

Core

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This document is an output from the *Epic Remastered* project, which has its home online at <https://epicremastered.com>. This is a fan community project that **reworks** and **extends** the third edition of Games Workshop's *Epic* game system, *Epic 40,000*.

Epic Remastered is by fans, for fans, and open to the community as a collaborative effort.

The core rules of play

Here you'll find the core rules of the *Epic Remastered* game, plus some introductory information.

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Basics

Some important definitions and concepts that you need to understand to make sense of the rules.

What you will need, to play

Things that you'll need to play the game — and a few that are nice to have.

If you're an avid tabletop wargame enthusiast then you'll have most of this already.

Otherwise... you might have to borrow, buy or make some of these things. And, welcome to the addictive world of wargames! Play for fun, don't sweat the losses and may all your games be jolly and entertaining!

The big stuff

- An opponent! *Epic Remastered* is primarily a two-player game, with no solo-play rules.
- Two armies of 'Epic scale' miniatures to represent the *Warhammer 40,000* factions that you and your opponent wish to play. 'Epic scale' is nominally 6 mm or 1:285 scale, but varies somewhat in practice.
- A suitable wargames table to serve as your battlefield. The 'default' size for Epic games is 180 cm by 120 cm (~6' by 4').
- Miniature terrain/scenery to make your battlefield visually appealing and tactically interesting.

General accessories

Pencil and paper

You don't always need these, but they can be useful to make notes and reminders during the course of a game. You might also use a pencil and paper-based method to design and record the details of your army between games.

[TODO: Add something about paper rosters/detachment cards and digital alternatives, especially the [Epic Remastered Detachment Builder](https://builder.epicremastered.com) [https://builder.epicremastered.com].]

Measuring device

You'll need to measure distances a lot in the game. A pair of trusty retractable measuring tapes are ideal. You'll want ones that have centimetres (cm) marked on them.

Dice

Ordinary six-sided dice. Wargamers can never have too many, but 20 or 30 is plenty.

Damage trackers

You can manage with pencil and paper, but it's nice to have some markers that you can use to track damage (and shields) on some of the larger engines of war in the game. You might consider:

- Dice of a different size, colour and/or number of faces to your handfuls of ordinary dice.
- 'Damage tracker' or 'wound' dials — available from many manufacturers, in a range of styles.

Core rules accessories

You need various visual markers, templates and other aids to track particular effects in the game.

Order markers

You need markers to identify the specific orders that you choose for your detachments, and for conditions that are in effect. (As we explain at [Orders and conditions](#).)

Original Order markers

The original markers that Games Workshop produced for the *Epic 40,000* and *Battlefleet Gothic* games are ideal if you can obtain enough of them (10 or 12 should be enough to play a typical game). These green six-sided Order markers have a different symbol on each face, and are also known as 'Order dice' for obvious reasons (although we do not use them like dice).

You may be able to source these from the likes of the eBay website — although they can be expensive as they've been out of production for a long time.

Alternative Order markers

More likely, you'll need to obtain or create alternatives. Some ideas:

- The marbled grey six-sided Order markers that exist for the 2016 *Adeptus Titanicus* game are just as good as the originals, as their symbols are almost identical.
- 3D-printable alternatives exist online, both in six-sided form or as individual tokens for each symbol. If you don't have access to a 3D printer, there are retailers who sell the physical items.
- Make your own! Even cardboard squares with text on them will suffice.

Blast markers

[TODO: Add explanation.]

Barrage templates

These are simply circles of card with a diameter of 60 mm — originally with colourful artwork to represent explosions. We recommend that you have three. Most of the time you need only one, but there are some rare cases where it is helpful to have more at hand.

Airfields (aircraft status trackers)

The original *Epic 40,000* boxed game included nice printed airfields, to help players to keep track of the readiness of their Flyer units. These are merely 'nice to have' and are only effective for a small number of flyers anyway. The main thing is to have a convenient way to keep track of which out-of-play Flyer units are in which state of readiness: Repair; Rearm; Ready.

Battle-specific accessories

Depending on the nature of the battle that you intend to play in a given session, you may need some of these accessories.

Army Morale tracker

You'll need this only when you use the [Army Morale](#) [<https://epicremastered.com/battles/scenario-special-rules/army-morale.html>] rules.

[TODO: Add explanation.]

Objective markers

You'll need these only when you use the [Objectives](#) [<https://epicremastered.com/battles/scenario-special-rules/objectives.html>] rules.

The original *Epic 40,000* boxed game included a set of full-colour cardboard objective markers. These had the name of the objective type on one side and a suitable corresponding graphic on the other.

You could easily create something similar. Or, it's even better if you create small scenic items to represent them — it is much more visually satisfying to battle over a miniature bunker or fuel dump than over a cardboard marker! Just be sure that it's clear what objective type each scenic item represents.

[TODO: Ideally, in due course we'll add suitable designs to a downloadable 'print your own play aids' file.]

Hidden Setup markers

You'll need these only when you use the [Hidden Setup](https://epicremastered.com/battles/scenario-special-rules/hidden-setup.html) rules.

A set of cardboard or plastic markers will do, so long as each marker has a unique number to identify it. Eight or ten of these markers will be plenty for most games.

If your numbered markers are small scenic items that represent clusters of foxholes and booby-traps, then so much the better for the visual effect!

Drop Pods tokens

You'll need these only when you use the [Drop Pods](https://epicremastered.com/battles/scenario-special-rules/drop-pods.html) rules.

For print-your-own tokens, see [Downloads → Drop Pods tokens](https://epicremastered.com/home/downloads.html#drop-pods-tokens).

Fortifications

You'll need these only when you use the [Fortifications](https://epicremastered.com/battles/scenario-special-rules/fortifications.html) rules.

[TODO: Add explanation.]

Fate cards

[TODO: Add explanation, and link to new Fate cards content when it is ready.]

We don't have Remastered versions yet. However, the original *Epic 40,000* Fate cards remain useable. So, feel free to use them if you have them, or print your own—you can get redrawn versions at [Epic 40,000 Compendium → Further resources](https://thehobby.zone/resources/e40k-compendium/Content/More/FurtherResources.htm). (And you'll find the original rules reproduced at [Epic 40,000 Compendium → Fate cards](https://thehobby.zone/resources/e40k-compendium/Content/Battles/FateCards/FateCards.htm).)

Reference sheets

[TODO: Add explanation, and link to new reference sheets when they are available.]

We don't have Remastered versions yet, but you can refer to [Quick reference](#). However, the original *Epic 40,000* reference sheets remain useable. So, feel free to use them if you have them, or print your own—you can get redrawn versions at [Epic 40,000 Compendium → Further resources](https://thehobby.zone/resources/e40k-compendium/Content/More/FurtherResources.htm).^[1]

Use of dice

Dice rolls, results and scores

Epic Remastered uses ordinary six-sided dice.

When you roll a die, the value it gives you is the **result**. This is a 'natural' or 'unmodified' value. It is also your initial **score**—but the score may be subject to further adjustment before it is final (see [Modifiers](#)).

Single (combined) dice rolls

- Roll a **D6** or **1D6** means roll a single six-sided die and use the result as the score.
- Roll **2D6** means roll two six-sided dice and add the results together to get the score.
- Roll **3D6** means roll three six-sided dice and add the results together to get the score.
- [and so on]
- Roll a **D3** simply means roll a single six-sided die and then halve the D6 result (rounding up) to get the D3 result for your score. In other words, count a D6 result of 1–2 as a score of 1, a result of 3–4 as a score of 2, and a result of 5–6 as a score of 3.



Rounding of fractions

Unless the rules say otherwise, round fractions up.

Multiple independent (batch) dice rolls

Roll **three D6s** means roll three six-sided dice all at the same time, and then check each of their results to get three separate scores. Each individual die is a single D6 roll.

Re-rolls

Sometimes the rules allow you to re-roll dice when you fail a test or you don't like the result of your first roll.



- Unless the rules specifically say otherwise, re-rolls only apply to single rolls, and you must re-roll all of the dice in that single roll, or none of them.
- You may not re-roll more than once (you can't re-roll a re-roll) and you must accept the result of the second roll.

Modifiers

Sometimes the rules specify that you must add or subtract values from the result that you roll on the dice, to get the final score.

For example, **D6+6** means roll one six-sided die and add 6 to the result. Thus your final score will be in the range of 7 to 12.

Required scores

- **1+** means you need a score of 1 or more, after modifiers. If there are no negative modifiers then you will **automatically succeed** without having to roll a die, unless the rules say otherwise (for example, shooting always misses on a D6 result of 1 (sometimes called a 'natural roll' or 'unmodified roll' of 1).
- **2+** means you need a score of 2 or more, after modifiers.
- [and so on]



Ties and tie-breaking 'roll offs'

In the case of a tie or any situation where the rules allow you and your opponent to do something at the same time, just 'roll off' against each other. That is, roll a D6 each — whoever scores highest goes first this time (unless the rules specifically say otherwise).

Units and unit types

Colossal war engines loom over the battlefield and unleash untold devastation upon their targets. Vehicles probe and break through enemy lines, or prevent enemy attempts to do the same. Aircraft fight for dominance of the sky and bomb enemy positions. Infantry rush from cover to cover and fight desperate hand-to-hand combats to secure positions that other forces can't reach or can't hold.

All these forces must work together to secure victory for their side.

Units

The playing pieces that we use to play *Epic Remastered* represent the many and varied forces that are at war on battlefields of the 41st millennium.

In game terms, each individual playing piece represents a single independent element of these forces, known as a **unit**. Each unit is also of a particular named kind, such as Ork Boyz or Land Raider. Each kind has a unique set of characteristics that define its capabilities on the battlefield, which we explain at [Data sheets and characteristics](#).

Unit types

Units vary widely in their specific characteristics and capabilities, but for rules purposes we classify each unit by **unit type**:

- Infantry (INF)
- Vehicle (VEH)
- War Engine (WE)
- Flyer (FLY)

See below for more detail about each of these unit types. ^[2]

Infantry (INF)

This unit type includes the most obvious infantry, plus the likes of crew-served field artillery and some heroic characters. It also includes some creatures and small machines that operate in a similar way as far as we're concerned with the rules.

Examples include the Space Marines unit, Ork Boyz, Eldar Support Weapon Platform, Tyranid Hormagaunts, and many more.

Physical representation of Infantry units

We typically represent Infantry units as follows:

- 'Normal' infantry: Commonly five infantry models affixed to a single base. That said, some enthusiasts vary this with a greater or lesser number, where the models represent particularly weak or powerful individuals.
- Field artillery: One or two artillery piece models affixed to a single base — usually along with some infantry models to represent the crew.



Wargamers often refer to such a playing piece as a 'base' or 'stand' of infantry.

The most common formats of the actual bases are:

- 20 mm square
- 40 mm by 12 mm oblong strip
- 25 mm diameter circle

But, just about any shape and size is acceptable, as long as they are:

- no smaller than 20 mm wide by 10 mm deep
- no larger than 40 mm wide by 40 mm deep

Vehicle (VEH)

This unit type includes the most obvious vehicles, plus some large beasts and mounted infantry (which can't take advantage of terrain in quite the same way as smaller beasts and normal infantry).

Examples include:

- Tanks, such as the Imperial Guard Leman Russ.
- Armoured personnel carriers, such as the Space Marine Rhino.
- Walking machines, such as the Eldar War Walker and various Dreadnought units.
- Some large, powerful beasts, such as the Ork Squiggoth and the Tyranid Carnifex.
- Mounted infantry, such as the Ork Boarboyz and the Eldar Jetbikes.

Physical representation of Vehicle units

We typically represent Vehicle units as follows:

- Tank or armoured personnel carrier: A single vehicle model. Some players like to affix their vehicle models to bases, but this is not necessary and makes little difference in game terms. Do as you prefer.
- Walking machine or large, powerful beast: A single walker or beast model, usually affixed to a base for stability.
- Mounted infantry: Two or three mounted infantry models affixed to a single base.

War Engine (WE)

This unit type includes very large and tough machines of war, plus some exceptionally powerful and resilient creatures.

Examples include the super-heavy tanks and Titans of various factions, Gargants (which are the Ork equivalent of Titans) and some giant bio-constructs such as the Tyranid Dominatrix.

These units dwarf the units of other unit types and can absorb a lot more damage before they are destroyed. Best of all, many of these behemoths have multiple huge weapon systems that can rain destruction upon your enemies!

Physical representation of War Engine units

We represent each War Engine unit with a single model. Some players like to affix their war engine models to bases, but this is not necessary and makes little difference in game terms. That said, where a war engine model has legs, it is usual to affix it to a base — both for stability and for clarity of measurements and other interactions during the game.

Flyer (FLY)

Aircraft, and even some creatures that can fly within a planet's atmosphere. These are very fast in comparison to ground-based units, and their presence over the field of battle is fleeting.

Examples include the Ork Fighta-Bommer, Space Marine Thunderhawk Gunship and Tyranid Harridan.



Note that 'skimmer' units such as the Space Marine Land Speeder and Eldar Falcon grav-tank are not aircraft, and do not count as Flyer units. Rather, these units have some unique capabilities that we represent with the 'Skimmer' special ability. Otherwise, they behave just like other 'ground units' of the same unit type.

Physical representation of Flyer units

We usually represent each Flyer unit with a single model on a 'flying stand' — that is, the model sits on top of a vertical rod that is affixed to a base, to raise the model above the height of other units on the tabletop.

Data sheets and characteristics

Data sheets

Each unit is defined by a set of characteristics that tell you how fast and how dangerous it is in game terms. These characteristics are detailed in the unit's **data sheet**. You will find data sheets for every unit in the game at [Armies](https://epicremastered.com/armies/index.html) [https://epicremastered.com/armies/index.html].

Example 1. Data sheets

Most units have a very simple data sheet that looks something like these:

Unit	Type	Speed	Range	Firepower	Assault	Armour	Notes
Ork Boyz	INF	10/20 cm	30 cm	1	2	4+	
Space Marines	INF	10/20 cm	30 cm	1	3	5+	·Rapid Fire·, ·Stubborn·
Space Marine Rhino	VEH	30 cm	-	0	0	5+	·Transport (2)·



War Engine units have bigger and more complex data sheets, as we explain at [War engine data sheets](#).

Characteristics

Unit

The unique name that specifies the kind of unit.

Type

The unit type of the unit (see [Units and unit types](#)). Some rules affect some unit types and not others.

Speed

The distance that you can move the unit in a single movement action (in centimetres). It represents a rate at which the unit can move across the battlefield and still be effective when it shoot its weapons. You can give units orders that allow you to move units farther than this, but their shooting will suffer.

Some unit data sheets show a split Speed value such as 20/30 cm. Use the first value for all purposes, except where the rules tell you otherwise. For information about the second value, see [Assault moves and charges](#).^[3]

Range

The maximum effective distance of the unit's weaponry (in centimetres).

Firepower

A value (usually a number) that represents the unit's effectiveness when it shoots. A higher number is better. Some units are armed with super-heavy weapons that make special forms of attack. These units will usually have a word (such as Barrage or ·Macro-weapon·) in place of their Firepower value.

Assault

This number shows how effective the unit is at close combat. We use this in the procedure to resolve an assault where units in one detachment charge an enemy detachment and the models are in base-to-base contact.

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, you must roll this number or higher on a D6 to score a hit on the unit when you shoot 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 then we note this here. You'll find explanations of the effects of these rules at [Special rules](#). As you can see, the rules for 'Rapid Fire' and 'Stubborn' apply to Space Marines, whereas no special rules apply to Ork Boyz.

Detachments

Units are defined by the fact that they can act independently. Even so, most units in *Epic Remastered* are organised into groups with other units, for mutual support and co-ordination on the battlefield. We call these groups **detachments**.



Some units, such as the Imperial Warlord Titan, do operate as wholly independent units; such units still comprise a detachment.

Detachments represent forces that are detached from a larger organisation, such as from a company within a Space Marine chapter, or from an Ork clan within a *Waaargh!* (as Ork armies are known).

Every detachment is led by a headquarters (HQ) unit which co-ordinates the actions of the detachment with others on the battlefield.

Detachments are comprised of either Infantry and/or Vehicle units, War Engine units, or Flyer units.



We detail the armies of various factions — and the detachments and units that you may field with them — at [Armies](https://epicremastered.com/armies/index.html) [https://epicremastered.com/armies/index.html].

Within the restrictions of the particular army and detachment list you choose, you can tailor each of your detachments to include whatever number of units you like from the available selection.

Example 2. Space Marines sample detachments

Space Marines detachment — Force Gadrel

Command	1 x Captain, with 1 x Razorback transport vehicle.
Main Force	6 x Space Marines units, with 3 x Rhino transport vehicles.
Support	2 x Whirlwind artillery vehicle.

Space Marines detachment — Force Cantro

Command	1 x Librarian, with 1 x Rhino transport vehicle.
Main Force	6 x Space Marines Devastator units; 3 x Space Marine Scout units.
Support	1 x Dreadnought; 3 x Support Weapon.

Space Marines Armoured detachment — Force Danetor

Command	1 x Captain, with Land Raider transport vehicle.
Main Force	3 x Predator tank; 1 x Vindicator assault tank.
Support	1 x Terminators unit, with 1 x Land Raider transport vehicle; 2 x Space Marine Assault units; 1 x Hunter anti-aircraft tank.

Related information

- [HQ units and command](#)

Endnotes

[1] The original *Epic 40,000* reference sheets contain outdated information for the Bunker objective, which Games Workshop updated through errata in *Firepower* magazine issue #1 (-D6 to Army Morale, rather than -5). Otherwise, as *Epic Remastered* clarifies and expands upon *Epic 40,000* but rarely contradicts it, the original reference sheets remain largely valid and useful for *Epic Remastered*.

[2] Our notes on physical representation are guidance, not a set of absolute rules requirements. As long as your miniatures look the part so that it is clear what they represent, and as long as you don't abuse the flexibility for competitive advantage, then you won't go far wrong.

[3] Difference from *Epic 40,000*: We added split Speed values to make special increases to Speed values easier to understand. We changed the explanation of charge moves to clarify the details and to integrate the Split speed values.

Main rules

This section contains the essential rules that you need to know to be able to play a game of *Epic Remastered* with vehicles and infantry.

Other sections contain rules that build on this one. Some add giant war engines, aircraft and other things to your games. Some describe the types of games that you can play, how to set them up, how to choose armies, and other things. All depend upon the main rules as the foundation for your understanding.

Common rules

Rules that we refer to a lot in relation to different phases. They'll make more sense as you become familiar with the rest of the rules.

Strategy Rating

The Strategy Rating is a value that reflects the overall adaptability and tactical awareness of an army, relative to other armies.

The main game effect of this value is to establish how many Initiative counters each player will get.

Each army list states the Strategy Rating value that applies for that army.

Related information

- [The Initiative](#)
- [Armies](https://epicremastered.com/armies/index.html) [https://epicremastered.com/armies/index.html]

HQ units and command

HQ units and the chain of command

Every detachment list in the [Armies](https://epicremastered.com/armies/index.html) component specifies an **HQ** (headquarters) unit and a **chain of command**.

The HQ unit must always be the most 'senior unit' that is present in the detachment, as indicated in the chain of command. If the original HQ unit is eliminated then the next most senior unit in the chain of command must take over.

If several units are of equal seniority then you may choose which unit to use as the HQ from that point onward. Use a suitable marker or other device to keep track, so that both you and your opponent know which unit is the HQ unit at all times.

In command and out of command

As long as a unit is within 30 cm of its detachment HQ at the start of a phase then it is **in command**. If a unit is more than 30 cm away from its detachment HQ at the start of a phase — or if none of the units that remain in the detachment match a kind specified in the chain of command — then such units are **out of command**.



We explain the phases at [The turn sequence](#). For the moment, suffice to say that most movement happens in the Movement phase, most shooting happens in the Shooting phase, and so on.

In command

In command units can move and/or shoot in that phase, according to the orders you give to the detachment.

Example 3. In command

You have an Ork Mob detachment in your army. At the start of the Movement phase, all of the units in this detachment are

within 30 cm of their HQ, so they are in command and you may move them all.

Out of command

Out of command units can **not** move or shoot in that phase, regardless of the orders you place for the detachment. You can still complete some actions with these units, such as: Snap Fire; fight or lend support in close combat; shoot in a firefight. (We explain these actions elsewhere in the rules, in the appropriate sections.)

Check to see whether units are in command or not at the start of each phase, as the situation can change through your own mistakes or through casualties.

Example 4. Out of command

When you check at the start of the Shooting phase, you realise that you got a bit carried away earlier — two of your Ork Boyz units are now more than 30 cm away from their HQ, and so they are out of command. Though you may move and shoot as normal with the rest of the detachment, you may not do so with these two units until they are in command at the start of a future phase.

In practice this means that you may not shoot with these units in the current Shooting phase. And, unless something unusual happens ^[1], then you may not move these two units in the following Assault phase either.

Aside from carelessness or certain unusual circumstances, you won't often have units that are out of command. But when you do:

- Don't place Blast markers on out of command units. ^[2]
- If your current HQ unit is destroyed, you may not nominate an out of command unit as the new HQ — even if the rest of the detachment is destroyed!

Orders and conditions

Orders and conditions determine most of what you can and can't do with your detachments in a given turn.

We use Order markers to remind us which orders or conditions are in effect with which detachments.

Orders

As long as a detachment is not subject to any [Conditions](#) then you may give it orders (during the Movement phase, usually).

Advance



These are the orders that a detachment operates under by default. You don't need a marker to indicate these orders, just so long as you can remember which detachments you've already activated under these orders in a given turn.

Movement phase

You may make a move with units in this detachment.

Shooting phase

You may shoot with the units in this detachment.

Assault phase

You may **not** move the units in this detachment.

Assault



These orders allow a detachment to close with the enemy more quickly, at the cost of less effective shooting as they 'shoot from the hip'. Also, these are the only orders that allow your detachment to move into close combat with the enemy.

Movement phase

You may make a move with units in this detachment.

Shooting phase

You may shoot with the units in this detachment — but you must **halve** their total Firepower.

Assault phase

You **must** move the units in this detachment, and you may initiate an assault (see [Assault moves and charges](#)).

March



These orders allow a detachment to move very quickly — but it can't shoot, and it becomes an easy target for the enemy.



Be careful! Detachments on March orders are especially vulnerable to enemy attacks.

Movement phase

You may make a **triple** move with units in this detachment. That is, make three normal moves in a single sequence.

Shooting phase

You may **not** shoot with units in this detachment. If your opponent shoots at this detachment then they will use the Marching column on the Firepower table.

Assault phase

You may **not** move units in this detachment. If the detachment becomes engaged in an assault then and you must **halve** the detachment's Assault and Firepower totals.

Overwatch



These orders cause a detachment to forgo most of its movement in favour of more accurate shooting.

Movement phase

You may move units in this detachment up to **5 cm** only.

Shooting phase

You may shoot with units in this detachment — and you may **re-roll misses** that you roll with the attack dice.

[TODO: Are there edge cases in which units in the detachment might be allowed to shoot outside of the Shooting phase (such as Flak attacks)? If yes then perhaps we need to make it clear that re-rolling of misses applies in those cases too?]

Assault phase

You may **not** move units in this detachment.

Special



We use this marker to indicate that special orders are in effect, such as [Flak](#) and [Preparatory Bombardment](#).

Conditions



You cannot give a detachment orders while it is subject to a condition. When a detachment becomes subject to a condition then **any orders that were in effect are no longer valid** — remove the Order marker (if any) and place the appropriate Condition marker.

Broken



A detachment becomes Broken when it loses a close combat or a firefight. This means that the detachment is in disarray — units are in a state of confusion or even panic, seeking cover and unable to accept and respond to orders.



Be careful! A Broken detachment is especially easy for the enemy to destroy — especially if enemy units surround it.

Movement phase

You may make **only** a 20 cm [Retreat move](#) with units in this detachment (though you don't have to move them at all if you don't want to).

Shooting phase

You may **not** shoot with units in this detachment.

Assault phase

You may **not** move units in this detachment (aside from the initial Retreat move after losing an assault). If the detachment becomes engaged in close combat or a firefight then and you must **halve** the detachment's Assault and Firepower totals.

Rally phase

You may attempt to rally the detachment at step [R2. Attempt to rally Broken detachments](#).

Immobilised



This condition applies when a War Engine unit sustains damage that causes it to become immobile. This might be a temporary condition if it can be repaired, or it might last for the rest of the game.

Movement phase

You may **not** move this unit, at all — not even to turn on the spot.

Shooting phase

You may shoot with this unit as normal. If your opponent shoots at this unit then they will use the appropriate Immobilised column on the Firepower table.

Assault phase

You may **not** move this unit, at all — not even to turn on the spot.

Rally phase

Where the rules state that the unit is Immobilised "until repaired", you may attempt to repair the unit at step [R3. Attempt](#)

[repairs](#).

[TODO: Clarify: In contrast to other orders and conditions, the Immobilised condition affects individual War Engine units... but what does this mean for multi-unit War Engine detachment? How should we apply orders and the in command/out of command rules for other War Engine units in the same detachment?]

Broken detachments

When a detachment becomes Broken, remove its Order marker (if any) and place a Broken [core:main rules:marker broken condition] condition marker.

A detachment becomes Broken when it loses a close combat or a firefight.

When a detachment first becomes Broken, you **must** make an immediate [Retreat move](#) with it. Thereafter, apply the following rules while the detachment remains subject to the Broken condition:

- You cannot give orders to your Broken detachment — so it can't shoot or enter overwatch, and it can't move in the normal way either. [TODO: Can a detachment still Snap Fire while Broken?]
- You may make a [Retreat move](#) in the Movement phase, if you wish. This is the only type of move you may make with a Broken detachment.
- If the enemy engages your Broken detachment in close combat or a firefight then you must halve your detachment's Assault and Firepower totals in the engagement.

