

WARHAMMER

EPIC 40,000

RULE BOOK





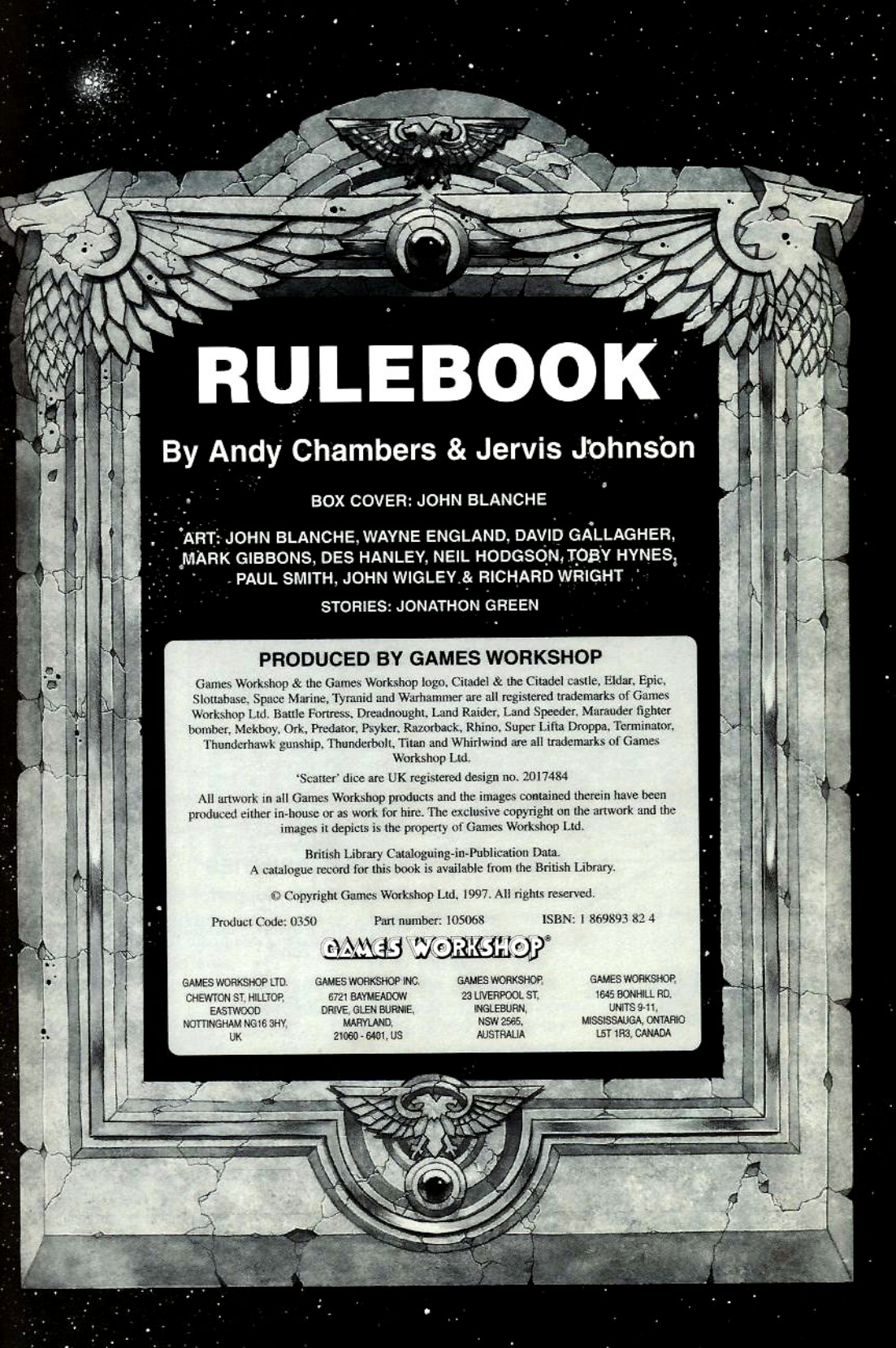
Left: Imperial Guard tanks displaying ice-world camouflage.



Below: A fearsome Tyranid horde moves to attack the Imperial Fists Space Marines. The first wave includes Harriads swooping over the trees whilst a massive Hierodule looms over the forest canopy



Above: Orks and Space Marines fight across an Ork settlement.



RULEBOOK

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COMPONENTS

This box contains the following models, rulebooks and components:

- | | |
|--------------------------------------|---|
| 1 Rulebook | Detachment card pad |
| 1 Armies Book | 22 Dice: 6 Order dice, 10 D6, 6 tiny D6 |
| 1 Battles Book | 2 Plastic Range Rulers |
| Getting Started Leaflet | 51 Counters |
| 2 Playsheets | 12 Fate cards |
| Citadel models: Space Marines & Orks | 20 Blast markers: 5 large & 10 small |
| Ruined buildings | Card Ork Gargant |

Ruined Buildings

Range rulers

Objective counters

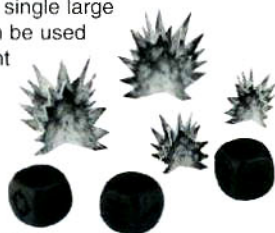
Barrage templates

Pad of Detachment cards



Card Blast Markers

Show how much disruption units have suffered. A single large marker can be used to represent 5 small ones.

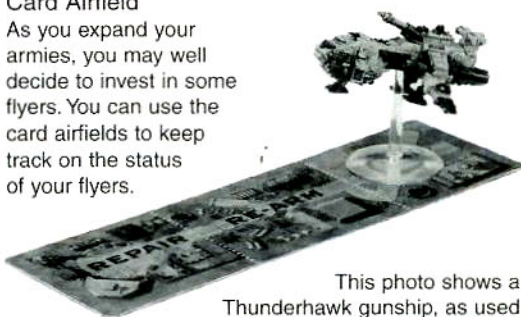


Order Dice

Instead of dots, these dice are marked with special symbols.

Card Airfield

As you expand your armies, you may well decide to invest in some flyers. You can use the card airfields to keep track on the status of your flyers.



This photo shows a Thunderhawk gunship, as used by the Imperial Space Marines.

THE EPIC 40,000 GAME RULES

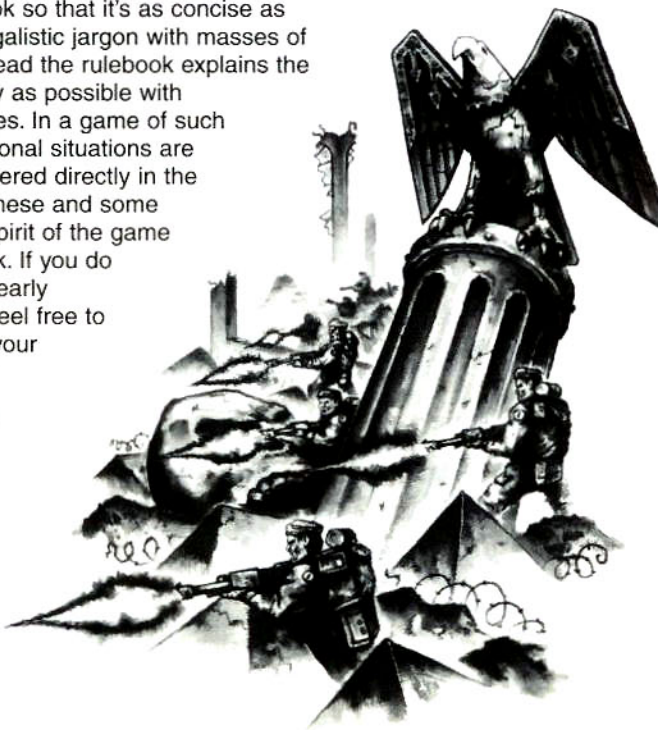
Welcome to the dark universe of the 41st millennium. The book you're holding contains all of the game rules for Epic 40,000: how armies move and fight on the battlefield. If you have never played Epic 40,000 before I'd recommend that you read through the Getting Started sheet before you plunge into this rulebook. That should give you an overall idea of how the game works before you read the rules themselves.

Whether you're a new commander or a veteran Epic campaigner it's worth reading through the whole rulebook from the beginning. It doesn't matter if you can't remember all of the rules straight away, just get a feel for the order of them and where to find things when you're playing. All of the important stuff is summarised on the reference sheet and the best way to learn is to play a game and then look up things as they occur.

The rulebook itself is split into two sections, the **core rules** and the **special rules**. The core rules are the actual nuts and bolts of what you need to play the game. The special rules are ones which apply to particular kinds of models – Titans, flyers, artillery, that kind of thing. You don't really need to know the special rules until you start fighting with these units but I'm sure you'll be using them in no time!

We've tried to write this rulebook so that it's as concise as possible without resorting to legalistic jargon with masses of exceptions and conditions. Instead the rulebook explains the core rules as clearly and simply as possible with plenty of diagrams and examples. In a game of such literally Epic proportions occasional situations are bound to arise which aren't covered directly in the rules. Discussions of some of these and some guidelines on interpreting the spirit of the game are included in the Battles Book. If you do run into a situation where no clearly defined rules exist you should feel free to improvise a rule or agree with your opponent on a procedure.

The Battles Book also includes suggested rules for setting up battles, scenarios to play and working out who has won a game. We regard these as a matter of player choice rather than part of the game rules, which is why we've taken them out of the rulebook and discussed them in more detail elsewhere.



What You Will Need to Play

In addition to model armies, a suitable battlefield, (at least) two players with a raging desire to conquer each other's armies and the components in the game you'll need a few more essential items to begin play. Most of these are included in the Epic 40,000 box, while the rest are readily available.

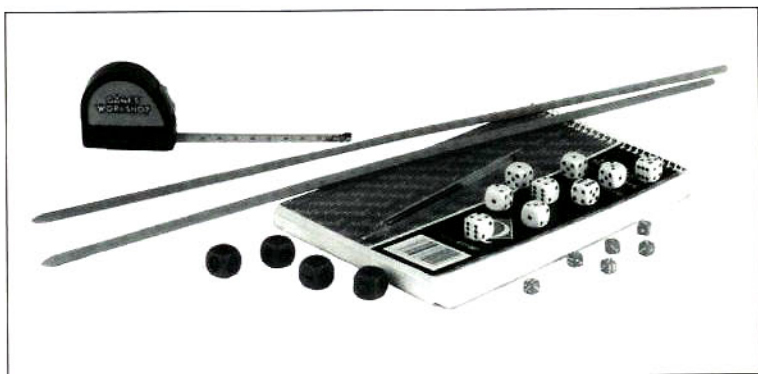
Dice. Ordinary six-sided dice. You'll need lots of these. We've included loads in the box but you'll always want more than you can find at any one time – it's a law of physics.

Special Dice.

There are two sorts of special dice in Epic 40,000. There's the Order dice which has symbols on it which are used to mark when a group of models is doing something unusual. There's also the itsy-tiny-little dice (professional term) which are used to mark damage and loss of shields on gigantic war engines (more on this later). You can use the tiny dice as ordinary dice as well but we don't recommend it, they're really fiddly.

Measuring Instrument. We've included two plastic range rulers in the game (generous to a fault, see?) to measure move distance and ranges. However, once in a while you will find a retractable measuring tape useful for measuring long distances.

Paper and Pens or Pencils. You may need to record details of casualties and damage to those gigantic war engines occasionally during a game so it's useful to have some paper and a writing implement handy. We've included some roster cards to record details of your army onto and you should feel free to make further copies of these or to devise your own method of recording unit details and so on.



USING DICE

In Epic 40,000 you'll need loads of ordinary six-sided dice to resolve shooting, fighting in close combat and close range firefights. These are referred to as 'D6'. If you need to roll more than one dice and add the totals together, this is written as 2D6 (for two dice added together, giving a score between 2 and 12) or 4D6 (the total of four dice rolled together, for a score between 4 and 24) and so on. If you have to add something to the total of the roll, this is added afterwards. For example, D6+6 means roll one dice and add 6 to the score to get a total between 7 and 12.

Occasionally you will need to roll a D3. This could be a bit tricky, since there isn't such a thing as a 3-sided dice! However, a D3 is worked out like this. Roll a D6 as normal, then halve the score, rounding fractions up. This means a roll of 1 or 2=1, 3 or 4=2 and 5 or 6=3.

On some occasions, a player is allowed to 're-roll' a dice. This is exactly what it sounds like – the player can pick up the dice and roll it again. However, you *must* abide by the second result, even if it is worse than the first! No dice may be re-rolled more than once.

CORE RULES

The core rules are just that, the core of the Epic 40,000 game. Once you've read through this section you'll be ready to fight out battles using Epic scale vehicles and infantry. The core rules are concerned only with how units (that's to say any kind of troops, tanks and so on) move and fire on each other and participate in assaults. What else is there to know? I hear you ask. Well, all sorts of stuff to do with using massive war engines, swift flyers, artillery and so on. These are covered in the Special Rules section which comes later in this book. There is also the matter of what kind of battle is fought and what terrain it is fought over, which is discussed in some detail in the conveniently named Battles Book.



UNIT TYPES

Epic 40,000 lets you fight battles with everything from lowly infantry to the terrifying war engines that dominate the battle zones of the 41st millennium. From the smallest to the greatest, every warrior and weapon has its part to play and must complement one another in combat – war engines fighting in cities need their own infantry to enter buildings and drive out enemy troops, infantry in the open need support from their own tanks or they will be swept away by enemy war engines.

The Citadel miniatures used to play Epic 40,000 are referred to as *units* in the rules that follow. Each unit is an individual playing piece with its own capabilities. A unit may consist of a single miniature or several models mounted together on a base, but in the rules both of these things are simply referred to as units.

Units can have very different capabilities so they are separated into four different types: Infantry, Vehicles, War Engines and Flyers.

Infantry includes all personnel not mounted inside a vehicle. Infantry units are represented by up to five Epic infantry models mounted on a single base. Field artillery (Thudd Guns, Squig catapults etc) also falls into this category.

Vehicles includes all fairly small war machines – Land Raiders, Rhinos, Dreadnoughts and Ork buggies and battlewagons all fall into this category. Infantry units that ride on bikes, horses, daemoniac steeds and so on are also counted as vehicles for most purposes. Vehicles are represented by a single Epic model; mounted units are represented by three models mounted on a single base.

Flyers includes all vehicles that are capable of flying at very high speed. Thunderhawk gunships and Marauder fighter-bombers fall into this category. Note that flyers do not include slow-moving skimmers such as Land Speeders or Falcon grav-tanks, which are treated as vehicles with special movement capabilities. Flyers are usually represented by a single model.

War Engines includes all very large war machines. Titans, Gargants & super-heavy tanks, to name but three, all fall into this category. The main difference between a war engine and a normal vehicle is that a war engine can absorb several 'hits' before it is destroyed, and has several batteries of weapons each of which may be fired at a different target. War engines are represented by a single Epic model.



