

# EPIC ARMAGEDDON OFFICIAL FAQ

This document is the official FAQ for the Epic Armageddon rules system. The aim of the FAQ is to provide additional commentary on rules that some players find unclear or which we have found can cause confusion.

## Section 1.0: Epic Game Rules

### 1.1.3 Unit Datasheets

**Q: AND/OR designations are frequently used for weapons that have a ranged fire and an assault mode. What is the difference between the two?**

A: Some weapon systems are capable of being used in multiple ways. A weapon designated as "OR" may choose between the modes of fire on the datasheet each time it is used, whether in a typical activation or defending against an assault. A weapon designated as "AND" may use all modes of fire simultaneously each time it is used.

### 1.4.2 Beginning of Turn

**Q: With abilities that are used at the start of the turn, who goes first?**

A: The player with the higher strategy rating has the option of acting first or forcing the opponent to act first.

### 1.6.2 The Action Test

**Q: When rolling for initiative to activate and order your formations, does a D6 roll of 1 automatically fail?**

A: No. This can lead to certain formations automatically passing an initiative test. Space Marines, for example, will always pass a test unless modifiers apply to the roll, and Orks doing a double or charge action would pass automatically also. These advantages are built into the points values used in the Grand Tournament army lists, and you should take them into account when working out the forces used in a scenario.

### 1.7: Movement

**Q: Can units move off the gaming table?**

A: Only if specifically allowed to do so by a special rule.

### 1.7.3: Zones of Control

**Q: Can you end your move exactly 5cm away from an enemy unit, or would that mean entering its ZOC?**

A: You must stay out of the ZOC. As the

ZOC extends 5cm, if you were exactly 5cm you would be *in* the ZOC and this is not allowed. In other words, you must remain **more** than 5cm away from the enemy unit.

**Q: What are the options for a unit that finds itself in an enemy ZOC at the start of its activation?**

A: If a unit finds itself in an enemy ZOC for any reason then it must either charge the enemy or leave the ZOC when it next takes an action. It cannot choose to remain stationary and stay in the ZOC, which means that the formation it belongs to will have to choose an action that allows the unit to move away or charge.

### 1.7.4: Formations

**Q: At what point in an action do you need to get units back into coherency?**

A: This is covered specifically in section 1.7.4 of the movement rules. Coherency applies at the end of each move made by a formation. If a formation is out of coherency when it takes an action, then it must choose an action that allows it to make a move.

### 1.7.5: Transport Vehicles

**Q: Does a unit loses its ZOC when in a Transport? For example, does a Scout in a Rhino loses its 10cm ZOC?**

A: Yes. Units being transported lose their ZOC (ie, use only the ZOC of the transporting unit).

**Q: What happens to transported units if their Transport is destroyed?**

A: The units must make an Armour Save or a 6+ Cover Save to survive.

**Q: Do troops in a Transport lose all their Armour Saves when the Transport is hit by an MW or TK weapon?**

A: No, saves that could be taken if the unit were hit directly by an MW may still be taken. So, for example, Terminators with Reinforced Armour would get a save against a MW hit. But unless the unit has

an ability that gives them a save against MW or TK hits they would be destroyed automatically just as if they had been hit by those weapons themselves.

**Q: Do Transports that are destroyed in CC (or via AP fire for LVs) cause transported units to possibly be destroyed as with AT and MW fire?**

A: Yes.

**Q: If a series of Transports containing infantry from their formation is charged, can the infantry bundle out of the Transports as part of a Counter-charge move? And would your answer differ if the Transports were in close combat rather than a firefight?**

A: The answer does differ on whether the Transport is in base-to-base contact or not. If it is in base-to-base contact with two or more units (see section 1.7.5) then it is not able to move and can not therefore deploy any troops. If it is not in base-to-base contact then it can move and as part of that move it can deploy troops. See section 1.12.4 for restrictions on counter charges.

**Q: If a Transport with two troops inside is destroyed, and all of the troops inside the transport are destroyed how many Blast Markers are placed on the formation**

A: Four. One for being shot at, one for destroying the Transport unit and two more for the units inside the transport

**Q: If a withdrawing Transport is caught within 15cm of an enemy unit after finishing its Withdrawal Move, are the transported units destroyed as well?**

A: Yes.

**Q: Are transported units considered to be in specific transporting units of their formation?**

A: You can play it either way. If it looks like being an issue for you, then bring it up in the five minute warm-up period at the start of the game.

**Q: The Transport rules say that if a Transport unit has two enemy units in base-to-base the transported units cannot disembark since they are trapped inside. Does this mean that they die without saves if the**

**transporting unit is killed during the Assault?**

A: No, the normal rules would apply (i.e. the units get their saves), as the rules do not say otherwise. As a rule of thumb you should stick with the core game rule unless an exception is specifically noted.