Retreat move

The Retreat move is a single move in which you may move all mobile units in the Broken detachment up to 20 cm — regardless of their actual Speed values.

- You may use the Retreat move to move the units in any direction, subject to the normal rules for terrain effects on movement.
- You may 'move' units 0 cm if you wish. Or, it may be that you can't move some units anyway. ^[3]
- If you end a Retreat move such that any Broken units are within 15 cm of **any** enemy unit ^[4], then they are **destroyed** — remove those units as casualties. (They are killed by the advancing enemy or scattered in the confusion — they play no further part in the battle.)

The Broken condition and the 'out of command' rules

If a Broken detachment has units that are out of command (that is, more than 30 cm away from their detachment HQ unit) then those units are not affected — they are not Broken and the out of command rules still apply to them.

If units that are out of command become Broken, remove them as casualties immediately. There are no other effects on the parent detachment. Similarly, if units in a Broken detachment become out of command, remove them as casualties immediately.

Rallying a Broken detachment

You may be able to rally Broken detachments in the End phase.

Related information

- [HQ units and command](#)
- [R2. Attempt to rally Broken detachments](#)

Moves

The term 'move' refers to the physical act of moving your models across the play area.

Usually, the maximum distance that you may move any individual model in any single move is defined by the Speed value of the unit that the model represents.

Sometimes, the distance you may move units your detachment may be defined in a different way (as with Overwatch orders or a Broken detachment's Retreat move).

Or, you may be allowed to chain more than one move together at one time — as with a triple move under March orders. Note that these are technically separate moves, so don't just multiply the Speed value — in some cases, terrain may affect the Speed value of your units for one move but not for other moves in the same chain.

For each move that a detachment is allowed to make, you may move each unit in that detachment any distance up to the unit's individual Speed value. Where you are allowed to make multiple moves, complete all moves with a unit before you move the next unit — don't slow things down by moving an entire detachment on March orders three times!

[TODO: Improve text and add example(s)]

Blast markers

Blast markers are a vital part of the game — many rules use them in some way.

Detachments under your command will often receive Blast markers when the enemy shoots at them, and at some other times too.

Game effects of Blast markers

The effects of Blast markers will make more sense when you have read the rest of the rules. But in summary, detachments that have Blast markers on them suffer a range of penalties that include:

- **Movement:** To move a detachment that has Blast markers on it you must first pass a Leadership test.
- **Shooting:** Suppression — for each Blast marker on a detachment, reduce its Firepower by 1.

Example 5. Suppression

A detachment has an initial Firepower total of 9. But it has three Blast markers on it. So, its effective Firepower total is 6.

- **Assaults:** The detachment will be at a disadvantage in close combat and firefights, as as you will find in the relevant topics.

There are some other game effects too, which we explain in the most relevant sections.

Removal of Blast markers

You may be able to remove Blast markers from these detachments at the appropriate step in the Rally phase.

Related information

- [Leadership test](#)
- [R1. Roll to remove Blast markers](#)

Leadership test

When your detachment has one or more Blast markers on it, you must pass a Leadership test before you can move it under orders in any phase or set Overwatch orders.

[TODO: What happens if you try to set Overwatch orders and fail? Default to Advance orders I presume, and lose the chance to use any other orders? If you pass the test to **set** Overwatch orders, do you get to **move** up to 5 cm under those orders without a further test?]



A detachment that is subject to the Broken condition is not under orders — so, a Retreat move does not trigger a Leadership test.

Leadership test

Roll a D6: If you score higher than the number of Blast markers that are on the detachment then you succeed — you may make whatever moves the orders permit; otherwise you fail — you may not make any moves with the detachment during this phase.

- If your detachment currently has 15 or more units in it, add +1 to the score.
- A roll of a natural 6 is always a success, no matter how many Blast markers are on the detachment.

Related information

- [Broken detachments](#)

Barrage templates

We use Barrage templates to determine the area of effect for certain weapons.

When the rules tell you when to place a Barrage template as part of a game effect, use these conventions.

Placement of a Barrage template

When the rules tell you to place a Barrage template you must place it such that it is completely within range and line of fire of the shooting unit.



Units that have the 'Artillery' ability benefit from the Indirect Fire rule — so they do not need a line of fire.

Coverage of units with a Barrage template

A unit is 'covered by' or 'under' the template when any one of these conditions is true:

- Infantry unit: The **centre** of the unit's base is under the template or touched by the edge of the template. ^[5]
- Vehicle or War Engine unit: **Any part** of the unit's base is under the template or touched by the edge of the template.

Related information

- [Artillery](#)

The turn sequence

You play a game of *Epic Remastered* over a number of **turns** in which both you and your opponent participate. How many turns is dependent upon the scenario that you play and the victory conditions it specifies.

There are a number of **phases** in a turn, in a fixed sequence that we call the **turn sequence**.

During the turn sequence, you and your opponent will give **orders** to your detachments.

The orders define **what** actions you can take with your units, and the phases in the turn sequence define **when** you can take those actions.

Turn sequence

1. **The Start phase** ^[6]
 - a. Roll for Reserves, if applicable for the scenario
 - b. Declare flyer missions and certain special orders
 - c. Prepare the Initiative counters
2. **The Movement phase**
 - a. Determine the Initiative (1)
 - b. First player movement

- c. Second player movement

3. The Shooting phase

- a. Determine the Initiative (2)
- b. Shoot with vehicles and infantry
- c. Determine the Initiative (3)
- d. Shoot with war engines

4. The Assault phase

- a. Determine the Initiative (4)
- b. Resolve the first player's assault moves, close combats and firefights
- c. Resolve the second player's assault moves, close combats and firefights

5. The Rally phase

- a. Roll to remove Blast markers
- b. Roll to rally Broken detachments
- c. Repair war engine damage and shields
- d. Check the victory conditions for the scenario

End of the turn

The Initiative

In each phase of the turn, one player or the other will have the Initiative. This is important because it determines which player will act first in the events of that phase — which can be a crucial advantage.

The player with the Initiative goes first, or gets to choose who goes first, depending on the phase.

Determine the Initiative

To determine who has the Initiative we draw an Initiative counter from a mug (or another receptacle, such as a small cloth bag):

1. In the Start phase of each turn, place five Initiative counters in the mug — three for the player whose army has the higher Strategy Rating, and two for the player whose army has the lower Strategy Rating. ^[7] ^[8]
2. Where the turn sequence instructs you to "Determine the Initiative", one player must draw a random counter from the mug. The player whose counter is drawn has the Initiative.
3. That player has the Initiative until the next "Determine the Initiative" step in the turn — at which point they may get the Initiative again, or the opposing player may get it, depending upon what counter is drawn.

Do not put the counters back into the mug until the next Start phase.

Related information

- [The turn sequence](#)
- [Strategy Rating](#)

The Start phase

The Start phase comprises preparatory steps, some of which you won't need if certain special rules aren't active. ^[9]

1. Roll for Reserves

If you are playing a scenario that uses the Reserves rules, then apply those rules now.

2. Declare flyer missions and special orders

There are some things that you must declare now if you want to use them:

- Flyer missions.
- Some types of special orders, such as Flak, Preparatory Bombardment and Dodge.

Start with the player whose army has the lower Strategy Rating, and then alternate to declare until you both run out of things to declare. Take Leadership tests in the normal way, where the rules require it for you to successfully set the orders you declare.

3. Prepare the Initiative counters

Gather the five Initiative counters and place them in the mug (or other receptacle).

Related information

- [Reserves](https://epicremastered.com/battles/scenario-special-rules/reserves.html) [https://epicremastered.com/battles/scenario-special-rules/reserves.html]
- [Flyers](#)
- [The Initiative](#)

The Movement phase

The Movement phase is not the only phase in which movement occurs, but it is the main one — and the decisions you make here will determine much about what you can and can't do for the rest of the turn.

1. First, the player with the Initiative must choose either to go first or to make their opponent go first in this phase.
2. Then, the first player completes all of their actions for the Movement phase, as explained in this section.
3. Finally, the second player completes all of their actions for the Movement phase.

The actions you can take are explained in this section, but in summary: You may move some or all of your units, according to the orders that you give to their detachment.



Remember, where your detachment has Blast markers, you must pass a Leadership test before you can move it.

Some general points about movement:

- When you move a unit, you can move it a distance (in centimetres) up to their Speed value.
- You may turn the unit freely during the course of its move (unless it is a War Engine unit).
- In the Movement phase, it is never compulsory to move any particular unit.
- Once you have moved a unit and removed your hand from the model, you may not change the move.
- When you move a unit, you can move it through other friendly units, as long as they are not War Engine units. ^[10]

Related information

- [War engine movement](#)

Terrain effects on movement

The terrain of the battlefield will be a big factor in many of your tactical decisions. You must consider the risks and opportunities that the terrain presents to both your own forces and those of your opponent, at all times.

Terrain affects the movement of ground units in one of three main ways:

- **No effect:** The unit can move through the terrain as normal.
- **Impassable:** The unit cannot move through the terrain at all, under any circumstances.

- **Dangerous:** The unit can attempt to enter the terrain but it might get stuck, or even suffer damage. When you wish to move a unit through dangerous terrain you must take a [Dangerous terrain test](#) for that unit.

The effects often differ between **unit types**.

Table 1. Terrain effects on movement

Terrain	Infantry	Vehicle	War Engine
Fortifications	No effect	Impassable	Impassable
Buildings	No effect	Impassable	Impassable
Ruins; rubble	No effect	Dangerous	Dangerous
Woods; jungle	No effect	Dangerous	Dangerous
Marsh; swamp	Dangerous	Dangerous	Dangerous
River	Dangerous	Impassable	Dangerous
Roads	See Movement on roads		
Open ground	No effect	No effect	No effect

Dangerous terrain test

When you wish to move a unit into dangerous terrain, or when you wish to move a unit that is already in dangerous terrain, roll a D6:

- On a result of 1: You may not move the unit any farther — leave it at the edge of the dangerous terrain. Or, where the unit is already in dangerous terrain, you may not move it. Then roll a D6 again: If you roll another 1 then the unit takes a hit.
- On any other result: You may move the unit as normal.

We explain the effect of hits at [The Shooting phase](#).



Hits from dangerous terrain do **not** cause critical damage on War Engine units.

Movement on roads

Where you will move a unit such that its entire move will take place on a road — in any phase — add 5 cm to its Speed value for that move. If the unit has a split Speed value, add 5 cm to its first Speed value and 10 cm to its second Speed value.

Example 6. Movement on roads

An Ork Boyz Infantry unit is on March orders. Ork Boyz have a Speed value of 10/20 cm.

The player will make the first two moves entirely on roads, and the third move will include some open ground.

So, the player could move the unit up to a maximum of 40 cm. That is, up to 30 cm for the first two moves that are on roads ((10 cm first Speed value + 5 cm road bonus) x2), plus up to 10 cm for the third move that is not entirely on roads.

Example 7. Assault moves on roads

You have an Ork Boyz Infantry unit that is on Assault orders. Ork Boyz have a Speed value of 10/20 cm.

You intend to make an entirely road-based assault move. So, you can make either:

- A normal assault move of between 5 and 15 cm (10 cm first Speed value + 5 cm road bonus).
- A charge move of up to 30 cm to reach base contact with an enemy unit that is also on the road (20 cm second Speed value + 10 cm road bonus).

Related information

- [Terrain effects on shooting](#)

Transportation

On some unit data sheets you'll see that the unit has one of two special abilities that relate to transportation: **·Transport (X)·** or **·Hitch (X)·**.^[11]

These abilities indicate units that can carry — transport — other units across the battlefield. These abilities have some features in common, but also differ in some important ways.

To refer to the actions that we take with units that we transport, we use the terms **embark** and **disembark**. To refer to the units that we transport, we sometimes use the term **cargo**.



To be clear, a transportation unit does not gain the abilities of any embarked units.

Transportation by **·Transport (X)·** units

To transport one or more valid cargo units:

- After you embark your cargo units, you can keep them embarked until you are ready to disembark them in some later phase. Or, you may embark and disembark units in the same phase or even in the same move — so long as all of the involved units have enough movement.
- While a cargo unit is embarked, you may perform no other actions with it — you cannot shoot with it, for example.
- You may only embark each cargo unit onto a **·Transport (X)·** unit once per phase.
- You may only disembark each cargo unit from a **·Transport (X)·** unit once per phase.

To embark one or more valid cargo units:

1. You may embark a cargo unit only when it is completely within 5 cm of the **·Transport (X)·** unit.
2. You must pay 5 cm from the movement of the **·Transport (X)·** unit.
3. You must pay 5 cm from the movement of each cargo unit.

To disembark one or more cargo units:

1. You must pay 5 cm from the movement of the **·Transport (X)·** unit.^[12]
2. You must pay 5 cm from the movement of each cargo unit that you wish to disembark.^[12]
3. Place each cargo unit that you disembark such that it is completely within 5 cm of the **·Transport (X)·** unit.
4. Where a cargo unit or the **·Transport (X)·** unit has remaining movement, you may continue to move it.

Transportation by **·Hitch (X)·** units

To transport one or more valid cargo units:

- You must embark **and** disembark each cargo unit in the same move — or in the same series of moves, if the **·Hitch (X)·** unit is on March orders. Embark each cargo unit at any point during your move of the **·Hitch (X)·** unit, and disembark at another point in same move, or series of moves.
- You may only embark each cargo unit onto a **·Hitch (X)·** unit once per phase — you may not hitch a lift multiple times with the same cargo unit in the same phase.

To embark one or more valid cargo units:

1. You may embark a cargo unit only when it is completely within 5 cm of the **·Hitch (X)·** unit.
2. You do **not** need to pay any of the movement of the **·Hitch (X)·** unit.

3. You must pay **all** of the movement of each cargo unit.

To disembark one or more cargo units:

1. You do **not** need to pay any of the movement of the ·Hitch (X)· unit.
2. Place each cargo unit that you disembark completely within 5 cm of the ·Hitch (X)· unit. This ends the movement for the cargo unit.
3. Where the ·Hitch (X)· unit has remaining movement, you may continue to move it.

Destruction of transportation units

If a transportation unit is destroyed then any cargo unit that is embarked at the time may also suffer a hit. Before you remove the destroyed transport unit, roll a D6 for each embarked unit: On a result of 1, 2 or 3, it suffers a hit. If the unit survives, place it completely within 5 cm of the destroyed transportation unit. ^[13]

Then remove the transportation unit as normal.

Transportation of units from another detachment

Where transportation units from one detachment carry units from another detachment, both detachments must be on the same orders. ^[14]

Related information

- [Transport \(X\)](#)
- [Hitch \(X\)](#)

Snap Fire

A unit that strays too close to enemy units may fall prey to opportunistic fire, traps or prepared ambushes. We represent the effects of this with the **Snap Fire** rule.

During the Movement phase **only**, if your opponent moves a unit such that it passes within 10 cm of one of your units then you may make a Snap Fire attack:



This is a special type of attack, and normal shooting rules — such as line of sight and Firepower — do not apply. ^[15]



To be absolutely clear: You may declare Snap Fire attacks in the Movement phase only — you may not declare Snap Fire attacks against units that move in the Assault phase.

1. Declare your intent to make a Snap Fire attack immediately, before your opponent proceeds to move other models.
2. Your opponent must 'backtrack' to place the unit at the point where it first comes within 10 cm of one of your units. The sudden attack brings it to a halt there — your opponent may not move that unit any further in this phase.

[TODO: What if this was the first move in a triple move under March orders? Should the enemy lose the rest of their entire move for the phase, or only the rest of that one move?]

3. Roll a D6 to resolve the attack: If you score equal to or higher than the enemy unit's Armour value then it takes a hit. We explain the effect of hits at [The Shooting phase](#).

Note these conditions:

- You may Snap Fire with an individual unit any number of times in a single turn — but no more than once at a particular target.
- As long as the target unit survives then Snap Fire does not affect its ability to act later in the turn — it can act as is usual for the orders under which it is operating.
- In the event that an enemy unit is already within 10 cm at the start of its move in the Movement phase, then you may Snap

Fire at it only if it moves closer. You may not Snap Fire at it if it remains where it is or it moves farther away.

[TODO: In effect, as Snap Fire halts movement anyway, your opponent cannot move the unit closer in the Movement phase unless either you are daft enough not to take the opportunity to apply the Snap Fire rule, or they are daft enough to needlessly grant you that opportunity!]

[TODO: Can we ditch the Snap Fire rule for most purposes, and replace it with a rule like the 'zone of control' in *Epic Armageddon*? After all, the general effect of Snap Fire is that players don't move units to within 10 cm anyway. Of course, we would still need Snap Fire in some form where flyers and Flak are concerned.]

The Shooting phase

There are two parts to the Shooting phase: first, both sides shoot with vehicles and infantry; second, both sides shoot with war engines. You must determine the initiative in each part.

In each part, the player with the Initiative chooses a detachment and shoots with them first — and then the players alternate.

You may pass on an opportunity to shoot, if you'd like to hold back and shoot later in the current part of the Shooting phase instead. **However**, if your opponent **also** passes immediately after you pass then this part of the Shooting phase ends immediately!

To resolve shooting, use the shooting procedure as follows.

Shooting procedure

S1. Add up shooting Firepower

S2. Work out Blast markers

S3. Work out how many attack dice to roll

S4. Determine the target's lowest Armour value

S5. Roll the attack dice and discard misses

S6. Allocate hits

S7. Remove Casualties

Terrain effects on shooting

S1. Add up shooting Firepower

1. Measure the range from units in your shooting detachment to the target detachment.
2. For every one of your shooting units that has a [Line of fire](#) and is within range of at least one target unit: Add their Firepower values together to create a total.

Example 8. Add up shooting Firepower

[TODO: Need example image and text.]

Line of fire

To shoot, units must have a 'line of fire' to at least one unit in the target detachment. Some things may block the line of fire:

- Terrain features such as buildings, woods, hills and so on.
- War Engine units — but not other unit types.

More on terrain and the line of fire:

- Buildings and woods don't block the line of fire to or from units that are **in** the terrain itself.

[TODO: Should we refine this? I like the rule in Epic Armageddon which says that for terrain like buildings and woods, units can see up to 10cm into/out of/within but not through (into and out of).]

- Units which have a high enough viewpoint can draw a line of fire over terrain that is lower down — and the reverse is also true, of course.

[TODO: Integrate more detail either here or by reference to another topic. See [FAQ: Line of Fire](https://thehobby.zone/resources/e40k-compendium/Content/More/HouseRulesFrequentlyAskedQuestionsAndOtherNonsense/FAQ_LineOfFire.htm) [https://thehobby.zone/resources/e40k-compendium/Content/More/HouseRulesFrequentlyAskedQuestionsAndOtherNonsense/FAQ_LineOfFire.htm].]

Fire arc

Vehicles and infantry can shoot in any direction. You may turn the miniatures to face their targets if you wish, but it makes no difference as far as the rules are concerned.

War engines are different — see [Shooting with war engines](#).

Split fire — shooting at multiple target detachments

Each unit may only shoot once in the Shooting phase. But, when you choose a detachment to shoot with, you may split its shooting between multiple target detachments. Resolve the shooting against each target detachment separately, in whatever order you like.

Example 9. Shooting at multiple target detachments

[TODO: Need example image and text.]

S2. Work out Blast markers

When your units shoot at a target detachment, that detachment will tend to accrue **Blast markers**. Blast markers represent the chaos and confusion that a target detachment suffers when it comes under heavy fire.

The number of Blast markers that you place on the target detachment depends upon the total Firepower that you direct at it, before modification (for Assault orders, Blast markers on the detachment, and so on).

**Table 2. Blast marker table
(Firepower)**

Firepower	Blast markers to place
1 to 7	One, if you score any hits
8 to 15	One
16 to 23	Two
24 or more	Three

S3. Work out how many attack dice to roll

Having placed Blast markers in the previous step you will now attempt to inflict actual casualties with your shooting.

1. Recall the resultant Firepower number that you calculated in the previous step.
2. Find this number in the Firepower column on the [Firepower table](#), to determine the row that you must use. ^[16]
3. Cross-reference the row against the appropriate column to find the number of attack dice to roll. That is:
 - a. Look along the top of the table and find the type of target that you're shooting at. For example, if the target detachment is comprised of **Vehicles or Infantry in Cover** then use that column.
 - b. Where the Firepower row and Target column cross you'll find a number which tells you how many dice to roll.

Also note:

- If the target detachment has some units in cover and some in the open, then you may choose to shoot at only the units that are the open, if you wish. If you do this then, when you allocate hits later in this procedure, you may not allocate hits to any of the units that are in cover.
- Always use the **Marching** column if the target detachment is under March orders — even if some or all units are in cover.
- When you shoot at a War Engine unit that is both Immobilised and in the open, simply roll a number of attack dice equal to the resultant Firepower of the attack.

How to use the Firepower table

Target				
Marching		Vehicle or Infantry		-
In Open		Mobile War Engine*	Vehicle or Infantry	-
In Cover		Immobilised War Engine	Mobile War Engine	Vehicle or Infantry
Firepower	1	1	1	1
	2	2	1	1
	3	2	2	1
	4	3	2	2
	5	4	3	2
	6	5	3	3
	7	5	4	3
	8	6	4	3
	9	7	5	4
	10	8	5	4
	11	8	6	4
	12	9	6	5
	13	10	7	5
	14	11	7	5
	15	11	8	6
	16	12	8	6
	17	13	9	7
	18	14	9	7
	19	14	10	7
	20	15	10	8

Figure 1. Guide to the Firepower table

- Step 1** In the Firepower column, find the numbered row that matches the resultant Firepower of your attack.
- Step 2** Find the column that matches the type and state of your target.
- Step 3** Cross reference these two to find the number of attack dice to roll.

S4. Determine the target's lowest Armour value

Determine what is the lowest Armour value among valid target units in the target detachment. This is the minimum value you need for attack dice to score hits.



Remember that Infantry units that are in cover benefit from a +1 or +2 bonus to their Armour values.

Example 10. Lowest Armour value in the target detachment — hits and misses

You target an Ork target detachment that contains: Gretchin (Armour 3); Gretchin that are in cover in some ruins (effectively Armour 4); Ork Boyz (Armour 4); Battlewagons (Armour 5).

Any die you roll that scores a 3 or more will be hit. Any die you roll that scores a 1 or 2 will be a miss.

Related information

- [Armour bonus for infantry that are in cover](#)

S5. Roll the attack dice and discard misses

Take a moment to savour the tension and to make an evil grin while you tell your opponent that all his alien scum or whatever are going to die... and then:

1. Roll the attack dice.
2. Discard any attack dice which scored less than the target detachment's lowest Armour value.
3. The remaining dice are hits. We refer to these as 'hit dice'. The score of each hit die is important for the next step in the shooting procedure.

S6. Allocate hits

Allocate your successful attack dice — that is, your hit dice — against eligible units in the target detachment.

- Allocate one die at a time, starting with the nearest available target unit, then the next nearest, and so on. You may choose which individual hit die you allocate in each case, but you must allocate in this order for all hit dice.
- You must allocate every successful hit die to a target unit, whether or not it can actually affect that unit.

So for example: You've allocated most of your hit dice and your last remaining hit dice all have a score of 4. The next-nearest target unit has Armour 6. You must still allocate one of the 4's against this unit — even though it will be wasted (the shot bounces off harmlessly). You may **not** ignore a nearer unit so as to allocate a hit to a unit that is farther away instead.

- You may only allocate one hit to each eligible unit in a target detachment until all eligible units have been allocated a hit already. Then you may allocate each unit a second hit, starting with the nearest. If all the units have taken two hits you may allocate a third, and so on.



- You may not allocate hits to target units that are in cover unless you used the **Vehicles or Infantry in Cover** column on the Firepower table.
- You may only allocate hits against units in the target detachment that are in range and in the line of fire of at least one of your shooting units — if a target can't be shot at in the first place then it can't be hit either!

Example 11. Allocating hits step (i)

[TODO: Need new example image and text.]

Example 12. Allocating hits step (ii)

[TODO: Need new example image and text.]

S7. Remove Casualties

As you allocate the hits and identify which units are destroyed, remove the casualties from the table.



If you have suitable accessories to mark casualties then you can substitute those in if you like. Detailed model wrecks and smoking craters are characterful and can add to the visual appeal of the game!

Terrain effects on shooting

Some types of terrain may block the line of sight between opposing units, or offer protective cover to infantry.

Line of sight blocking terrain

As in real life, line of sight is vital for most shooting weapons in the game. So, terrain that can block the line of sight is tactically significant.

However, tabletop terrain varies enormously. So, it is best to discuss terrain pieces and principles with your opponent before you start the battle, to make sure that you agree on how to interpret line of sight.

[TODO: Expand on this some more? Perhaps add some detail here about 'model's eye view', hull-down, and such. Might need to rationalise with the main rules for the Shooting phase too.]

Armour bonus for infantry that are in cover

Infantry that are 'in cover'—that is, in terrain that provides ready concealment and/or physical protection from incoming munitions—gain special benefits. This is because they can take advantage of cover in ways that vehicles and war engines just can't—they can hide among trees and shrubs, crouch behind low walls and dive into dips and holes at a moment's notice.

We represent this with a bonus that increases the Armour value of any infantry unit that is in such terrain.



It is not possible to get an Armour value greater than 6+.