From left to right: Whirlwind, Space Marine Tactical unit, Space Marine Dreadnought & Space Marine bikes

DATA SHEETS

In the Battles Book you can find a set of data sheets for the vehicle and infantry units used in Epic 40,000. War engines have a longer data sheet, which is described in the War Engine rules later on. The vehicle and infantry data sheets give you a set of characteristics for units which tell you how tough, fast, shooty or fearsome they are. For example, here's the data for an Ork infantry unit (a "Boyz mob" to the Orks) and a Space Marine squad:

Unit	Speed	Range	Firepower	Assault	Armour	Notes
Orks	10cm	30cm	1	2	4+	
Space Marines	10cm	30cm	1	3	5+	Rapid Fire, Stubborn

Unit: The name of the unit.

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

Range: The maximum range of the unit's weaponry in centimetres.

Firepower: This number represents how effective the unit is when it shoots. The higher the number the better. Some units are armed with super-heavy weapons that make special forms of attack. These units will usually have a word (eg, 'barrage' or 'anti-tank') in place of their Firepower value.

Assault: This number shows how effective the unit is at close combat. It is used when the unit charges an enemy unit, or is charged itself. In assaults the Space Marines' genetically enhanced bodies and superior training give them an advantage over Orks so they have a higher Assault value.

Armour: This number shows how well protected and/or difficult to damage the unit is. Basically, the opponent has to roll this number or higher on a D6 to score a hit on the unit when he fires at it. Both Space Marines and Orks are tough but the Space Marines' power armour makes them even tougher so they have a higher Armour value.

Notes: If any special rules apply to the unit, they will be noted here. An explanation of what effect these rules have can be found in the Special Rules section of this book. As you can see, the rules for *Rapid Fire* and *Stubborn* apply to Space Marines, whereas no special rules apply to Orks.



DETACHMENTS

On the battlefield vehicles and troops don't just mill around individually, instead they are organised so that they fight as a unified whole. In Epic 40,000 a body of troops and war machines that fights together on the battlefield is referred to as a **detachment**. They are called detachments because the troops will have been detached from a larger force like a Space Marine Chapter or an Ork clan. Detachments are led by a Headquarters unit which issues orders and coordinates the actions of the detachment with others on the battlefield.

All units are organised into detachments in an Epic 40,000 battle, even if the detachment only comprises one unit. Detachments will be made up of either infantry and/or vehicles, war engines or flyers. The Armies book shows what types of detachments you may field, and what types of unit can be used in them. Within the restrictions of the army list you can tailor a detachment to include any number of units you like, from one upwards, and you may include pretty much any type of unit you like within the detachment. Below are three sample Imperial Space Marine detachments.

Force Firestorm

- 1 x Space Marine Captain with Land Raider (HQ unit)
- 2 x Space Marine tactical squads (2 units per squad)
- 2 x Rhinos
- 1 x Whirlwind
- 1 x Dreadnought

Force Danton

- 1 x Space Marine Captain (HQ unit)
- 1 x Space Marine Terminator squad
- 1 x Space Marine Devastator squad (2 units per squad)
- 1 x Space Marine Assault squad (2 units per squad)
- 1 x Dreadnought
- 1 x Razorback
- 1 x Land Speeder
- 1 x Predator

Force Lazarus

- 1 x Space Marine Commander, mounted on a bike (HQ unit)
- 9 x Space Marine Bike squadrons
- 2 x Space Marine Tactical squads (2 units per squad)
- 1 x Rhino
- 2 x Razorbacks
- 4 x Land Speeders

Force Firestorm



HQs

All detachments have an HQ (headquarters) unit, which must be the most 'senior' unit in the detachment, as shown on the Chain of Command section of the detachment's army list. If an HQ unit is eliminated the next unit in the chain of command for the detachment takes over. The chain of command is shown in each detachment list. You must choose the most senior possible unit to take over, but you can choose which to use if several units are of equal rank. The unit that takes over must either be noted with a suitable marker, or recorded on a piece of paper.

Only units within 30cm of their HQ unit at the start of a phase are 'in command' so they can move and/or shoot in that phase. So, for example, units that start more than 30cm from their HQ can't move in the movement phase or assault phases, or shoot in the shooting phase. The phases are explained in more detail in the section on the turn sequence later, suffice to say that you resolve your movement in the movement phase, shooting in the shooting phase and so on.

Note that you check to see whether units are in command at the start of each phase (eg, a unit that was within 30cm of its HQ in the movement phase could move, but if it was no longer within 30cm of the HQ in the shooting phase it couldn't shoot, and couldn't move in the assault phase either).

You do not need to be 'in command' to carry out any of the following actions: snap-fire, fight or lend support in an assault, shoot in a firefight. These actions are explained in detail later in the rules.

Gubbitz grimaced as another shell whizzed over his head to explode inside the ruins he had just hurriedly left. Clipping a few of his fellow Gretchin around the ears to get the huge mob moving, the diminutive greenskin clasped his prized autogun close to his chest and ran. He panted down the slope towards the woods Warlord Narshak had told him to reach.

"Ere, Gubbitz, why'z we runnin' fer sum stoopid treez wen da boss sez all da skumboz iz over dere?" gasped Daggin as he ran beside his long time friend, pointing to the still burning outhouses of the human farm.

"Dunno, Daggin. S'pose da boss gorra plan. E'z got da brainz, so we'z just do what we tol'!"

Daggin gave a thumbs up signal to show he understood and then concentrated on running towards the cover of the woods as fast as possible, whilst trying to make himself as small a target as he could. A few of the more athletic grotz had pushed to the front of the small, green herd and were almost under the eaves of the yellow-leaved trees. Suddenly Gubbitz heard a hail of fizzling zaps which could only mean lasgun fire. This was quickly followed by shrieking cries that testified to the accuracy of the shots. Gubbitz slowed down, his mouth agape with consternation. Humans poured from the tree line towards Gubbitz' mob, cutting them down with their lasguns and a few heavy weapons.

Turning to flee, Gubbitz noticed Narshak leading the rest of the army from their hiding place in the hills, outflanking the Imperial line in one huge sweep. Even now the humans couldn't see the danger pounding in from their unprotected flank as they charged after the running grotz, filled with bloodlust. Gubbitz felt the sharp stab of a las-shot hitting him in the shoulder blade and he was knocked to the ground. Glancing up through a haze of pain he could see the Ork Warlord. Narshak's force was crushing the pitiful humans and Gubbitz sneered at the uniformed figures moving in.

"Pfah! You'll get yerz soon enuff, ya zoggin'..."

THE SEQUENCE OF PLAY

An Epic 40,000 battle is fought over a number of **turns**. How many turns a game lasts is determined by the players themselves or the scenario they are playing.

Each turn in Epic 40,000 is split into four phases. Both sides move their units in the movement phase, fire their weapons in the shooting phase and so on. An action may only be performed in the appropriate phase, for example, you can't move in the shooting phase. Note that both players carry out actions in each phase, so both move in the movement phase, shoot in the shooting phase, and so on.

Epic 40,000 uses the following sequence of play:

SEQUENCE OF PLAY

1. MOVEMENT PHASE

1. Declare flyer missions
2. Determine initiative
3. First player movement
4. Second player movement

2. SHOOTING PHASE

1. Determine initiative
2. Shoot with vehicles and infantry
3. Determine initiative again!
4. Shoot with war engines

3. ASSAULT PHASE

1. Determine initiative
2. Resolve the first player's assault moves, close combats & firefights
3. Resolve the second player's assault moves, close combats & firefights

4. RALLY PHASE

1. Roll to remove Blast markers
2. Roll to rally broken detachments
3. Repair war engine damage and shields
4. Check scenario victory conditions

The Initiative

In each phase you have to determine which player has the **initiative**. Who has the initiative is used to decide who carries out any actions first in the phase, so it can be of vital importance in grabbing an important location or getting the first shots off in an engagement. Just who has the initiative is determined by drawing an Initiative counter from a cup or mug.

At the start of the turn five counters are placed in the mug: three for the player whose army has the higher strategy rating (see below), and two for the player whose army has the lower strategy rating. Whenever the initiative needs to be determined a counter is drawn from the mug, and the player whose counter is drawn out has the initiative from then until another counter is taken. Any counters drawn from the mug are left out until the end of the turn.



Strategy Rating

All armies have a strategy rating listed at the start of their army list. This is used to determine how many Initiative counters are used by each player and other matters of over-arching strategy. If both armies have the same strategy rating, each player rolls a D6 at the start of the battle. The player who rolls highest is considered to have the higher strategy rating for that battle.

Captain Kraeger raised his head above the barbed wire covering the north face of his command post and squinted his eyes tight, trying to peer through the smoke and flames that obscured his field of view. In the distance, the burning spires of Avellorn's second largest hive city lit up the night. The Imperial Fists Space Marine garrison on Avellorn had been taken by surprise when a Chaos horde exited warp space around the hive world two days ago. In that time, the Traitor Legions had burned everything in their path, marching inexorably towards an ancient ruin to the south of the city which was now little more than rubble and burning plascete.

Kraeger and his men had been forced to retreat and retrench around their secondary outpost, but his force had suffered extensive casualties and the captain knew he could not withstand another all-out assault. Lowering his head back behind the barricade, Kraeger flipped on his communicator and summoned his second-in-command.

"This is Kraeger. I want a sixty-strong strike force drawn from 7th Company ready for combat within the hour. Plot in coordinates 04 Beta 908 and have the Thunderhawks on standby."

"Affirmative Captain. Sir, are you aware those coordinates are in the middle of the Dead Zone?"

"I am, Lochage. If those traitors are so interested in a pile of old ruins then we have to get there first. Maybe there's something there that we can use against them."

"And if there isn't Sir?"

"Then, Lochage, we destroy whatever is there."

THE MOVEMENT PHASE

In the movement phase the player with the initiative may choose to move his units either before or after the other player. Whoever goes first must move all of their eligible units, and then their opponent moves all of his.

Units move a distance in centimetres up to their Speed value. They may turn freely as they move. A unit is never forced to move in the movement phase. However, once a player has moved a unit and removed his hand from the model, the move may not be changed.

SPECIAL MOVES

Instead of making a normal move, detachments have the following special movement options. Mark the detachment by using the Order dice with the appropriate symbol if it uses a special option.



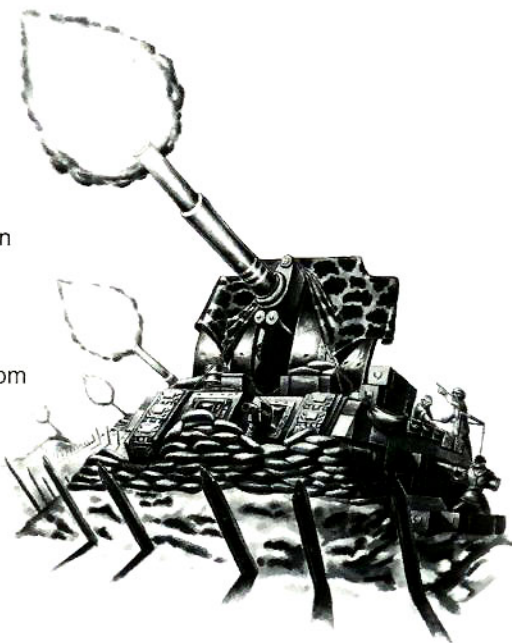
Overwatch: A detachment on *overwatch* holds its current position and concentrates on directing heavy, accurate fire at the enemy. Units from the detachment may move up to 5cm in the movement phase and may re-roll any hit dice that miss when they shoot in the shooting phase. They may not move in the assault phase.



Assault: A detachment on *assault* advances quickly to engage the enemy at close quarters, but the detachment's firing is reduced in effectiveness because the units are 'firing from the hip' as they advance. Units from the detachment may move normally in the movement phase, but their Firepower is at half value in the shooting phase. They may move again in the assault phase, and must move towards the enemy.



March: A detachment which *marches* sacrifices all of its firing in order to move at top speed. While marching is a good way of moving a detachment around quickly its units become very vulnerable to enemy fire as they are not making use of cover. Units from the detachment may move at up to triple speed in the movement phase, but may not shoot in the shooting phase. The detachment's units may not move in the assault phase, and the detachment's Assault and Firepower values are halved if it is engaged in close combat or a firefight.



TERRAIN

Terrain can affect a unit's movement and provides vital cover for units once the shells start flying. Terrain affects units in Epic 40,000 in one of three ways:

- The terrain has **no effect** on the unit when it moves through it, *or*
- The terrain is **impassable** to the unit so it cannot move through the terrain under any circumstances, *or*
- The terrain is **dangerous** to the unit, so the unit can attempt to enter the terrain but it might get bogged down and stop moving or even take damage. When a unit tries to enter dangerous terrain it must pass a Dangerous Terrain test to keep moving.

The Terrain Table below gives some examples of common types of terrain and the different columns show how they affect different unit types. For example, rubble and ruins have no effect on infantry but they're dangerous terrain for vehicles and war engines.

TERRAIN TABLE				
Terrain	Infantry Armour Bonus	Infantry	Vehicle	War Engine
Fortifications	+2	No Effect	Impassable	Impassable
Buildings	+1	No Effect	Impassable	Impassable
Ruins, Rubble	+1	No Effect	Dangerous	Dangerous
Woods	+1	No Effect	Dangerous	Dangerous
Marsh, Swamp	0	Dangerous	Dangerous	Dangerous
River	0	Dangerous	Impassable	Dangerous
Roads	0	See rules	See rules	See rules
Open Ground	0	No Effect	No Effect	No Effect

Dangerous Terrain Test

Roll a D6 when a unit enters dangerous terrain, or when it starts to move if it's already in the terrain. On a roll of a 1 the unit must immediately halt. If the unit is halted, roll the D6 again. If the second roll is also a 1 the unit takes a hit. Hits from dangerous terrain can't cause critical damage on war engines.

Roads

All units add 5cm to their Speed if they spend the entire movement or assault phase on a road. Note that the bonus is to the unit's basic Speed before modification. For example, a marching unit of Ork infantry would move 45cm if it stayed on a road throughout its movement (the Orks' Speed of 10cm + 5cm road bonus x3 for marching = 45cm).