**Q: If a formation loses an Assault and have to remove a Transport with units inside it, is that considered a TK hit since it does not allow saves, thereby removing the transported units without saves as well?**

A: No, apply the normal rules.

#### *Section 1.9: Shooting*

**Q: I can't find the AP or AT values for small arms like bolters or lasguns. What are these values?**

A: The effect of small arms is included in the unit's firefight value, and used in an assault by units within 15cms of the enemy and not in base contact. So 'firefights' and small arms fire only happens as part of an assault. The thinking behind this rule is based on observations of the way combat works in real-life. 'Shooting' in Epic represents the kind of long-range sustained shooting attacks you'll often see in news-reels; the kind of thing where you see tanks or heavy weapons popping away at a distant hillside at an invisible target: the aptly named 'empty battlefield' phenomena. An assault represents the situation where troops have been ordered to take and hold a position, and all hell breaks loose as they close in. If you saw the TV series 'Band Of Brothers' you'll know what kind of thing I mean. This is the main reason that small arms are only really used in assaults, as they are not very effective at the kind of longranged suppressive fire represented by 'shooting' in Epic.

**Q: Can you withhold fire for later turns?**

A: The player can choose which units/weapons to shoot with and never has to fire if he doesn't want to.

#### *1.9.2: Who May Shoot.*

**Q: What blocks line of sight (other than obvious terrain)?**

- a) Enemy models
- b) War engines (friend or foe)
- c) Friendly models other than your detachment - group - whatever

- d) Stands within your own detachment.
- e) Ruins
- f) Shoot at whatever's in range and not blocked by hills or large buildings?
- g) I misunderstood something...

A: The answer is b, e & f. Terrain blocks the LOF, units don't.

**Q: Can a transported unit be suppressed when a formation fires?**

A: Only if it can shoot (only units in a position to shoot can be suppressed).

**Q: Can a unit without ranged weapons (something with only FF or even lacking that like an Ork Wildboy) be suppressed when a formation fires?**

A: In order to be suppressed a unit must have a line of fire and be in range. This means that units within small arms range (15cm) may be suppressed (even though they cannot shoot), but the Wildboy could not be.

**Q: Can units armed only with Small Arms that are within range of the enemy be chosen as unit to be suppressed by Blast Markers?**

A: Yes.

#### 1.9.4 Place Blast Marker

**Q: A formation fires at a target but has no weapons that can affect the target? For instance a formation that only has AP weapons fires at a vehicle formation. Does the target still get a Blast Marker for taking fire?**

A: Yes. A target formation always receives a BM for taking fire even if that fire cannot have any effect on the target formation.

**Q: Can AP weapons target AVs just to get the BM? And the corollary; can AT weapons target infantry to get a BM?**

A: Yes. Formations pick up a BM for coming under fire even if the weapons being used cannot harm the target.

**Q: Can a formation with units armed only with weapons that are Small Arms fire at an enemy formation to place a Blast Marker on them ?**

A: No. As the rules currently stand, units armed only with Small Arms cannot shoot and therefore can't place a BM on an enemy for causing them to 'come under fire'.

#### 1.9.5 Roll To Hit

**Q: Is there any way to speed up the dice rolling when firing?**

It is possible to speed up dice rolling without altering the overall result of shooting by allocating hits against units of the same type as a group, and then making all of the saves together, and finally removing casualties from the models closest to the enemy.

For example, if a unit of six Space Marines and Three Rhinos took 3 AP hits and 2 AT hits, then the defender could simply say "I allocate the AP hits to the Marines and the AT hits to the Rhinos". He would then roll 3 dice for the Marines saves, removing any casualties by eliminating the Marine units closest to the enemy, followed by rolling 2 dice for the Rhino's saves and removing any casualties in a similar manner. Please note that you will need to agree with your opponent that it's okay to use this method to allocate hits in this way, and that even if an opponent agrees, the opponent can still ask for you to use the 'official' method in situations where the opponent feels it is warranted.

**Q: Devastator's have two missile launchers each. Can a Devastator unit split its fire into one AP shot and one AT shot when shooting?**

A: Yes it can.

**Q: If a unit has a base, or modified, 1+ to hit value, does that mean that the unit automatically hits? Or does rolling a 1 on a d6 for your to-hit result always fail?**

A: According to section 1.9.5 However, a roll of 1 before modification is always counted as a miss. So regardless of your base or modified to hit value a roll of a 1 always misses.

#### 1.9.6 Allocate Hits & Make Saving Throws

**Q: Are modifiers to an Armour Save cumulative? For example, is a Sniper firing at a unit in Crossfire a -2 to the unit's Armour save or just a -1?**

A: All modifiers apply unless the rules specifically say something different. So the total Armour Save modifier would be -2.