Table 3. Infantry Armour bonus for cover

Terrain	Infantry Armour bonus
Fortifications	+2
Buildings	+1
Ruins; rubble	+1
Woods; jungle	+1
Marsh; swamp	0
River	0
Roads	0
Open ground	0

[TODO: Consider more detail either here or by reference to another topic. See [FAQ: Cover](https://thehobby.zone/resources/e40k-compendium/Content/More/HouseRulesFrequentlyAskedQuestionsAndOtherNonsense/FAQ_Cover.html) [https://thehobby.zone/resources/e40k-compendium/Content/More/HouseRulesFrequentlyAskedQuestionsAndOtherNonsense/FAQ_Cover.html].]

Example 13. Armour bonus for infantry that are in cover

Infantry that are in woods get a +1 bonus to their Armour value. A unit of Ork Boyz infantry has a base Armour value of 4+.

So, while in woods, a unit of Ork Boyz infantry would benefit from a modified Armour value of 5+.

Related information

- [Terrain effects on movement](#)

The Assault phase

In this phase, detachments that are on Assault orders move again. If they end their move close enough to the enemy then the opposing detachments will engage in close combat and/or short-ranged firefights.

The player with the Initiative must decide whether to make all their assaults first, or to make their opponent go first.

The player who goes first moves all of the detachments they have that are on Assault orders, and resolves all close combats and firefights that result from these moves, if any. Then the player who goes second does the same.

Assault moves and charges

During the Assault phase you may only move and attack with detachments that you placed on Assault orders in the Movement phase.



Remember, where your detachment has Blast markers, you must pass a Leadership test before you can move it.

We call each move that you make with a unit in this phase an **assault move**. Where you make an assault move that puts your unit in base contact with an enemy unit we call this a **charge move**. Every charge move is an assault move, but not every assault move is a charge move.

Assault moves

Moves in the Assault phase are subject to all the rules that we described for the Movement phase — except that the Snap Fire rule does **not** apply in the Assault phase. Also, there are some complexities in this Assault phase that mean you need to pay extra attention to the way that you move each individual unit. ^[17]

When you move a detachment in the Assault phase, move each of its units one after the other. For each unit:

- You **must** move it at least 5 cm — or into base contact with an enemy unit that is within 5 cm — if you are free to do so. ^[18] Any movement beyond this is optional.
- This move **must** be as direct as possible towards an enemy unit. This does not necessarily mean the **nearest** enemy unit, or even one that is in a detachment that you intend to assault.
- You may **not** move your unit away from the enemy unit that it is **nearest** to.
 - You may ignore the nearest enemy unit if you already have a friendly unit in base contact with it. Then focus on the next nearest enemy unit that is not in contact with a friendly unit.



You do not have to move units more than 5 cm if you do not want to. You might only want to move units into range for a firefight or to grab an objective, for example.

Nearest enemy unit

The nearest enemy unit is the one that your unit could reach by the shortest route.



However, you may detour around dangerous terrain if you wish, to avoid Dangerous terrain tests. In that case, the nearest enemy unit is the one that your unit could reach by the shortest route that does not include dangerous terrain.

^[19]

Charge moves

If the assault move that you make with a unit puts it into base contact with an enemy unit, then we call this a **charge move**, or a **charge**.

This is the only time that you may move your unit into base contact with an enemy unit.

You can benefit from a special increase to the Speed value of some units, but **only** where you use this increase to reach base contact — a charge move.

- Where a unit has a split Speed value such as 20/30 cm, use the second value.^[20]
- For any other unit, use its Speed value in the usual way.



Ganging up

You may place a maximum of two units in base contact with an enemy unit.

Related information

- [Dangerous terrain test](#)
- Experimental: [War engine barging](#)

Assault move examples

These examples explain how assault moves work in some more detail—both assault moves in general and charge moves in particular.

Mixed units, assault moves and charge moves

Example 14. Assault moves and charge moves with a mixed Space Marine detachment

You have a Space Marine detachment that is on Assault orders. Your detachment includes Space Marine, Assault and Bike units. You proceed to move this detachment in the Assault phase.

- The Space Marine unit has a Speed value of 10/20 cm. You can use the second value of 20 cm where you use the extra movement to make a charge move.

That is, you may move your Space Marine units up to 20 cm where you use this to put them into base contact with an enemy unit; otherwise, you may only move them up to 10 cm.

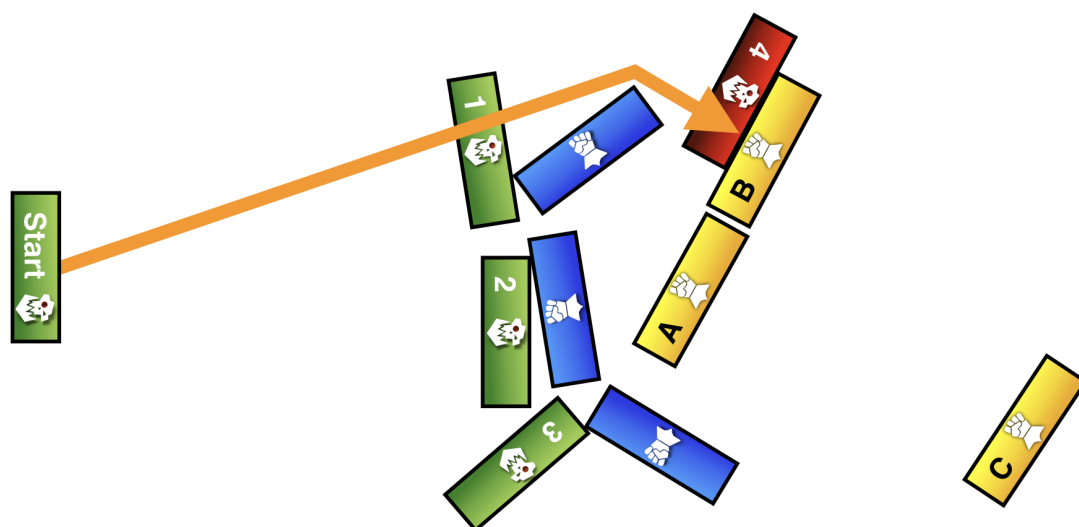
- The Space Marine Assault unit has a split Speed value of 20/30 cm, as a result of the 'Jump Packs' ability. You can use the second value of 30 cm where you use the extra movement to make a charge move.

That is, you may move your Assault units up to 30 cm where you use this to put them into base contact with an enemy unit; otherwise, you may only move them up to 20 cm.

- The Space Marine Bike unit has a Speed value of 35 cm. As a Vehicle unit, you do **not** get a special increase to their Speed value for a charge move.

That is, you can move your Bike units up to 35 cm, regardless of whether or not you put them into base contact with enemy units.

Charge moves (making base contact)

Example 15. Charge moves with an Ork detachment

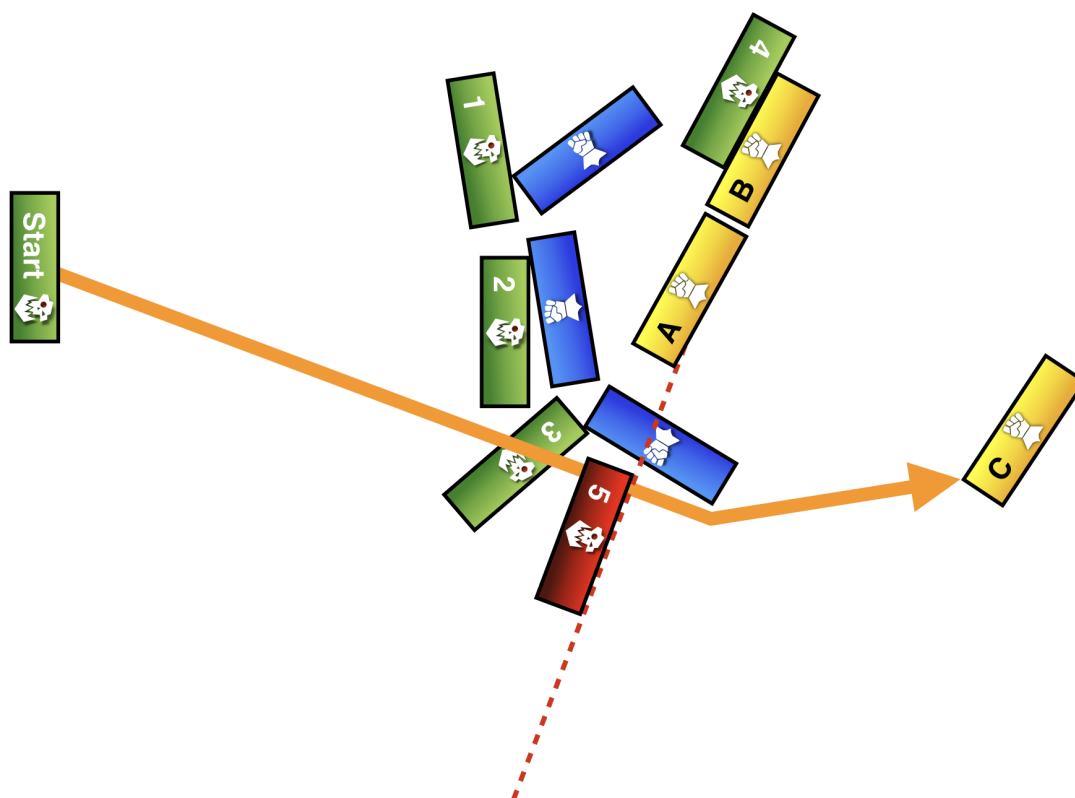
You move the first three Ork Boyz units into contact with the blue Marines units.

Then you move Ork Boyz (4), and you want to make base contact again. You could move them towards one of the blue Marines units, as you may put up to two units into contact with an enemy unit.

Instead, you choose to ignore the blue Marines units that are already in contact with friendly units, and you move Ork Boyz (4) into base contact with yellow Marines (B).

You cannot move Ork Boyz (4) into base contact with yellow Marines (A). This is because you would move them away from (past) Marines (B), who are closer than Marines (A).

Charge moves towards a more distant enemy unit

Example 16. Charge moves with an Ork detachment, with a more distant enemy unit

You move Ork Boyz (5). You could move them into base contact with one of the Space Marines units where you have already placed Orks in base contact; or you may move them towards yellow Marines A, which is the nearest enemy that is **not** in base contact with a friendly unit.

If you wanted to move Ork Boyz (5) towards towards the more distant yellow Marines (C), then you would have to end movement of Ork Boyz (5) at the point where they reach the red line. This is because any further movement towards yellow Marines (C) would be away from (past) yellow Marines (A).

Why you might want to approach a more distant enemy unit

You might ask why you would want to move Ork Boyz (5) towards yellow Marines (C). This could be for several reasons, such as:



- It puts Ork Boyz (5) within range of an objective, or in a better position for the next turn.
- It increases the likelihood that, if you win the close combat, you will destroy Space Marine units as they try to retreat. That is, because you put your Orks further forward, there is less room for your opponent to place their retreating Space Marines units such that they are at least 15 cm away from your units — and so you may destroy more of them. Of course, this also works against you if you lose the close combat...
- Where yellow Marines (C) is in a separate Detachment: You hope to win the close combat against the first Space Marine detachment, and then trigger a firefight with the detachment that includes yellow Marines (C). As you must have at least one unit within 15 cm to trigger the firefight, you move Ork Boyz (5) to meet this requirement.

Related information

- [Jump Packs](#)
- [Retreat move](#)

Close combat procedure

After a player has made all of their assault moves and charges then, if there are opposing detachments that have units in base-to-base contact with each other, you **must** resolve close combat between them.



The first player completes all of their assault moves and charges, and resolves all close combats (and firefights) that they trigger. Only then does the second player get to do the same.

The player who has the Initiative decides the order in which to resolve close combats. [TODO: Consider whether instead the first player should decide the order while they resolve the assaults that they trigger, and then the second player should get to do the same.] To resolve a close combat, use the close combat procedure as follows.

CC1. Add up Assault values

CC2. Work out close combat bonuses

CC3. Roll to resolve the close combat

CC4. Determine the close combat result and place Blast markers

CC5. Roll for close combat hits

CC6. Broken detachments and retreats

Multiple close combats

CC1. Add up Assault values

Both players: Add up the Assault values of all your units that are in base-to-base contact with the enemy.

Also, add a further +1 to the total for each other unit that is in your engaged detachment and that is within 15 cm of the enemy. This represents the effects of supporting fire from others in the detachment who are near to the action.

CC2. Work out close combat bonuses

Each player receives bonuses in the close combat that are dependent on how certain factors compare for each side.

Your Assault value total from the previous step is important, but you don't make direct use of it to resolve the close combat — rather, you compare your totals and the player that has the higher total gets a bonus. You'll combine this with other bonuses and use your overall bonus in the the assault resolution roll that you'll make in the next step.

Table 4. Assault bonuses table (close combat)

Condition	Bonus
The enemy has 5 or more Blast markers	+1
The enemy has more Blast markers than your side	+1
Your side has the most 'Psyker' units that contribute their Assault value or add 'supporting fire'	+1
Your side's Assault total is higher than that of the enemy	+1*
Your side's Assault total is at least double (2x) that of the enemy	+2*
Your side's Assault total is at least triple (3x) that of the enemy	+3*
Your side's Assault total is at least quadruple (4x) that of the enemy	+4*
*These modifiers are not cumulative — use only the best one that applies.	

CC3. Roll to resolve the close combat

Assault resolution roll (close combat)

Both players: Roll a D6 and add your close combat bonuses to the result.

- The player with the highest total score wins the close combat.

- If the total scores are the same then the outcome hangs in the balance! Place one Blast marker on every detachment in the close combat, and then proceed again from CC2. [Work out close combat bonuses.](#)

Optional two D6 method for assault resolution



In *Epic 40,000 Magazine* issue 8, page 6, game designer Jervis Johnson recommended that players roll **two** D6 and use the highest of the two results. If you use this option then note that any game effects that allow you to re-roll the combat resolution roll allow you to re-roll **one** D6, not both.

CC4. Determine the close combat result and place Blast markers

The difference between the two total scores in the Assault resolution roll dictates how great a victory the combat is for the winner and how crushing a defeat it is for the loser.

Check the difference on the [Close combat results table](#) to find the overall result and the severity of its effects. This tells you how many Blast markers to place on the losing detachment(s) and what scores each side will need to get hits in the next step.

Table 5. Close combat results table

Difference in scores*	Overall result	Score required to hit	
		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+

**Also the number of Blast markers to place on losing detachment(s)*

For each detachment on the losing side, place a number of Blast markers equal to the difference.



Do not place more Blast markers on a losing detachment than the number of units that it had in base contact with its victorious enemy.

Example 17. Close combat bonuses

[TODO: New image and text required.]

CC5. Roll for close combat 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 results 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 you can place a maximum of two units in base contact with an enemy unit. You can choose which enemy units to apply hits against—but, similar to the allocation of shooting hits, you may not allocate a second hit to a unit unless you have already allocated a hit to every unit that is in base contact.

Table 6. Close combat results table

Difference in scores*	Overall result	Score required to hit	
		Winner	Loser
1	Narrow Win	4+	4+
2	Forced Back	3+	4+

Difference in scores*	Overall result	Score required to hit	
3	Driven Off	3+	5+
4	Hurled Back	2+	5+
5	Overwhelmed	2+	6+
*Also the number of Blast markers to place on losing detachment(s)			

Example 18. Rolling for hits

[TODO: New image and text required]

CC6. Broken detachments and retreats

Finally, all the detachments on the losing side are Broken — place a Broken [core:main rules:marker broken condition] condition marker on each one. Broken detachments must then retreat, as we explain at [Broken detachments](#).

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.

Example 19. Multiple close combats

[TODO: Need new example image and text.]

Firefight procedure

A firefight takes place if there is an enemy detachment within 15 cm after a player has resolved all of the close combats that they triggered in this Assault phase.

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 15 cm of an enemy detachment at this stage then you must resolve a firefight between the two detachments. When several firefights occur in the same turn, the player with the Initiative may decide the order in which to resolve them. [TODO: Consider whether instead the first player should decide the order while they resolve the assaults that they trigger, and then the second player should get to do the same.]

- FF1. Calculate your Firepower total
 - FF2. Work out firefight bonuses
 - FF3. Roll to resolve the firefight
 - FF4. Allocate hits and Blast markers to losing detachments
- [Multiple firefights](#)

FF1. Calculate your Firepower total

For each detachment you that have engaged in the firefight, add up all the Firepower values of every unit that is within 15 cm of at least one enemy unit.

- Halve a detachment's total if that detachment is under March orders or is subject to the Broken condition.

Add all the detachment totals together to get your final Firepower total.

Related information

- [Multiple firefights](#)

FF2. Work out firefight bonuses

Each player receives bonuses in the firefight that are dependent on how certain factors compare for each side.

Your Firepower total from the previous step is important, but you don't make direct use of it to resolve the firefight — rather, you compare your totals and the player that has the higher total gets a bonus. You'll combine this with other bonuses and use your overall bonus in the the assault resolution roll that you'll make in the next step.

Table 7. Assault bonuses table (firefight)

Condition	Bonus
The enemy has 5 or more Blast markers	+1
The enemy has more Blast markers than your side	+1
Your side has the most ·Psyker· units that contribute their Firepower value	+1
Your side's Firepower total is higher than that of the enemy	+1*
Your side's Firepower total is at least double (2x) that of the enemy	+2*
Your side's Firepower total is at least triple (3x) that of the enemy	+3*
Your side's Firepower total is at least quadruple (4x) that of the enemy	+4*
*These modifiers are not cumulative — use only the best one that applies.	

FF3. Roll to resolve the firefight**Assault resolution roll (firefight)**

Both players: Roll a D6 and add your firefight bonuses to the result.

- The player with the highest total score wins the firefight.
- If the total scores are the same then the outcome hangs in the balance! Place one Blast marker on every detachment in the firefight, and then proceed again from **FF2. Work out firefight bonuses**.

Optional two D6 method for assault resolution

In *Epic 40,000 Magazine* issue 8, page 6, game designer Jervis Johnson recommended that players roll **two** D6 and use the highest of the two results. If you use this option then note that any game effects that allow you to re-roll the combat resolution roll allow you to re-roll **one** D6, not both.

FF4. Allocate hits and Blast markers to losing detachments

For each detachment on the losing side in the firefight:

1. Allocate one hit to the unit that is nearest to the enemy.
2. Place one Blast marker.
3. The detachment is Broken — place a Broken [core:main rules:marker broken condition] condition marker.
4. Make an immediate [Retreat move](#).

Multiple firefights

You won't always have a simple one-on-one fight between two opposing detachments. As any detachment with units within 15 cm of the enemy becomes engaged in a firefight automatically, firefights between multiple detachments are common.

Where either side has more than one detachment that have units that are within 15 cm of a particular enemy detachment, resolve this as a single large firefight.

You may very well find that you have a number of one-on-one and multi-detachment firefight engagements all in a single Assault phase.

Example 20. Multiple firefights

[TODO: Need new example image and text.]

The Rally phase

This is the phase in which you may be able to recover from some of the damage that your opponent has inflicted on your forces. You'll also check to see how well each side is doing overall and — unless the game end conditions are met — you'll prepare for the next turn.

Rally procedure

- R1. Roll to remove Blast markers
- R2. Attempt to rally Broken detachments
- R3. Attempt repairs
- R4. Check the game end conditions

R1. Roll to remove Blast markers

Detachments can overcome or work around some of the negative effects that we represent with Blast markers — and so you may be able to remove some or all Blast markers from your detachments.

For each of your detachments that has any Blast markers on it, roll and remove D6-1 Blast markers. (So, the actual number of Blast markers that you remove will vary from one detachment to the next, but will be between 0 and 5.)

R2. Attempt to rally Broken detachments

If you can rally a Broken detachment then you will regain control so that you can issue orders to it again next turn.

For each Broken detachment that you have, take a Rally test to see if they rally.



You may only attempt a Rally test when a Broken detachment has fewer Blast markers than the number of units it has remaining.

Rally test

Make a standard Leadership test — all the usual rules for modifiers and such apply.

- If you succeed then the detachment rallies — remove the Broken [core:main rules:marker broken condition] condition marker from the detachment;
- If you fail then the detachment remains Broken — try again in the next Rally phase.

Either way, leave the Blast markers in place.

Related information

- [Broken detachments](#)
- [Leadership test](#)

R3. Attempt repairs

This step is relevant only for war engines with minor (repairable) damage or collapsed void shields.

For each repairable critical damage effect and each collapsed void shield, take a Repair test.

Repair test

Roll a D6: On a score of 4 or more you succeed — the critical damage effect or void shield is repaired.

Related information

- [War engine critical damage](#)
- [War engine shields](#)

R4. Check the game end conditions

Check the game end conditions for the scenario that you are playing. So long as the state of your game in the End phase does not match the game end conditions then you will proceed to play another turn.

Each scenario in the [Battles](https://epicremastered.com/battles/index.html) [https://epicremastered.com/battles/index.html] component specifies game end conditions, along with the conditions that determine who is the winner — the rightful claimant to glorious victory on this day!

(Just don't gloat too much — no-one likes a gloater any more than they like a bad loser... be a good sport and you'll attract fun opponents.)

If the game doesn't end yet, use this moment as an opportunity to consider what you should do next turn.

- Could you secure victory or avoid imminent defeat if you focus on a particular objective or change tactics?
- Can you hide your intentions from your opponent until it is too late for them to stop you?
- Be wary — might your opponent spot a chance to exploit something, and can you think of a way to counter it?

Formulate your plans for the next turn accordingly, and be master of the battle lest it masters you!

Endnotes

[1] Such as, your opponent eliminates your HQ unit in the Shooting phase and your next unit in the chain of command happens to be closer to your out of command units such that they are in command again at the start of the Assault phase.

[2] The main reason for this is to avoid excessive penalties when you use the [Army Morale](https://epicremastered.com/battles/scenario-special-rules/army-morale.html) [https://epicremastered.com/battles/scenario-special-rules/army-morale.html] rules.

[3] There may be a rule in force that states that you 'may not move' a unit — the Retreat move rules do not override this.

[4] Even enemy units that are Broken count for this.

[5] Difference from *Epic 40,000*: In *Epic 40,000*, coverage of Infantry units depends on the number of individual models on the base. We use the centre of the Infantry unit's base instead, to account for the wide variation in number of models that players place on their Infantry unit bases.

[6] Difference from *Epic 40,000*: We added the Start phase to clarify the order of certain events.

[7] Difference from *Epic 40,000*: We added the Start phase to clarify the order of certain events.

[8] If both armies have the same Strategy Rating then, at the start of the game, roll off to decide which army gets the advantage for this game.

[9] Difference from *Epic 40,000*: We added the Start phase, to clarify the order of events for things that need to happen at or close to the start of the turn. *Epic 40,000* is sometimes unclear about interactions at "the start of the turn" and at "the start of the Movement phase, before Initiative is drawn".

[10] Difference from *Epic 40,000*: We added this rule for clarity. *Epic 40,000* does not cover this.

[11] Difference from *Epic 40,000*: The Transport rules in *Epic 40,000* leave a lot of room for interpretation, and they aren't entirely clear on some of the commonalities and differences between *Transport* and *Hitch*. Nor do they account well for disparities that stem from the range of different base sizes that Epic enthusiasts use for their units these days. To minimise these problems, we've integrated the 'Transport (X)' and 'Hitch (X)' abilities with some new conditions.

[12] In practice, these conditions mean that you can simply measure the movement of the cargo unit from the 'Transport (X)' unit. But you must be able to pay the 5 cm costs first.

[13] Difference from *Epic 40,000*: We make it clear that embarked units are subject to the same risk when their transportation unit is destroyed, regardless of which transportation ability is in effect.

[14] Difference from *Epic 40,000*: We added this restriction to avoid oddities that arise where transportation units and cargo units are under different orders.

[15] Snap Fire represents various forms of attack that come into effect at such short range, such as booby traps or ambush. The main point is that you should position your units to make the best use of the Snap Fire rule, such that you limit enemy movement. Then your opponent must either avoid your detachment or try to force a way through with shooting and/or an assault.

[16] If the Firepower totals 21 or more then calculate it as one attack at Firepower 20 plus another attack at the remaining Firepower. For example, for Firepower 26 calculate the number of dice for an attack at Firepower 20 plus the number of dice for an attack at Firepower 6.

[17] Difference from *Epic 40,000*: We clarified the requirements to better integrate the 'no moving past' concept that *Epic 40,000* describes in the *Battles Book* under [FAQ: Moving past in the Assault phase](https://thehobby.zone/resources/e40k-compendium/Content/More/HouseRulesFrequentlyAskedQuestionsAndOtherNonsense/FAQ_MovingPastInTheAssaultPhase.htm) [https://thehobby.zone/resources/e40k-compendium/Content/More/HouseRulesFrequentlyAskedQuestionsAndOtherNonsense/FAQ_MovingPastInTheAssaultPhase.htm].

[18] That is, this requirement does not override rules that state that you may not move the unit or must cease movement with the unit — such as when you fail a Leadership test to move the detachment, or you fail the first part of a Dangerous terrain test for the unit.

[19] Difference from *Epic 40,000*: We added this option for you to avoid dangerous terrain during your assault moves.

[20] Difference from *Epic 40,000*: We added split Speed values to make special increases to Speed values easier to understand. We changed the explanation of charge moves to clarify the details and to integrate the Split speed values.

Special rules

While the main rules covers the essentials, the rules in this section provide much of the depth and variety of the game. This means rules for special abilities, artillery, enormous war engines, aircraft and more.

On the whole, these extra rules aren’t particularly complex. You should feel able to use at least some of them even as you learn to play your first games — though it is best not to try to learn everything all in one go!

Some of these rules create exceptions to the main rules. Hence we explain them in this separate section, rather than clutter the main rules with explanations of special cases.

Super-heavy weapons

These are fearsome and awe inspiring weapons that equip the most powerful units in the game — usually war engines, but also some particularly potent specialist units of other types.