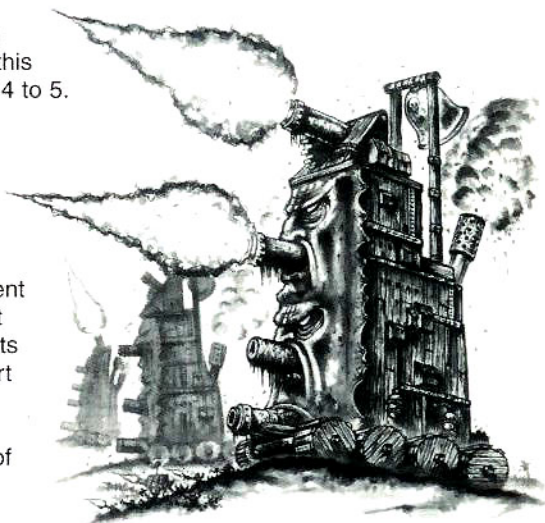
Infantry in Cover

Infantry gain special benefits from being in cover because they can take best advantage of the concealment it supplies, ducking into holes, lurking behind walls and so on. Infantry units in cover increase their Armour value by the amount shown on the Infantry Armour

Bonus column up to a maximum of 6. For example, infantry in woods increase their armour by +1. In the case of Orks this would increase their Armour value from 4 to 5.

Transport

Some units have a *Transport* special ability listed in their notes. Special abilities are explained in more detail in the Special Rules section but since transport is so vital in the movement phase we've put it in here too. Units that can transport are able to carry other units across the battlefield. It costs a Transport unit 5cm of its movement to pick up or set down a passenger unit or cargo. Units being carried must also pay 5cm of their movement to be picked up and/or set down. You may pick up a unit and drop it off again in the same turn. Units may perform no other actions whilst being transported, so they cannot shoot for example. Obviously, when they have dismounted they can behave normally!



If a transport which is carrying units is destroyed roll a D6 for each unit on board. On a roll of 4, 5 or 6 the unit survives and is deployed in contact with the destroyed transport; on a 1, 2 or 3 the unit perishes with the transport.

Orks Hitching a Lift

Ork infantry units can hitch a lift on battlewagons and Battle Fortresses by hanging on to the outside of the vehicle. Orks can't move on their own in the same phase if they hitch a lift, but the vehicle's move is unaffected. Units hitching a lift in this manner are simply picked up and dropped down as the vehicle makes its move. A unit of Orks can only hitch a lift once per phase. Battlewagons can carry one unit, Battle Fortresses can carry up to four.

SNAP-FIRE

If a unit moves within 10cm of an enemy unit during the movement phase, then the enemy can take a **snap-fire** attack at it. Stop the moving unit at the point the attack is made (you can ask an opponent to "bring the model back" to a point it occupied, as long as he hasn't started to move another unit).

The unit can move no further – the sudden burst of enemy fire causes it to halt. In addition the attacker rolls a D6 to see whether they get a hit. Note you always roll 1D6, no matter what the Firepower of the attacker. If the D6 roll equals or beats the moving unit's Armour value it takes a hit in addition to being halted. The effect of hits is explained in the Shooting Phase.

A unit may snap-fire any number of times in a single turn, but no more than once at a single target. Snap-firing has absolutely no effect on a unit's ability to shoot normally later in the same turn. You can only snap-fire in the movement phase, you can't snap-fire at units moving in the assault phase.

THE SHOOTING PHASE

The shooting phase is split into two parts. In the first part vehicles and infantry shoot, in the second part war engines shoot. The initiative is determined separately for each part of the shooting phase. In each part the players alternate shooting detachments, starting with the player with the initiative (the player with the initiative shoots with a detachment, the opposing player shoots with a detachment, and so on). A player can always opt to pass on an opportunity to shoot, waiting until later in the shooting phase.

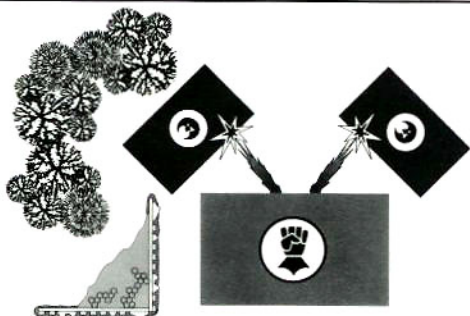
When a player picks one of his detachments to fire he also picks an enemy detachment as its target. Firing is resolved by adding up the Firepower values of units from the detachment and then rolling a number of dice based on the total Firepower it can bring to bear against the target detachment. Any dice rolls which equal or beat the Armour values of units in the target detachment destroy enemy units. There's a summary of the shooting procedure below and in this section of the rules we'll work through it step by step.



SPLITTING FIRE

Splitting Fire

Each unit may only fire once in the shooting phase but a detachment may split its Firepower between as many different target detachments as it likes when it shoots. Work out the shooting against each target detachment separately.



A Space Marine detachment is faced by two Ork detachments. The Space Marine player elects to split his fire between the two enemy detachments. The Space Marines have a total Firepower of 21. They direct 14 of this towards one detachment and 7 against the other. Each attack is worked out separately, hits being allocated against units in the specific detachments as usual.

SHOOTING PROCEDURE

1. Add up Firepower.
2. Place Blast markers.
3. Work out how many hit dice to roll by looking up the attacker's Firepower and the target type on the Firepower Table.
4. Find the lowest Armour value in the target detachment.
5. Roll the hit dice.
6. Discard hit dice that are less than lowest Armour value.
7. Attacker takes remaining dice and allocates the hits on the target detachment.
8. Remove casualties.

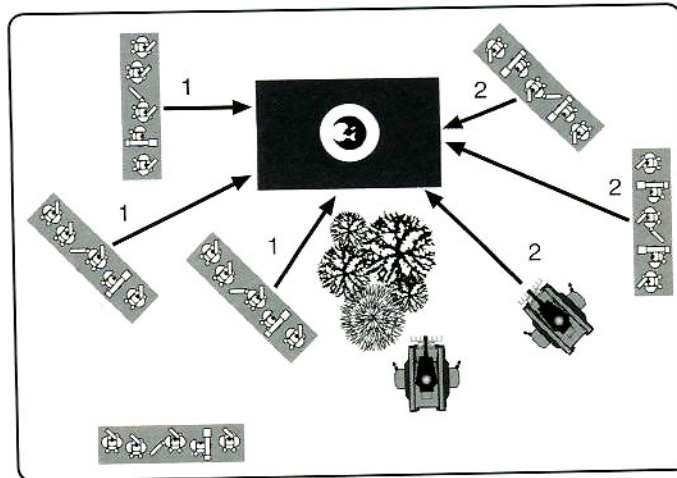
1. ADD UP FIREPOWER

Measure the range from units in the firing detachment to the target detachment using the range ruler. Add up the Firepower values of attacking units that have a *line of fire* and are within range of at least one target.



ADDING UP FIREPOWER

A Space Marine detachment consisting of 4 Space Marine units, 2 Devastator Space Marine units and 2 Predator tanks fires at an Ork detachment. Their Firepower is worked out as follows. Three of the Space Marine units are in range (3 Firepower). Both Devastator units are in range (4 Firepower). Both Predators are in range, though one of them is behind a wood and so has no line of fire to the Orks – only one Predator adds its Firepower to the total (2 Firepower). This gives a total of $3+4+2=9$ Firepower.



Lines of Fire

Units must have a 'line of fire' to at least one unit in the target detachment in order to fire. Line of fire is blocked by terrain features such as buildings, hills, woods etc but not by other units. Units which are higher up can see over and be seen over any terrain that is lower than they are. Buildings and woods don't block the line of fire to or from units that are in the terrain itself. Terrain conventions and line of fire are both discussed in more detail in the Battles Book.

Fire Arcs

Vehicles and infantry can shoot in any direction in Epic 40,000. You can turn the miniatures to face their targets before firing if you prefer.

2. WORK OUT BLAST MARKERS

Whenever a detachment is fired at it can accumulate **Blast markers**. Blast markers represent the combined effects of heavy fire: infantry units being forced into cover, damage to vehicles, confusion, explosions, mayhem and all the other calling cards of war.

The number of Blast markers a target detachment takes depends on the total Firepower directed at it by an attacking detachment before modification (for Assault orders, Blast markers on the detachment, etc). Simply look up the Firepower on the table below to find out how many Blast markers are inflicted.

Blast Marker Table

Firepower	Blast Markers
1-7	One, if any hits are scored by the attack
8-15	One
16-23	Two
24 or more	Three

Blast Marker Liabilities

Detachments with Blast markers on them suffer penalties when they shoot. For each Blast marker on a detachment its Firepower is reduced by 1. For example, if a detachment with a Firepower of 9 had 3 Blast markers its Firepower would be reduced to 6. In addition, detachments with Blast markers cannot move without passing a Leadership test and suffer penalties in close combat and firefights (see later).

Leadership Tests

A detachment with one or more Blast markers must pass a Leadership test in order to move in the movement phase, or to set overwatch, or to move in the assault phase. (EXCEPTION: Broken detachments may make a retreat move without taking a Leadership test – see the rules for broken detachments later).

To pass the Leadership test the player must roll over the number of Blast markers affecting the detachment on a D6. Detachments that currently contain 15 or more units add +1 to the dice roll. A roll of '6' prior to modification always succeeds.

3. WORK OUT HOW MANY HIT DICE TO ROLL

Once you've placed Blast markers you can move on to see whether you inflict any kills with your shooting. Look up the total Firepower you've got on the Firepower column of the Firepower Table.

Now look across the top of the table to find the kind of target you're shooting at (eg, if it's vehicles or infantry in cover use the Vehicles or Infantry in Cover line). Where the Firepower row and Target column cross you'll find a number which tells you how many dice you roll to hit. If the Firepower totals 21 or more work it out as one Firepower 20 attack and a second attack at the remaining Firepower. For example, Firepower 26 = 20 Firepower + 6 Firepower.

If a target detachment has some units in cover and some in the open, you can choose to fire only at the targets in the open if you want to. If you do then no hits can be allocated to units in cover. Always use the Marching column if the target detachment is marching, even if some units are in cover.

SEQUENCE OF PLAY			
1. Movement Phase			
- Declare type of movement - Determine initiative - First player moves - Second player moves			
2. Shooting Phase			
- Determine initiative - Vehicles and infantry shoot - Determine initiative - Roll weapons attack			
3. Assault Phase			
- Determine initiative - First player assaults and fights - Second player assaults and fights			
4. Rally Phase			
- Roll to remove blast markers - Roll to rally broken detachments - Replenish unit strength (damage and wounds) - Check victory conditions			

BLAST MARKERS	
1-3	1-3
4-6	4-6
7-9	7-9
10-12	10-12
13-15	13-15
16-18	16-18
19-21	19-21
22-24	22-24
25-27	25-27
28-30	28-30
31-33	31-33
34-36	34-36
37-39	37-39
40-42	40-42
43-45	43-45
46-48	46-48
49-51	49-51
52-54	52-54
55-57	55-57
58-60	58-60
61-63	61-63
64-66	64-66
67-69	67-69
70-72	70-72
73-75	73-75
76-78	76-78
79-81	79-81
82-84	82-84
85-87	85-87
88-90	88-90
91-93	91-93
94-96	94-96
97-99	97-99
100	100

FIREPOWER TABLE	
Firepower	Roll
1-3	1-3
4-6	4-6
7-9	7-9
10-12	10-12
13-15	13-15
16-18	16-18
19-21	19-21
22-24	22-24
25-27	25-27
28-30	28-30
31-33	31-33
34-36	34-36
37-39	37-39
40-42	40-42
43-45	43-45
46-48	46-48
49-51	49-51
52-54	52-54
55-57	55-57
58-60	58-60
61-63	61-63
64-66	64-66
67-69	67-69
70-72	70-72
73-75	73-75
76-78	76-78
79-81	79-81
82-84	82-84
85-87	85-87
88-90	88-90
91-93	91-93
94-96	94-96
97-99	97-99
100	100

FIREPOWER TABLE	
Firepower	Roll
1-3	1-3
4-6	4-6
7-9	7-9
10-12	10-12
13-15	13-15
16-18	16-18
19-21	19-21
22-24	22-24
25-27	25-27
28-30	28-30
31-33	31-33
34-36	34-36
37-39	37-39
40-42	40-42
43-45	43-45
46-48	46-48
49-51	49-51
52-54	52-54
55-57	55-57
58-60	58-60
61-63	61-63
64-66	64-66
67-69	67-69
70-72	70-72
73-75	73-75
76-78	76-78
79-81	79-81
82-84	82-84
85-87	85-87
88-90	88-90
91-93	91-93
94-96	94-96
97-99	97-99
100	100

Stage 1

Find your total Firepower score on the Firepower column.

Stage 2

Determine the kind of target that you are shooting at.

Stage 3

Cross reference these two results to find the number of dice you roll to hit.

4. FIND OUT TARGET'S LOWEST ARMOUR VALUE

Next find out the lowest Armour value in the target detachment so that you know what you need to roll to hit. For example, an Ork detachment contains Gretchin (Armour 3+), Orks (Armour 4+) and battlewagons (Armour 5+), so any dice you roll which score a 3 or more will score a hit. Remember that infantry in cover adds +1 to its armour rating, so if the Gretchin were in cover their Armour value would increase to 4.

5. ROLL THE HIT DICE

Roll the hit dice. You may wish to pause at this juncture and grin evilly at your opponent before rolling the dice, and/or inform him that all his men/Orks/tanks are going to die. Then roll the dice.

6. DISCARD MISSES

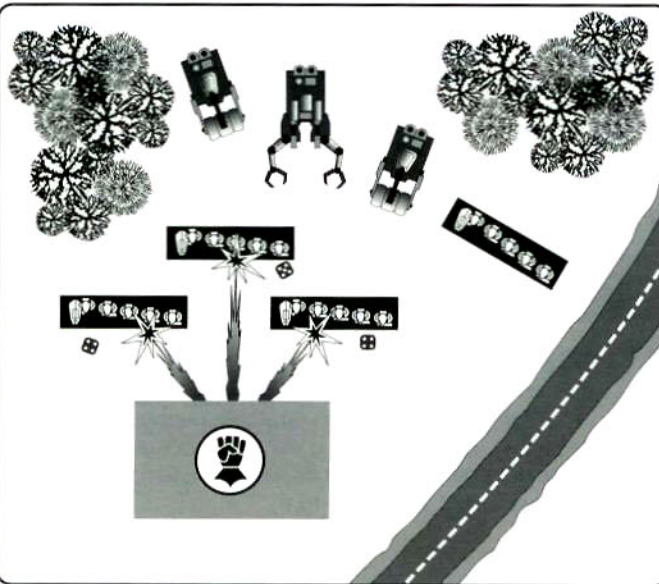
Remove any hit dice which scored less than the target detachment's lowest Armour value, the remaining dice are hits.

7. ALLOCATE HITS

Next you allocate your hit dice against units from the target detachment. Allocate one dice at a time (until you get the hang of it). Dice are allocated to the closest target first then the second closest and the third closest and so on, skipping targets that the dice can't affect. Once all of the units in the target detachment have taken a hit you start with the closest target again and carry on until all of the hits have been allocated. This is explained in more detail below.