**Q: In the rules for Suppression it states: 'One unit that has a line of fire and is within range may not do so for**

**each Blast Marker on the formation'. How should this rule be interpreted for units, like a Deathstrike Missile, that don't require a Line of Fire in order to fire?**

A: Units that do not require a LOF in order to shoot are suppressed if they are within range of the enemy, even if they don't have a LOF to the target.

**Q: Consider an armoured formation with 4 LVs and 4 AVs. The LVs are closer to the enemy formation that is shooting. The enemy formation shoots and scores 4 AP hits and 4 AT hits. How are these hits allocated?**

**a) I can allocate the AT hits first, so each LV gets one hit, and then the AP, in total two hits per LV and none for the AVs.**

**b) AP hits are allocated first, and then AT, Resulting in one hit on each of the LVs and one each on the AVs.?**

A: The intent of the hit allocation rule is that you must allocate hits out to strike *as many units as possible*. In a situation such as that described the only way to achieve this is to allocate the AP hits first and the AT second. If the formation consisted of 4 infantry instead of 4 tanks, the AT hits would need to be allocated first.

**Q: When shooting at a formation where some units are in cover and others are not you can elect whether to shoot at targets in cover (in which case you take the -1 penalty) or not (in which case you don't). What is the scope of this decision?**

- The entire shooting formation?
- Each shooting weapon type?
- Each shooting unit?
- By damage type (AT vs. AP)?
- Each shooting weapon?
- Unspecified, work it out with your opponent?

**For example, if someone shoots at my tactical formation, which has three exposed rhinos and six marines in cover, does the attacker have to take the -1 to hit the rhinos (which is AT fire), if he wants the tactical marines to be potential targets for his AP fire?**

A: The choice to shoot at in-cover or out-of-cover targets must be done by the entire formation. It can only be separated by type of weapon fire.

If you had AT, AP, and MW fire in one salvo, you could fire AT at out-of-cover, AP at in-cover and MW at in-cover. Or any other arrangement, as long as all of each fire type (AP, AT, MW) is directed solely at one target type (in-cover or out-of-cover).

You cannot split up targetting of a single type of fire. If an IG infantry company had 2 units out of cover and 10 units in cover and you were firing with, say, 8 AP shots, you could not target 4 AP at out-of-cover and 4 at in-cover. All the AP shots would have to be directed at a single target type.

#### *1.9.8 Barrages*

**Q: If a barrage touches several formations, do they get one initial Blast Marker each?**

A: Yes.

**Q: Can a barrage get the crossfire modifier if applicable?**

A: Yes.

**Q: If an Artillery Company fails its action test, can it choose to shoot and still fire an indirect barrage?**

A: No, if the initiative test is failed then the artillery cannot take the sustained fire action, but have to take a hold action instead. This will allow them to shoot normally, but they will not be allowed to fire indirectly.

**Q: In Section 1.9.8 it says: "Note that once the first template has been placed, the attacker may choose where to place the additional templates, as long as they are touching the first template, and no line of fire, placement or range restrictions apply". Does this mean that the original stipulation that each template must cover as many units in the target formation as possible is not in effect for any additional templates placed by a barrage.**

A: The first template that is placed must be placed so as to cover as many units from the target formation as possible, but may only be placed in positions where all units contributing BPs to the attack have a LOF and are in range to at least one unit

under the template.

Additional templates must be placed touching (not overlapping) the first template, but within this restriction must still be placed to cover as many units as possible from the target formation. There is no range or LOF requirement for the additional templates that are placed.

#### *Section 1.10: Overwatch*

**Q: Is a formation that is allowed to move as part of an action, but which decides to remain stationary, considered to be moving for the purposes of triggering Overwatch fire? For example, if I take an Engage action, but don't move any units as they are already within firefight range of the enemy, can my opponent make an Overwatch attack before the Assault takes place?**

A: Yes, to both the question and the example. Overwatch is triggered when an enemy formation 'completes a move'. Formations that could move but remain stationary have still 'completed a move' and are therefore eligible targets.

**Q: When units appear on the table, for example by teleporting, or spawning, or being summoned, do they trigger Overwatch?**

A: No. Only completing a move or disembarking triggers Overwatch.

**Q: Can a unit remain on Overwatch into a following turn?**

A: If the Formation hasn't fired by the end of the turn, then they can remain on Overwatch into the following turn.

#### *1.11 Crossfire*

**Q: In the 'crossfire' rules, it was not clear whether or not both of the formations that were causing the crossfire had to actively shoot at the enemy formation in the crossfire. If this is the case, what if the first formation wipes the enemy out? Is the second formation 'pre-obligated' to shoot at it?**

A: The second formation is not pre-obligated to shoot (i.e., it just needs to be a 'threat').