Super-heavy weapons may have a variable Firepower value, or no Firepower value at all. These rules define the effects of super-heavy weapons; see the specific unit data sheets for ranges.

Shooting with super-heavy weapons

Half Firepower and 'lock on'

Where a game effect forces you to halve the Firepower of a detachment or unit, you also suffer a reduction in the effectiveness of its super-heavy weapons. ^[1] In these situations, you must test to **lock on** with each super-heavy weapon before you can shoot with it.

Lock on

For each super-heavy weapon that you wish to shoot, roll a D6. On a roll of 4+ the weapon locks on successfully, so you may shoot with it. Otherwise, you may not shoot with it this time.

Overwatch

Where a unit that is equipped with super-heavy weapons is on Overwatch orders you may re-roll misses when you shoot with these weapons, just as you do with dice that you get from Firepower.

Super-heavy weapons and placement of Blast markers

When you shoot with a detachment that includes super-heavy weapons, you may get to place two lots of Blast markers:

- For any regular Firepower that your detachment brings to bear on the target detachment, place Blast markers as normal.
- For the super-heavy weapons that your detachment brings to bear on the target detachment, place Blast markers as follows.

Table 8. Blast marker table (super-heavy weapons)

Number of super-heavy weapons	Blast markers to place
1 to 3	One, if you score any hits
4 to 8	One
9 or more	Two

Count the number of super-heavy weapons that you direct at the target detachment.



- Do **not** modify this number because of Assault orders, Blast markers on the shooting detachment, or anything similar.
- Do **not** count super-heavy weapons that add to the detachment’s Firepower total, such as Barrage — the Firepower component already accounts for any Blast markers that they may add.

Super-heavy weapons and suppression

Normally, suppression means that for each Blast marker on a detachment you must reduce its Firepower total by 1. However, if the detachment has more Blast markers than Firepower, or has no Firepower, then for each remaining Blast marker you lose the ability to shoot with one super-heavy weapon. You may choose which super-heavy weapons are suppressed.



The entire super-heavy weapon is suppressed, even if it has multiple shots like Pulsar (X), or adds to a detachment's Firepower like Barrage.

Super-heavy weapons in firefights

Where a super-heavy weapon is in a position to contribute to a firefight, it contributes 1 Firepower.

Example 21. Super-heavy weapons in firefights

The Death Ray and Heavy Barrage weapons do not have a basic Firepower value. Where they are in a position to do so, they each contribute 1 Firepower in a firefight.

Summary of super-heavy weapon effects

- When your detachment's Firepower is halved for any reason, roll to **lock on** with each of its super-heavy weapons.
- Super-heavy weapons may contribute to the placement of Blast markers in one of two main ways, depending on whether or not they contribute Firepower in the attack.
- After Firepower, each remaining Blast marker suppresses one super-heavy weapon.
- In a firefight, a super-heavy weapon contributes 1 Firepower.

Related information

- [Blast markers](#)
- [Experimental super-heavy weapons](https://epicremastered.com/core/experimental/experimental-super-heavy-weapons.html) [https://epicremastered.com/core/experimental/experimental-super-heavy-weapons.html]

Anti-Tank

See [Macro-weapon](#).

Barrage

These weapons can saturate a wide area of the battlefield with intense salvos or giant explosions.



The more closely packed the units of the target detachment, the more effective Barrage weapons are likely to be against it. This is simply because the barrage will have more target units within its area of effect.

When you make a Barrage shot:

1. Place a Barrage template in the standard way, but with these additional considerations:
 - Place only a single template, no matter how many Barrage units in your detachment contribute to the attack.
 - Place the template so that it is completely within range and line of fire of **all** of the Barrage units that contribute to the attack.

You may opt to exclude some Barrage units from the attack, but you may not make any separate attack with them against the same target detachment.

- Cover as many units in the target detachment as possible.

- Count the number of units of the target detachment that are under the template. This number is the Firepower value that each Barrage unit contributes to the total Firepower that your detachment directs at the target detachment.



When you place Blast markers, Barrage weapons contribute to your detachment's total Firepower, but not to the number of super-heavy weapons.

It still takes only a single Blast marker to suppress a Barrage weapon though, just like any other super-heavy weapon.



Barrage and intermingled detachments under the template

After you place the template to cover as many units in the target detachment as possible, it may be that the template also covers some units from another detachment.

Make a separate count of the number of units of the other detachment that are under the template. After you have resolved the attack against the target detachment, use the separate count to resolve the attack against the other detachment, as if it were a separate attack.

Example 22. A classic Barrage unit

The Space Marine Whirlwind armoured vehicle is armed with a Whirlwind missile launcher. What this vehicle lacks in range it can make up for in speed and the ability to rain a destructive barrage of missiles down onto an area of the battlefield.

Example 23. Adding up Barrage Firepower

You shoot with three Space Marine Whirlwind units at an Ork Warband detachment. This target detachment is partially intermingled with a Kult of Speed detachment.

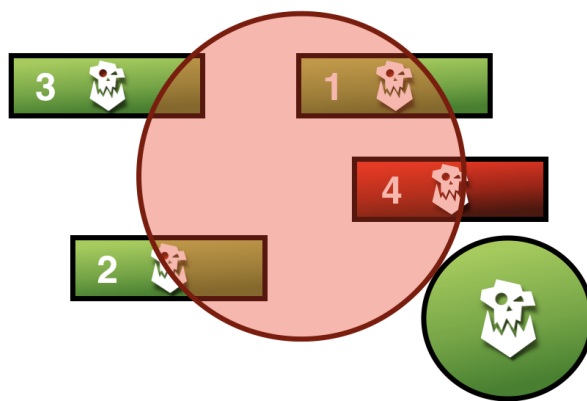


Figure 2. Adding up Barrage Firepower. Numbered rectangles are Ork Boyz units; solid circles are Gunwagon units; semi-opaque circles are Barrage templates. Green units are in the Ork Warband detachment; red units are in the Kult of Speed detachment.

You place one Barrage template for all three Whirlwinds.

In total, the template covers three units from the target detachment:

- The template covers Ork Boyz (1) and (2), and the Gunwagon.
- Ork Boyz (3) is not covered by the template because their centre is not under the template.
- Ork Boyz (4) is in a different detachment, the Kult of Speed — so we make a separate count to resolve the attack against that detachment.

So, against the target detachment, each Whirlwind adds 3 Firepower to the total for your detachment's attack. As the Whirlwinds have no other help, the total is 9 Firepower against the Ork Warband detachment.

After you resolve that, you also resolve the attack against the Kult of Speed detachment. Each Whirlwind contributes 1 Firepower in this case, for a total of 3 Firepower.

Related information

- [Barrage templates](#)
- [Artillery](#)

Close Combat Weapons

War engines make excellent gun platforms, but some of them trade some firepower for weapons that afford greater potency in close combat.

Such weapons include huge powered fists, saws and rams, ripping tentacles, fierce short-ranged cutting torches, and more besides. Their primary purpose is to gain a big advantage over other war engines and mangle them in close combat.

Where your War Engine unit is armed with Close Combat Weapons:

- Double its Assault value when it fights against an enemy war engine in close combat.
- When it wins a close combat against an enemy war engine, it automatically inflicts **catastrophic** damage. Roll on the losing war engine's Catastrophic Damage table.



This effect is not a 'hit', so the 'Save' and 'Holo-fields' abilities offer no protection against it.

Death Ray

These weapons focus colossal amounts of energy at a point, to destroy a single target even at great distance.

The technology and form varies; but almost every major warring race in the 41st millennium uses Death Ray weapons of some sort.

When you make a Death Ray shot:

1. Pick any target within range and line of fire, even a specific unit in a detachment.
2. Roll a D6. If you roll a 2+ then the target suffers a hit, regardless of armour or cover.
 - A Death Ray hit on a War Engine unit always causes critical damage. Roll for a result on the unit's Critical Damage table.

Deathstrike Missile

A powerful one-shot missile. Though not as devastating as a Vortex Missile, it is a weapon that inspires justifiable dread.

When you make a Deathstrike Missile shot:

1. Place a Barrage template in the standard way.
2. For each unit that is covered by the template, roll a D6 and resolve this many 'Macro-weapon' shots against it.



One-shot missile: After you shoot with this weapon, that's all — you can't use it again in the battle.

Related information

- [Barrage templates](#)
- [Macro-weapon](#)

Disrupt

These are weapons of disruption rather than destruction. They entangle or confuse target units, or force them to scatter.

When you make a Disrupt shot:

- Roll a D6. If you roll a 4+, place one Blast marker on the target detachment in addition to any other Blast markers that you would normally place.

A Disrupt shot inflicts no actual damage in game terms.

Distortion Cannon

These weapons literally distort reality. They create a momentary rift between reality and the warp, and in the blink of an eye this rift will tear the target apart or even vanish it from reality forever.

The rift is not big enough to vanish a target as large as a war engine, but a good hit will inflict severe damage.

When you make a Distortion Cannon shot:

1. Pick any target within range and line of sight, even a specific unit in a detachment.
2. Roll a D6 and multiply the roll by 5, to get a score in the range of 5 to 30. If your score is equal to or greater than the target's Speed value then you hit. Also, a roll of 1 (score 5) is always a miss, 6 (score 30) is always a hit.
 - A Distortion Cannon hit ignores void shields and power fields.
 - A Distortion Cannon hit on a War Engine unit always causes critical damage. Roll for a result on the unit's Critical Damage table.

Heavy Barrage

These weapons are like Barrage weapons, but even more destructive. They are also cumbersome and slow to reload — only war engines are big enough to maintain a constant feed of ammunition to such a weapon during a battle.

When you make a Heavy Barrage shot, proceed exactly as for a Barrage shot but with these differences:

- The Firepower value is equal to **twice** the number of units that are under the Barrage template.
- If the weapon is on a War Engine unit then you may continue to move and shoot with this unit each turn as normal. Otherwise, you may not **move** or **shoot** again with the unit until it has had a full turn to reload. Turn the model around, mark it with a token or make a note so that you don't forget that it must reload before you can use it again.

Related information

- [Barrage](#)

Macro-weapon

[2]

These weapons can punch through even the thickest armour with ease.

When you make one or more 'Macro-weapon' shots:

1. Specify whether you will target Infantry units or Vehicle units in the target detachment. ^[3]

2. For each shot, roll a D6. Each 4+ that you roll is a hit, regardless of armour or cover.
3. Allocate the hits as you would for regular Firepower, but only among units of the type that you specified.

Example 24. A classic Macro-weapon unit

The Space Marine Land Raider is both heavily armoured and heavily armed. It has armour-busting lascannons, which make short work of thick armour.

Mega Cannon

These are huge pieces of ordnance that shoot a single, giant explosive munition at the target, so powerful that it blasts through any cover.

When you make a Mega-cannon shot:

1. Place a Barrage template in the standard way.
2. For each unit that is covered by the template, roll a D6. If you roll the unit's Armour value or higher then the unit suffers a hit. Use only the unit's actual Armour value — that is, **ignore any Infantry Armour bonus for cover**.
3. Place one Blast marker on each detachment that had any units under the template, in addition to any other Blast markers that you would normally place.



To be clear, with a Mega-cannon shot you can only hit the specific units that are actually under the template. This is different to a Barrage shot in which we simply add the number of units under the template to the Firepower total and then allocate hits on the target detachment in the normal way.

Where the shooting detachment has multiple Mega-cannon shots it can get a little more complex. It is best to explain by way of an example.

Example 25. Multiple Mega-cannon shots

You have a Warlord Titan and are in a position to make two separate Mega-cannon shots. You decide to split fire to target both an Ork Warband detachment and an Ork Kult of Speed detachment. You place Barrage templates for the Mega-cannon shots, one over each target detachment.

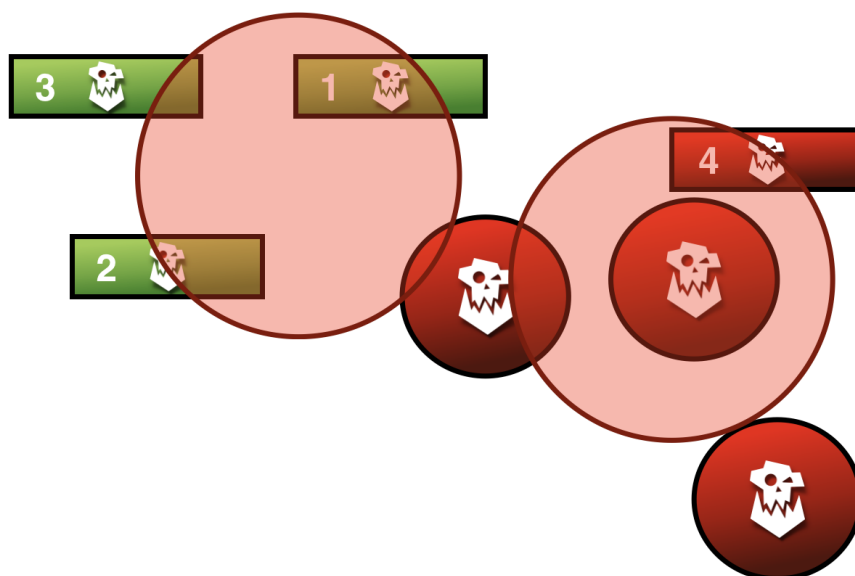


Figure 3. Multiple Mega-cannon shots. Numbered rectangles are Ork Boyz units; solid circles are Gunwagon units; semi-opaque circles are Barrage templates. Green units are in the Ork Warband detachment; red units are in the Kult of Speed detachment.

One template covers Ork Boyz (1) and (2), and one of the Gunwagons — but the centre of Boyz (3) is not covered by the template.

The second template covers Ork Boyz (4) and all three Gunwagon units.

- You roll to attack Ork Boyz units (1), (2), and (4), and the two leftmost Gunwagon units.
- You roll to attack the central Gunwagon unit twice, as it is under both templates.
- You place one extra Blast marker on the Ork Warband detachment, as it is under one template.
- You place two extra Blast markers on the Kult of Speed detachment, as it is under two templates.

Related information

- [Barrage templates](#)

Pulsar (X)

This weapon is unique to the Eldar race, and it demonstrates their mastery of laser weaponry.

The weapon shoots in rapid but powerful bursts, guided by advanced targeting technologies. As a result, the weapon can destroy multiple targets in a single salvo.

When you make a Pulsar (X) shot:



A Pulsar (X) shot results in a salvo of ·Macro-weapon· shots — but we treat these collectively as a single super-heavy weapon for all game purposes (such as placement of Blast markers, suppression and contribution to firefights).

1. Determine the number of shots in the salvo, based on the value of (X) that we specify — for example, (D3+1) or (D6).^[4]
2. Resolve that many ·Macro-weapon· shots against the target detachment.

Related information

- [Macro-weapon](#)

Ripper Tentacles

These are biological symbiote weapons, unique to Tyranid bio-titans. They seem to have a mind of their own, as they writhe and strike under the control of nerve bundles that are separate from the bio-titan's main cortex.

The hulking ropes of muscle and sinew are immensely powerful, able to trap the combat machinery of opposing war engines.

Where your War Engine unit is armed with Ripper Tentacles:

- When it fights against one or more enemy War Engine units in close combat, choose one Close Combat Weapons system. The Ripper Tentacles wrap around and trap that system, which means that the enemy gains no benefit from it for this close combat.

Super Lifta-Droppa

This unusual but powerful weapon is unique to the Orks. Human tech-priests are at a loss to explain how it works, except to note its effects.

Ork Mekboys use the weapon to focus a traktor beam on the target and then lift the target high above the ground — or above juicy secondary targets nearby. Then they drop the first target onto the secondary targets...

When you make a Super Lifta-droppa shot:

1. Pick any Vehicle or War Engine target within range and line of sight, even a specific unit in a detachment. You cannot target Infantry units.
2. Roll a D6. If you roll a result that is higher than the initial Damage Capacity value of the target unit, then the weapon hits.

Vehicle units usually have a Damage Capacity value of 1. War Engine units vary, so check the target unit's data sheet.

3. If the target unit has the 'Save' ability or the 'Holo-fields' ability, then your opponent may attempt the save. If they are successful then the target is unharmed and nothing further happens — do not continue below.
4. For each point by which your result is higher than the target unit's initial Damage Capacity value, you can move the unit up to 1 cm in any direction, above other game pieces. This is where the Super Lifta-droppa will drop the target unit.
5. Resolve the drop:
 - The target unit is automatically destroyed. If it is a War Engine unit, roll for a result on its Catastrophic Damage table.
 - For each unit that is under the target unit, roll a D6. ^[5] On a roll of 4+, that unit suffers a hit. ^[6]

Vortex Missile

This weapon is among the most destructive one-shot missile systems ever created.

When the warhead detonates it creates a ravaging vortex of energy which actually creates a giant rift between the warp and reality. This is like the effect of the Distortion Cannon, but greater and thus particularly effective against war engines.

The vortex consumes anything it contacts in the brief moments before it collapses and the rift vanishes.

When you make a Vortex Missile shot:

1. Place a Barrage template in the standard way.
2. For each unit that is covered by the template, roll a D6 and resolve this many Death Ray shots against it.



One-shot missile: After you shoot with this weapon, that's all — you can't use it again in the battle.



Vortex missiles are extremely powerful, so we limit their use to significant War Engine units.

Related information

- [Barrage templates](#)
- [Death Ray](#)

Special abilities

Many forces in the game specialise in particular aspects of war, or have unusual abilities.

Rather than have lots of separate profiles and bespoke special rules, we represent these variants and specialisms with rules for various **special abilities**. Special abilities modify the characteristics in unit data sheets, or add rules that change other aspects of how a unit, detachment or army behaves in the game.

- If a unit has any special abilities then we state this on the unit's data sheet. Or in some cases, the army lists offer particular special abilities as upgrades to specific units.
- If a detachment has any special abilities then we state this in the detachment's entry in the army list.
- If an army has any special abilities then we state this in the list for that army.



Where there are multiple abilities in effect, apply them in combination.



Where there is a contradiction, special abilities 'override' the normal rules.

Example 26. Special abilities

As an optional upgrade, an Imperial Guard Command Squad can include a Primaris Psyker. This upgrades the basic Imperial Guard unit entry to include the 'Psyker' ability.

In contrast, a Space Marine Librarian is a psyker and is integral to the unit of the same name. So the 'Psyker' ability is part of the Space Marine Librarian unit entry.

Related information

- [Experimental special abilities](#)

Types of special ability

About the different types of ability and how we use them in the game.

Data sheet modifier

These abilities do not provide special rules effects. Rather, they modify the characteristic values on unit data sheets.

Example 27. Data sheet modifiers

The 'Heavy Weapons' ability changes the unit's Range and Firepower characteristic values.

Example 28. Application of data sheet modifiers

The Imperial Guard Rough Riders unit is based on the Imperial Guard unit, with the addition of the 'Cavalry', 'Assault' and 'Armour +1' abilities.

These abilities create several differences between the unit data sheets, as you can see below.

Table 9. A base unit with the addition of special abilities

Unit	Type	Speed	Range	Firepower	Assault	Armour	Notes
Base unit: Imperial Guard	INF	10/20 cm	30 cm	1	1	3+	
+ ·Cavalry·	VEH	20/30 cm					
+ ·Armour +1·						4+	
+ ·Assault·			15 cm		2		
⇒ Imperial Guard Rough Riders	VEH	20/30 cm	15 cm	1	2	4+	·Cavalry·; ·Armour +1·; ·Assault·

Unit ability

These abilities provide special effects that you may use with the units that they apply to.

Example 29. Unit abilities

With ·Save·, you may be able to 'save' the unit from a hit so that you don't have to remove it as a casualty.

With ·Jump Packs·, you get the benefit of enhanced movement effects.

Detachment ability

These abilities change the behaviour of an entire detachment.

Example 30. Detachment abilities

·Hit and Run· allows you to make a Retreat move with the detachment, even after you win a close combat or firefight with it.

Army ability

These abilities affect the way that you play with an entire army.

Example 31. Army abilities

When you field an Ork army, the ·Ork Initiative· rule lets you place Initiative counters back into the mug at the start of the Assault phase.

A Dying Race

Detachment ability

For the Eldar, every casualty is a tragedy that puts them one step closer to the extinction of their race.

Where your detachment has the ·A Dying Race· ability:

- If the detachment is destroyed, immediately subtract a further D3 points from your Army Morale value.

Related information

- [Army Morale](https://epicremastered.com/battles/scenario-special-rules/army-morale.html) [https://epicremastered.com/battles/scenario-special-rules/army-morale.html]

Armour +1

Data sheet modifier ^[7]

These units have particularly effective armour for their kind.

Where your unit has the ·Armour +1· ability, apply this change relative to its base unit:

- Add +1 to its Armour value.

Artillery

Unit ability

Most armies include some form of artillery — units that can bombard their targets from afar without a direct line of sight, because they can shoot their munitions in a high arc over intervening terrain.

Much artillery is designed to rain explosive shells, rockets or missiles on the target. Some use another technology entirely, such as the deadly monofilament webs of the Eldar Web Spinner, or the living bombs of the Tyranid Biovore.

Regardless, all artillery units share some common traits which we represent with the ·Artillery· special ability.

Indirect Fire

An ·Artillery· unit can shoot over terrain that blocks its view of the target. So, you only need your ·Artillery· unit to be within range when you choose your target — they do not need a line of fire.

Preparatory Bombardment

·Artillery· units can bombard enemy forces to forestall an attack or to 'soften up' an enemy position. We represent such attacks with special orders called Preparatory Bombardment.

1. If you wish to place any detachments on Preparatory Bombardment orders, you must do this in the Start phase. ^[8]
2. Place a Special [core:main rules:marker special orders] orders marker to indicate that the detachment is on Preparatory Bombardment orders.
3. You cannot move the ·Artillery· units for the rest of the turn. }[TODO: Clarify what happens if their detachment becomes Broken. Presumably, we cannot make a Retreat move with these units, so they'll be especially vulnerable in this situation.] You can move other units in the detachment up to 5 cm.
4. You can make your preparatory bombardment attack either:
 - Immediately before your opponent starts their part of the Movement phase.
 - Immediately after your opponent ends their part of the Movement phase.
5. Use the normal Shooting rules to make the bombardment with the ·Artillery· units in the detachment. You can't shoot with the other units in the detachment yet, but once you've completed the bombardment you may put the detachment on Overwatch orders if you wish. The ·Artillery· units cannot shoot again this turn.



If you leave the Special [core:main rules:marker special orders] orders marker in place as well then this will serve as a reminder that the ·Artillery· units cannot move or shoot again this turn.

[TODO: What if you don't put the rest of the detachment on Overwatch orders? Why wouldn't you, is there any reason that this should be an option as implied by the word 'may'?]

Assault +1

Data sheet modifier ^[9]

These units are exceptionally fierce or gifted at close combat; yet they are no less capable or less equipped for ranged combat than others of their kind.

Where your unit has the **Assault +1** ability, apply this change relative to its base unit:

- Add +1 to its Assault value.

Assault

Data sheet modifier

These units specialise in close combat, through a combination of skills, doctrine and equipment.

Of course, their advantages in close combat come at a cost to their long-range firepower.

Where your unit has the **Assault** ability, apply these changes relative to its base unit:

- Add +1 to its Assault value.
- Change its Range value to **15 cm**.

Where your unit has both the **Assault** ability **and** the **Heavy Weapons** ability, apply these changes relative to its base unit:

- Halve its Assault value, then add +1 to that total to get the new value (round up).
- Change its Range value to **45 cm**.

Brood Telepathy

Detachment ability

Among the members of a Genestealer Cult, there is a strong psychic link — the telepathy of the hive mind. This gives the Cult strong morale.

Where your detachment has the **Brood Telepathy** ability:

- While the detachment includes any **Synapse Creature** units, apply the **Dauntless** ability.

Related information

- [Synapse Creature](#)
- [Dauntless](#)

Cavalry

Data sheet modifier ^[10]

Despite the abundance and variety of technologies in the galaxy of the 41st millennium, armies still find uses for cavalry — and not only on the most barbaric worlds.

Of course, riders and their mounts vary enormously — humans on horses, denizens of Chaos on daemoniac steeds, orks on cyboars, and many more.

Cavalry forgo some of the advantages of infantry — they find it difficult to take cover, to move through buildings or rubble, and so on. But they make up for this with speed.

Where your unit has the **·Cavalry·** ability, apply these changes relative to its base unit:

- Make its first Speed value two times (2x) the **first** Speed value of the base unit. ^[11]
- Make its second Speed value three times (3x) the **first** Speed value of the base unit. ^[11]
- Change the unit type to Vehicle (**VEH**).

Example 32. **·Cavalry·** data sheet modifiers

We derive the Imperial Guard Rough Rider unit from the Imperial Guard unit as a base, plus the **·Cavalry·** and **·Armour +1·** abilities. The **·Cavalry·** ability means that:

- Whilst the base unit has a Speed value of **10/20** cm, that of the Rough Riders is **20/30** cm — that is, $(10 \times 2)/(10 \times 3)$ cm.
- Whilst the base unit has a unit type of Infantry (**INF**), that of the Rough Riders is Vehicle (**VEH**).

(And for the sake of completeness in this example:) The **·Armour +1·** ability means that:

- Whilst the base unit has an Armour value of **3+**, that of the Rough Riders is **4+**.

Related information

- [Data sheets and characteristics](#)
- [Units and unit types](#)
- [Assault moves and charges](#)
- [Armour +1](#)

Close Support

Unit ability

These units are equipped with weapons that are especially effective in support of close combat — such as flamethrowers, heavy short-ranged cannons and bomb launchers.

