" on two opposing faces, and diagonal arrows on others.
Artillery	6-sided die with numbers 2, 4, 6, 8, 10, and "Misfire".
Hit Location Up/Down	6-sided die with 2 opposing "Up"s, 2 opposing "Down"s and 2 blanks.
Hit Location Left/Right	6-sided die with 2 opposing "Left"s, 2 opposing "Right"s and 2 blanks.

Weapon Templates

Name	Description
Standard Barrage, Vortex, Tzeentch Bolt of Change, Aura of Slaanesh, Firelord Bomb	6cm-Diameter circular template
Pulsa Rokkit Small	4cm-Diameter circular template
Gutbuster Explosive, Pulsa Rokkit Large, Land Train Bomb, Large Airburst	12cm-Diameter circular template
Gutbuster Ball, Squig Catapult	3cm-Diameter circular template
Rolling Gutbuster Ball	3cm-wide, 24cm-long strip with concave and convex semicircular depressions on each end for the ball
Chaos Spawn	8cm-Diameter circular template
Flamer, Firethrower, Hellhound, Scorcher, Bowelburna	25cm-long teardrop shaped template, 6cm at its widest point
Nurgle Vomit, Stream of Corruption, Warp Spider Death-spinner	10cm-long teardrop shaped template, 5cm at its widest point
Silver Tower	10cm x 4cm rectangle
Wave Serpent	10cm wide sloping strip; 4cm high at the central apex, 1.5cm high at the edges
Snapper	Equilateral triangle with 10cm sides
Doomweaver (Wire-thread)	4cm-wide hexagonal template with numbers 1 to 6 for each side on one face
Pyro-acid Spray	Ice-cream cone shaped template. The cone part is 15cm long and 3cm at its widest. The head part is three 5cm-diameter intersecting circles whose centers are placed at corners of an equilateral triangle of 4cm to a side.

Terrain Table

Terrain Type	Infantry	Vehicles	Titans/ Praetorians	To Hit Modifier
Woods / Forest	Normal	Impassable*	Normal	-1
Craters, rough ground and other difficult terrain	Normal	Impassable*	Normal	-1
Buildings / Trenches	Normal	Impassable	Impassable	-2
Razor wire / Fences	On Advance Orders	On Advance Orders	Normal	0
Minefields	Special**			
Rivers	Impassable	Impassable	Normal	0
Marshes	Impassable	Impassable	Impassable	0

* Bike type units may enter woods/difficult terrain on Advance Orders at normal rate until the model has moved out of the woods.

* Tracked vehicles may enter woods/difficult terrain on Advance Orders at ½ the advance movement rate, also they may move straight backwards on advance at ½ the advance movement rate and fire normally.

** Roll a D6 for all units except flyers (but including skimmers & jump pack troops) each time they move in a minefield. The unit gets hit on a 4+ with -2 save modifier. Titans & Praetorians get D6 hits.

Elite Units

The following is a comprehensive list of all units considered Elite.

Space Marine	HQ Units, Space Marine Commander, Librarian, Chaplain, Medic, Tech Marine, Terminators, Veteran Space Marines, Grey Knights, Inquisitor.
Imperial Guard	HQ Units, Adeptus Mechanicus, Adeptus Psyker, Commissar.
Squats	Warlord, Hearthguard, Guildmasters, Grand Warlord, Living Ancestor, Ancestral Lord, Mech Priest
Eldar	Warlock, Dark Reaper, Swooping Hawks, Warp Spiders, Exarchs, Shining Spears
Chaos	Chaos Champions, Chaos Space Marines, Chaos Magus, All Minor Daemons
Orks	Nobz, Warlord and Warbosses, Kommandoes
Tyranids	Genestealer, Lictors, Tyranid Warriors

Elite units have been kept to a handful to make their ability special, but feel free to make any unit elite and give us some feedback on how they worked. Tell us what you think!