**Q: Can both formations creating the crossfire shoot at the target enemy formation and receive the crossfire**

**bonus (yes or no)?**

A: Yes. Each will gain the crossfire bonus when they shoot, though they must fire in separate actions.

**Q: If a formation is caught in a Crossfire, but are in ruined buildings, do they still get the -1 modifier to their save if they use the Cover Save from the terrain?**

A: Yes.

**Q: Does a barrage get the Crossfire modifier if applicable?**

A: Yes. The firing formation needs to be within 30cm of the target so this isn't possible with Indirect Fire.

#### *Section 1.12: Assaults*

##### *1.12.2 Choose Target Formation.*

**Q: Do Assaults only occur when one player or the other takes an Engage action?**

A: Yes. An Assault does not occur automatically in the Epic: Armageddon rules. An Assault is only possible when one player issues an Engage action to a formation. Not in any other case - so you can't move into an Assault, either on purpose or accidentally, unless you issue an Engage order.

##### *1.12.3 Make Charge Move*

**Q: How should we interpret section 1.12.3 when it says "Remember that a charging unit that enters a zone of control must move into base contact with the nearest enemy whose zone of control has been entered"?**

A: The intent of the rule is that if you enter a ZOC, then you must attempt to move into base contact with the nearest enemy unit whose ZOC you have entered. If you start a move in a ZOC, you can either move into contact with the closest enemy unit, or exit the ZOC by the shortest possible route.

If a unit does not have enough movement to make it into base contact it still moves as much as possible towards the closest unit. The intent of the rule is that you should not be able to charge through a ZOC to reach a unit further away but should always move towards the closest enemy unit even if you cannot make it into base contact.

##### *1.12.4 Counter Charges*

**Q: Does a counter charge during an Assault or Withdrawal after an Assault count as an activation? Does either of these actions stop me from activating a formation later in the game if they were not activated before the Assault?**

A: A counter charge is part of the Assault and as such does not change the activation status of the formation doing the counter charge. A Withdrawal is done by units that lose an Assault and are broken, and as such the formation cannot do anything further that turn so it couldn't be activated in any case.

**Q: If one of my formations is charged in an Assault do I counter charge only units from the assaulting formation or do I counter charge the nearest enemy unit even if it is in a supporting formation that is not part of the Assault?**

A: A counter charging unit may engage enemy units from supporting formations, as long as they were the closest enemy units.

**Q: Does the formation coherency rule still apply during a counter charge?**

A: Yes. The coherency rules apply to counter charging units.

**Q: If the closest enemy unit is already engaged (it has two units in base-to-base contact with it) do I still need to Counter-charge that unit or can I Counter-charge another enemy unit?**

A: If the closest enemy is already fully engaged, you may carry on the counter charge and try to contact the next closest enemy unit.

**Q: Does a counter-charge trigger Overwatch?**

A: No. The 'move' referred to in the OW rule refers to moves made as part of an action, as described in section 1.7.

#### *1.12.5: Resolve Attacks*

**Q: In an Assault, can you allocate hits to units in a formation that are not within 15cm of an enemy unit?**

A: No. Hits in an Assault can only be allocated to units that are within 15cm of an enemy unit.

**Q: Do the Cover Save and Cover to-hit modifier apply in Assaults?**

A: Defenders in an Assault get the Cover

Save from any terrain they are in but attackers never get a Cover Save from terrain. The -1 to-hit modifier is not applied as there are never any modifiers to attack rolls in Assaults.

**Q: Can the crossfire bonus be used in an assault?**

A: No. It is almost impossible to create crossfire rules for an assault that can't be exploited in some way. I prefer to use the rules as they are and assume that the crossfire makes the assault easier because formations can soften up the defenders by shooting at them with the crossfire bonus before the assault goes in, making life easier for the assaulting troops.

**Q: If units are assaulted/engaged while in cover, do enemy attacking with FF values get a -1 modifier (cover) to hit?**

A: No. Modifiers never apply to a unit's FF or CC values when determining if they hit in an Assault.

**Q: Can a squad of infantry inflict a hit or cause damage to a Vehicle or War Engine in an Assault?**

A: Yes.

#### *1.12.6 Supporting Fire*

**Q: The rules state that a formation that marched may not lend Supporting Fire. Does this apply if the formation marched last turn?**

A: No. With the exception of Overwatch, actions end in the end phase, and the formation is assumed to go on to ready status for the next turn.

**Q: Is supporting fire affected by suppression?**

A: No. Units lending support in an assault are not affected by suppression.

#### *1.12.7 Work Out Result*

**Q: What happens if a combat round in an Assault is a draw, do you immediately fight another round? And this round is also a draw do you fight a third successive round (and so on)?**

A: Yes. An Assault has to result in one side winning. You would continue to fight Assaults until one side or the other had won the Assault.