Where your unit has the **·Close Support·** ability:

- When it would lend support in a close combat, count its full Firepower value instead of only +1 to the Assault value total.



To be clear, if a **·Close Support·** unit is in base contact with an enemy unit then you must use its Assault value as normal.

Related information

- [CC1. Add up Assault values](#)

Dauntless

Detachment ability ^[12]

Some troops are so disciplined or relentless that they never flinch in the face of the enemy.

Where your detachment has the **·Dauntless·** ability:

- You automatically pass any Leadership test that you are required to make for this detachment.

Related information

- [Leadership test](#)

Deep Strike

Unit ability ^[13]

These units specialise in rapid insertion onto the battlefield via drop pods, teleportation, or some other method. For example, detachments of Eldar Swooping Hawks may use their anti-grav 'wings' to descend from altitude.

Where **every** unit in your detachment has the 'Deep Strike' ability:

- You can use the Drop Pods rules to deploy this detachment, regardless of the scenario.

Related information

- [Drop Pods](https://epicremastered.com/battles/scenario-special-rules/drop-pods.html) [https://epicremastered.com/battles/scenario-special-rules/drop-pods.html]

Dodge

Detachment ability ^[14]

Some formations of very mobile troops can dodge and jink so effectively that they are hard to target.

Where your detachment has the 'Dodge' ability, you can use special orders called Dodge:

1. If you wish to place any detachments on Dodge orders then you must do this in the Start phase. ^[15]
2. Place a Special [core:main rules:marker special orders] orders marker to indicate that the detachment is on Dodge orders. While Dodge orders are in effect:
 - Increase the Armour value of all units in the detachment by one, to a maximum of 6+.
 - Halve the total Firepower of the detachment.

Firepower +1

Data sheet modifier ^[16]

These units are especially potent at range for their kind.

Where your unit has the 'Firepower +1' ability, apply this change relative to its base unit:

- Add +1 to its Firepower value.

Flak

Unit ability

These units are specialised to shoot down enemy flyers and drop pods. Some use very sophisticated targeting devices and fast, accurate weaponry. Others simply fill the air with so many munitions that they can hardly fail to get some hits.

Where your unit has the 'Flak' ability:

- You can use this unit to attack Flyer units and units that use the Drop Pods rules, as we explain at [Flyers and Flak](#).

Has {super-heavy weapon}

Data sheet modifier ^[17]

These units are specially adapted from their original design, to replace their main armament with a more specialised weapon.

The {super-heavy weapon} placeholder



{super-heavy weapon} is a placeholder that we use here to explain a number of related abilities. You won't see it in the army lists and unit data sheets — rather, you'll see the name of a specific super-heavy weapon, as in Has Barrage or Has Macro-weapon.

Where your unit has the Has {super-heavy weapon} ability, apply these changes relative to its base unit:

- Replace its Firepower value with the corresponding super-heavy weapon.

Example 33. The Has Macro-weapon ability

The Leman Russ Vanquisher unit is a Leman Russ base unit with added Has Macro-weapon ability.

- The base unit has Firepower 3, whilst the Leman Russ Vanquisher unit has a 'Macro-weapon' super-heavy weapon instead.

Related information

- [Super-heavy weapons](#)

Heavy Weapons

Data sheet modifier

These units specialise in shooting, with weapons that give them longer range and more firepower.

Of course, their advantages in shooting come at a cost to their effectiveness in close combat. Common examples include Ork Shooty Boyz and Space Marine Devastators.

Where your unit has the 'Heavy Weapons' ability, apply these changes relative to its base unit:

- Add +1 to its Firepower value.
- Change its Range value to 45 cm.
- Halve its Assault value (round up).

Hero

Data sheet modifier

These units contain exceptional individuals who excel at warcraft. As befits their heroic status, they usually have the best equipment too.

Common examples include Infantry units like the Space Marine Captain and the Ork Warboss — but the ability can also apply to a Vehicle unit to represent special upgrades and a particularly experienced crew.

Where your unit has the 'Hero' ability, apply these changes relative to its base unit:

- Double its Assault value.
- Add the 'Save' ability.

Related information

- [Save](#)

Hit and Run

Detachment ability

Some forces have honed tactics in which they make a lightning assault, seemingly from nowhere, and then disappear just as suddenly.

Where your detachment has the 'Hit and Run' ability:

- After a close combat or firefight with this detachment, you can always make a Retreat move — even if you win.

In effect, your detachment attacks the enemy and then withdraws to safety to avoid a retaliatory assault from other nearby enemy detachments.



If any of the units in the detachment are within 15 cm of the enemy at the end of the Retreat move then they are destroyed, just as they are for Broken detachments.

Related information

- [Retreat move](#)

Hitch (X)

Unit ability

These units are convenient for friendly but somewhat crazed infantry to grab onto and 'hitch a ride', for transportation across the battlefield.

Where your unit has the 'Hitch (X)' ability:

- It can transport Infantry units as cargo. It can carry as many of these units as we state in brackets.

See the main transportation rules for more about how this works.

Example 34. 'Hitch (X)'

The Ork Battlefortress has 'Hitch (4)' — so you can embark up to four Infantry units on a Battlefortress.

Related information

- [Transportation](#)

Holo-fields

Unit ability

This unique technology projects a field that can hide an Eldar titan in a colourful but diffuse and baffling appearance. This makes it almost impossible for the enemy to pinpoint the precise location of the titan — it can thwart even the most advanced targetting systems.

However, Eldar titans are of light construction — they are built for speed and agility, not resilience.

Where your unit has the *·Holo-fields·* ability:

- Each time the unit suffers a hit, from any source, roll a die for a *·Holo-fields·* save:
 - **2+**: Successful save, ignore the hit — it causes no damage. (But place Blast markers as normal.)
 - **1**: Unsuccessful save, apply the hit as normal.
- Any time that you must apply a hit to the unit, your opponent also **automatically** gets to roll on the Critical Damage table on the data sheet for your unit.

If the hit comes from an attack that would normally cause automatic critical damage anyway, there is no added effect — your opponent gets only the one roll on the table, per hit.



While some attacks ignore void shields and power fields, these do **not** ignore holo-fields.

Ignore Terrain

Unit ability ^[18]

Some units can stalk with ease through terrain that is treacherous for others.

Where your unit has the *·Ignore Terrain·* ability:

- When you move the unit, you may ignore terrain and you never take dangerous terrain tests for the unit. However, you still may not place the unit on impassable terrain.

Related information

- [Terrain effects on movement](#)

Infiltrators

Unit ability

These units are the expert scouts and commandos who gather information, set ambushes, sabotage installations, and so on.

Where your unit has the *·Infiltrators·* ability:

- Count it as **in command** while it is within 60 cm of its HQ unit, rather than the usual 30 cm. ^[19]
- You may deploy it up to 30 cm outside of your normal deployment zone for the scenario that you are playing. Or, if it is not deployed at the start of the battle then, in the turn when it arrives, you may add +30 cm to its first move — even if that move is to disembark from a transport vehicle or drop pod.

Related information

- [HQ units and command](#)

Jump Packs

Data sheet modifier

Unit ability

These units are equipped with jet-powered devices or other technology, wings, or even powerful long legs that allow them to make long jumps across the battlefield. The resultant speed and mobility usually makes for good assault troops.

Data sheet effects of ·Jump Packs·

Where a base unit already has the ·Jump Packs· ability

Where your unit is a base unit that already has the ·Jump Packs· ability:

- Simply use the Speed value stated in the unit's data sheet — we've already integrated the effect of ·Jump Packs·.^[20]

Where the ·Jump Packs· ability is additional

Where your unit is **not** a base unit, and has the ·Jump Packs· ability, apply these changes relative to its base unit:

- Make its first Speed value two times (2x) the **first** Speed value of the base unit.^[11]
- Make its second Speed value three times (3x) the **first** Speed value of the base unit.^[11]

Example 35. ·Jump Packs· data sheet modifiers

The Eldar Swooping Hawks unit is an Aspect Warriors base unit with added ·Jump Packs· ability.

- The base unit has a Speed value of 15/30 cm, whilst the Swooping Hawks unit has 30/45 cm instead — that is, $(15 \times 2)/(15 \times 3)$ cm.

Game effects of ·Jump Packs·

Where your unit has the ·Jump Packs· ability:

- When you move the unit, you may ignore terrain — though you must still take a Dangerous Terrain test for the unit whenever a move starts in dangerous terrain, and whenever a move ends in dangerous terrain. You still may not place the unit on impassable terrain.^[21]
- When you make a charge move with the unit, you can move it over enemy units that are already in base contact with your other units.^[22]

Related information

- [Data sheets and characteristics](#)
- [Terrain effects on movement](#)
- [Assault moves and charges](#)

Jungle Fighters

Unit ability^[23]

Some infantry are especially well adapted to jungle fighting.

Where your unit has the ·Jungle Fighters· ability:

- Treat woods and jungle terrain as fortifications for this unit. That is, when the unit is in cover in woods or jungle terrain, apply a +2 Infantry Armour bonus for cover rather than the usual +1.

Related information

- [Armour bonus for infantry that are in cover](#)

Long Range

Data sheet modifier^[24]

These units differ from their original design in some way that increases the effective range of their shooting.

Where your unit has the 'Long Range' ability, apply this change relative to its base unit:

- Increase its Range value by 15 cm.

Related information

- [Short Range](#)

No Retreat

Detachment ability ^[25]

Some forces never retreat from combat, no matter how bad it gets.

Where your detachment has the 'No Retreat' ability:

- After you lose a close combat or firefight with the detachment, do **not** make a Retreat move with it. Units in your detachment that remain within 15 cm of enemy units are **not** destroyed.

[TODO: We should add something about what happens if a 'No Retreat' unit starts a turn in base contact with the enemy, as at [FAQ: Starting the turn in contact with the enemy](#) [https://thehobby.zone/resources/e40k-compendium/Content/More/HouseRulesFrequentlyAskedQuestionsAndOtherNonsense/FAQ_StartingTheTurnInContactWithTheEnemy.htm]]

Related information

- [Retreat move](#)

Ork Initiative

Army ability

Always ready for a krumpin', Orks often charge into combat in an unstoppable rush that forces their enemies to take a reactive stance.

When you field an Ork army, apply this rule:

- At the start of the Assault phase, before step "Determine the Initiative (4)", return to the mug any of your Initiative counters that have already been drawn.



This makes it more likely that, as the Ork player, you will gain the Initiative in the Assault phase, and thus be able to choose whether to resolve your assaults first or second.

[TODO: What about two opposing Ork armies? Cancel the ability, or put **all** counters back into the mug?]

Related information

- [The turn sequence](#)
- [The Initiative](#)
- [The Assault phase](#)

Psychic Beacon

Detachment ability ^[26]

Genestealer Patriarchs emit a strong psychic signal, which guides the parent Hive Fleet to the planet.

When you field an army that includes detachments that have the ‘Psychic Beacon’ ability:

- For each undestroyed detachment with the ‘Psychic Beacon’ ability, you may re-roll one failed Reserves roll per turn.

Related information

- [Reserves](https://epicremastered.com/battles/scenario-special-rules/reserves.html) [https://epicremastered.com/battles/scenario-special-rules/reserves.html]

Psychic Null

Unit ability ^[27]

Some rare individuals can somehow nullify the connection between the Warp and real-space in their immediate surroundings. Among other things, this means that psychic powers simply don’t work on them or near them.

Where your unit has the ‘Psychic Null’ ability:

- Your opponent cannot target this unit with a Psychic Attack Fate card, such as Psychic Blast.
- Where this unit is in base contact with an enemy ‘Psyker’ unit, your opponent cannot use that unit to channel the effects of a Psychic Attack Fate card, such as Psychic Blast.
- Where this unit is in base contact with an enemy ‘Psyker’ unit, that unit does not count towards your opponent’s total number of ‘Psyker’ units in the assault.

Related information

- [Psyker](#)
- [Draw Fate cards](https://epicremastered.com/battles/get-ready-to-play/draw-fate-cards.html) [https://epicremastered.com/battles/get-ready-to-play/draw-fate-cards.html]

Psyker

Unit ability

Some beings have psychic powers — that is, they can tap into the alternate dimension of the Warp and direct a little of its fickle energy on the battlefield and elsewhere. These beings are known as ‘pyskers’.

Some psychic powers are very subtle, but those that manifest on the battlefield tend to be spectacularly violent: a sudden conflagration of all-consuming spectral fire, a powerful bolt of dark lightning, a blast of telepathy that can bypass armour and melt minds.

Where your unit has the ‘Psyker’ ability:

- You can use certain Fate cards to make a special Psychic Blast attack with the unit.
- You can use certain Fate cards to try to nullify a Psychic Blast attack by an enemy Psyker unit.
- You may gain an advantage in a close combat or firefight if this unit is involved. For more about this, see [CC2. Work out close combat bonuses](#) and [FF2. Work out firefight bonuses](#).

Related information

- [Draw Fate cards](https://epicremastered.com/battles/get-ready-to-play/draw-fate-cards.html) [https://epicremastered.com/battles/get-ready-to-play/draw-fate-cards.html]

Rampage

Unit ability

Some units are so ferocious in close combat that they will rampage through enemy forces in a berserk fury, heedless of their own safety.

Where your unit has the **·Rampage·** ability:

- When you roll for hits in close combat, roll two dice to score hits with this unit rather than the usual one die.
- While the unit is in base contact with an enemy unit, it cannot make a Retreat move. This means that if you lose a close combat while you have **·Rampage·** units in base contact with the enemy, these units are always caught and destroyed by the enemy. Make the Retreat move with other units in the detachment as normal.

Related information

- [CC5. Roll for close combat hits](#)
- [Retreat move](#)

Rapid Fire

Unit ability

These units are especially skilled at laying down heavy, accurate fire when they are in a static position.

Where your unit has the **·Rapid Fire·** ability:

- While it is on Overwatch orders, add +1 to its Firepower value. ^[28]



Units that have the **·Heavy Weapons·** ability cannot use the **·Rapid Fire·** ability.

Regroup

Detachment ability ^[29]

Some hard-bitten troops are able to regroup more effectively than others.

Where your detachment has the **·Regroup·** ability:

- When you roll to remove Blast markers in the Rally phase, remove an additional Blast marker. That is, remove D6 Blast markers rather than the usual D6-1.

Related information

- [R1. Roll to remove Blast markers](#)

Save

Unit ability

These units can beat the odds and escape destruction — perhaps through exceptional armour, protective fields, or extreme skills and toughness.

Where your unit has the **·Save·** ability:

- Each time the unit suffers a hit, from any source, roll a die. On a roll of 4+, ignore the hit — it causes no damage.



While some attacks ignore void shields and power fields, these do **not** ignore the **·Save·** ability.



For placement of Blast markers, saved hits still count as hits.

Short Range

Data sheet modifier ^[30]

These units differ from their original design in some way that decreases the effective range of their shooting.

Where your unit has the 'Short Range' ability, apply this change relative to its base unit:

- Decrease its Range value by 15 cm.

Related information

- [Long Range](#)

Skimmer

Unit ability

These units have technology that allows them to hover just above terrain and 'skim' over it as they move. They can also boost their ground clearance for short periods, to clear trees, buildings and other tall terrain, or to pop up and shoot at enemy units that would otherwise be out of sight.

Where your unit has the 'Skimmer' ability:

- When you move the unit, you may ignore terrain — though you must still take a dangerous terrain test whenever the unit starts a move in dangerous terrain, and whenever it ends a move in dangerous terrain. And you still may not place the unit on impassable terrain.
- In the Shooting phase, you may make a 'pop-up' attack with the unit. In such an attack, the unit rises up so that it can see over intervening terrain and target an enemy that lies beyond.
 - When you make a pop-up attack with the unit, you can draw a line of sight over intervening terrain.
 - The unit remains 'popped up' for the remainder of the Shooting phase — it returns to ground level at the end of the phase. In the meantime, your opponent can also draw a line over intervening terrain to shoot back.

Stubborn

Detachment ability

[TODO: add introductory text.]

Where your detachment has the 'Stubborn' ability:

- When you fail a Leadership test for the detachment, you may re-roll the die.

Related information

- [Leadership test](#)

Summon

Detachment ability

[TODO: This ability replaces the 'summoning daemons' text in the original Chaos army list. Add introductory text.]

Where your detachment has the **·Summon·** ability:

- Do not deploy the detachment at the start of the battle. Instead, it is in reserve — even if the scenario does not normally use the Reserves rule.
- Roll for the arrival of the detachment as is usual for the Reserves rule. However, if your opponent lost more Army Morale points from their total last turn than you did, then you may add +1 to the roll.
- When the detachment arrives, use the Drop Pods rules to deploy them.

[TODO: Can we choose to deploy daemon detachments as normal, rather than summon them? The original text seems to imply this, but is ambiguous — if indeed there is a choice then we should it explicit. Also, it isn't clear whether the Summon rule should apply only to the Black Crusades list, or whether it should also apply to the Daemonic Legions list where the original text seems to imply that they deploy in the normal way.]

Related information

- [Reserves](https://epicremastered.com/battles/scenario-special-rules/reserves.html) [https://epicremastered.com/battles/scenario-special-rules/reserves.html]
- [Army Morale](https://epicremastered.com/battles/scenario-special-rules/army-morale.html) [https://epicremastered.com/battles/scenario-special-rules/army-morale.html]
- [Drop Pods](https://epicremastered.com/battles/scenario-special-rules/drop-pods.html) [https://epicremastered.com/battles/scenario-special-rules/drop-pods.html]

Support

Data sheet modifier ^[31]

These units are specially adapted from their original design, to specialise in close support of other units.

Where your unit has the **·Support·** ability, apply these changes relative to its base unit:

- Change its Range value to **15 cm**.
- Add the **·Close Support·** ability.
- If its Firepower value is less than **2**, increase the value to **2**.

Related information

- [Close Support](#)

Supreme Commander

Unit ability

[TODO: add introductory text.]

Where your unit has the **·Supreme Commander·** ability:

- All of your detachments that have their HQ unit within 30 cm of the **·Supreme Commander·** unit gain the **·Stubborn·** ability.
- If the unit contributes its Assault value to a close combat, or contributes its Firepower value to a firefight, then you may re-roll the die for Assault resolution. If you re-roll the die then you must abide by the second roll.

*Tyrannid Dominatrix — additional **·Supreme Commander·** effect*



The Tyrannid Dominatrix unit is a special case. Not only is it a War Engine that has the **·Supreme Commander·** ability, but for this unit only the ability has this additional effect:

- If the Dominatrix supports another detachment that is in close combat, then you may re-roll the die for Assault Resolution in that close combat. If you re-roll the die then you must abide by the second roll.

Related information

- [Stubborn](#)
- [CC3. Roll to resolve the close combat](#)
- [FF3. Roll to resolve the firefight](#)
- [War engines in support of close combats](#)

Synapse Creature

Unit ability

These organisms impose the will of the Tyranid Hive Mind directly on their swarm.

This ability has no effect on the unit itself. It marks which units must be present for the ‘Synapse’ or ‘Brood Telepathy’ ability to function.

Related information

- [Synapse](#)
- [Brood Telepathy](#)

Synapse

Detachment ability

Where Synapse creatures are present, the Tyranid Hive Mind is able to impose maximum control over its swarms.

Where your detachment has the ‘Synapse’ ability:

- While the detachment includes any ‘Synapse Creature’ units, apply the ‘Dauntless’ and ‘Unbreakable’ abilities.

Related information

- [Synapse Creature](#)
- [Dauntless](#)
- [Unbreakable](#)

Transport (X)

Unit ability

These units have the interior spaces and other features that make them ideal to transport certain other units across the battlefield.

Where your unit has the ‘Transport (X)’ ability:

- It can transport Infantry units as cargo — or in some cases, specific units that we state in the army lists or elsewhere. It can carry as many of these units as we state in brackets.

See the main transportation rules for more about how this works.



A ‘Transport (X)’ unit does not gain the abilities of embarked units.

Example 36. ·Transport (X)·

The Space Marine Rhino unit has ·Transport (2)· — so you can embark up to two Infantry units in a Rhino.

Related information

- [Transportation](#)

Tunneller

Unit ability

[TODO: add introductory text.]

Where your unit has the ·Tunneller· ability:

[TODO: Need to check the detail and structure of these points against the drop pod rules and the Planetary Assault scenario rules.]

- Treat these units just like Drop Pods, except replace each Drop Pods token on the tabletop with the corresponding ·Tunneller· unit.
 - You can then use the ·Tunneller· units just as you would for any other detachment.
 - As with Drop Pods, make sure that you clearly indicate which cargo units are embarked in which ·Tunneller· transport units before you deploy them.
- Like Drop Pods detachments, detachments of ·Tunneller· units always count as Reserves.
- In Planetary Assault scenarios: ·Tunneller· units do **not** count as Drop Pods, but you may deploy them with their free transport vehicle.

Related information

- [Drop Pods](https://epicremastered.com/battles/scenario-special-rules/drop-pods.html) [https://epicremastered.com/battles/scenario-special-rules/drop-pods.html]
- [Reserves](https://epicremastered.com/battles/scenario-special-rules/reserves.html) [https://epicremastered.com/battles/scenario-special-rules/reserves.html]
- [Battle 6: Planetary Assault](https://epicremastered.com/battles/scenarios/battle-6-planetary-assault.html) [https://epicremastered.com/battles/scenarios/battle-6-planetary-assault.html]

Tyranid Objectives

Army ability

The Hive Mind hungers only for biomass and genetic material. It doesn't seek to hold ground or capture objectives.

When you field a Tyranid army, apply these rules:

- The army does not use Objectives, regardless of what scenario you play.
- After you destroy an enemy detachment, add its Morale value to your Army Morale value.

Related information

- [Army Morale](https://epicremastered.com/battles/scenario-special-rules/army-morale.html) [https://epicremastered.com/battles/scenario-special-rules/army-morale.html]

Unbreakable

Detachment ability ^[32]

Some troops have such high morale, or lack of individual willpower, that they never break.

Where your detachment has the **·Unbreakable·** ability:

- The detachment can never become Broken.



If you lose a close combat or firefight with the detachment then you must still make a Retreat move with it — unless it also has the **·No Retreat·** ability.

Related information

- [Orders and conditions](#)
- [Broken detachments](#)
- [No Retreat](#)

Walker

[Data sheet modifier](#)[Unit ability](#) ^[33]

Some vehicles that have legs are able to enter terrain that is problematic for other vehicles. Thus they can fill niche roles on the battlefield, often in close support of infantry.

Where a Vehicle unit has the **·Walker·** ability:

- The unit counts as an Infantry unit for terrain effects on movement.
- The unit has a split Speed value, just like an Infantry unit. ^[34] ^[35]



To be clear, **·Walker·** units do **not** benefit from the Infantry Armour bonus for cover.

Related information

- [Terrain effects on movement](#)
- [Assault moves and charges](#)

War engines

'War engine' is the term that we use to refer to especially large machines of war. These include Imperial and Eldar titans, Ork gargants and the super-heavy tanks of various factions.

War Engine unit abilities

All War Engine units have the **·No Retreat·** and **·Unbreakable·** abilities. ^[36]

[TODO: We could also consider a reminder of this point in both the 'War engines in close combat' and 'War engines in firefights' topics, where the abilities both take effect.]

Damage Capacity value

War engines can absorb a lot more punishment than normal units. So, the main difference between the War Engine unit type and other unit types is the Damage Capacity (DC) value. This indicates how many hits the War Engine unit can take before it is destroyed.

War Engine unit data sheets

War Engine units are more complex than normal units, so their data sheets are bigger and more detailed. You can see an example of a War Engine data sheet at [War engine data sheets](#).

War Engine detachments

War Engine units do not mix in detachments with other types of unit. Rather, we organise and field them in separate detachments of one or more War Engine units.

Example 37. War Engine detachments

In general, large War Engine units such as 'battle titans' form their own detachment of one unit.

The same can be true of smaller War Engine units such as 'scout titans' and super-heavy tanks—but it is more usual to group these into detachments of two or more units.

[TODO: The Transportation topic says that for transportation units in one detachment to transport another detachment, both detachments must be on the same orders. Given that as standard we don't apply orders to War Engine units, remember to add something to address what should happen when War Engine units act as transportation for another detachment. Perhaps we'll want a specific topic or sub-heading like 'War Engine units as transportation'.]

Related information

- [No Retreat](#)
- [Unbreakable](#)

War engine movement

The sheer mass of a war engine makes it lumbering and slow to manoeuvre.

Forward movement of War Engine units

In general, when you move a War Engine unit, you may only move it in a straight line, directly ahead. However:

- You may make a single turn of up to 45° for free as part of the move.
- You may make more turns, at a cost of 5 cm of the unit's move per extra turn of up to 45°.

Example 38. Forward movement of War Engine units

[TODO: Diagram needed.]

You wish to engage some Space Marine units before they can reach the cover of woods and flank your Ork Great Gargant. You want to manoeuvre your Gargant towards the Space Marines, around the woods. It has a Speed value of 15 cm. You move it as follows:

1. Forward 5 cm, then a free 45° turn.
2. Forward 5 cm, and then another 45° turn which costs the last 5 cm of the Gargant's movement.
3. Now the Gargant is in the perfect position to blast the Space Marines with its ranged weapons!

[TODO: Should we mention Snap Fire here, to be absolutely clear? Or make the graphic such that the Gargant clearly isn't within 10 cm, so this doesn't come up?]

Another option would be to make the free 45° turn at the start, and move up to 15 cm straight towards the Space Marines, through the woods. But then you would have to take your chances with a dangerous terrain test.

Reverse movement of War Engine units

You may move a War Engine unit backwards, though not as fast. Make the move in the same way as for forward movement, except that you may not move the unit more than 5 cm.