- Each dice must be allocated against the nearest unit in the target detachment which it can affect (eg, you couldn't use a hit dice that rolled a 4 against a unit with an Armour of 5). You can allocate the dice in any order you like. Remember that targets in cover can't be hit unless you used the Cover row on the Firepower Table.
- Hits may only be allocated against units that are in range and in the line of fire of at least one unit from the attacking detachment (you can't be hit if you can't be shot at!).
- You may only allocate one hit to each unit in the target detachment that can be affected until all of the units that can be affected have taken a hit, then you may allocate each unit a second hit, starting with the closest. If all of the units have taken two hits you may allocate a third hit and so on.

ALLOCATING HITS



The Space Marine player has a Firepower of 9 and consults the Firepower Table. He rolls 5 dice scoring 5, 4, 4, 3 & 2. He allocates the hits as follows:

The 3 and 2 are not enough to beat the Orks' armour and are misses.

The two 4's are allocated to the nearest Ork units, which are destroyed.

Although sufficient to beat a Battlewagon's armour, the 5 must be allocated to the nearest unit – more Ork Boyz.

8. REMOVE CASUALTIES

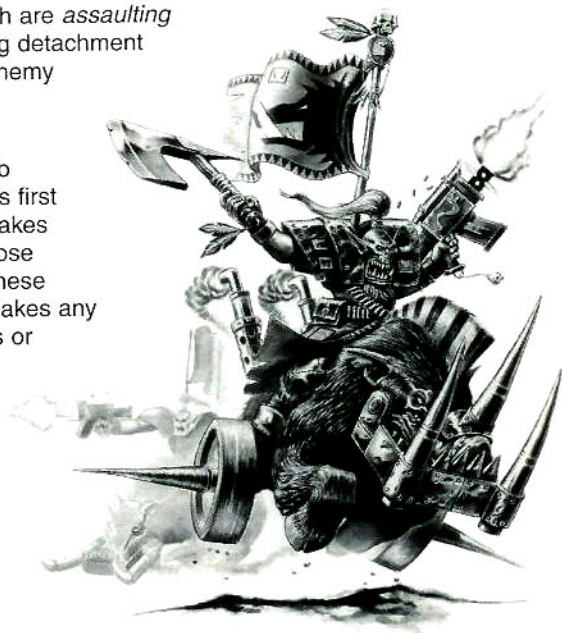
As you allocate the hits remove destroyed units from the table. Alternatively you can flip them over, mark them with black smoke or replace them with beautifully detailed wreck models or whatever you do with the dead 'uns.

THE ASSAULT PHASE

In the **assault phase** detachments which are *assaulting* are allowed to move again. An assaulting detachment can use this extra move to engage an enemy detachment in close combat and short-range firefights.

The player with the initiative is allowed to decide whether he will make his assaults first or second. The player going first then makes his assault moves, and fights out any close combats and firefights that result from these moves. Then the player going second makes any moves and resolves their close combats or firefights.

Moving in the assault phase is subject to all the rules you used in the movement phase, except that enemy units may not snap-fire in the assault phase. Remember that detachments that have Blast markers on them will not be able to move unless they pass a Leadership test.



Charging Into Close Combat

During the assault phase a player may move and attack with detachments that were placed on Assault orders in the movement phase.

You can declare that any or all of your assaulting detachments are charging into close combat in the assault phase. This is the only time that units are allowed to move into contact with enemy units. Infantry are allowed to move at double speed when they are charging into close combat if it will bring them into contact with the enemy.

Other Assault Moves

Assaulting units must move at least 5cm, unless they can move less and get into close combat. They never have to move more than 5cm.

Assaulting troops **must** move towards the enemy, but they don't have to move towards the nearest enemy, and they don't have to charge into close combat unless you want them to. You may simply want to manoeuvre into range for a firefight or to grab an objective for example.

However, units making Assault moves may not move **past** any enemy units unless those enemies have already been engaged in close combat by another friendly unit. Rather than get bogged down in a lengthy explanation here this is discussed in greater detail in the Battles Book.

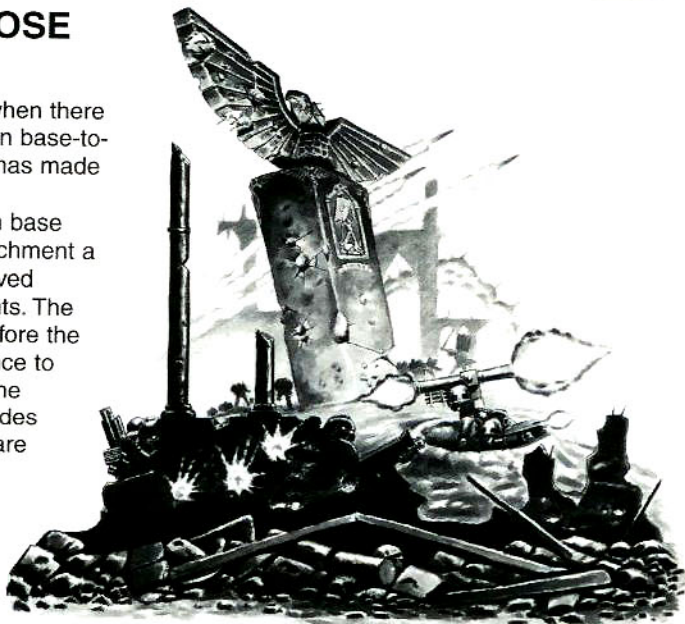
FIGHTING IN CLOSE COMBAT

Close combats are fought when there are opposing detachments in base-to-base contact after a player has made all of his assault moves. If a detachment has any units in base contact with an enemy detachment a close combat must be resolved between the two detachments. The close combat is resolved before the opposing player gets a chance to move his assaulting units. The player with the initiative decides which order close combats are resolved in.

Close combat is resolved by both players rolling a dice with the highest roll winning the combat. The roll of the dice is

modified by various factors like the skill of the units fighting and the numbers involved.

The more one player beats the other's dice roll by the greater his victory and the more casualties he will inflict, although both sides are likely to suffer losses in close combat. Enemy detachments defeated in close combat are also driven back and suffer extra Blast markers.



CLOSE COMBAT PROCEDURE

1. Total up Assault values for units in close combat, including supporting fire.
2. Work out close combat bonuses.
3. Each player rolls one D6 and adds their respective bonuses.
4. Work out the difference between the total close combat scores and place Blast markers on losing detachments equal to the difference between scores.
5. Look up the difference in combat scores on the Close Combat Table, roll for hits and remove casualties.
6. Mark losing detachments as being broken and make retreat moves.

1. TOTAL ASSAULT VALUES

Each player starts by adding up the Assault values of units in base-to-base contact with the enemy. A maximum of two units can 'gang up' on each enemy unit. Any other units from the detachment involved in the combat which are within 15cm of the enemy each add a further +1 to the total, representing the effects of their supporting fire.

2. WORK OUT CLOSE COMBAT BONUSES

Each player receives bonuses in close combat for the Assault value of their units, whether they are supported by psykers, which side has more Blast markers, and so on. These are summarised on the table below.

Note that the bonus you receive for the Assault value of your units depends on how it compares with your opponent's Assault value, you don't add your Assault value straight onto your dice roll!

The opposing side has 5 or more Blast markers	+1
The opposing side has more Blast markers than your side	+1
Your own side has the most psykers fighting or supporting the combat	+1
Your own total Assault value is higher than the enemy's	+1*
Your own total Assault value is double the enemy's or more	+2*
Your own total Assault value is triple the enemy's or more	+3*
Your own total Assault value is quadruple the enemy's or more	+4*

**These modifiers are not cumulative so only use the best one that applies.*

3. ROLL DICE AND ADD BONUSES

Each player rolls one D6 and adds their combat bonuses to the score. The player with the highest total score has won the combat. If the combat is a draw (ie, both totals are the same) place one Blast marker on every detachment in the combat and roll again.

"Waaagh!" roared Nazzdrong, clinging one-handed to the rail as the battlewagon below him raced across the desert basin. He fired randomly into the air, screaming into the wind as the driver pushed the battlewagon for every inch of extra speed, its engine straining. Looking around he could see all the ladz doin' the same. Each battlewagon churned up a tall tail of dust as they roared towards the humies' puny defences.

The first explosion showered Nazzdrong and his boyz in dirt and hot shrapnel, and their battlewagon swerved wildly to avoid the second incoming round. The battlewagon's turret trained on the rapidly approaching dunes and the big cannon fired, bouncing the entire vehicle into the air. Nazzdrong clung tighter, the recoil had almost thrown him off. He watched with glee as the shell exploded, sending a column of sand high into the air. The driver swerved left and right as more mortar rounds began to fall. The next wagon in the line was thrown clear into the air by a direct hit. Nazzdrong roared with laughter, watching Borzog's boyz flipping through the air like rag dolls.

Reaching the dunes at speed, Nazzdrong flung himself off the battlewagon, impacting face first in the soft sand. He spat, cursed, recovered his big axe and charged off up the slope.

"Waaagh!" he roared again, lost for any other words. This was what every Ork lived for. His boyz were right with him, blasting their bolters wildly at the human trenches. The battlewagon had been left behind, its engine roaring as it tried to climb the soft sand. Another shell whizzed overhead, destroying a heavy bolter with a ground shaking explosion. Through the hail of fire and explosions the Orks charged on.

A lasgun shot hit Nazzdrong clean between the eyes, sending him sprawling in the sand. Irritated that the others would beat him to all the fun he picked himself up and recovered his axe.

Orks were swarming all over the human defenders now, wielding axes, chainswords and bolt pistols. Humans were weaklings, no real fight in 'em, thought Nazzdrong as he swung his axe in a great arc, half burying it in a human head. Laughing again he fired his boltgun into a fleeing humie's back. Ka-boom!

The trenches were already littered with dead and dying defenders. The slaughter was over quickly so Nazzdrong set about finding some captives to torture. His ladz needed some target practice...

4. WORK OUT DIFFERENCE IN COMBAT SCORES AND PLACE BLAST MARKERS

The difference between the two total combat scores dictates how great a victory the combat was for the winner and how crushing a defeat it was for the loser. Work out how much the winner's score beats the loser's by and look it up on the Close Combat Table. For example, a score of 6 versus 8 means the winner has won by 2.

The loser receives a number of Blast markers equal to the difference between the two scores. If more than one detachment was involved on the losing side each one receives a number of Blast markers equal to the difference between the two scores.

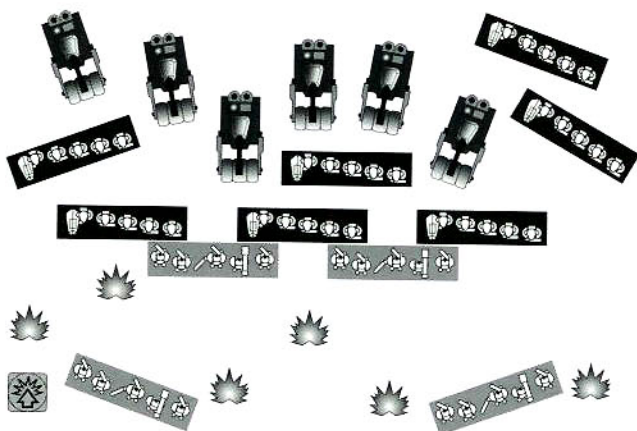
IMPORTANT. The maximum number of Blast markers a detachment can suffer in close combat is equal to the number of units it had fighting in the close combat (ie, the ones in base-to-base contact with the enemy, not just lending supporting fire).



CLOSE COMBAT BONUSES

In this combat, the Orks have 3 Boyz units (Assault value 2 each) in contact with 2 Space Marine units. They also have 6 Battlewagons and another 4 Ork units within 15cm to lend supporting fire. This gives them a total Assault value of $2+2+2+10=16$.

As well as the 2 units in actual combat (Assault value 3 each), the Space Marines have 2 units that can lend support, giving them a total of $3+3+2=8$. They've been pretty shot up already and have 6 Blast markers on them. The bonuses for the ensuing assault are:



ORKS

Double Assault value +2

Less Blast markers +1

Enemy has 5+ Blast markers +1

Total +4

SPACE MARINES

No bonuses

Total +0

The Orks add 4 to their dice roll while the Space Marines get no bonus at all – it doesn't look good for the battered Space Marines!

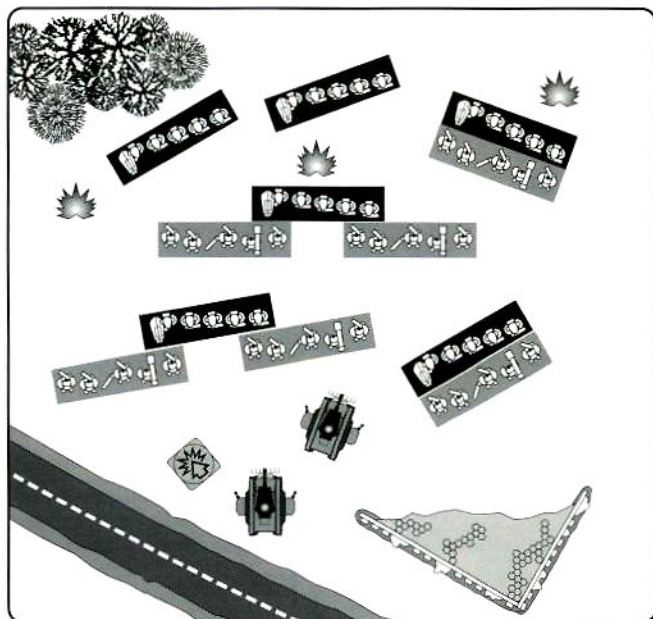
5. ROLL FOR HITS

In close combat Armour values are ignored and instead you get a hit if you equal or beat the hit number shown on the Close Combat Table. Look up the combat difference on the table to find out the hit numbers for winning and losing units.

Roll a D6 for each of your units in base-to-base contact with the enemy, even if you lost. Don't forget that a maximum of two units can attack one enemy unit in close combat. You can choose which enemy units to apply hits against but as with shooting you can only put a second hit on a unit once all of the enemy units have been allocated one hit each.

Combat Difference	Result	Hit Numbers	
		Winner	Loser
+1	Narrow Win	4+	4+
+2	Forced Back	3+	4+
+3	Driven Off	3+	5+
+4	Hurled Back	2+	5+
+5	Overwhelmed	2+	6+

ROLLING FOR HITS



In this combat, the Space Marines have scored 8 while the Orks have only managed to score 5 – a difference of 3 points. As well as placing 3 Blast markers on the Orks, the result is looked up on the Close Combat Results Table. This shows that the Space Marine player needs to roll 3+ to kill the Orks, who in turn need scores of 5+ to eliminate the Space Marines. The Space Marine player has 6 units in contact and so rolls 6 dice, scoring 3, 3, 5, 5, 5 & 6 – an astounding roll that wipes out the 4 Ork units in contact (the excess hits are wasted). The Ork player rolls 4 dice and scores 2, 3, 5 & 6 which inflicts 2 hits. He assigns these to the Space Marines on his flank, hoping to increase the surviving Orks' chances of withdrawing safely.