**Q: If you charge an 'intermingled formation' consisting of a broken**

**formation and a non-broken one, and you win by 3 pips, do we kill off the entire routed formation BEFORE assessing the extra 3 casualties on the non-broken formation?**

A: No. The extra casualties go on before the loser breaks.

**Q: In a game we have an Assault that results in a tie. Consequently we must fight another round of combat. Both sides do their counter-charge move but at the end of the move neither formation has any units within 15cm of an enemy unit. Do we resolve this round of combat (even though no casualties could be caused) or is the Assault considered over because there are no units within 15cm of an enemy unit?**

A: You would need to resolve the new Assault round, even though no actual fighting took place. So work out the results as per 1.12.7 and don't forget to include the casualties from the first round of the Assault when determining the winner of this second round.

#### *1.12.8 Loser Withdraws*

**Q: In section 1.12.8 it states *In addition, the losing formation suffers a number of extra hits equal to the difference between the two sides' results score.* Do these hits apply to only those units that were within 15cm of an enemy or are they applied to any unit in the losing formation?**

A: The hits are applied to any unit in the losing formation and **not** just those that were within 15cm of an enemy. Assume that the units within 15cms get hacked down and those further away dissolve into a panic stricken rout.

#### *1.12.9*

**Q: A Transport moves 30cm, unloads troops who then participate in the Assault. If they win can the Transport pick up the units as part of its Consolidation Move?**

A: Yes. The Consolidation Move is considered a movement and as per section 1.7.5 Transports can pick up units as part of any movement.

**Q: Can a unit that disembarked from a War Engine to take part in an Assault use its consolidation move to get back into the War Engine?**

A: Yes it can. However, if it does so then the War Engine loses its own Consolidation move (and War Engine Transports may not make a Disengagement move at the end of the turn) as it has to wait around while the troops climb back on board. Note that the War Engine may make a Consolidation move (or a Disengagement move if it is an aircraft) if no troops embark upon it.

#### *Section 1.13: Regrouping & Broken Formations*

##### *1.13.2 Becoming Broken*

**Q: Do broken units still exert a Zone of Control?**

A: Yes. The only way a unit loses its ZOC is if it is in base-to-base contact with two enemy units (or a number of enemy units equal to twice its starting DC if it is a War Engine).

**Q: Broken formations do not receive Blast Markers if they are fired on or assaulted after they have been broken and before they rally. Instead each Blast Marker that the formation would normally receive causes an additional hit on the formation, with no saving throw allowed. Are these hits allocated like regular hits (from the front to the back) or does the player get to take them how they like?**

A: The hits are allocated normally, from front to back.

##### *1.13.3 Withdrawals*

**Q: Broken formations 'may make a withdrawal move'. Is there a minimum move or can I choose to stay where I am (supposing there is no enemy within 15cm)?**

A: There is no minimum move. You can move towards the enemy if you wish. It is very hard to write watertight rules forcing troops to 'withdraw from the enemy'. Instead of attempting to do this I have instead made it risky for broken troops to stay close to the enemy, thus, erm, encouraging players to pull them back.

**Q: If a withdrawing Transport is caught within 15cm of an enemy unit after finishing its Withdrawal Move, are the transported units destroyed as well?**

A: Yes.

**Q: If a Broken formation that consists of transports carrying units receives a**

**Blast Marker do the transported units get a save if the transport is destroyed as per 1.13.4?**

A: If a transport vehicle is destroyed because a BM is placed on broken formation, then units being transported need to make a save to avoid destruction (and get a 6+ cover save if they do not have an armour save as per 1.7.5).

**Q: If a broken formation is fired on and a unit is destroyed as per 1.13.4 by the BM placed on the formation by being fired on does this casualty cause further BMs to be placed possibly resulting in a 'chain reaction' of further destroyed units?**

A: A: Units in a broken formation destroyed by a BM do not cause additional BMs to be placed on the formation.

#### 1.14 The End Phase

**Q: In what order are things carried out in the End Phase?**

Any special events which take place during the End Phase, such as critical hit effects on a War Engine or the Eldar Avatar leaving the battlefield, are resolved before formations rally unless otherwise specified. If both players have effects for the beginning of the End Phase, take turns resolving them, alternating between players for each subsequent effect until all effects are resolved. The player with the higher strategy rating has the option of acting first or forcing the opponent to act first.

**Q: When exactly in the end phase does the additional damage from Plasma Reactor hits or Gargant fires happen? Is it before or after rallying or repairing shields?**

A: Unless noted otherwise, things like this should happen at the start of the End Phase, before you do anything else.