Movement of War Engine units in the Assault phase

In the Assault phase, you may choose **not** to move units in a War Engine detachment — but then you may not initiate close combats or firefights with them either. Otherwise, War Engine units are subject to the same movement restrictions in the Assault phase as other units, but their own movement restrictions take priority.

War engine units and dangerous terrain tests

Where appropriate, you must make a dangerous terrain test with a War Engine unit, just like any other unit. The effects of a failed test are the same, but note that if the War Engine suffers a hit there is no chance that it will inflict critical damage.

[TODO: At the moment, the dangerous terrain test topic includes a note about the 'no chance of critical damage' point. Should we remove it from there, or leave it as a reminder? Strictly, it is part of the advanced rules, but perhaps this is a case where some overlap is okay, especially given that the terrain table lists effects on War Engine units.]

Related information

- [Dangerous terrain test](#)
- [War engine critical damage](#)

War engines and Blast markers

Blast markers affect War Engine detachments in much the same way as other units. But note the following.

- All War Engine detachments have the *Stubborn* ability.
- Where your War Engine detachment currently has units in it whose **initial** Damage Capacity values total 15 or more, you may add +1 to the result when you make a Leadership test for the detachment.

Example 39. Leadership bonus for Ork Great Gargant

A Great Gargant is a War Engine unit that has an initial Damage Capacity value of 18. It forms its own detachment.

You may add +1 to the result of Leadership tests for this detachment, even if the Great Gargant's current Damage Capacity value falls below 15.

Example 40. Leadership bonus for Imperial Guard Super Heavy Tank Company

The Baneblade is a War Engine unit that has an initial Damage Capacity value of 4.

A detachment of four Baneblade units has a initial Damage Capacity value total of 16, so you may add +1 to the result of Leadership tests for this detachment.

If the detachment is reduced to three Baneblade units then the initial Damage Capacity value of these remaining units is 12 — so you may no longer add +1 to the result of Leadership tests for this detachment.

Related information

- [Stubborn](#)
- [Leadership test](#)

Shooting with war engines

When you reach the "Shoot with war engines" step in the turn sequence then it is time to shoot with your War Engine units. This is usually a moment of high drama and excitement — will your carefully positioned behemoths live up to their fearsome reputations and lay waste to the enemy?

War engines make excellent mobile weapons platforms — but their sheer mass means that they can't point their weapons in any direction at a moment's notice. The rules here add some extra detail to reflect these features.

Weapon mounts

Each War Engine unit has one or more weapon mounts. ^[37]

These are simply the weapon-carrying locations on the war engine, and have names like Left Carapace or Right Arm. Each weapon mount also has:

- A weapon system that defines the weapon effects that exist in this mount ([Weapon systems](#)).
- A weapon arc that restricts the line of fire of the weapon system ([Weapon arcs](#)).

We list each weapon mount that a War Engine has in a separate line on the unit's data sheet, along with the corresponding weapon system details and weapon arc.

Weapon systems

Types of weapon system

Each weapon system provides one of these weapon combinations: ^[37]

- One or more shots from a ranged super-heavy weapon. Multiple shots from such a weapon system are just like multiples of that super-heavy weapon, except that we treat the weapon system like a single super-heavy weapon for various game effects.
- A close combat super-heavy weapon, such as Close Combat Weapons or Ripper Tentacles. In some cases the weapon system may combine this with a basic Firepower value.
- A basic Firepower value. This represents some kind of battery of heavy weapons.

Where you can choose from a wide range of weapon systems, we leave empty boxes on the data sheet for you to fill with the information to match your particular choices.

Game effects of weapon systems

- While you may split fire to target different detachments with different weapon systems, you may not split fire with the effects of a single weapon system.
- For critical damage results, apply effects that destroy or restrict a weapon to the whole weapon system. [TODO: If we reference 'weapon system' rather than 'weapon' on every data sheet in future, perhaps we can do away with this bullet point?]
- Where a weapon system does not have a basic Firepower value, treat it like a single super-heavy weapon:
 - When your detachment's Firepower is halved for any reason, roll to **lock on** with each of its super-heavy weapon systems — not with each individual shot.
 - Super-heavy weapon systems may contribute to the placement of Blast markers in one of two main ways, depending on whether or not they contribute Firepower in the attack.
 - After Firepower, each remaining Blast marker suppresses one entire super-heavy weapon system.
 - In a firefight, a super-heavy weapon system contributes 1 Firepower — regardless of the number of shots.

Weapon arcs

Each weapon mount on a War Engine unit has a weapon arc. ^[38]

The arc constrains the line of fire for the weapon system in that mount. You may only use weapons in that weapon system to target detachments that are inside within that arc, and you may only allocate hits to units that are inside of that arc.

We use icons on the War Engine data sheets to show what arc applies to each weapon mount.

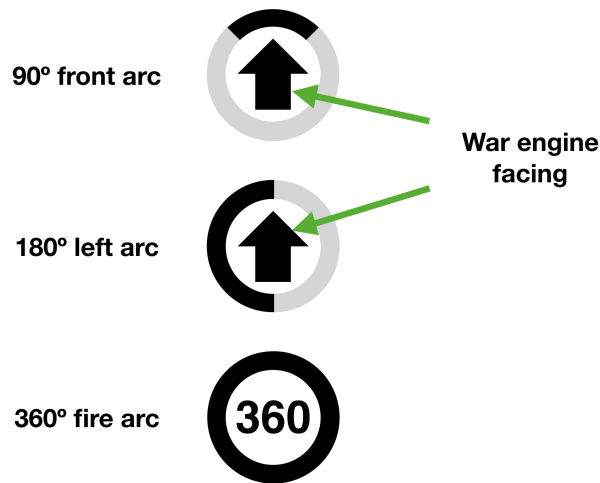


Figure 4. Anatomy of a weapon arc icon

The arrow in the centre of each icon represents the facing of the war engine. The black segment indicates the weapon arc, relative to the facing.

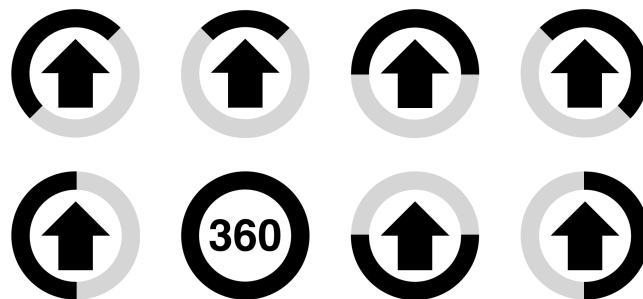


Figure 5. Weapon arc icons

From top-left to bottom-right, these icons represent:

Front-left 180°; Front 90°; Front 180°; Front-right 180°

Left 180°; All Around (360°); Rear 180°; Right 180°

Related information

- [The Shooting phase](#)
- [Super-heavy weapons](#)

Weapon mount examples

These examples explain weapon mounts, systems and arcs in more detail.

The detail will be easiest to understand if you also refer to the appropriate war engine data sheets. [TODO: Add relevant cross-references/related info links when the new data sheets are in the project. Or perhaps use cropped images of the parts that are most relevant for each example.]

Example 41. Weapon mounts

The Imperial Baneblade super-heavy tank has one weapon mount (and so only one weapon arc):

- **Main Weapons** (All Around). This mount holds a Firepower weapon system named Turret Guns.

The Imperial Warlord Titan is more complex. It has four weapon mounts (with a total of three weapon arcs):

- **Left Arm** (Left 180°); **Right Arm** (Right 180°); **Left Carapace** and **Right Carapace** (both Front 90°).

For each mount, you can choose a weapon system from a variety of options, as we detail elsewhere.

Example 42. Multiple Firepower weapon systems — the Warhound Titan

The Imperial Warhound Titan has two weapon mounts:

- **Left Arm** and **Right Arm** (both **Front 90°**). In this case, each mount holds a weapon system named **Weapon Battery** (Firepower **6**).

Split fire

You may shoot both weapon systems at the same target detachment, to direct a total of 12 Firepower at it. Or, you may split fire to shoot each **Weapon Battery** at a different target detachment, to direct 6 Firepower at each of them.

Suppression

For each **Blast** marker on the Warhound Titan, choose a **Weapon Battery** and reduce its Firepower by one.

Half Firepower (no lock-on)

If you are forced to halve the Firepower of the Warhound Titan, then do this as normal — as each **Weapon Battery** is a Firepower weapon system you do not need to test to lock on like you must with a super-heavy weapon system.

Example 43. Mixed weapon systems — the Shadowsword

The Imperial Shadowsword super-heavy tank has two weapon mounts:

- **Main Weapons** (**Front 90°**). This mount holds a ranged super-heavy weapon system named **Volcano Cannon** (**Death Ray**, Range **60 cm**).
- **Secondary Weapons** (**All Around**). This mount holds a Firepower weapon system named **Sponson Turrets** (Firepower **2**, Range **30 cm**).

Split fire

You may shoot both weapon systems at the same target detachment for a total of one **Death Ray** shot and 2 Firepower. Or, you may shoot the weapon systems at two different target detachments, to direct the **Death Ray** shot at one and 2 Firepower at another.

Suppression

Where your target is within range and line of fire of both weapon systems, then it will take three **Blast** markers to completely suppress the Shadowsword's shooting — two to bring the **Sponson Turrets** down to zero Firepower and one to suppress the **Volcano Cannon**.

Where your target is not within the range and line of fire of the **Sponson Turrets**, then it will take only one **Blast** marker to completely suppress the Shadowsword's shooting. This is because it has no Firepower available and so a single **Blast** marker is enough to suppress the **Volcano Cannon**.

Half Firepower and lock-on

If you are forced to halve the Firepower of the Shadowsword, then do this as normal — and also roll to lock on with the **Volcano Cannon**.

Shooting at war engines

Resolve shooting at War Engine detachments in much the same way as for other detachments — there are just a few more details to consider.

War Engine detachments and the Firepower table

The Firepower table includes target categories especially for War Engines and for Immobilised War Engines. These categories

reflect the fact that these units are so large and easy to hit.

- A War Engine unit can become Immobilised — and so even easier to hit — as a result of **critical damage**.
- There is no target category for 'Immobilised War Engine in the open' — instead, you simply roll as many attack dice as the resultant Firepower that you direct at the unit.
- If a target detachment contains both mobile and Immobilised War Engine units, then you may choose to shoot at only those that are Immobilised, if you wish. If you do this then you may allocate hits to the Immobilised units **only**.

War Engine units and Damage Capacity

Unlike other units, War Engine units can absorb more than one hit before they are destroyed.

Each War Engine unit has an initial Damage Capacity value on its data sheet, which shows how many hits it can take before it is destroyed. Each unsaved hit reduces the current Damage Capacity of the War Engine unit by one point. The unit is destroyed only when its current Damage Capacity value reaches zero.

How to keep track of damage



To keep track of remaining Damage Capacity on each damaged War Engine unit you might simply keep notes on a piece of paper. Or, you may like to use coloured dice or 'damage tracker' dials — when a War Engine takes damage, place a die or dial near it at the correct value to show the remaining Damage Capacity for that unit.

Allocation of hits in War Engine detachments

Where the target detachment consists of more than one War Engine unit, allocate hits in the usual way. So, allocate one hit to the nearest available target unit, then the next nearest, and so on.

Related information

- [War engine critical damage](#)

War engine critical damage

While war engines are huge and able to withstand a lot of damage, they are complex and have weak points. A lucky or well-placed shot can wreak havoc on critical systems. This may make the war engine less effective, or accelerate its destruction.

With each hit on a War Engine unit there is a chance of **critical damage**.

For each hit that you score on a particular War Engine unit, roll a D6:

1–5: The hit causes no critical damage. There is no further effect.

6: The hit causes critical damage. Make a 2D6 roll on the Critical Damage Table on the War Engine unit's data sheet, to find out what happens.

The Critical Damage Table describes what additional effect the hit has. Critical damage takes many forms — inoperable weapons, raging fires, crippled engines, and so on. The table also states how many extra points to deduct from the War Engine's current Damage Capacity.

Suffice to say that the effects range from minor inconveniences to catastrophic failures.

Some results indicate that the War Engine is Immobilised, and thus unable to move and very easy to hit. Mark this as appropriate and apply the rules for the Immobilised condition while it remains in effect.

Some results indicate that the effect only lasts 'until repaired'. You may attempt to repair each repairable critical damage effect on your War Engine at the appropriate step in the Rally phase.

Related information

- [Immobilised](#)

- [R3. Attempt repairs](#)

War engine catastrophic damage

A destroyed war engine might be only wrecked. Or, it might be annihilated in a spectacular fashion that presents a hazard to nearby units, whether friend or foe.

When a War Engine unit's current Damage Capacity value reaches **0**, it suffers **catastrophic damage**. Roll a D6 and check the result against the Catastrophic Damage Table on that unit's data sheet.

War engine shields

Some large war engines carry technology that can generate protective force fields, to absorb or deflect incoming fire. There are two main technologies—power fields and void shields. Power fields are an Ork technology, but void shields are common to various other factions.

The technologies reflect different approaches but achieve a similar defensive effect. Power fields are many but irreplaceable during a battle, while void shields are fewer but repairable.

Where a War Engine is equipped with power field or void shield technology, its data sheet will tell you this—along with how many fields or shields it has at the start of the battle.

Each field/shield can absorb one shooting hit—the hit has no effect, except that the field/shield collapses. Don't reduce the current Damage Capacity of the War Engine or roll for critical damage (but do count the hit for Blast markers in the usual way).

Keep track of the remaining number of fields/shields. When all of the unit's fields/shields are collapsed then any further hits will cause damage as normal.



How to keep track of fields/shields

You can track remaining fields/shields in a similar way to Damage Capacity—just be sure to differentiate so that you are clear about which tracker relates to which feature on which War Engine.

The main difference between the two technologies is that on collapse, power fields are destroyed and of no further use in the battle, while void shields may be repaired during the battle to provide protection again. You check to see if void shields are repaired at the appropriate step in the Rally phase.

Neither power fields nor void shields offer any protection from close combat hits, as the enemy is inside the protective envelope at that point.

Related information

- [R3. Attempt repairs](#)

War engines in close combat

War Engine assault moves and charges

You may move your War Engine units in the Assault phase, and you may make charge moves with them if you wish. This does not affect the War Engine unit's ability to shoot in the Shooting phase in any way; it always fires at full effect.

War Engine units have a comparatively high Assault value, as you will see on their data sheets. Lesser units can and must 'gang up' on a War Engine if they are to defeat it in close combat.

The maximum number of units that you may place in base contact with a War Engine unit is equal to the number of its initial Damage Capacity value.^[39]

Close combat attacks with a War Engine

War engines can also do a lot more damage in close combat than regular units.

- Roll a number of attack dice equal to half the current Damage Capacity of the War Engine unit (round up).
- As normal, you can allocate hits to any enemy units that are in base contact with any of your units in the close combat. ^[40]

Close combat attacks against a War Engine

- For each regular unit that you have in base contact with an enemy War Engine, roll a single hit die as normal.
- Ignore power fields and void shields for any hits that you score in close combat — they damage the War Engine directly. Roll for critical damage as normal.

War Engine detachments in close combat

When you add up Assault values for a War Engine detachment that is in close combat, do not add +1 for 'supporting fire' from each unit in the detachment that is within 15 cm of the enemy but not in base contact. Instead, add a number equal to half the current Damage Capacity of each such War Engine unit. ^[41]

To be clear, such units may still also support **other detachments** as we explain at [War engines in support of close combats](#).

Example 44. War engines in close combat

[TODO: Need a suitable graphic.]

Your Ork Great Gargant is in close combat with some Space Marine infantry. It is undamaged, so its current Damage Capacity value is 18. This means that you get nine attack dice to roll against the Space Marine units.

Your opponent may still only roll a number of dice equal to the number of Space Marine units that are in base contact — four dice, in this case.

Related information

- [Assault moves and charges](#)
- Experimental: [War engine barging](#)

War engines in support of close combats

In contrast to regular units, you can use War Engine units to support **other detachments** that are in close combat.

To do this, your War Engine unit must not be engaged in combat itself, and must be within 15 cm of an enemy unit which is engaged in a combat (either in base contact, or lending support to the combat).

[TODO: It'd probably be best to define 'engaged' as a particular term in the Assault rules, and then use this term consistently in situations like this one.]

If you meet these conditions then, when you add up your Assault values in the combat, you may add a number equal to half the current Damage Capacity of your War Engine.

- Ignore any Blast markers that your supporting War Engine detachment may have — do not count them towards modifiers in the close combat. And do not apply any Blast markers to this War Engine detachment if your side loses the combat.
- Each War Engine unit can only support one close combat in each player's Assault phase. [TODO: But presumably, a WE detachment can support multiple close combats if it has multiple WE units and they each support different combats?]

Related information

- [CC1. Add up Assault values](#)

War engines in firefights

War engines participate in firefights in much the same way as other units.

- Count the Firepower of each weapon system that has at least one enemy unit within its weapon arc and within 15 cm.
- Count 1 Firepower for each ranged super-heavy weapon system that can draw a line of fire to at least one enemy unit within 15 cm, regardless of the number of shots it has.

War engine data sheets

An example of a War Engine data sheet.

[TODO: Need a suitable image with numbered callouts. Pending new data sheets for this project.]

Legend

1. The **type of War Engine** (and **specific name** in some unique cases).
2. **Description**. A brief description of the War Engine.
3. **Main characteristic values**. This part of the data sheet is similar to that of a regular unit. It states all of the most fundamental information about this War Engine, aside from its weaponry.
4. **Weapon Systems Table**. States the weapon systems that the War Engine carries.
5. **Critical Damage Table**. This comes into effect as we explain at [War engine critical damage](#). You'll see that many types of War Engine have a unique set of results, especially the larger ones.
6. **Catastrophic Damage Table**. This comes into effect as we explain at [War engine catastrophic damage](#).

Related information

- [Data sheets and characteristics](#)

Flyers

'Flyers' are aircraft and — in the case of Tyranids — giant creatures that act like aircraft. Nimble fighter aircraft, sturdy fighter-bombers, lumbering bombers, cargo transport aircraft — all have their place in support of ground forces in the 41st millennium.

In many ways, Flyer units and detachments are quite different to ground forces, and their rules reflect this.

Flyer data sheets

Flyers have data sheets just like regular units — but with these differences:

- The Speed value is always **Flyer**. Flyer units are so fast that we treat them as though their Speed value is unlimited — you can move them as far as you wish across the play area.
- The Assault value is a split value, such as **2/2**. We call this the 'Dogfight value' — although most of the time we refer specifically to only one of its two parts:
 - The first number is the **Intercept value** of the flyer, which represents its overall manoeuvrability.
 - The second number is its **Gunnery value**, which represents the overall deadliness of the flyer's air-to-air weaponry, when it can get an enemy flyer in its sights.

Deployment of flyers

You don't deploy flyers along with other units at the start of the battle — place them somewhere outside of the playing area, in the Ready state (see [Flyer readiness states](#)). You can imagine that they are in orbit, or stationed at a nearby airbase.

Flyers and Blast markers

Do not place Blast markers on Flyer detachments, at all.

Flyers and assaults

Flyers can never take part in close combats or firefights in any way, and can never become Broken.

[TODO: This sounds absolute, but there is the edge case of landed transport aircraft. Consider new wording — or perhaps a simple footnote to acknowledge this exception would suffice. Although I suppose we might also need to clarify some points of detail about this edge case somewhere in this section.]

Flyer readiness states

Flyer units can only take part in a mission when they are properly prepared, and they must rearm and refuel after each mission. They may also need repairs if they are driven off — that is, if they are hit but not destroyed while on a mission.

Keep track of your flyers' state of readiness, as follows:

- **Repair:** Place Flyer units in this state when they are hit but not destroyed (see [Hits on flyers](#)). You must leave them here for one full turn — then, at the end of that turn, move them to the Rearm state.
- **Rearm:** Place Flyer units in this state after they have performed a mission, or they missed a turn in the Repair state. You must leave them here for one full turn — then, at the end of that turn, move them to the Ready state.
- **Ready:** Place Flyer units here at the start of the game, and after they leave the Rearm state. In the Start phase, you may declare a flyer mission for any detachment that has at least one Flyer unit in the Ready state.



The original *Epic 40,000* cardboard airfields provide a visually appealing way to keep track. Of course you could make your own equivalent, which could be a nice hobby project, or you can just use another method such as pen and paper.

[TODO: This would be a good place to add a good photograph of an original *Epic 40,000* airfield and/or provide a printable alternative.]

Flyer missions

Missions are to detachments of flyers as orders are to detachments of ground units — they determine what you can do with the detachment, and when.

The Flyer missions are:

- [Air Transport mission](#)
- [Ground Attack mission](#)
- [Intercept mission](#)

Related information

- [Experimental flyer missions](#)

Air Transport mission

The Air Transport mission is much like the Ground Attack mission, except that Flyer units that have the ·Transport (X)· ability sacrifice some shooting while they swoop in and disembark cargo units.

Requirements for the mission

- You can use Flyer units that have the ·Transport (X)· ability to carry valid cargo units from other detachments in your army. Keep the cargo units outside the play area along with the transport Flyer units until you are ready to deploy them.

- If your available ·Transport (X)· flyer units don't have enough transport capacity to carry all of the units in your ground detachment in one trip, then choose which units to leave behind for the current mission. You can bring them into play on a future turn.
 - Be sure to include the detachment HQ in the first wave unless you want all of your units to be out of command!
 - Similarly, disembark later arrivals within 30 cm of whichever unit is currently the HQ unit, unless you want them to be out of command.

Declare the mission

You must declare each Flyer detachment that you wish to perform this mission at the appropriate step in the Start phase.

Perform the mission

Deploy, and make the attack run

1. When play passes to you in the Movement phase, place all of the Ready units in the detachment at any point along any edge of the playing area. You must place them so that they all face in the same direction. This is where they will start their attack run.
2. Flyers have an unlimited move, but you can only move them in the direction that they face when you place them. So, you must move all Flyer units that are in the same detachment in parallel courses, in formation. Enemy units can Snap Fire at them as they move — but in contrast to ground units, Snap Fire does not halt the movement of Flyer units.
3. You may halt movement of Flyer units at any point — halt them all at the same time.



If a ·Transport (X)· Flyer unit is destroyed while airborne then any embarked cargo units are destroyed along with it — there is no possibility that they can escape destruction in this case!

Complete the attack

1. Make ranged attacks with the Flyer units, just like you would with ground units in the Shooting phase — use the Firepower values of the Flyer units and any super-heavy weapons that they have. But note:
 - You can draw a line of fire only where an enemy unit lies within range **and** inside the forward 90° arc of your Flyer unit. Ignore any intervening terrain though, as it is far below the altitude of the flyers.
 - Otherwise, the attack works just like a normal shooting attack — so for example, as long as you meet the other requirements then you may split fire between multiple target detachments.
 - **Halve the Firepower** of each ·Transport (X)· Flyer unit that will disembark cargo units (and roll to lock on with any super-heavy weapons).
2. After you resolve the shooting effects, disembark the cargo units just like you would with a ground transportation unit. But note:
 - In each case, measure from the **centre** of the transport flyer's flight stand.

[TODO: Are there any awkward edge cases where this 'measure from the centre' restriction poses a problem? If yes, what is the best alternative given the variety of base and model sizes that is even more variable than with ground units?]

 - Give the disembarked detachment whatever orders you prefer, except that you may not choose Overwatch or March orders. To be clear, you **may** put the detachment on Assault orders and make assault moves in the usual way this turn.

[TODO: When **exactly** should we complete the move with the disembarked detachment? Presumably we should complete the move as part of the mission, either now or immediately after we remove the flyers in the next step?]
3. After you complete the disembarkation, the transport flyers take off and disengage. They go to full power and rapidly climb out of reach of ground-based weapons. Remove the flyers from the play area and place them in the Rearm state.

Related information

- [The Start phase](#)
- [HQ units and command](#)
- [Transportation](#)

Ground Attack mission

[TODO: Add introductory text.]

Declare the mission

You must declare each Flyer detachment that you wish to perform this mission at the appropriate step in the Start phase.

Perform the mission

Deploy, and make the attack run

1. When play passes to you in the Movement phase, place all of the Ready units in the detachment at any point along any edge of the playing area. You must place them so that they all face in the same direction. This is where they will start their attack run.
2. Flyers have an unlimited move, but you can only move them in the direction that they face when you place them. So, you must move all Flyer units that are in the same detachment in parallel courses, in formation. Enemy units can Snap Fire at them as they move — but in contrast to ground units, Snap Fire does not halt the movement of Flyer units.
3. You may halt movement of Flyer units at any point — halt them all at the same time.

Complete the attack

1. Make ranged attacks with the Flyer units, just like you would with ground units in the Shooting phase — use the Firepower values of the Flyer units and any super-heavy weapons that they have. But note:
 - You can draw a line of fire only where an enemy unit lies within range **and** inside the forward 90° arc of your Flyer unit. Ignore any intervening terrain though, as it is far below the altitude of the flyers.
 - Otherwise, the attack works just like a normal shooting attack — so for example, as long as you meet the other requirements then you may split fire between multiple target detachments.
2. After you resolve the shooting effects, the attack is complete and the flyers disengage. They go to full power and rapidly climb out of reach of ground-based weapons. Remove them from the play area and place them in the Rearm state.

Intercept mission

[TODO: Add introductory text.]

Requirements for the mission

- A detachment that is on an Intercept mission does not have to refuel and rearm until it has performed an interception — they can 'loiter' on combat air patrol (CAP), ready to intercept at a moment's notice. This means that you can keep the detachment ready on the Intercept mission for multiple turns if they do not make an interception.