6. BROKEN DETACHMENTS AND RETREATS

Finally, mark all the detachments on the losing side as being 'broken' (you can do this with the Order dice). Broken detachments must then retreat as explained in the section on Broken Detachments, on page 28.

Multiple Close Combats

Several close combats may need to be fought in the same assault phase if a number of different detachments enter close combat with enemy detachments. In an ideal world these would each only involve one detachment per side, but things being what they are it's inevitable that units from several detachments will end up fighting each other. Where two or more detachments are in contact with one or more enemy detachments, resolve the fight as a single large combat.

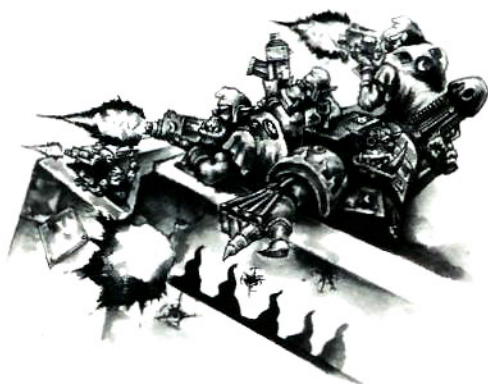
MULTIPLE CLOSE COMBATS

Two Ork detachments charge into a Space Marine detachment. Both Ork detachments and the Space Marines have models in base contact with the enemy so any units not in contact but within 15cm can add supporting fire (see Close Combat Procedure). The second unengaged Space Marine detachment has no models involved directly in the assault and so may not lend any support. The Assault values of both Ork detachments are added together to find the Orks' total. If they lose both detachments will have the same number of Blast markers placed on them, will both be broken and will have to retreat.



FIREFIGHTS

A firefight takes place if there is an enemy detachment within 15cm after a player has resolved his close combats. Note that it is possible for a detachment to be involved in a close combat and then take part in a firefight immediately afterwards. If a detachment has any units within 15cm of an enemy detachment a firefight must be resolved between the two detachments. When several firefights occur in the same turn the player with the initiative may decide what order to resolve them in.



Firefight Procedure

1. Total up Firepower values for units within 15cm of the enemy.
2. Work out firefight bonuses.
3. Each player rolls one D6 and adds their respective bonuses. The player with the highest total score is the winner.
4. The losing player's detachments suffer one Blast marker each and take a hit on the nearest unit. All losing detachments are then broken and must retreat.

1. TOTAL FIREPOWER

Count up the Firepower values for every unit within 15cm of the enemy.

2. WORK OUT FIREFIGHT BONUSES

Each player receives bonuses in firefights for the Firepower value of their units, whether they are supported by psykers and so on. These are summarised on the table below. As in close combat the bonus you receive for the Firepower of your units depends on how it compares with your opponent's Firepower, you don't add your Firepower straight onto your dice roll!

The opposing side has 5 or more Blast markers	+1
The opposing side has more Blast markers than your side	+1
Your own side has the most psykers in the firefight	+1
Your own side's Firepower is higher	+1*
Your own side's Firepower is double opponent's or more	+2*
Your own side's Firepower is triple opponent's or more	+3*
Your own side's Firepower is four times opponent's or more	+4*

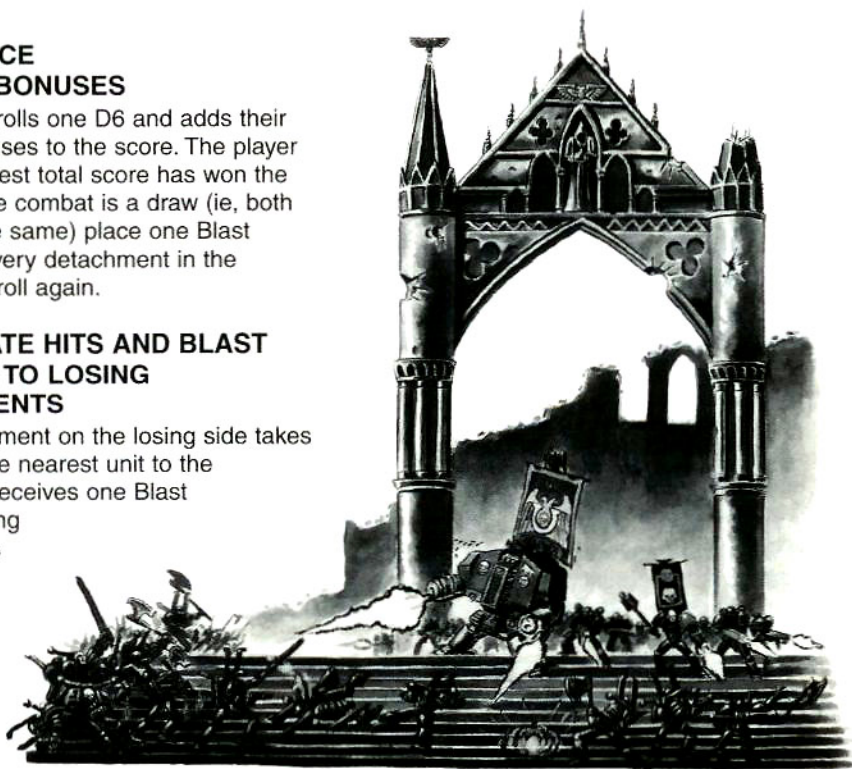
**These modifiers are not cumulative so only use the best one that applies.*

3. ROLL DICE AND ADD BONUSES

Each player rolls one D6 and adds their firefight bonuses to the score. The player with the highest total score has won the firefight. If the combat is a draw (ie, both totals are the same) place one Blast marker on every detachment in the combat and roll again.

4. ALLOCATE HITS AND BLAST MARKERS TO LOSING DETACHMENTS

Each detachment on the losing side takes one hit on the nearest unit to the enemy and receives one Blast marker. Losing detachments are also broken and must retreat.

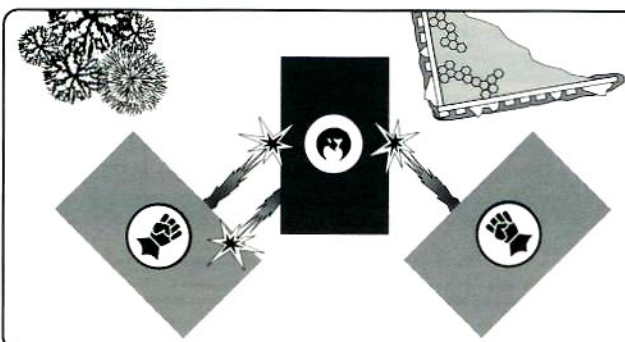


Multiple Firefigths

Once again, in an ideal world you should be able to resolve discrete firefigths between detachments. However, as any detachment with units within 15cm of the enemy is automatically involved in a firefigth (it can't choose *not* to be involved), firefigths between multiple detachments are inevitable. Where one or more detachments are within 15cm of two or more enemy detachments, resolve the whole thing as a single large firefigth. It is possible that you could end up with several detachment vs detachment firefigths and some multiple firefigths in the same turn.

MULTIPLE FIREFIGTHS

Here, 2 Space Marine detachments have cornered the Orks and both have units within 15cm. In the subsequent firefigth they add together the firepower of all the units within 15cm, from both detachments. This gives them one total to compare with the Orks' firepower. If the Space Marines lose, both detachments will take a hit and receive a Blast marker. They will both be broken and have to retreat.



BROKEN DETACHMENTS

Mark broken detachments with the Order dice. A detachment becomes broken if:

- It loses a close combat.
- It loses a firefigth.



A broken detachment must retreat when it breaks, and may make a retreat move in a subsequent movement phase if the player desires. It is not allowed to move or shoot otherwise, and has its Assault value and Firepower halved for close combat and firefigths. Note that the only type of move a broken detachment can make is a retreat move; a broken detachment is not allowed to move normally, or march, enter overwatch, etc.

A retreat move may be up to 20cm, regardless of a unit's actual Speed. Retreat moves may be made in any direction, and the normal terrain rules apply, but if a unit ends a retreat within 15cm of the enemy, it is destroyed (it is 'killed while trying to escape').

Units that are 'out of command' (more than 30cm from their detachment HQ unit) are not affected if their parent detachment is broken (so they don't have to retreat). Conversely, if a unit that is out of command is broken, then it is destroyed with no other effects on the parent detachment.

After Blast markers have been removed in the rally phase broken detachments can attempt to rally by passing a Leadership test. A detachment can't rally if the number of Blast markers on the detachment is equal to or greater than the number of units in it.

THE RALLY PHASE

In the rally phase the opposing armies have a chance to muster their forces and take stock of the damage.

Rally Procedure

1. Roll to remove Blast markers.
2. Roll to rally broken detachments.
3. Repair war engine damage and shields.
4. Check scenario victory conditions.

1. REMOVE BLAST MARKERS

Remove D6 minus 1 Blast markers from each of your detachments, rolling separately for each. This means you will be taking off between 0 and 5 markers from each detachment.

2. RALLY BROKEN DETACHMENTS

Take a Leadership test for each broken detachment. Roll a D6. If you score over the number of Blast markers on the detachment the unit has passed the test – remove the Broken Detachment marker. Otherwise, the test is failed – leave the marker in place! A

detachment is not allowed to rally if the number of Blast markers on the detachment is equal to or greater than the number of units in it.

3. REPAIR WAR ENGINE DAMAGE AND SHIELDS

Any war engines that have suffered minor damage can attempt to make repairs at this point and war engines with shields which have been knocked down can attempt to raise them again. Shields and damaged locations are repaired on a D6 roll of 4 or more. War engine repairs and shields are explained in more detail in the War Engine rules.

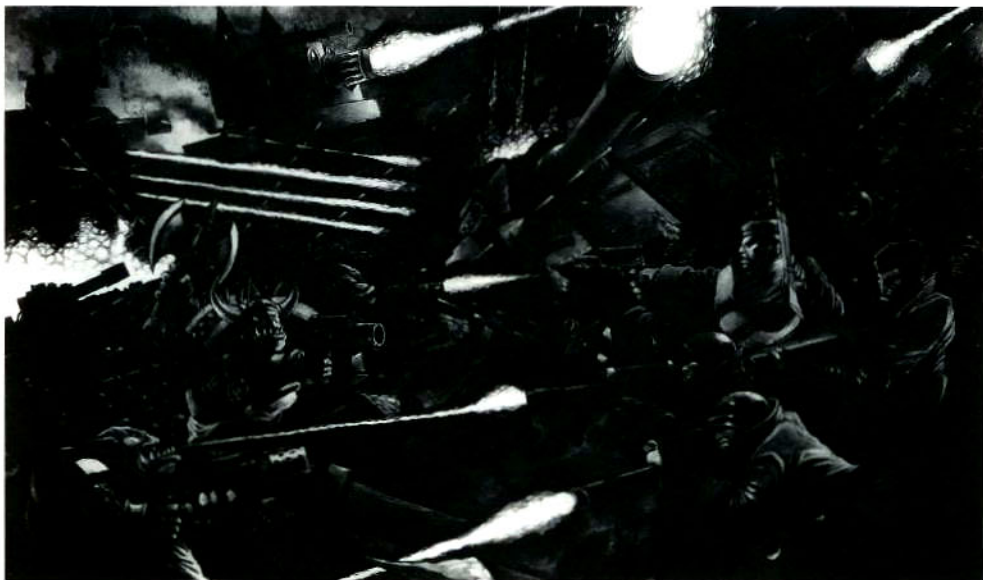
4. CHECK VICTORY CONDITIONS

The various scenarios explained in the Battles Book have **victory conditions** which will tell you which player has won (or is winning) or has lost (or is losing). At this point you check to see how both sides are doing.



SPECIAL RULES

Now you know all about basic units you get to find out about some of the really good stuff: gigantic all-conquering war engines, flyers, other special units like heroes, jump pack troops, artillery and many others. These kinds of units have special abilities which often break the core rules in some way – war engines never retreat from combat for example, artillery doesn't need a line of fire to shoot and so on. The special rules are not particularly complex, you can start playing with them more or less straight away, they are separated out purely so they do not introduce lots of special cases and exceptions while you're reading the core rules.



SUPER HEAVY WEAPONS

Super heavy weapons are ones that don't have a preset Firepower value or sometimes don't even have a Firepower value at all. Super heavy weapons are most commonly found on war engines, but some specialist vehicles like tank hunters or long range artillery units may be armed with them as well. Note that these rules only tell you about the effects of these weapons, the range of the weapons depends on the unit carrying them.

Super heavy weapons can be fired at any target within range, so, for example, they can pick out individual targets within a detachment. Super heavy weapons which are used by units making an Assault must roll a 4 or more on a D6 in order to lock on and be able to fire in the shooting phase. Units in Overwatch may re-roll misses for super heavy weapons as usual. In firefights a super heavy weapon which doesn't have a basic Firepower value always counts as having a Firepower value of 1 instead.

SUPER HEAVY WEAPONS AND BLAST MARKERS

When a detachment with super heavy weapons fires it places Blast markers on the target detachment. The number of Blast markers placed depends on the number of super heavy weapons fired by an attacking detachment before modification for Assaulting, Blast markers etc.

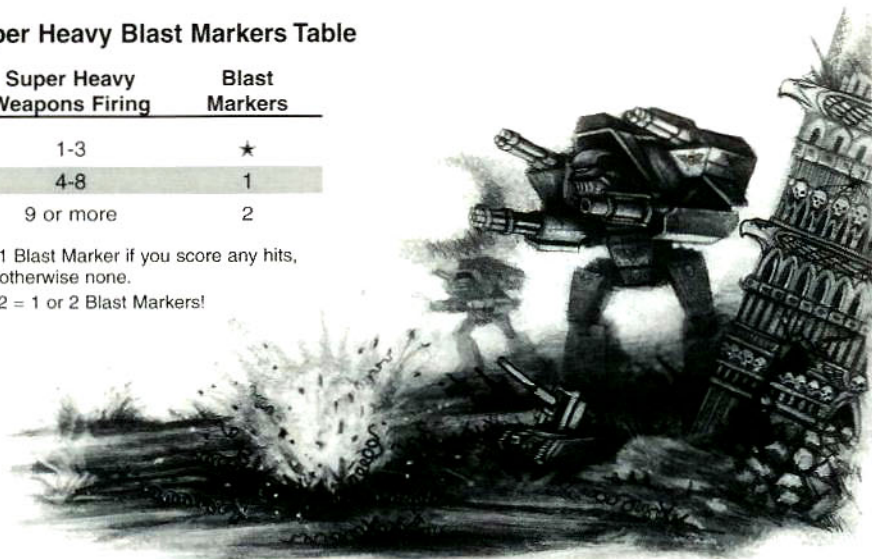
Look up the number of super heavy weapons being fired on the table below to find out how many Blast markers are generated. If a detachment is firing with both Firepower and super heavy weapons it places Blast markers for both attacks.