#### 1.14.1 Rallying Formations

**Q: Can broken formations with only a single unit ever rally? Don't they receive a BM when they rally and then immediately break?**

A: One unit formations not being able to rally was once part of the original design but this has been removed. Formations with a single unit now receive a BM when they rally but also gain the results of a successful rally which means that they remove half of their BMs, fractions rounded

up, which fully removes the single BM they had.

**Q: If a formation is broken, and keeps failing it's rally test every turn, does it just remain in the place it was broken, or does it have to fall back every turn?**

A: A formation that fails a rally test must make a withdrawal move each time it fails the test. It is up to you whether the formation moves or not.

**Q: Just what does a broken formation do in a new turn if it failed the Rally roll at the end of the previous turn? Do they get to Hold? Double or March backwards? Sit and shiver? Inquiring playtesters want to know!**

A: They sit and shiver until the end phase (Try saying that ten times fast!).

**Q: Once a unit is broken and has made its Withdraw move is it then stuck until it has rallied?**

A: Units that fail to rally may make withdrawal moves after they fail the rally roll, so they do get to keep on moving.

## Section 2.0: Specialist Units

**Q: What happens if a unit has the same special ability more than once?**

A: A unit may only have one of each special ability. If an ability is duplicated (for example, a character with a special ability is added to a unit that already has the special ability) treat the unit as if the ability only occurs once.

**Q: Some abilities can apply to either a unit or a weapon. How does this work when a unit is carrying a weapon with such an ability?**

A: While the special abilities are generally categorized into "Specialist Units" and "Specialist Weapons" there are some abilities that can apply to either the unit or to a specific weapon. If the special ability appears in the weapon description, it applies only to attacks by that specific weapon. If the special ability appears in the "Notes" section of the datasheet, it should be applied to all actions by the unit. For example, if an Assault Weapon is described as First Strike that ability only applies to CC attacks from that weapon, while a unit described as First Strike in the

Notes would apply the ability to all assault attacks - CC, FF and any "extra attacks" ability the unit might have.

**Q: Can units in a Transport use their special abilities (e.g. Ork Nobz in a Transport use their Leader ability to remove Blast Markers)?**

A: Yes. Additionally, Characters or units with Special Abilities in broken formations can also use their abilities. The only time a Special Ability can not be used is when the unit or Character in question is offboard, either in Reserve or in a Spacecraft or Transport waiting to be deployed.

**Q: If a formation is offboard (awaiting teleport, in a transport aircraft, etc.) can any special abilities of units in that formation be used?**

A: No. Special abilities of offboard units may not be used. A specific exception is made for abilities used to affect the activation of the formation they are in. For example, an Eldar formation with a Farseer is held offboard in reserve and the Eldar player retains the initiative to activate this formation. Even though the formation is offboard the Eldar player can use the Farsight ability of the Farseer in that formation to negate the penalty for retaining the initiative. Similarly, a Space Marine Supreme Commander may use the Supreme Commander ability to re-roll the command check to activate the formation they are in if it was offboard but could not be used to apply that same re-roll to a formation that was onboard or to another offboard formation.

#### *2.1.1 Characters*

**Q: Do all Characters have an Invulnerable Save, or only if it is listed on its statistics?**

A: Characters used to all have an Invulnerable Save but that was removed. Unless there is an entry in the Notes for that Character upgrade that says it has an Invulnerable Save they don't get it as a result of being a Character.

**Q: If a Character has an MW attack does it modify the attack of the unit it is attached to or does it add an attack?**

A: That depends on the weapon stat line for the Character. Most Character's weapon stat lines also include the Extra Attack ability. This means that the Character's attack is considered to be its own weapon

entry. It doesn't modify the unit's existing weapons, it supplements them. So, for example, a Space Marine Terminator unit with a Character upgrade would have three attacks (assuming that it is in base-to-base with an enemy unit). The Terminators base attack, the MW attack from the Terminator's Power Weapon and the MW attack from the Character because of the Extra Attack ability

**Q: When I purchase a Character upgrade does it replace one of the units in a formation? So if I buy a Chaplain for a Space Marine Tactical formation does the Chaplain replace one of the Marine Tactical units?**

A: No. The Chaplain (or any Character for that matter) is added to one of the units in the formation. The Character's abilities are also added to the unit. So in the case of the Space Marine Tactical formation one of the Marine units has the Chaplain added to it (you should use a special stand of Marines with a Chaplain figure on it to represent this) and that unit now has the Chaplain's abilities (Inspiring, Invulnerable Save, Leader and the Power Weapon).

#### *2.1.2 Commander*

**Q: In a Combined Assault, the rules state that the formations in the Assault are treated as a single formation for the duration of the Assault. If the combined formation wins the Assault, does this mean that each formation takes BMs based on the total number of kills to all formations or just the kills inflicted on each individual formation?**

A: As the sub-clause about each formation taking a number of BM equal to the kills they suffered comes after the earlier statement about 'a single formation for the duration of the Assault', it overrules it. So each formation would only take a number of BMs equal to the number of kills inflicted on it.