[TODO: What should happen if you want to cancel the Intercept mission and do something else with the detachment? Logically I suppose they must lose a turn in the Rearm state, so in a typical game (in which we're doing well to get each flyer detachment into action more than once) it'd rarely be worthwhile to cancel Intercept orders.]

Declare the mission

You must declare each Flyer detachment that you wish to perform this mission at the appropriate step in the Start phase.

You may declare an Intercept mission with any Ready Flyer detachment that you have not already committed to another mission.

Perform the mission

Declare the interception

You may declare the interception when your opponent places a Flyer detachment on the table to carry out a flyer mission of any type — even an Intercept mission of their own. If you have more than one detachment on the Intercept mission, declare which one will use for this particular interception.

[TODO: Can a player declare more than one detachment for the interception?]

Deploy interceptors and resolve the aerial combat attacks

1. Place your interceptor models next to those of the enemy detachment that you chose to intercept. (This step is not essential, but it helps to show what is going on and it's nice to see the models in action!)
2. Each unit in the opposing detachments can attack one enemy unit. Start with the whichever unit has the highest Intercept value. Where Intercept values are the same:
 - Units that are on an Intercept mission attack first.
 - If both detachments are on an Intercept mission, alternate between the two sides — the player who has the Initiative goes first.
3. Resolve each attack individually as follows:
 - a. Roll a number of attack dice equal to the Gunnery value of your attacking unit. Each die that scores equal to or more than the Armour value of the target unit is a hit.
 - b. Resolve hits immediately and then move on to the next attack. (See [Hits on flyers](#))
4. Once all of the flyers involved in the aerial combat have attacked — or been driven off or destroyed before they can attack — remove the interceptor models from the play area.
5. If any of the target units remain in the playing area then your opponent can now continue with the mission that you interrupted with the interception.

Related information

- [The Start phase](#)
- [FAQ: Intercepting interceptors](#) [https://thehobby.zone/resources/e40k-compendium/Content/More/HouseRulesFrequentlyAskedQuestionsAndOtherNonsense/FAQ_InterceptingInterceptors.htm]

[TODO: Integrate the key points of the original FAQ into the Remastered rules.]

Flyers and Flak

You can't just shoot at airborne flyer units in the same way that you shoot at ground units. You must use units that have the ·Flak· ability in the manner that we explain here.

·Flak· units can attack flyers in one of two different ways, depending on what orders you give to their detachment.

Flak and drop pods



·Flak· units may also shoot at units that use the Drop Pods rules, as if they were flyers. For your attack dice rolls, use the Armour value of the cargo unit.

Flak, with Flak orders

For optimum effectiveness, ·Flak· units and their detachment need to be at a suitable state of readiness. We represent this state with special orders called Flak.

Declare the Flak orders

1. If you wish to place any detachments on Flak orders then you must do this in the Start phase. ^[42]



You can place a detachment on both Flak orders and Preparatory Bombardment orders at the same time in the Start phase, if you wish. You must declare both at the same time.

In this case, you will be able to make a Preparatory Bombardment with ·Artillery· units in the detachment, and make Flak attacks with ·Flak· units.

2. Place a Special [core:main rules:marker special orders] orders marker to indicate that the detachment is on Flak orders.

3. You can use these units to shoot at flyers in the movement phase.

- You may not move the units in the Movement phase, nor use them to shoot in the Shooting phase.
- Treat the other units in the detachment as though they are on Overwatch orders — so you can move them up to 5 cm in the Movement phase and re-roll misses when you shoot with them in the Shooting phase.

Make Flak attacks

1. You can use a ·Flak· unit to shoot at enemy Flyer units in the Movement phase if any part of their flight path is within the ·Flak· unit's full range:

- Do not use the Firepower table. Roll one D6 for each point of the ·Flak· unit's Firepower value. Each result that is equal to or higher than the Flyer unit's Armour value scores a hit. (See [Hits on flyers](#))



You can split the firepower of the ·Flak· unit between several target Flyer units if you wish.

- Or, where your ·Flak· unit has a super-heavy weapon, you can apply the effects as normal.
- Once you have rolled a D6 for each point of the ·Flak· unit's Firepower, or you've used its super-heavy weapon, you cannot shoot again with this unit for the rest of the turn.

[TODO: This wording implies the player could split ·Flak· unit firepower between multiple waves of flyers in the phase. Is this intended and important? If not, then it'd be simpler to phrase and to track in-game if we say that once you've made a Flak attack with a unit you can't shoot with it again that turn.]

Example 45. Flak, with a super-heavy weapon

The Eldar Fire Prism has a single ·Macro-weapon· attack. This means that you will roll one die, and you'll hit on a result of 4+ — regardless of the flyer's Armour value.

Flak, with any other orders

Apply these rules to the unit's Snap Fire attacks against flyers in the Movement phase:

- Use the ·Flak· unit's full range, instead of the usual 10cm. Resolve hits as at [Hits on flyers](#).



You may not use super-heavy weapon effects — such as ·Macro-weapon· — for Snap Fire attacks.

Example 46. Flak attacks

[TODO: New example text and image needed]

Related information

- [Flak](#)
- [Drop Pods](#) [<https://epicremastered.com/battles/scenario-special-rules/drop-pods.html>]

Hits on flyers

Hits on airborne flyers work differently to other units — we use an extra step to determine what actually happens.

Each time you inflict a hit on a Flyer unit, roll another D6:

- If the result scores equal to or greater than the Flyer unit's Armour value then the Flyer is shot down and destroyed. Remove it as normal for a destroyed unit.
- If the result scores less than the Flyer unit's Armour value then the flyer is not destroyed — but it is damaged, and it must abort its mission. We say that it is **driven off**.

Remove it from play immediately, and place it in the Repair state. It must miss the next turn under repair, and then you can move it to the Rearm state (in which it will miss another turn before it is Ready).

[TODO: How should we adjust this to accommodate new possibilities for Remastered — War Engine flyers and/or flyers that have the (currently experimental) ·Robust· ability?]

Endnotes

[1] Common game effects that force you to halve Firepower include Assault orders and some particular critical damage effects for War Engine units.

[2] Difference from *Epic 40,000*: This super-heavy weapon is equivalent to *Anti-Tank* in *Epic 40,000*. That name tends to mislead players as it implies effectiveness against Vehicle units but perhaps not against other unit types, such as Infantry — whereas the rules actually make this weapon very effective against all unit types. We borrow the new name from the similar concept in *Epic Armageddon*.

[3] To be clear, you can target a War Engine detachment, and then of course you do not need to specify a unit type as there is no mix.

[4] Difference from *Epic 40,000*: In *Epic 40,000*, the 'salvo' value of Pulsar is D6 only. This makes it hard to balance the performance and points costs of certain units. So, we've added (X) to support other values too, for more flexible design of units in the army lists.

[5] Difference from *Epic 40,000*: We consider a unit to be 'under' where any part of the unit's base is under or touched by the outline of the target unit — no matter the unit type.

[6] Difference from *Epic 40,000*: We state this so that we can explain certain rules interactions more clearly. Whilst *Epic 40,000* does not define success with the *Super Lifta Droppa* effect as a 'hit', in *Firepower* magazine issue 2 Games Workshop did confirm that the *Holo-fields* 'save' can protect against this weapon — see [Q&A: Super Lifta Droppa](https://thehobby.zone/resources/e40k-compendium/Content/More/QuestionsAndAnswers/QA_SuperLiftaDroppa.htm) [https://thehobby.zone/resources/e40k-compendium/Content/More/QuestionsAndAnswers/QA_SuperLiftaDroppa.htm]. And, as the 'Save' ability works in a similar way to 'Holo-fields', we use the 'hit' terminology to be consistent and to imply that both of these abilities have the potential to protect the unit.

[7] Difference from *Epic 40,000*: We derived this ability from part of *Epic 40,000*'s *Cavalry* ability rules. This allows more flexibility in unit design.

[8] Difference from *Epic 40,000*: We added the Start phase to clarify the order of certain events.

[9] Difference from *Epic 40,000*: This ability is equivalent to *Epic 40,000*'s *Space Wolves* ability. We call it 'Assault +1' instead, so as not to imply that the ability is faction-specific.

[10] Difference from *Epic 40,000*: We've shifted the Armour bonus part of *Epic 40,000*'s *Cavalry* ability to a separate ability that we call 'Armour +1'.

[11] Difference from *Epic 40,000*: We added split Speed values to make special increases to Speed values easier to understand. We changed the explanation of charge moves to clarify the details and to integrate the Split speed values.

[12] Difference from *Epic 40,000*: We derived this ability from parts of *Epic 40,000*'s Dark Angels *Deathwing* ability and Tyranid army 'Synapse Creatures' rules. This allows for more flexibility in detachment design.

[13] Difference from *Epic 40,000*: We created this ability for *Epic Remastered* — there is no equivalent in *Epic 40,000*.

[14] Difference from *Epic 40,000*: This ability is equivalent to *Epic 40,000*'s *Ravenwing* ability. We call it 'Dodge' instead, so as not to imply that the ability is faction-specific.

[15] Difference from *Epic 40,000*: We added the Start phase to clarify the order of certain events.

[16] Difference from *Epic 40,000*: We created this ability to allow more flexibility in unit design.

[17] Difference from *Epic 40,000*: We created this ability for *Epic Remastered* — there is no equivalent in *Epic 40,000*.

[18] Difference from *Epic 40,000*: We derived this ability from part of *Epic 40,000*'s rules for Tyranid War Engine units. This allows for more flexibility in unit design.

[19] Difference from *Epic 40,000*: The original text contains an additional clause: "An *Infiltrators* unit which is more than 30cm from its HQ unit is still destroyed if it is broken in close combat or a firefight." This clause alludes to the rules for the Broken condition as it applies to out of command units. However, to date, we have not been able to find a consistent way to interpret this such that it integrates neatly with the effects of other rules. So, we include no similar clause here. If in due course the community finds a way to make sense of this clause with a workable interpretation, then we'll be only too happy to update these rules to add the clause in its new form.

[20] Difference from *Epic 40,000*: Some base units — such as the Tau Crisis Battlesuit and the Eldar Revenant Scout Titan — have the 'Jump Packs' ability as an integral part of their data sheet. We've clarified how the ability interacts with the data sheet in these cases.

[21] Difference from *Epic 40,000*: In *Epic 40,000*, it isn't clear whether or not the 'Jump Packs' ability lets us ignore the standard rules when we start a move in dangerous terrain. After discussion with other players, we've decided that the standard rules apply, and we've made this clear.

[22] Difference from *Epic 40,000*: We created this rule as part of efforts to rationalise and improve the rules for Assault moves, after discussion with other players.

- [23] Difference from *Epic 40,000*: This ability is equivalent to *Epic 40,000*'s *Kroot* ability. We call it 'Jungle Fighters' instead, so as not to imply that the ability is faction-specific.
- [24] Difference from *Epic 40,000*: We derived this ability from part of *Epic 40,000*'s experimental 'Vehicle variants' *Long Range* rule. This allows for more flexibility in detachment design.
- [25] Difference from *Epic 40,000*: We derived this ability from part of *Epic 40,000*'s War Engine 'No retreat, no surrender' rules for War Engine units. This allows for more flexibility in detachment design.
- [26] Difference from *Epic 40,000*: The *Epic 40,000* version of this ability is exceptionally cheap and powerful — for only a small cost, it allows all Mycetic Swarm detachments in the army to arrive in turn 1, automatically. We've revised the ability so that it (a) scales with the number of detachments that have the ability, (b) grants you a re-roll rather than a bypass of the Reserve Detachment Arrival table, and (c) you can use the re-roll for any Tyranid detachment in Reserves, not just Mycetic Swarms. Note that this also means that the earliest a Mycetic Swarm detachment can arrive from Reserves is turn 2, just like other Reserves.
- [27] Difference from *Epic 40,000*: We created this ability for *Epic Remastered* — there is no equivalent in *Epic 40,000*.
- [28] Difference from *Epic 40,000*: In *Epic 40,000*, when the *Rapid Fire* ability is active it **doubles** the unit's Firepower value. We've changed this so that the effect scales in linear fashion when we add 'Rapid Fire' to units that have Firepower 2 or more. This doesn't affect any of the original *Epic 40,000* units that have *Rapid Fire* — they all have Firepower 1, so the net result remains the same.
- [29] Difference from *Epic 40,000*: We derived this ability from part of *Epic 40,000*'s Dark Angels *Deathwing* ability. This allows for more flexibility in detachment design.
- [30] Difference from *Epic 40,000*: We created this ability for *Epic Remastered*, to complement the 'Long Range' ability. This allows for more flexibility in detachment design.
- [31] Difference from *Epic 40,000*: We derived this ability from *Epic 40,000*'s experimental *Siege* ability. That ability is redundant on any unit that has a Firepower value of only 1. This ability allows more flexibility in unit design, in a minimalist way.
- [32] Difference from *Epic 40,000*: We derived this ability from parts of *Epic 40,000*'s Tyranid army 'Synapse Creatures' rules and War Engine 'No retreat, no surrender' rules. This allows for more flexibility in detachment design.
- [33] Difference from *Epic 40,000*: We've integrated this ability into the main body of the rules. In *Epic 40,000*, this ability was a suggestion in the *Battles Book*, and later Games Workshop confirmed it as an official amendment in *Firepower* magazine issue 2 — see [FAQ: Walkers](https://thehobby.zone/resources/e40k-compendium/Content/More/HouseRulesFrequentlyAskedQuestionsAndOtherNonsense/FAQ_Walkers.htm) [https://thehobby.zone/resources/e40k-compendium/Content/More/HouseRulesFrequentlyAskedQuestionsAndOtherNonsense/FAQ_Walkers.htm].
- [34] Difference from *Epic 40,000*: The 'Walker' ability was an afterthought in *Epic 40,000*. We integrate it in full, along with split Speed values which you will find on the appropriate unit data sheets.
- [35] Difference from *Epic 40,000*: We added split Speed values to make special increases to Speed values easier to understand. We changed the explanation of charge moves to clarify the details and to integrate the Split speed values.
- [36] Difference from *Epic 40,000*: We derived these abilities from *Epic 40,000*'s War Engine 'No Retreat, No Surrender' rules.
- [37] Difference from *Epic 40,000*: While *Epic 40,000* does mention 'weapon mounts', it does not define the term or use it consistently, and it mixes the concept with another concept that we call 'weapon systems'. We define these terms and concepts so that we can explain certain rules interactions more clearly.
- [38] Difference from *Epic 40,000*: In *Epic 40,000* there are only Front (90°), Left/Right Side (180°) and All Round (360°) 'weapon fire arcs'. We add more options, for more flexible unit design. And we use the more generic term 'weapon arc', to be more inclusive of weapons that may not have a ranged component, such as Ripper Tentacles.
- [39] Difference from *Epic 40,000*: In *Epic 40,000*, you can only 'gang up' with **half** as many units as the initial Damage Capacity. This leads to a number of odd effects, not least that it makes war engines **excessively** difficult to overcome in close combat — so, we reference the full initial Damage Capacity instead.
- [40] Difference from *Epic 40,000*: *Epic 40,000* phrases the rules for War Engine close combat attacks on the basis of a single War Engine in close combat with the enemy. Without further clarification, this tends to imply that the allocation of hits might be on a per War Engine basis (in contrast to the usual rules). We make it clear that we should allocate all close combat hits in the same way, regardless of origin.
- [41] Difference from *Epic 40,000*: *Epic 40,000* gives rules for War Engine units in support of other detachments that are in close combat — but does not give similar rules to apply the same logic for supporting fire within their own detachment (so only the usual +1 would apply, which seems odd). We make both situations plain.
- [42] Difference from *Epic 40,000*: We added the Start phase to clarify the order of certain events.

Quick reference

The turn sequence

1. **The Start phase** ^[1]
 - a. Roll for Reserves, if applicable for the scenario
 - b. Declare flyer missions and certain special orders
 - c. Prepare the Initiative counters
2. **The Movement phase**
 - a. Determine the Initiative (1)
 - b. First player movement
 - c. Second player movement
3. **The Shooting phase**
 - a. Determine the Initiative (2)
 - b. Shoot with vehicles and infantry
 - c. Determine the Initiative (3)
 - d. Shoot with war engines
4. **The Assault phase**
 - a. Determine the Initiative (4)
 - b. Resolve the first player's assault moves, close combats and firefights
 - c. Resolve the second player's assault moves, close combats and firefights
5. **The Rally phase**
 - a. Roll to remove Blast markers
 - b. Roll to rally Broken detachments
 - c. Repair war engine damage and shields
 - d. Check the victory conditions for the scenario

End of the turn

Orders and conditions

A summary of orders and conditions — for full detail see [Orders and conditions](#)



Advance orders (default): May move in the Movement phase. May shoot in the Shooting phase. May **not** move in the Assault phase.



Assault orders: May move in the Movement phase. May shoot in the Shooting phase, at **half** effect. **Must** move in the Assault phase, towards the enemy, and can initiate an assault.



March orders: May **triple** move in the Movement phase. May **not** shoot in the Shooting phase; opponent uses the Marching column on the Firepower table. May **not** move in the Assault phase; if engaged by the enemy then fight at **half** effect.



Overwatch orders: May move only **5 cm** in the Movement phase. May shoot in the Shooting phase, and **re-roll misses**. May **not** move in the Assault phase.



Special orders: Indicates that special orders are in effect, such as [Flak](#) or [Preparatory Bombardment](#).



Broken condition: May not use orders. May make **only** a 20 cm [Retreat move](#) in the Movement phase. May **not** shoot in the Shooting phase. May **not** move in the Assault phase (aside from the initial Retreat move after losing an assault); if engaged by the enemy, fight at **half** effect.



Immobilised condition: May not use orders. May **not** move in the Movement phase. May shoot in the Shooting phase; opponent uses the Immobilised column on the Firepower table. May **not** move in the Assault phase.

Terrain effects

A summary of the effects of some common types of terrain on the different types of ground unit.

Table 10. Terrain effects summary

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; jungle	+1	No effect	Dangerous	Dangerous
Marsh; swamp	0	Dangerous	Dangerous	Dangerous
River	0	Dangerous	Impassable	Dangerous
Roads	0	See Movement on roads		
Open ground	0	No effect	No effect	No effect

Special abilities

See [Special abilities](#).

Firepower table

Target				
Marching		Vehicle or Infantry	-	-
In Open		Mobile War Engine*	Vehicle or Infantry	-
In Cover		Immobilised War Engine	Mobile War Engine	Vehicle or Infantry
F i r e p o w e r	1	1	1	1
	2	2	1	1
	3	2	2	1
	4	3	2	2
	5	4	3	2
	6	5	3	3
	7	5	4	3
	8	6	4	3
	9	7	5	4
	10	8	5	4
	11	8	6	4
	12	9	6	5
	13	10	7	5
	14	11	7	5
	15	11	8	6
	16	12	8	6
	17	13	9	7
	18	14	9	7
	19	14	10	7
	20	15	10	8

*When you shoot at a War Engine unit that is both Immobilised and in the open, simply roll a number of dice equal to the resultant Firepower of the attack.

Blast markers

*Table 11. Blast marker table
(Firepower)*

Firepower	Blast markers to place
1 to 7	One, if you score any hits
8 to 15	One
16 to 23	Two
24 or more	Three

Table 12. Blast marker table (super-heavy weapons)

Number of super-heavy weapons	Blast markers to place
1 to 3	One, if you score any hits
4 to 8	One
9 or more	Two

Super-heavy weapons

See [Super-heavy weapons](#).

Assaults

Table 13. Assault bonuses table (close combat/firefight)

Condition	Bonus
The enemy has 5 or more Blast markers	+1
The enemy has more Blast markers than your side	+1
Your side has the most ·Psyker· units that contribute their Assault value or add 'supporting fire' (close combat)/that contribute their Firepower value (firefight)	+1
Your side's Assault/Firepower total is higher than that of the enemy	+1*
Your side's Assault/Firepower total is at least double (2x) that of the enemy	+2*
Your side's Assault/Firepower total is at least triple (3x) that of the enemy	+3*
Your side's Assault/Firepower total is at least quadruple (4x) that of the enemy	+4*
*These modifiers are not cumulative — use only the best one that applies.	

Table 14. Close combat results table

Difference in scores*	Overall result	Score required to hit	
		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+
*Also the number of Blast markers to place on losing detachment(s)			

Reserves

Table 15. Reserves Detachment Arrival table

Detachment's Reserve Speed	Turn #1	#2	#3	#4	#5	#6
Up to 30 cm	-	4+	4+	3+	3+	2+
Over 30 cm	-	3+	3+	2+	2+	2+
Flyer	-	3+	2+	2+	2+	2+

Morale: Objectives

A summary of the morale effects of the standard objectives — for full detail see [Objectives](https://epicremastered.com/battles/scenario-special-rules/objectives.html) [https://epicremastered.com/battles/scenario-special-rules/objectives.html].

▼ *Take & Hold*

Ongoing morale effect: Check at the end of each Rally phase.

For each of your Take & Hold objectives that you control, add D3 points to your Army Morale value.

▼ *Rescue*

Ongoing morale effect: Check at the end of each Rally phase.

For each of your units that has a Rescue objective (that is, for each of your units that currently count as an escort unit), apply both of these modifiers:

- Add 1 point to your Army Morale value.
- Your opponent must deduct 1 point from their Army Morale value.

▼ *Cleanse*

Ongoing morale effect: Check at the end of each Rally phase.

For each of your Cleanse objectives that you control, add 1 point to your Army Morale value.

▼ *Bunker*

One-time morale effect: Each time you destroy one of your bunker objectives.

Roll a D6 — your opponent must subtract the score from their Army Morale value.

▼ *Capture*

One-time morale effect: Check at the end of each Rally phase.

For each of your Capture objectives that you control, choose and apply **one** of these effects:

- **Capture:** Roll a D6 — add the score to your Army Morale value.
- **Destroy:** Roll a D6 — your opponent must subtract the score from their Army Morale value.

Endnotes

[1] Difference from *Epic 40,000*: We added the Start phase to clarify the order of certain events.

Experimental

This is where we experiment with new or alternate rules for the *Core* component.

Experimental special abilities

Related information

- [Special abilities](#)

Biosave

Unit ability ^[1]

These units are unusually resilient; they often remain functional in spite of damage that would cripple most war engines.

Where your unit has the *Biosave* ability:

- When the unit suffers critical damage, from any source, roll a D6: On a roll of 4+, ignore the critical damage—that is, do not roll on the Critical Damage Table.

Related information

- [War engine critical damage](#)

CC Blast

Detachment ability ^[2]

These units have some special means to disrupt their opponents in close combat.

For example, forces of the Chaos god Nurgle often carry potent daemonic plagues which corrupt and debilitate those who come into contact with them.



'CC Blast' and 'FF Blast' are temporary names—we hope to settle on better names for these abilities in future. In a perfect world, these abilities will have names that are evocative and yet which also neatly hint at the relatedness of their distinct yet similar gameplay effects. Easier said than done!

Where your detachment has the *CC Blast* ability and takes part in a close combat:

- At the end of the [CC3. Roll to resolve the close combat](#) step, place one Blast marker on each enemy detachment that had any units in base contact with units in this detachment. This effect does **not** stack with other detachments that also have the *CC Blast* ability.

Related information

- [Blast markers](#)
- [CC3. Roll to resolve the close combat](#)

Daemonbane

Detachment ability ^[3]

These detachments specialise in fighting psykers and daemons.

Though highly secretive, the elite Grey Knights of the Imperium are a prime example of such forces.



This niche ability is only for use by agreement between the players, for special scenarios. It does not have a points cost—you need to allow for its likely value in the overall context of the scenario and the composition of the armies that the players will use.

Where your detachment has the 'Daemonbane' ability:

- In close combat, double the Assault value of each unit in the detachment that is in base contact with an enemy Daemon or 'Psyker' unit.
- When you shoot with this detachment, apply a -1 modifier to the Armour value of each Daemon unit and each 'Psyker' unit in the target detachment.



We define a Daemon unit as any of these units in the Chaos faction: any unit in a Daemon Detachment; any Daemon Prince unit.

Related information

- [Psyker](#)

Destiny, Not Fate

Unit ability ^[4]

[TODO: add introductory text.]

Where your unit has the 'Destiny, Not Fate' ability:

- This unit allows you to use 'Psychic Attack (X) — Psychic Blast' Fate cards in a special way. Instead of the usual effect, remove (X) number of Blast markers from your unit's detachment.

Related information

- [Blast markers](#)
- [Draw Fate cards](https://epicremastered.com/battles/get-ready-to-play/draw-fate-cards.html) [https://epicremastered.com/battles/get-ready-to-play/draw-fate-cards.html]

FF Blast

Detachment ability ^[5]

These units have some special means to disrupt their opponents in firefights.

For example, Noise Marines of Slaanesh use their psycho-sonic weapons to produce 'Kakophoni' effects that are both murderous and disorienting.



'CC Blast' and 'FF Blast' are temporary names—we hope to settle on better names for these abilities in future. In a perfect world, these abilities will have names that are evocative and yet which also neatly hint at the relatedness of their distinct yet similar gameplay effects. Easier said than done!

Where your detachment has the 'FF Blast' ability and takes part in a firefight:

- At the end of the [FF3. Roll to resolve the firefight](#) step, place one Blast marker on each enemy detachment that had any units within 15 cm of units in this detachment. This effect does **not** stack with other detachments that also have the 'FF Blast' ability.

Related information

- [Blast markers](#)
- [FF3. Roll to resolve the firefight](#)

Frenzy

Detachment ability ^[6]

The troopers in this detachment are filled with bloodlust and the joy of battle.