Super Heavy Blast Markers Table

Super Heavy Weapons Firing	Blast Markers
1-3	★
4-8	1
9 or more	2

★ = 1 Blast Marker if you score any hits, otherwise none.

1 or 2 = 1 or 2 Blast Markers!



Anti-Tank

Some units are armed with a weapon or combination of weapons that are particularly good at destroying a single target unit, regardless of how well protected it is. A classic anti-tank unit is the Space Marine Land Raider which mounts quad tank-busting lascannon and is quite capable of punching holes in the most heavily armoured targets.

Anti-tank shots always roll 1 dice to hit regardless of cover (the shot is so powerful it will simply blast through it!). More importantly an anti-tank shot always treats the target's Armour value as 4 even if it's 5 or 6 (i.e, always roll 1 dice to hit, hitting on a 4+). Note that (despite the name) you can fire anti-tank shots at infantry units or war engines as well as vehicles.

Barrage

Barrage weapons fire salvos of shots, shells or rockets which explode on impact to wreak indiscriminate destruction across a wide area. Barrages are far more effective against an enemy detachment which is densely packed together. An example of a vehicle which is armed with a barrage weapon is the Space Marine Whirlwind.

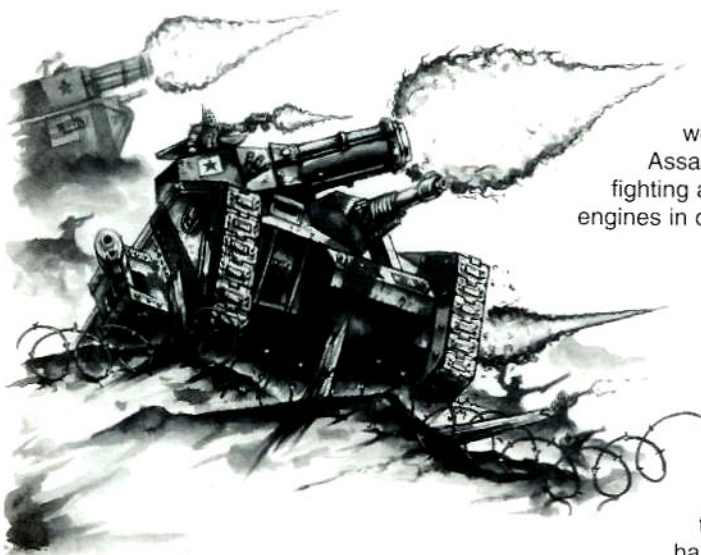
When a unit fires a barrage weapon take the Barrage template and place it over the target detachment, trying to fit as many enemy units as possible under the template. The barraging unit's Firepower is equal to the number of units from the target detachment which can be fitted under the Barrage template; you must cover at least three trooper models for an infantry unit to count or any part of a vehicle or war engine. The Firepower of a barrage is added to the attacking detachment's Firepower; the barrage does not count as a super heavy weapon for placing Blast markers.

Close Combat Weapons

Close combat weapons are giant chainfists, power rams, claws, short ranged burners, wrecking balls and other devices which are fitted to war engines so that they can mangle other war engines in close combat. A war engine armed with a close combat weapon

a massive advantage in hand-to-hand combat over another war engine.

War engines armed with close combat weapons double their Assault value if they are fighting against enemy war engines in close combat. If a war engine armed with a close combat weapon wins a close combat against an enemy war engine it automatically inflicts catastrophic damage on it. Make one roll on the losing war engine's Catastrophic Damage table to find out what happens to it.



Death Ray

Death Rays are huge energy weapons designed to obliterate a single target at almost any distance. Almost every race uses a Death Ray weapon of some sort, although the actual type might vary between giant lasers, plasma accelerators, fusion lances and so on.

Death Rays are like super anti-tank weapons. They always roll one dice to hit, and always treat the target's Armour value as being 2, regardless of what it actually is (i.e. always roll 1 dice to hit, hitting on a 2+). Because of the awesome potency of these weapons Death Ray hits always cause critical damage against war engines: roll on the Critical Damage Table on the war engine's data sheet.

Disrupt

Disrupt weapons are ones which inflict slight casualties but cause a great deal of disruption to the target detachment by damaging vehicles or scattering infantry. Eldar monofilament web spinners are good examples of Disrupt weapons – they fire a drifting web of monofilament wire towards the target, forcing the target to take cover before the web lands and slices them to pieces.

Roll a D6 for each Disrupt weapon fired at an enemy detachment: on a roll of 4, 5 or 6 place one Blast marker on the target in addition to any other Blast markers that would normally be placed. Disrupt weapons inflict no other damage.

Distortion Cannon

Distortion cannon bore an unstable warp hole in the fabric of reality. Anything caught in the warp hole in the brief moment before it collapses is sucked through and lost forever! Large targets like war engines are unlikely to be dragged through completely but will still suffer severe damage if they are hit.

When a Distortion cannon is fired roll a D6 and multiply the score by 5, giving you a number between 5 and 30. If the score equals or beats the target unit's basic Speed value, you've hit it (a roll of 6 is always a hit, a 1 is always a miss). War engines which are hit take a single critical hit, ignoring shields. Targets with a Damage Capacity of 1 (which is anything except war engines) which are hit are destroyed.

Heavy Barrage

Heavy barrages are very similar to ordinary barrages but the salvoes are heavier and far more destructive. Because of this a heavy barrage hits with a Firepower value equal to twice the number of units under the template.

The shells or missiles for heavy barrage weapons are so huge and cumbersome that it takes vehicles a full turn to reload after firing a heavy barrage. Turn the models around or make notes to show that they can't move or fire on their next turn while they reload. War engines carry masses of ammunition for their heavy barrage weapons so they may fire every turn without having to reload.

Mega Cannon

Mega cannon are giant pieces of ordinance which lob a single, huge shell when they fire. The tremendous explosion of the shell when it lands is similar in effect to a barrage but even more dangerous.

When a Mega cannon is fired place a Barrage template over the target unit(s). Roll a D6 against the Armour value of each unit under the template, if the D6 equals or beats the target's Armour value it takes 1 point of damage. The tremendous power of a Mega cannon means that infantry armour bonuses for cover are ignored and each Mega cannon attack places one Blast marker on the target detachment in addition to any other Blast markers that would normally be placed.

Pulsar

The Pulsar is an Eldar weapon which demonstrates the consummate skill of the Eldar at constructing lethal laser weaponry. The Pulsar fires rapid bursts of laser energy capable of reducing several targets to molten slag in a single salvo.

When it is fired the pulsar generates the equivalent of D6 anti-tank shots which may be fired at targets within range.

Ripper Tentacles

Ripper tentacles are a bio-engineered symbiote weapon used by Tyranid bio-Titans. They are metre-thick ropes of muscle and sinew which are controlled by separate nerve bundles so that they writhe and strike with a mind of their own.

When in close combat with another war engine the ripper tentacles can be wrapped around one close combat weapon, preventing the opposing Titan from using it.

Super Lifta Droppa

The Super Lifta Droppa is a powerful Ork weapon which defies the understanding of human tech-priests. It works by latching a traktor beam onto the target and lifting it up into the air. The Ork Mekboys operating the weapon then try to drop the contents of the traktor beam onto some other choice victims nearby.

The Super Lifta Droppa is used to pick up vehicles and war engines, infantry units can't be picked up. In order to grab and lift a target you have to roll a D6 and beat its damage capacity (1 for vehicles; war engines have a Damage Capacity of 3 or more depending on their type). The target can then be moved by up to 1cm for each point the D6 score beats its damage capacity by before it is dropped. The dropped unit is destroyed automatically (roll for catastrophic damage on war engines). Anything dropped on takes 1 point of damage on a D6 roll of 4, 5 or 6.

Vortex Missile

A Vortex missile is a devastating one-shot weapon. When the missile is fired the warhead explodes into a whirling vortex of energy which consumes anything in contact with it before it implodes. This ravaging vortex is in effect a giant warp hole like the one created by a Distortion cannon and is particularly deadly against war engines.

When a Vortex missile is fired place a Barrage template over the target unit(s). Every unit under the template suffers the equivalent of D6 Death Ray hits. Once the Vortex missile has been fired it is expended and may not be used again during the battle.



SPECIALISTS

Certain units, generally only infantry, can effectively change their characteristics by specialising in one particular aspect of war. By varying what equipment they carry these units become better than normal in assaults, able to move more quickly and so on. For example, Space Marine Devastators carry more heavy weapons than normal Space Marine squads, giving them a longer range and better firepower. The army lists will tell you what specialists you can buy for your forces; the powers of the various specialists are listed below.

Assault

Assault units are optimized for fighting in close combat with pistols, grenades, chainswords, axes and other hand-to-hand weapons. While this gives these units a big advantage in close combat it means that their long range firepower is greatly reduced.

Assault units count +1 to their normal Assault value but their weapons Range is reduced to 15cm.

Cavalry

On primitive, barbaric worlds in the galaxy cavalry still rule the battlefield and many armies of the 41st millennium still use them for their speed and shock value. Cavalry are also useful in long range patrols and scouting missions because they can forage for food as they go. Cavalry might be riding horses, cyboars, giant lizards, daemon steeds or something even weirder depending on which army they're from.

Cavalry units have their Speed doubled, and during the Assault phase their speed is tripled if they charge into close combat. Because you can't ride a horse through a building very easily, take cover properly and so on cavalry are counted as vehicles. Cavalry also add +1 to their Armour value, up to a maximum of 6.

Heavy Weapons

Some units are equipped with more long ranged and potent weaponry than is normal for their type. Ork shooty boyz and Space Marine Devastators are both good examples of infantry heavy weapons units. Of course the down side to toting this amount of cumbersome weaponry is that the unit becomes more vulnerable in close combat.

Heavy weapons units count +1 to their Firepower value, increase their Range to 45cm, but have their Assault value halved (round up).

Jump Packs

Jump pack units are equipped with powered jets, wings, long legs or anti-gravitic devices which allow them to travel in a series of very long, very high leaps. Jump pack infantry are a popular choice for many assault detachments.

Jump pack units have their normal speed doubled and during the assault phase their normal Speed is tripled if they charge into close combat. Because they can jump over terrain when they are moving, jump pack units can ignore the effects of a piece of terrain as long as they don't end their move in it.

SPECIAL ABILITIES

Special abilities are ones which allow units to 'buck the rules' in some way. This is usually because the units themselves are unusual due to their training, equipment or temperament. Some special abilities are integral to particular units and as such will be included in their description; others can be purchased as upgrades for units through the army lists in the same way as specialists. For example, an Imperial Guard command squad can include a psyker, and if you pay the points for it that command squad will count as having the Psyker special ability. On the other hand, a Space Marine Librarian is always a psyker – it's part of his unit description.

Artillery

Artillery units are capable of arcing their fire up into the air so that it will go over intervening terrain. This means they can fire at any target detachment within range even if they don't have a line of fire. Artillery units are also capable of making a special preparatory bombardment attack. This is detailed fully in the Artillery section on page 45.

Close Support

Close Support units are armed with weapons which are devastating at close quarters, such as firethrowers or heavy, short-ranged cannon. The deadly supporting fire of these units makes a big difference in close combats.

Close Support units count their Firepower value in support during close combat, instead of only adding +1. Note that they still use their Assault value if they are attacked directly so they do need to be used in support of other units.

Flak

Flak units are designed to shoot down enemy flyers, either by tracking their course with complex scanning devices and then shooting at them or simply filling the skies with so much lead that flyers are bound to be hit by some of it. Details of how Flak units work can be found in the Flyers section of the rules on page 46.

Hero

Heroes are exceptional units or individuals which fight with tremendous bravery and warcraft. Being heroes they also tend to get all the best equipment as well! Space Marine Captains and Ork Warbosses are both examples of Heroes. Note that a vehicle with a tough, hard-bitten crew could be a 'Hero' just like an infantry squad.

Heroes have a *save* (see below) and their Assault value is doubled.



Infiltrators

Infiltrators are special units that are trained to scout ahead of a main force, sneaking through enemy lines to set up ambushes, sabotaging installations and causing all sorts of trouble.

Infiltrator units count as being within command distance if they are within 60cm of their detachment HQ. They may deploy up to 30cm outside the normal deployment zone, or add +30cm to their first move if they are not deployed at the start of the battle. An Infiltrator unit which is more than 30cm from its HQ unit is still destroyed if it is broken in close combat or a firefight.

Psyker

Psykers have the power to manipulate energies from the alternate dimensions of the warp. They can use their powers in many subtle ways but on the battlefield their attacks tend to be of the most violent and unsubtle kind: blasting targets with spectral fire, obliterating enemies with astral lightning or destroying minds with brain bursting bolts of psychic energy.

In a close combat or a firefight the side with the most psykers either supporting or participating will have a distinct advantage and gains a +1 modifier. Also Fate cards (which are explained in the Battles Book) can be used to make a special Psychic Blast attack with Psyker units. Fate cards can also be used to nullify psychic blasts by enemy psykers as long as you have psykers of your own.

Rampage

Units which *rampage* fight with boundless ferocity in close combat, tearing into their opponents with a berserk fury which gives no thought to their own survival.

Normally a unit only rolls 1 dice to try and score hits in close combat. However, a unit that has the Rampage special ability rolls 2 dice to score hits in close combat. Rampage units are so berserk that they may not retreat from combat. This means Rampage units are always caught by the enemy and destroyed if they lose a close combat.

Rapid Fire

The Space Marines of the Imperium are an elite fighting force trained to fight against impossible odds and win. Part of their training to overcome the numberless hordes of the Emperor's foes is in the use of *rapid fire*. The Space Marines hold their position and pour heavy and accurate fire into the enemy, often at point blank range.

Space Marine infantry units with the Rapid Fire ability double their Firepower when they are in Overwatch. Space Marine units with the Heavy Weapons specialisation may not use rapid fire.

Save

Some units can survive the most outrageous cataclysms relatively unscathed while lesser beings around them die like flies. This might be because the unit is incredibly skilled, naturally tough, protected by superior armour or energy fields, or simply so alien that many weapons can't harm them.

Units with the Save special ability get a saving throw against each hit inflicted on them. If they can roll a 4, 5 or 6 on a D6 when they suffer a hit for any reason the hit is discounted and has absolutely no effect! Blast markers are still placed on units which make their saves.