Weapons That Destroy Buildings

Battle Claw	Vortex Missile	Tremor Cannon
Chain Fist	Warp Missile	Distortion Cannon (Titan Mounted Only)
Power Fist	Wrecker	Bombard
Power Ram	Doomfist	Cyclops
Power Saw	Hellblade	Magnus the Red's Beam of Power
Quake Cannon	Krusher Arm	Razor Claw, Ripper Tentacles

Super Heavy Vehicle Damage Table

D6	Effect
1	No effect.
2-3	The tank will now have a –1 to hit penalty when firing its weapons. This damage is cumulative and lasts for the duration of the game, unless repaired.* A second iteration of this damage on an already damaged Super Heavy will destroy the vehicle.
4-6	The Super Heavy is destroyed.

* The damages can be repaired by *healers* of the appropriate type (Tech-Marine, Bonesinger etc). The healer can only repair a single level of damage per turn. A Super Heavy repaired from destruction (4-6) will always have a –1 to hit penalty (regardless of the situation before destruction), and this has to be repaired separately in the following turns.

AA Units

This table lists all units with AA fire capabilities

Space Marines	Scorpion, Volcano cannon on Imperator Titan
Imperial & Tech-Guard	Hydra, Volcano cannon on Imperator Titan
Squats	Thunderfire
Eldar	Firestorms, Dark Reapers (with –2 penalty)
Chaos	None
Ork	Flakwagon, Magna-Kannon
Tyrannids	Exocrines and Bio-cannon mounted on Bio-Titan

Note: All units with psychic abilities may use their attacks as AA fire if on First Fire orders and within the flyer rules restrictions (see flyer rules)

Flyers

This table lists all units classified as thrusters and floaters.

Army	Thrusters	Floaters
Space Marines	Thunderbolt, Marauder and Thunderhawk	None
Imperial Guard	Thunderbolt, Marauder	None
Squats	None	Overlord Airship
Eldar	Nightwing, Phoenix, Vampire	None
Chaos	Doomwing and Firelord	Silver Towers of Tzeentch, Warp Palace of Tzeentch
Orks	Ork Fighta-Boma	None
Tyrannids	None	Harridan

NETEPIC ARMIES

Each NetEpic Army is described fully in a separate file. These Army Booklets contain all unit descriptions and special rules for the specific race or organization. NetEpic offers booklets for each of the following armies:

Army Booklet	File	Current Version
1. Space Marines	NetEpSM.doc	3.00
2. Imperial Guard	NetEpIG.doc	3.00
3. Tech-Guard & Imperial Knights	NetEpTG.doc	3.00
4. Squats	NetEpSqu.doc	3.00
5. Eldar	NetEpEld.doc	3.00
6. Chaos	NetEpCha.doc	3.00
7. Orks	NetEpOrk.doc	3.00
8. Tyranids	NetEpTyr.doc	3.00
9. Eldar Pirates & Chaos Renegades	NetEpRen.doc	1.00
10. Slann	NetEpSla.doc	1.00

Unit descriptions include all pertinent information such as: Movement values, Armor Saves, and Close Assault Factors of the models, Attack Dice, To Hit Rolls, and Save Modifiers of weapons, as well as the Unit Compositions (if they are available as Support, Company or Special Cards) , Unit Cost and any Special Abilities. Complete summary tables for each army are available at the end of each booklet.

More units and additional rules can be found in:

Alternative Rules & Optional Units	NetEpAlt.doc	3.00
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Designers' Note:

Although most old units appear to have changed little from how they appear in the 2nd edition Epic, many of their stats and special rules have been altered. Some changes may be subtle (such as changing the range of a unit's weapons) or they can be complete revisions, so make sure to check over your favorite army's stats and unit descriptions!

Moreover, many new units were added; some from Citadel Journal articles, some from the web, and many created by the NetEpic Group, together with stats for the new models that have appeared in E40K.

Your feedback is greatly appreciated so let us know what you like (or dislike) of the changes we made.

Our Web Site

For new developments, supplements including new rules and new units, campaign announcements and battle reports, as well as to contact us, try our NetEpic web site at:

<http://www.geocities.com/BourbonStreet/1353/netepic.html>