Where your detachment has the *Frenzy* ability:

- During the Assault phase **only**: The detachment has the *Stubborn* ability, so you may re-roll Leadership tests that you fail for this detachment.
- In close combats, the detachment gets a +1 bonus to the assault resolution roll. This bonus does **not** stack with the bonus from other detachments that also have the *Frenzy* ability, nor with the bonus for having more *Psyker* units.

Related information

- [Stubborn](#)
- [Leadership test](#)
- [CC2. Work out close combat bonuses](#)

Guided

Unit ability ^[7]

[TODO: add introductory text.]

Where your unit — or weapon system — has the *Guided* ability:

- When you shoot this unit/weapon system at a target detachment that is currently marked by the *Markerlights* ability then:
 - While you resolve this shooting, this unit/weapon system gains a Range value of **60 cm** and the *Artillery* ability.

Related information

- [Markerlights](#)
- [Artillery](#)
- [Weapon systems](#)

Manoeuvrable

Unit ability ^[8]

These War Engine units are unusually manoeuvrable.

Where your unit has the *Manoeuvrable* ability:

- When you move this unit, you are not limited by the usual rules for forward and reverse movement of War Engine units. Instead, you may move this unit in any direction, and turn it to face any direction, without any cost to the unit's movement allowance.

Related information

- [War engine movement](#)

Markerlights

Unit ability ^[9]

[TODO: add introductory text.]

Where your unit has the 'Markerlights' ability:

- As long as the unit's detachment is not Broken and was not placed on March orders this turn, then:
 - Each enemy detachment that is currently within 30 cm and line of fire of the unit is 'marked'. (This is relevant for interaction with certain other abilities.)

Related information

- [Target Lock](#)
- [Guided](#)

Portal

Unit ability ^[10]

Some races employ technologies that allow them to open trans-dimensional portals on the battlefield. This can be an effective method to deploy reserve forces at the optimum time and place.

Well-known examples include Necron portals and Eldar Webway portals.



The rules that govern how we use the 'Portal' ability to transport units are very similar to those for the 'Transport (X)' ability. However, there are some important differences.

Data sheet variations of 'Portal'

Where we include 'Portal' on a unit data sheet — or for an objective — we also include some further information, as attributes in brackets. For example, like this: 'Portal' (INF, 4+, 'Walker', Auto).

Mostly, these attributes indicate what other friendly units can actually pass through the portal — that is, which kinds of unit that portal permits you to embark and/or disembark as 'cargo' units during the game.

- (INF) : Permits Infantry units as cargo.
- (4+) : Permits Vehicle units that have an Armour value of 4+ or lower as cargo.
- ('Walker') : Permits Vehicle units that have the 'Walker' ability as cargo, regardless of their Armour value.

We also indicate how the portal affects the arrival of detachments that you intend to use with it, through the (Roll) or (Auto) attributes. See [Portal Reserves](#) for more about this.



We use (Roll) and (Auto) to represent different technologies for different factions. They are mutually exclusive, for both thematic and practical reasons — so all 'Portal' units in a given army list are of one type, never a mix of both.

Game effects of 'Portal'

Where your army includes any units or objectives that have the 'Portal' ability:

- Regardless of the scenario, you may keep some detachments out of the play area, as [Portal Reserves](#). You may do this with any number of your detachments that contain units that your 'Portal' units permit as cargo.



Don't get carried away — if you have many Portal Reserves detachments out of play and few suitable 'Portal' units

in play then you're in for a hard time!

Where your unit or objective has the **·Portal·** ability and is in play:

- You can use this unit to move Portal Reserves detachments into play after they arrive. See [Portal Reserves](#).
- You can use this unit to move detachments that are in play from this portal to another portal that is in play, or from another portal that is in play to this portal. See [Use a ·Portal· unit to move your forces](#).

Use a **·Portal·** unit to move your forces

You can use portals to move some of your forces around. Where you wish to move one of your detachments into or out of a portal, and it contains permitted cargo units:

- You may do this only in the Movement phase, and only if you give the detachment Advance or Assault orders.
- Embark and disembark cargo units in the same way as for the **·Transport (X)·** ability. See [Transportation by ·Transport \(X\)· units](#).^{[11] [12]}
- You may use each individual portal only **once per turn**, to embark or disembark units from a single detachment. Any portal that you use becomes unavailable until the start of the next turn.
- You may embark a permitted cargo unit that is already in the play area into an available portal — but you **must** immediately disembark the unit from a different available portal elsewhere in the play area.^[13]

Portal Reserves

These Portal Reserves rules are a special variation on the standard Reserves rules. The difference is in the detail of how detachments that you set aside as Portal Reserves will arrive, and how you put them into play.



You can put Portal Reserves detachments into play **only** by means of **·Portal·** units.

Arrival of Portal Reserves detachments

The type of portal that your army can include determines how detachments that you keep aside as Portal Reserves will arrive:

- Where your army has **(Roll)** portals, roll on the Reserve Detachment Arrival table for your portal reserves detachments in the Start phase — just as you do for standard Reserves.
- Where your army has **(Auto)** portals, do **not** roll on the Reserve Detachment Arrival table for your Portal Reserves detachments in the Start phase — instead, they always arrive in turn 2.

Either way, once a Portal Reserves detachment arrives, you **must** put it into play if possible, in the Movement phase.

Put Portal Reserves detachments into play (or not!)

This can be tricky. To put a Portal Reserves detachment into play after it arrives, you need an available portal — and some units can only use particular portals that permit their transit.

- If there is no portal available when you need it, then you must leave the detachment in Portal Reserves this turn — it does not arrive yet after all.*
- If none of the available portals can disembark all of the units in the detachment, then you may choose either:
 - Leave the detachment in Portal Reserves this turn — it does not arrive yet after all.*
 - Disembark as much of the detachment as you can. The units that cannot disembark count as destroyed for the purposes of Army Morale and victory conditions. Place a Blast marker on the detachment.

*If you leave the detachment in Portal Reserves, then:

- If your army uses **(Roll)** portals, then you must roll on the Reserve Detachment Arrival table again next turn.
- If your army uses **(Auto)** portals, then you must try again next turn.



If the detachment does not arrive and enter play before all ·Portal· units/objectives in your army are destroyed or the game ends, then the detachment counts as destroyed for the purposes of Army Morale and victory conditions. ^[14] ^[15]

To complete the move of units that you can put into play, obey the rules at [Use a ·Portal· unit to move your forces](#).

Example of ·Portal· in action

Example 47. Necron Portals

You have a Necron army which includes, among other things, two different ·Portal· units:

- A Monolith WE unit — which has ·Portal· (INF, 4+, Auto).
- A Warbarque WE unit — which has ·Portal· (INF, ·Walker·, 4+, Auto).

Your army also includes two detachments that you decide to keep outside of the play area, as Portal Reserves:

- Detachment A, which contains some Necron Warriors (INF), Lokhust Destroyers (INF), and Tomb Blades (VEH with Armour 4+).
- Detachment B, which contains some Necron Immortals (INF), Canoptek Spyders (VEH with ·Walker·), and a C'Tan Shard (VEH with ·Walker·).

As the portals in the Necron army list are (Auto) portals, detachments A and B will both arrive in turn 2.

When they arrive, you can use detachments A and B with the ·Portal· units as follows:

- All of the units in detachment A can pass through either portal. So, you can use either ·Portal· unit to disembark detachment A, provided the portal is available.
- The ·Walker· units in detachment B can pass through only the Warbarque's portal. So, you must either:
 - Use the Warbarque ·Portal· unit to disembark this detachment, provided the portal is available.
 - Use the Monolith ·Portal· unit to disembark this detachment, provided the portal is available — but in this case, the Canoptek Spyders and the C'Tan Shard are **destroyed** and you must place a Blast marker on the Immortals units that form what's left of the detachment.

Related information

- [Reserves](https://epicremastered.com/battles/scenario-special-rules/reserves.html) [https://epicremastered.com/battles/scenario-special-rules/reserves.html]
- [Transportation](#)

Psychic Focus

Detachment ability ^[16]

Some detachments contain many individuals that have low-level psychic power that they can pool as a group. When they do this, they can manifest some useful effects on the battlefield.

Where your detachment has the ·Psychic Focus· ability:

- Once per game, you can make a special psychic attack with this detachment. This works exactly as if it were a Fate card with the title 'Psychic Attack (0) — Psychic Blast'.
- When you wish to make the above attack, or to play a Psychic Attack Fate card, you may choose any unit in this detachment to channel the effects, as if that unit had the ·Psyker· ability.

Related information

- [Draw Fate cards](https://epicremastered.com/battles/get-ready-to-play/draw-fate-cards.html) [https://epicremastered.com/battles/get-ready-to-play/draw-fate-cards.html]

- [Psyker](#)

Robust

Unit ability ^[17]

An experimental rule to allow some normal units to have Damage Capacity 2.

This is similar to how Damage Capacity works with War Engine units. That said...



Units that have the 'Robust' ability are not War Engine units — do not apply the War Engine rules to them.

In brief, it takes two hits to destroy a 'Robust' unit, and each 'Robust' unit counts as two normal units for both hit allocation and detachment strength.



We're testing this ability as a way to make some units tougher than the standard rules allow, but not as tough as War Engine units. Candidates for this ability include Space Marine Land Raiders, Ork Stompas, and Chaos Greater Daemons.

Where your unit has the 'Robust' ability:

- The unit starts the game with Damage Capacity 2.
- When you calculate the detachment strength, count the unit as equal to its remaining Damage Capacity.
- Each hit reduces its Damage Capacity by one point.
- If the unit's Damage Capacity is reduced to 0 then it is destroyed.

Where you attack a detachment that includes units that have the 'Robust' ability:

- Each 'Robust' unit counts as either **one** or **two** units for hit allocation, according to the number of Damage Capacity points it has left. This means that when you allocate hit dice and you reach a 'Robust' unit, you must allocate two dice if it is undamaged or one die if it is damaged. Then continue to allocate dice to more distant targets in the usual way.
- Where possible, all dice that you allocate to a 'Robust' unit must score equal to or higher than its Armour value, **or** all dice that you allocate must score lower.



The aim of this restriction is to force the attacker to destroy the unit or bypass it, and so to minimise the need to track units that have only one remaining point of Damage Capacity.

- You may not allocate a further hit die to the unit until you have first allocated hit dice to all eligible units, in the usual way.
- Any hit that would automatically cause critical damage against a War Engine unit, such as a hit from a Death Ray weapon, causes an extra point of damage instead against a 'Robust' unit. In other words, a single hit from such a weapon will always destroy a 'Robust' unit outright.



A 'Robust' unit counts as **one** unit for **all** other purposes, such as 'ganging up' and hit rolls in close combat, supporting a close combat, and to determine the number of units that are under a Barrage template.

Example 48. 'Robust' ability and detachment strength

Consider a Space Marine detachment like this:

Units	Number of units	Detachment strength
1x Captain	1	1
6x Land Raider (with the 'Robust' ability)	6	12
5x Terminator squad	5	5

Units	Number of units	Detachment strength
Total	12	18

Although the actual number of units is only 12, the *·Robust·* ability of the Land Raiders means that the effective detachment strength is 18. So, at the outset of the battle you will benefit from a +1 modifier for Leadership tests.

The detachment will be at half strength when its number of normal units and remaining Damage Capacity totals nine or less.

Example 49. *·Robust·* ability and allocation of shooting hits

You shoot your detachment of Orks at a Space Marines detachment that includes Terminator (Armour 5+) and Land Raider (Armour 6+) units.

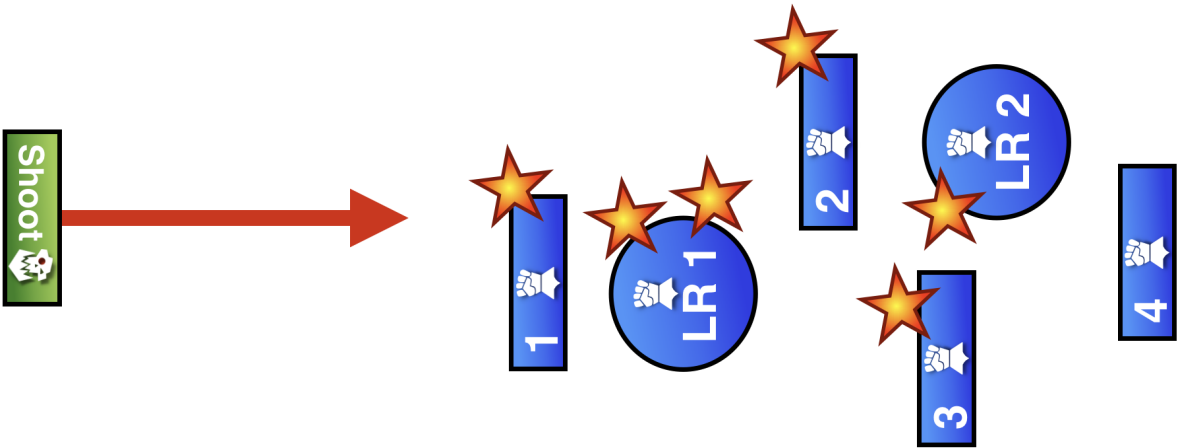


Figure 6. *·Robust·* ability and allocation of shooting hits. The green rectangle is a detachment of Orks. The blue rectangles are Space Marine Terminator units. The Blue circles are Land Raider units that have the *·Robust·* ability.

Your dice rolls yield six results of 5 or more — so you have six hit dice to allocate.

1. Allocate a die to the nearest target unit, Terminator squad (1).
2. The next nearest unit is Land Raider (1), which has the *·Robust·* ability — so allocate **two** dice to it. These must either both be results of 6 that can affect the Land Raider, or both be rolls of 5 that cannot affect the Land Raider.
3. The next nearest units are Terminator squads (2) and (3), so allocate the fourth and fifth die to these.
4. Finally, you must allocate your last die to the next nearest unit, which is Land Raider (2).

Related information

- [S6. Allocate hits](#)

Target Lock

Detachment ability ^[18]

[TODO: Add introductory text.]

Where your detachment has the *·Target Lock·* ability:

- When you shoot with this detachment, at a target detachment that is currently marked by the *Markerlights* ability, then:
 - When you work out how many attack dice to roll, shift one column to the left on the Firepower table. If you are already using the leftmost column, roll one die per point of Firepower.

Related information

- [Markerlights](#)
- [S3. Work out how many attack dice to roll](#)

War engine barging



This rule is for playtesting purposes and is not finished content.

An experimental option to improve the rules for when you make a charge move with a War Engine unit.

The problem

Often, when you make a charge move with your War Engine unit, you'd like to move it into base contact with multiple enemy units. The original *Epic 40,000* rules do not appear to allow this.

The proposal

Define charge move rules that allow you to move your War Engine unit into base contact with multiple enemy units. We base this option around the idea of War Engine units being able to barge aside smaller units.

1. As in the standard assault move rules, move your War Engine into base contact with the nearest enemy unit.
2. Rather than stop there, you may continue to move the War Engine if it has more movement available.
3. You **must** stop the move as soon as any of these events occur:
 - The War Engine has run out of available movement.
 - The War Engine has made base contact with a number of enemy units equal to half its initial Damage Capacity.
 - The War Engine has made base contact with an enemy War Engine.
 - The War Engine has moved 5 cm from the first contact with an enemy unit.
4. After you end your assault move, your opponent must place their units that your War Engine is barging aside. They must place these units:
 - in base contact with your War Engine
 - as close as possible to their original positions

Related information

- [Assault moves and charges](#)

Experimental flyer missions

Related information

- [Flyer missions](#)

Counter-strike mission

If you can gain supremacy in the airspace over the battlefield then this can give you a big advantage on the ground. The ability to strike ground targets at will without risk of interception by enemy fighters will take its toll on your opponent's forces. You'll foil their plans while you gain more freedom to act.

You may be able to gain this supremacy by destruction of enemy aircraft through aerial combat and anti-aircraft attacks from ground-based units. But why not hit enemy air forces when they are at their most vulnerable — while they are on the ground! Send your flyers on a ground attack against the enemy airbase!

This is our version of the *Counter-strike* mission that appeared in the *Air Superiority* article which Games Workshop published in both *Firepower*, issue 1, and *White Dwarf*, issue 214.

The article offered the mission as 'optional' rules that you must agree with your opponent — neither fully 'official', nor 'experimental'. [TODO: This seems like a bit of an oddity. Consider whether to make this mission fully part of the *Remastered* rules, or to pursue another alternative.]

We might need to rework this rule quite a lot — in its current form it seems like it may unbalance the game too much. Perhaps the overall idea would work better as a special scenario that we could use in a campaign, rather than as a 'regular' flyer mission.

Declare the mission

You must declare each Flyer detachment that you wish to perform this mission at the appropriate step in the Start phase.

Perform the mission

[TODO: Presumably, we resolve Counter-strike in the Movement phase, but we should make it explicit. We should also integrate and state all the steps in full, rather than just allude to similarities with the Ground Attack rules.]

Scramble defending flyers

Your opponent may be able to 'scramble' some of their flyers before you complete your attack — that is, at least some may get airborne so that your strike does not catch them on the ground.

Flyers in the Ready state

Where your opponent has declared a mission for Ready Flyer units, these are already airborne. [TODO: Do we need to state something to the effect that flyers that are on a mission do not enter the Repair or Rearm states until after any Counter-strikes are resolved?]

Where your opponent has Flyer units in the Ready state, but not declared for a mission, these units automatically scramble to get airborne. [TODO: Presumably, these flyers will be Ready again next turn?]

Flyers in the Rearm state

Your opponent may roll a D6 for each such unit:

- If the score is equal to or less than the unit's Intercept value then it successfully scrambles to get airborne.
- If the score is greater than their Intercept value then they do not scramble and your strike will catch them on the ground.

Flyers in the Repair state

These units cannot scramble to get airborne and so your strike will catch them on the ground.

Complete the attack

1. Resolve the Counter-strike attack just as you would for a Ground Attack mission — though note the following:
 - For the sake of clarity, if your opponent has flyers on Intercept orders then they can intercept your Counter-strike flyers just as they can for other missions.
 - Your opponent may also resolve one Snap Fire attack against each of your Counter-strike flyers, to represent the anti-aircraft defences of their airbase.
 - Treat all the enemy flyers that you catch on the ground as a single vehicle detachment in the open.
 - We assume that all of your units are in range for their attack.
 - As there are no 'nearest models' among the units that you catch on the ground, allocate hits to them however you like.

- Where your attacking units have the Barrage or Heavy Barrage ability, these contribute 2 or 4 Firepower each, respectively.
- There is no chance that a Flyer unit on the ground will be 'driven off' — a hit will always cause damage, just as it does with non-Flyer units. [TODO: Consider a separate topic or partial to cover the whole 'treat flyers that are on the ground/landed just like other ground units' aspect.]
- As usual for target Flyer detachments, do not place Blast markers for this attack.

2. After you complete the attack, place your units in the Rearm state.

Related information

- [The Start phase](#)

Evac mission

Not only can you use transport flyers to deploy troops — as in an Air Transport mission — you can also use them to evacuate troops to safety. You might do this simply to save units from imminent destruction, or to redeploy them to greater effect elsewhere on the battlefield in a later turn.

This is our version of the *Evac! Evac!* mission that appeared in the *Air Superiority* article which Games Workshop published in both *Firepower*, issue 1, and *White Dwarf*, issue 214.

The article offered the mission as 'optional' rules that you must agree with your opponent — neither fully 'official', nor 'experimental'. [TODO: This seems like a bit of an oddity. Consider whether to make this mission fully part of the *Remastered* rules, or to pursue another alternative.]

Requirements for the mission

- You can only evacuate units where they are valid cargo for the particular 'Transport (X)' Flyer units that you use.
- [TODO: Add points on what happens when you have non-valid/excess units that you must leave behind. Perhaps comment on HQ units and command too.]

Declare the mission

You must declare each Flyer detachment that you wish to perform this mission at the appropriate step in the Start phase.

Perform the mission

Deploy, and make the attack run

1. When play passes to you in the Movement phase, place all of the Ready units in the detachment at any point along any edge of the playing area. You must place them so that they all face in the same direction. This is where they will start their attack run.
2. Flyers have an unlimited move, but you can only move them in the direction that they face when you place them. So, you must move all Flyer units that are in the same detachment in parallel courses, in formation. Enemy units can Snap Fire at them as they move — but in contrast to ground units, Snap Fire does not halt the movement of Flyer units.
3. You may halt movement of Flyer units at any point — halt them all at the same time.

Complete the attack

1. Make ranged attacks with the Flyer units, just like you would with ground units in the Shooting phase — use the Firepower values of the Flyer units and any super-heavy weapons that they have. But note:
 - You can draw a line of fire only where an enemy unit lies within range **and** inside the forward 90° arc of your Flyer unit. Ignore any intervening terrain though, as it is far below the altitude of the flyers.
 - Otherwise, the attack works just like a normal shooting attack — so for example, as long as you meet the other requirements then you may split fire between multiple target detachments.

- **Halve the Firepower** of each ·Transport (X)· Flyer unit that will disembark cargo units (and roll to lock on with any super-heavy weapons).

2. After you resolve the shooting effects, leave the ·Transport (X)· Flyer units where they are until the end of the Movement phase.

Embark the cargo units

1. With the units in the detachment that you intend to embark, make a 20 cm Retreat move, just as if they were Broken. This means that you can move them without a Leadership test, no matter how many Blast markers are on the detachment.

[TODO: Presumably they would also be destroyed if we end their move within 15 cm of enemy units, as normal — but as long as they reach and embark in the transport flyers they are okay? A 'hot' extraction!]

Embark the cargo units just like you would with a ground transportation unit. But note:

- In each case, measure to the **centre** of the transport flyer's flight stand.

[TODO: Make sure that this mirrors the Air Transport case, whatever we decide about possible edge cases.]

[TODO: When **exactly** should we complete the Retreat move to embark the cargo units? Immediately I presume, but might there be any reason to allow players to do it later in the phase if they prefer in some cases?]

While your ·Transport (X)· Flyer units are landed, they are subject to the same game effects as ground units. This means that, for example:



- Your opponent may use artillery on Preparatory Bombardment orders to shoot at them in the Movement phase, before they can disengage.
- There is no chance that a flyer on the ground will be 'driven off' — a hit will always cause damage, just as it does with non-Flyer units.

2. At the end of the Movement phase, the transport flyers take off with their cargo and disengage — remove them from the playing area [TODO: ... "and place them in the Rearm state"?].

- If you're forced to leave any of the cargo detachment units behind, then leave all Blast markers it has in place.
- If you leave no units behind, remove all Blast markers from the detachment with no penalty.

From the next turn onwards, treat the evacuated detachment as though it is a Flyer detachment in reserve (see [Reserves](https://epicremastered.com/battles/scenario-special-rules/reserves.html) [https://epicremastered.com/battles/scenario-special-rules/reserves.html]). When you get a successful roll to check it's 'arrival', it is ready to return to combat — you can use an Air Transport mission to return them to the battlefield, if and when you have ·Transport (X)· Flyer units available in the Ready state.

[TODO: This seems needlessly complex and limiting, especially given that in the average game it is already pretty difficult to get a Flyer detachment to appear in a battle more than once. Consider some adjustments.]

Related information

- [The Start phase](#)
- [Transportation](#)

Endnotes

[1] Difference from *Epic 40,000*: We created this ability for *Epic Remastered* — there is no equivalent in *Epic 40,000*.

[2] Difference from *Epic 40,000*: We created this ability for *Epic Remastered* — there is no equivalent in *Epic 40,000*.

[3] Difference from *Epic 40,000*: We created this ability for *Epic Remastered*. It is inspired by the *Ordo Malleus* ability that was experimental for *Epic 40,000*, but is somewhat different.

[4] Difference from *Epic 40,000*: We created this ability for *Epic Remastered* — there is no equivalent in *Epic 40,000*.

[5] Difference from *Epic 40,000*: We created this ability for *Epic Remastered* — there is no equivalent in *Epic 40,000*.

[6] Difference from *Epic 40,000*: We created this ability for *Epic Remastered* — there is no equivalent in *Epic 40,000*.

[7] Difference from *Epic 40,000*: We created this ability for *Epic Remastered* — there is no equivalent in *Epic 40,000*.

[8] Difference from *Epic 40,000*: We created this ability for *Epic Remastered* — there is no equivalent in *Epic 40,000*.

- [9] Difference from *Epic 40,000*: We created this ability for *Epic Remastered* — there is no equivalent in *Epic 40,000*.
- [10] Difference from *Epic 40,000*: We created this ability for *Epic Remastered* — there is no equivalent in *Epic 40,000*.
- [11] When you disembark cargo units from an **objective** that has the 'Portal' ability, you obviously cannot pay 5 cm of its movement like you would with a mobile transport unit. In this case, just deduct 5 cm from the movement of each cargo unit that you disembark, as usual, and ignore the deduction that would normally apply to the transport unit.
- [12] When you disembark units that you're bringing into play from Portal Reserves, treat them as already embarked — so you only pay the 5 cm cost to disembark.
- [13] To be clear, there is no option to use a portal to transfer units **out** of the play area during the game.
- [14] If you're playing a scenario that uses the Army Morale rules, deduct the detachment's Morale value from your current Army Morale value, as normal for a destroyed detachment.
- [15] We consider the detachment to be 'destroyed' for the sake of the battle, but not for the war. That is, treat the detachment as destroyed for all rules purposes in the current game — but not for future games, if you're playing a campaign.
- [16] Difference from *Epic 40,000*: We created this ability for *Epic Remastered* — there is no equivalent in *Epic 40,000*.
- [17] Difference from *Epic 40,000*: We created this ability for *Epic Remastered* — there is no equivalent in *Epic 40,000*.
- [18] Difference from *Epic 40,000*: We created this ability for *Epic Remastered* — there is no equivalent in *Epic 40,000*.