Skimmer

Skimmers are units which are propelled by jet engines, wings, or anti-gravitic devices. Normally they hover just above ground level but they are capable of boosting their height sufficiently to clear trees, buildings or other terrain.

A Skimmer unit may ignore terrain when it moves, but if it starts or ends its move in dangerous terrain it must still take a Dangerous Terrain test. A skimmer may also 'pop up' in the shooting phase, rising above any blocking terrain so that it can trace a line of fire over it when it shoots. A skimmer which has popped up may also be shot at ignoring any intervening terrain. A popped up skimmer returns to ground level at the end of the shooting phase.

Stubborn

Stubborn units are highly disciplined, heavily indoctrinated, well motivated or just plain 'ornery. When shells are thundering down around them and the air is thick with enemy fire Stubborn units are liable to keep going when lesser mortals quail and falter.

Stubborn units may re-roll the dice for any failed Leadership tests.

Supreme Commander

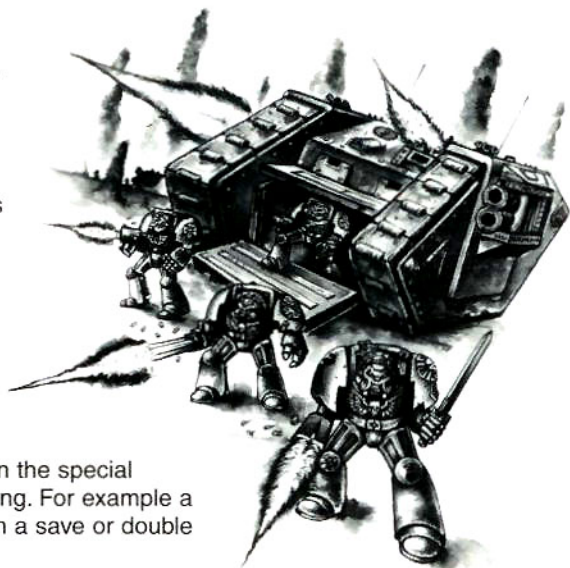
Supreme Commanders are the guiding force of an army on or off the battlefield. They are tremendously inspirational figures who can stop a rout or orchestrate a breakthrough simply by being in the right place at the right time. Each army list contains an entry for Supreme Commanders; it is possible that an army may have a choice of more than one commander.

Any detachment with its HQ within 30cm of the Supreme Commander becomes *stubborn* so it may re-roll any Leadership tests. Also, if the Supreme Commander (not just his bodyguard) fights in a close combat or contributes his Firepower to a firefight then you may re-roll the dice for that close combat or firefight. If you re-roll the dice, you must abide by the second result!

Transport (x)

Transport units can carry infantry units, giving them more mobility on the battlefield. The 'x' designates just how many units of infantry a Transport unit can carry, so if the notes for a vehicle say 'Transport (2)' it can carry two units of infantry. Mounting or dismounting a Transport unit costs 5cm of both the Transport unit and the infantry unit(s) movement for a turn. It is possible for infantry to mount up, be transported to a new location and then dismount at a cost of 10cm movement to both the infantry and the transport.

Note that a Transport unit does not gain the special abilities of infantry which it is transporting. For example a transport carrying a Hero does not gain a save or double its Assault value.



WAR ENGINES

War engines include all very large fighting machines, such as Titans, Ork Gargants and Imperial super heavy tanks. The main difference between a war engine and a normal unit is that the war engine has a Damage Capacity (sometimes referred to as 'DC') which shows how many hits it can take before it is destroyed.

Each type of war engine has a data sheet. An example of a War Engine data sheet is included at the end of this section.

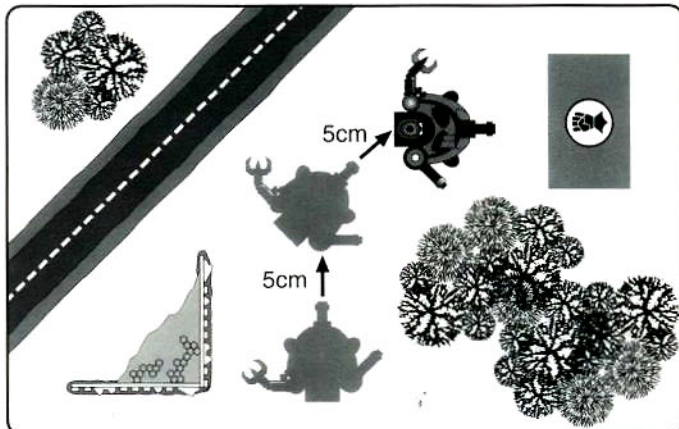
War Engine Movement

War engines are not allowed to March or enter Overwatch, but they also don't need to be given Assault orders to move or attack in the assault phase (see below).

War engines are huge, ponderous giants so they cannot turn or manoeuvre as quickly as vehicles and infantry. War engines must generally travel directly ahead when they make their move, though they may turn by up to 45 degrees for free as part of their move. War engines can make more turns but their speed is reduced. Any additional turns cost 5cm of the war engine's move per 45 degrees (or fraction of 45 degrees) turned.

WAR ENGINE MOVEMENT

The Great Gargant, Korps Grinda, is advancing on the Space Marines. It has a Speed of 15cm. However, it must negotiate the woods ahead. It moves forward 5cm, then takes its free 45° turn. It then moves forward 5cm and spends its last 5cm of movement making another 45° turn towards the Space Marines to bring its weapons into position.



War engines must make Dangerous Terrain tests just like any other unit. If the test is failed the war engine is unable to move into the dangerous terrain. Even if the second roll indicates the war engine suffers a hit there is no chance that it will inflict critical damage (see the Damage rules below).

War Engines & Blast Markers

War engines always count as having the special ability 'Stubborn' so they may re-roll the dice when they take a Leadership test in order to move. They also add +1 to the dice roll if their starting Damage Capacity was over 15. Note that if a war engine fails to move because it doesn't pass a Leadership test it doesn't count as immobilised for the purposes of shooting.

Shooting With War Engines

War engine detachments do their shooting after all vehicle and infantry detachments have completed theirs. Draw initiative again for the war engines shooting and then alternate firing war engine detachments, starting with the player who won the initiative.

War engines usually mount multiple weapons, either batteries of heavy weapons or individual super heavy weapons. A war engine can split its firing between several target detachments if desired, but the Firepower of individual weapon batteries may not be split up.

War engine heavy weapon batteries may combine their firepower together if they are shooting at the same target detachment. Super heavy weapons are fired individually.

Each war engine data sheet shows the arcs of fire for the various weapons carried by the war engine. A weapon may only be fired at targets that fall within its fire arc and are also in range and line of fire of the war engine.



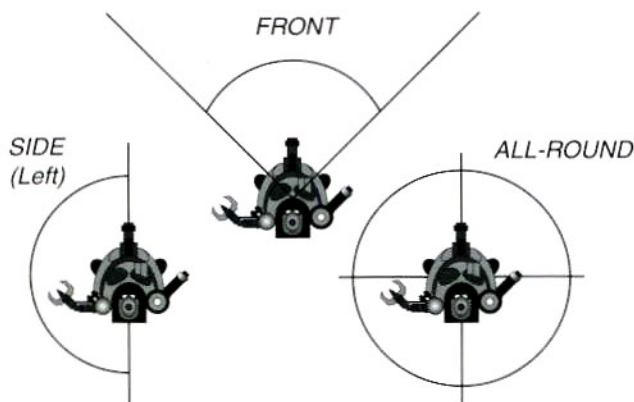
WAR ENGINE FIRE ARCS

The various weapon mounts on a war engine are limited in their field of fire. The different fire arcs are:

Left/right side – The weapon has a 180° field of fire to that side.

Front – The weapon can fire in an arc 90° to the war engine's front.

All round – The weapon has 360° traverse and can fire all round the war engine.



Shooting at War Engines

Shooting at war engines is resolved in the same way as normal shooting, although war engines have their own target category on the Shooting Table. Some critical damage (see below) immobilises war engines and makes them easier to hit. Immobilised war engines in the open are not listed in the categories because they are such huge targets that attackers roll one hit dice for every point of Firepower directed at them.

Unlike normal units, war engines are able to absorb more than one hit before they are destroyed. The number of hits a war engine can take is shown by its **Damage Capacity**. Each hit scored will reduce the war engine's Damage Capacity by 1 point, and the war engine is only destroyed when its Damage Capacity is reduced to 0.

We've included some tiny dice so that you can use them to conveniently mark lost damage points on war engines by placing them behind the war engine model. Alternatively you can note the damage on a piece of paper or use some other method if you wish.

War Engine Detachments

War engines are organised into detachments consisting only of war engines, and may not be included in detachments with other types of units. Most war engine detachments consist of a single unit but super heavy tanks, Scout Titans and other small war engines can be fielded in larger detachments. When firing is resolved against these detachments don't forget that any hits scored have to be distributed evenly amongst the war engines which are within the range and line of fire of the attackers.

War Engine Critical Damage

The weapons used in the Imperium are so destructive that they have the ability to destroy or severely damage even the largest target if they hit it in the right place. To represent this, any hit on a war engine has a chance of causing **critical damage**.

Roll a D6 for each hit scored on a war engine. On a roll of 1-5 the target suffers no extra damage. On a roll of 6 the hit has caused critical damage and a further 2D6 roll must be made on the Critical Damage Table on the war engine's data sheet to find out what has happened to the war engine.

The Critical Damage Table describes what systems, if any, are damaged by the hit. It also tells you how many extra damage points are deducted from the war engine's Damage Capacity.

In addition to causing extra damage points critical damage can disable weapons, start fires, cripple engines and so on. These special effects are described in detail on the individual war engine data sheets, but suffice to say they range from minor irritations to major catastrophes depending on how high the 2D6 roll was.

Certain results indicate the war engine is 'immobilised', mark it with the Order dice. An immobilised war engine cannot move and is easy to shoot at. Many damage results cause special effects on the war engine 'until repaired'. You may attempt to repair each damaged system on a war engine in the rally phase, after broken detachments are rallied. Roll a D6 for each repairable system: the system is repaired on a roll of 4, 5 or 6.



War Engine Catastrophic Damage

Once a war engine has its Damage Capacity reduced to 0 it suffers catastrophic damage and is destroyed. The death throes of such massive machines are spectacular and can devastate a wide area, raining destruction on friend and foe alike. If a war engine is destroyed roll a D6 and look up the results on the Catastrophic Damage Table on its data sheet.

War Engine Shields

Many war engines are protected by banks of power field or void shield generators. Both types work in a similar way, each generator raising an energy field which is able to absorb 1 hit before being knocked 'down'. Each hit that is absorbed will have no effect on the war engine itself and no critical damage rolls are made. When all of a war engine's shields are down any further hits will cause damage as normal. Use the tiny dice to mark lost shields by placing them just in front of the war engine to show the number of shields remaining.

The main difference between the two types of shield is that power fields are destroyed as they go down, while void shields can be repaired and raised again. In the rally phase of each turn, roll for each 'downed' void shield – on a roll of 4, 5 or 6 it comes back on.

War Engines in Close Combat

War engines may always move in the assault phase, and can charge into close combat if the player desires. Moving in the assault phase does not affect the war engine's ability to shoot in the shooting phase in any way; it always fires at full effect.

War engines have an (exceptionally high) Assault value noted on their data sheet. Fortunately for lesser units more of them can fight against war engines in close combat.

Ordinary units can only be ganged up on by a maximum of two enemy units, but war engines can be attacked by a number of units equal to half of their starting Damage Capacity. Units attacking a war engine in close combat must be in contact with the war engine model or its base

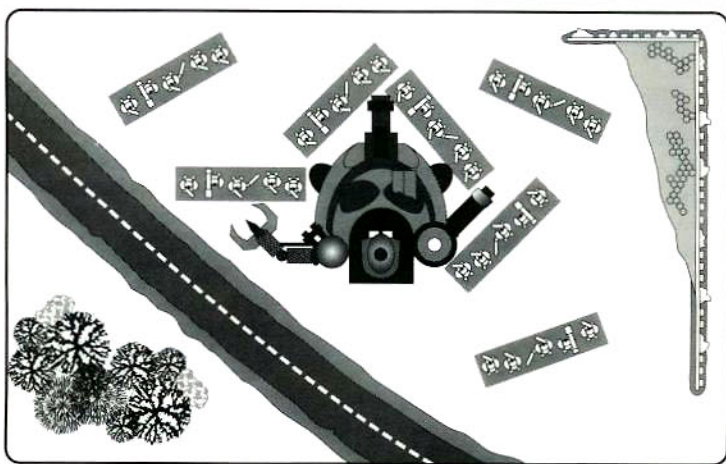
War engines can also do a lot more damage in close combat. Instead of rolling a single hit dice for each war engine in base-to-base contact with enemy unit(s), roll a number of hit dice equal to half the war engine's remaining Damage Capacity, rounding up. Note that a war engine can't destroy more units than it is fighting even if it scores excess hits.

Each enemy unit fighting back against a war engine rolls a hit dice as described in the Assault rules. Again, the limit of two attackers per defending unit does not apply if the defender is a war engine; the number of units which can roll for hits against a war engine is equal to half of its starting Damage Capacity. Hits scored in close combat ignore void shields and power fields and damage the war engine directly. Roll for critical damage normally.



WAR ENGINE CLOSE COMBAT

The Great Gargant Korps Grinda has managed to assault the Space Marines. In the subsequent close combat, when rolling for hits the Ork player rolls 9 dice to kill the Space Marines, as this is half its damage total. The Space Marine player may still only roll a number of dice equal to the number of units in contact – in this case, 4 dice.



War Engines Supporting Close Combats

Unlike normal units, war engines are allowed to support other detachments which are in close combat. In order to lend its support to a close combat a war engine must be within 15cm of an enemy unit which is fighting in, or lending support to, the combat and the war engine can't be in close combat itself. The supporting fire of a war engine adds a bonus equal to half the war engine's current Damage Capacity.

The number of Blast markers a supporting war engine is carrying is not counted in the close combat itself and war engines that support close combats do not take any Blast markers if they are on the losing side. Each war engine can only support one close combat in each player's assault phase.



War Engines in Firefights

War engines participate in firefights just like other units. They may use any weapon batteries which have enemy units in their fire arc and who are within 15cm. Super heavy weapons count as having a Firepower of 1 in firefights.

No Retreat, No Surrender

War engines can never be broken, and do not retreat if they lose a close combat or a firefight. They don't take a hit for failing to retreat more than 15cm from the enemy.

This is the data sheet for an Ork Gargant. Data sheets for this and all the other war machines can be found in the Armies book.

WAR ENGINE'S NAME

GARGANT

STAT LINE

All the most important information about the war engine – how fast it moves, how many power fields it has, its Damage Capacity, etc.