For example: An Eldar player initiates a combined Assault with two Aspect Warhosts (Dire Avengers and Swooping Hawks) and the Avatar. The Eldar player wins the Assault and the Dire Avengers Warhost has two kills against it, the Swooping Hawks have one and the Avatar has taken no damage. The Dire Avengers would take two BMs, the Swooping Hawks would take one and the Avatar would take no BMs.

**Q: Can a Commander give Assault orders to a several formations even if the Commander himself isn't in charge range?**

A: Yes. The Commander issues the orders for the Combined Assault before the charge move is made. If he issues the order successfully (ie, passes his action test), then his formation and the other two are treated as one large formation for the Assault.

This would mean that neither the Commander nor any units from his formation would need to get within 15cm of the enemy so long as at least one unit from the combined formation does so. Note that the Commander and the units in his formation would be bound by the coherency rules, so would need to end the charge with at least one unit within 5cm of one unit from at least one of the other formations.

**Q. Can a Commander initiate a combined assault with another formation that has already performed an action this turn or is broken? Does participating in an assault with a Commander prevent a formation from performing an action later in the turn?**

A. A formation may only participate in an assault with a *Commander* if it would otherwise be allowed to make an *Engage* action, and doing so counts as their action for the turn in all respects.

**Q: The Commander rules state "A 2D6 roll is used to resolve a combined assault." Does this mean that a combined assault rolls 2D6 and adds the results together for the assault or does it follow the normal procedure of rolling 2D6 and taking the highest?**

A: Any form of combined assault (due to a *Commander*, combined assaults with War Engines, formations declared Intermingled or formations drawn into combat due to countercharges) rolls 2D6 and takes the highest as normal.

#### 2.1.3 Fearless

**Q: If a Fearless unit has remained in base-to-base with an enemy unit after losing an Assault, does that affect other formations ability to fire at the two formations?**

A: No. Apply the normal rules.

#### 2.1.4 Infiltrators

**Q: Do Infiltrators get double movement if they counter charge?**

A: No. As it states in the rulebook the double movement is only when the Infiltrator charges.

#### 2.1.8 Leaders

**Q: When you Rally (1.14.1) do you remove one Blast Marker per unit with the Leader ability or can you only remove one Blast Marker in total regardless of the number of units in the formation that have the Leader ability?**

A: You can remove one Blast Marker for every unit in the formation that has the Leader ability.

#### 2.1.9 Light Vehicles

**Q: In section 2.1.9 it states ' The only difference between light vehicles and armoured vehicles is that light vehicles can be affected by AP fire as well as AT fire'. Does this mean that LV units provide cover in the same fashion as AV units?**

A: No. The only vehicles that provide cover are WE and AV units as listed in the Terrain Table in section 1.8.4

#### 2.1.11 Reinforced Armour

**Q: Does Reinforced Armour allow me to reroll a Cover Save?**

A: Yes. However, the reroll is made using the unit's own Armour Save value, not the Cover Save value.

**Q: Does Reinforced Armour allow me to reroll an Invulnerable Save?**

A: No.

#### 2.1.12 Scout

**Q: It's possible to place a Scout unit just behind another friendly unit, so that the Scouts 10cm ZOC covers the friendly unit too. If this happens, can I charge the non-Scout unit? The rules say I can't enter a ZOC unless I'm charging the unit it belongs to.**

A: You are, of course, allowed to charge the unit! If an explanation is needed, then let's say that the rule for moving into base contact with the enemy takes precedence over the rule for not entering another unit's ZOC. However, any player who has attempted to use this tactic to stop a charge should hang their head in shame!

### 2.1.13 Skimmer

**Q: Can a Skimmer formation/unit do a pop-up attack as part of their Sustained Fire or Hold action?**

A: No.

**Q: Does a skimmer that starts a move in a piece of dangerous terrain but then moves out and ends its move in terrain that isn't dangerous have to take a dangerous terrain test?**

A: Yes it does.

**Q: What happens if I want to embark a Banshee unit in ruins (Dangerous Terrain) in a Wave Serpent (Skimmer unit) which begins and ends its movement in normal terrain but embarks the Banshee in Dangerous Terrain? Should I consider that the Skimmer has to stop in Dangerous Terrain while the Banshees are embarking and then roll a dice as per section 1.8.1 of the rulebook?**

A: A Transport Skimmer will need to take a Dangerous Terrain test if it embarks units that are in Dangerous Terrain.