...the pride of every Ork Warboss, who directs whole contingents of Mekboyz to the largest, shootiest war engines they can. Each Gargant is a triumph of Orky a moving and fighting testament to the Orks' love of warfare and battle.

ARMOUR	POWER FIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
5+	D3+3	12	20	–

WEAPON TABLE

Shows how many, and what sort of, weapons the war engine can have.

WEAPON TABLE

WEAPONS PICK 3	FIRE ARC	RANGE	FIREPOWER	NOTES
Weapon Battery	Front	45cm	8	–
Mega-Cannon	Front	45cm	(1)	Place template. Roll to hit all units under template, ignoring Armour bonuses for cover. Each attack places an additional Blast marker on the target.
at Weapon	Front	30cm	4	Double Assault against other war engines. Causes Catastrophic Damage against war machines if you win.
oppla	Front	45cm	(1)	May be used to pick up vehicles and war engines but not infantry. Lifts target if you beat its Damage on a D6. Target may be moved 1cm for each point you beat its Damage by and then dropped. The dropped object is automatically destroyed (i.e. loses all remaining Damage). Roll a D6 for thing dropped on, on a 4+ it takes a hit.

CRITICAL DAMAGE TABLE

When you hit a war engine, there will be a chance that you score a critical hit. Roll 2D6 and consult this table to find out what has happened.

Certain results indicate the war engine is 'immobilised', mark it with the Order dice. An immobilised war engine cannot move and is easy to shoot at.

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Stubbed Toe	+0 Points	The Gargant is immobilised for the rest of the turn.
	Arm Damaged	+1 Point	The weapon may not be fired until it is repaired.
	Arm Damaged	+1 Point	The weapon may not be fired until it is repaired.
	Cannon Damaged	+2 Points	The weapon may not be fired until it is repaired.
	Damaged	+2 Points	The Gargant is immobilised until the damage is repaired.
	Back	+3 Points	There is a flashback to the Gargant's magazine. No weapons may be fired for the rest of the turn.
		+4 Points	Gargant moves at half speed until the fire is put out by being repaired. Fire causes +1 point of damage per turn until put out.
	ing Fires	+4 Points	D6 fires break out (see Fire above).
	Catastrophic Damage	See table below.	

CATASTROPHIC DAMAGE TABLE

	DAMAGE	NOTES
Internal Explosions	Wrecked	A series of internal explosions destroy the Gargant and its crew.
	Burning	A massive fire breaks out, killing the crew and engulfing the Gargant. Roll again on the table next turn, and apply the result, counting a 3 as Internal Explosions and 4 as Magazine Explosion.
Magazine Explosion	Destroyed	The Gargant's magazine explodes, destroying it and the crew.
6 Massive Explosion	Destroyed	The Gargant is destroyed.

CATASTROPHIC DAMAGE TABLE

CATASTROPHIC DAMAGE TABLE

When a war engine's Damage Capacity is reduced to 0, it suffers *catastrophic damage*. Roll a D6 and consult this table.

ARTILLERY

Most armies include some form of artillery, be it the powerful siege artillery of Imperial armies, the 'Big Gunz' of Ork armies, or the silent but deadly web spinners of the Eldar. All these different forms of artillery share a number of common traits, which are described below. All artillery units include the word 'artillery' in the notes section of the unit's data sheet.

Indirect Fire

Artillery can fire indirectly by shooting over terrain that gets in the way and would normally block their line of fire. Therefore artillery units only need to be within range of their target to fire at it, they do not need a line of fire.

Preparatory Bombardment

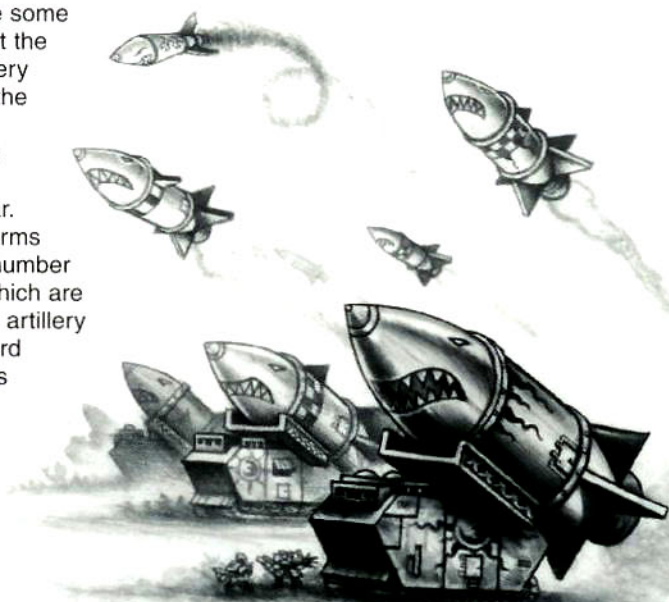
Artillery units can opt to open fire in the movement phase, laying down a preparatory bombardment which will 'soften up' the foe before an attack is launched or disrupt an enemy assault before it moves forward.



To undertake a preparatory bombardment, place a marker dice to show the 'special orders' or '!' face by the detachment at the start of the movement phase, before initiative is drawn. This shows that the artillery units in the detachment can fire a preparatory barrage in the movement phase instead of moving.

The preparatory bombardment can be fired at the start or end of the opposing player's movement. Work out the attack using the normal Shooting rules, but only the artillery units in the detachment will fire.

Note that if the artillery from a detachment fires a preparatory bombardment, then the artillery units can't move. Any other units from the same detachment may move up to 5cm. After the bombardment has been fired you can put the entire detachment on Overwatch if you wish, but the artillery units may not fire again that turn. Units firing a preparatory bombardment are not actually on Overwatch orders and so get no re-roll for their firing.



FLYERS

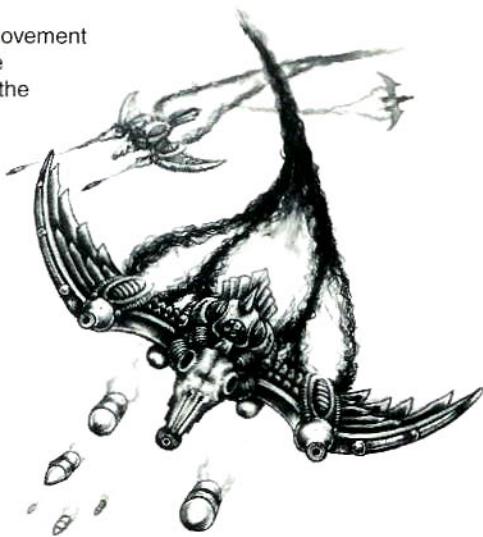
Flyers are not set up with other units. They are kept off table (where it can be imagined they are 'in orbit' or stationed at a nearby airbase) but can fly onto the board in the player's movement phase. Each detachment of flyers can fly one mission in a turn. Missions that can be flown are: Ground Attack, Intercept, or Transport. Players take it in turn to say which mission each of their detachments will fly at the start of the turn, starting with the player whose army has the lower strategy rating.

Rearming and Refuelling

After completing each mission a detachment of flyers must miss its next turn rearming and refuelling. You can use the card airfields supplied to keep track of your flyers' readiness.

Ground Attack

1. Ground attacks take place in the player's movement phase. The flyer enters the board anywhere along any table edge. Place the flyer(s) on the edge of the table. This shows the start of their 'ground attack run'.
2. Flyers have an unlimited move, but can only travel straight ahead. Enemy units can snap-fire at them as they move. However, unlike other units, flyers don't have to halt when snap-fired at.
3. The flyer may halt its move at any point and make its 'ground attack'. Work this out as normal using the flyer's Firepower or other attack. The target detachment must be in the flyer's forward 90° arc, and in range. Don't worry about line of fire (the flyers can climb high enough to see over any intervening terrain).
4. After the flyers have made their attack, they are assumed to hit the after-burners and disengage by climbing straight back up into orbit or high altitude. Remove them from the table – you may use them again after they have rearmed and refuelled.
5. If the flyers are in a detachment they are all placed at the same time, and must all be facing in exactly the same direction. They move together 'in formation', and must all deliver their attacks at the same time (though not necessarily at the same detachment).



Transport

1. Transport flyers are placed and move in exactly the same way as those on a ground attack mission. However, when a transporting flyer fires its Firepower is halved and super heavy weapons need to roll a 4+ on a D6 to lock on and shoot. Other flyers in the same detachment that are not transporting troops fire at full effect.

2. After shooting, the transporting flyers disgorge their cargo at the point where they made their attack. The units being dropped off lose 5cm from their move as normal; the flyer is unaffected. Troops landed by flyer can be ordered to Assault on the turn they land. They may not go into Overwatch or March.
3. Flyers with a transport capacity can carry troops from other detachments in the same army, in which case they are kept off-board with the flyers until deployed. If the transport is destroyed while carrying units, then any transported troops are lost with it (no 4+ saves in this case!).
4. If all of the units in a ground detachment can't fit into the available transport flyers at the same time, then any excess are left behind and can be brought into play on a future turn. Note that troops brought in later like this will be out of command unless landed within 30cm of their HQ. Also note that it is a very good idea for the HQ to be in the first wave!
5. After transport flyers have disgorged their cargo, they take off and disengage by climbing straight up. Remove them from the table – you may use them again after they have missed their next turn to rearm, refuel and load their next cargo.

Intercepting

1. Instead of having an Assault value, flyers have a 'Dogfight value' shown as two numbers like this: "2/2". The first number is the flyer's 'Intercept value', and represents its speed, agility and overall manoeuvrability. The second number is its 'Gunnery value', and represents how much firepower it can bring to bear against an opponent if it can get them in its sights.
2. When an opposing flyer detachment is placed on the table to carry out a Ground Attack, Transport or Intercept mission, you may declare that you want to intercept it with one of your own flyer detachments if it is on an Intercept mission. Place your interceptors by the enemy detachment to show what is going on.
3. Starting with the flyer with the highest Intercept value, each flyer is allowed to attack one enemy flyer. In the case of a tie flyers on an Intercept mission attack first. If both detachments are on Intercept missions and have the same Intercept value alternate attacks, starting with the player who won the initiative.
4. Each flyer attacks individually, rolling a number of to hit dice equal to its Gunnery value. Each dice that equals or beats the target's armour scores a hit. Apply any damage on the target immediately and then move on to the next attack.
5. Once all of the flyers involved in the combat have attacked, remove the interceptors from the table. Any surviving flyers on Ground Attack or Transport missions then carry on with their mission.
6. Detachments on Intercept missions do not have to refuel and rearm until they have attacked an enemy flyer detachment, so they can potentially 'loiter' over the battlefield for several turns if they do not attack.

Flak

Some units are noted as being 'flak' units. Flak units are specially designed to be able to attack flyers. A detachment containing flak units may be placed on alert when flyer missions are being declared. If you want to do this, mark the detachment with an Order dice showing they have special orders (!).

Flak units on special orders may not move or fire in the shooting phase, they fire at flyers in the movement phase instead. Other units in a detachment on special orders count as being on Overwatch, so they can move 5cm and re-roll any misses in the shooting phase.

A flak unit on special orders can shoot at enemy flyers if any part of their flight path is within the unit's range. Roll 1D6 per point of Firepower the flak unit has. Each dice that equals or beats the flyer's Armour value scores a hit. A flak unit can split its firepower amongst several flyers if you wish. Once a flak unit has rolled 1D6 for each point of its firepower it has completed all of the firing it can do in one turn.

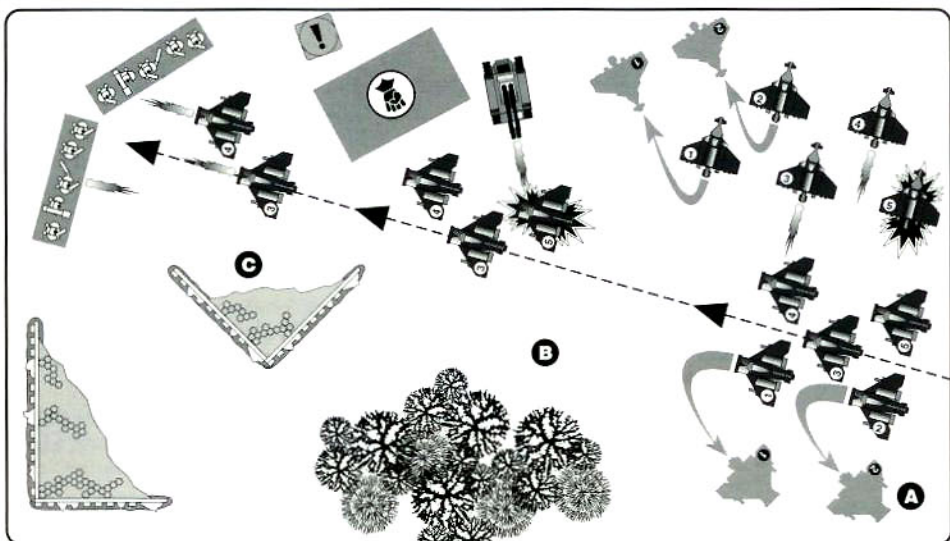
Hits on Flyers

Roll a D6 each time a flyer takes a hit. If the dice roll equals or beats the flyer's Armour value then the flyer has been shot down and is destroyed. If the dice roll is less than the flyer's Armour value then it has only been damaged. A damaged flyer aborts its mission immediately: remove it from play. It must spend the following turn being repaired, and then be rearmed and refuelled on the turn after that.

Blast Markers on Flyers

Flyers don't pick up Blast markers at all. They can never take part in close combats or firefights, and can never be broken.

FLYERS AND FLAK



A) A squadron of 5 Ork Fighter-bombers starts a Ground Attack mission. The squadron is placed on the table edge. However, the Imperium has a squadron of 5 Thunderbolt fighters on an Intercept mission. These dive into the attack and are placed next to the Fighter-bombers. The Thunderbolts fire first because they are on an Intercept mission. They are unlucky and only drive off two Ork planes while two of their own number are driven off and one is destroyed. The Thunderbolts then return to orbit.

B) The remaining Fighter-bombers move towards the Space Marines. As they pass over the battlefield they are attacked by an Imperial Hydra on Flak special orders. It shoots down 1 Fighter-bomber and the rest of its detachment counts as having Overwatch orders for the rest of the turn.

C) The Fighter-bombers reach their target. However, the Ork player has slightly misjudged the distances and a Space Marine unit snap-fires at one of the flyers, missing it. The last 2 Fighter-bombers resolve their barrage attack before leaving the battlefield.



Above: Orks assault an Imperial refinery, defended by the Imperial Guard.

Right: Ork war buggies hurtle forwards closely followed by a battlewagon.

Below: Blood Angels Space Marines and Imperial Guard engage a Tyranid Harridan.