**Q: If a Skimmer uses its ability to force units in base-to-base contact with it to use their FF ability are the units considered to be no longer in base-to-base contact?**

A: No. The ability does not change the status of the units. So even if the Skimmer uses its FF value in the assault the Skimmer and any units that were in base-to-base with it are still considered to be in base-to-base.

**Q: Can a Skimmer which fails its action and decides to fire as part of its Hold Action pop-up and fire?**

A: A Skimmer that **shoots** as part of a Hold Action *may* pop-up.

### 2.1.14 Sniper

**Q: The Sniper rule, 2.1.14, states that the player can allocate Sniper hits to any unit in range and LOF. Does this mean that you can allocate Sniper hits to units that have already been allocated a hit?**

A: Yes.

**Q: Does Crossfire or the Sniper ability affect an Invulnerable Save?**

A: The Invulnerable Save is a second bonus save and therefore is not modified

by any modifiers or special effects.

**Q: Can the Sniper ability be used in an assault?**

A: Unless specifically noted on the datasheet (for example, by addition to a small arms weapon), Sniper ability does not apply to attacks in assaults.

### 2.1.15 Supreme Commanders

**Q: - You state that EACH supreme commander in an army can XYZ. That implies that there can be more than one, but there is no provision for more than one supreme commander in the army lists?**

A: The game rules and the army lists are two completely separate things. The core rules need to cover games where players create their own scenarios and where there could be two or more supreme commanders on the same side. On the other hand, the army lists are designed to create balanced 'pick-up' games, and therefore limit access to some units to create even games.

### 2.1.17 Teleport

**Q: Can I teleport units in to a formation at a later point in the game? For example, if I have a detachment of Terminators with a Land raider upgrade can I place the Land Raiders on the board and then teleport the Terminators in at the start of a later turn?**

A: No. The Epic rules do specifically state that only formations where all of the units can teleport may be kept off-table.

**Q: Can a unit with Teleport and Scout teleport onto the board and set up within 20cm from each other?**

A: No. The formation teleporting must be placed within 5cm of another unit just as Teleport says. When the formation moves it can then move out to 20cm away from units in the formation.

## Section 2.2: Specialist Weapons

### 2.2.2 Disrupt

**Q: If an Imperial Guard Artillery Co. contains Basilisks and Manticores (with the Disrupt ability) does a barrage fired from this formation use the Disrupt rules since not all of the units in it have the Disrupt ability?**

A: Special Weapon abilities are only used if all the units firing have them. So if you

wanted to use the Disrupt ability in this case you could only fire with the Manticores. A barrage that used both types of units would not have the Disrupt ability.

**Q: Do hits stopped by Shields still cause an additional BM if the weapon had the Disrupt ability? Similarly do hits on Grot units by Disrupt weapons cause an additional BM?**

A: Shields and Grots negate the BM caused by an attack, but are lost themselves in the process. This means that they **do** negate the BM inflicted by Disrupt weapons.

The same would hold true for any unit, such as Chaos daemons, that do not generate a Blast Marker when they are destroyed.

In effect a Blast Marker is placed either when the hit is scored or the damage inflicted, but then the BM is removed when the shield goes down or the Grot is killed. Note that in both cases there is no save allowed against the hit, so any hit will automatically result in the shield or Grot being lost.

**Q: Do the effects of the Disrupt ability apply to hits generated as a result of a Transport being destroyed by the Disrupt weapon? So if I destroy a Rhino with a Nightspinner and it contained two Marine units do the potential hits on the Marines count as having the Disrupt ability?**

A: No. The Disrupt ability does not apply to damage inflicted on transported units when their Transport is destroyed.

#### *2.2.4 First Strike*

**Q: How does First Strike apply to units with Extra Attacks?**

A: Special Abilities that appear in the Notes section for a weapon only apply to that weapon, while Special Abilities that appear in the Notes section for the unit (the one at the bottom of the sheet) apply to all attacks the unit makes. So if a Weapon has Extra Attacks (+x) and First Strike then the First Strike ability applies only to the Extra Attacks added by that weapon. But if the unit has First Strike in its Notes section then all attacks, including any added by a specific weapon, would be First Strike.

**Q: If a unit has a weapon that has the**

**First Strike ability and is a Small Arms weapon can it use the First Strike ability if it is providing Supporting Fire in an Assault?**

A: Yes.

#### *2.2.6 Macro-Weapons*

**Q: If a unit (with an MW attack) in an Assault is killed by a hit generated by an FF or CC attack before its MW hits are allocated are those MW hits discarded?**

A: No. MW hits inflicted by the unit may still be applied to enemy units that were in base contact (or within 15cm if the MW attack was a Small Arms weapon) with the unit before it was killed.

#### *2.2.7 Single Shot*

**Q: Do Single Shot weapons that have fired count for Suppression purposes?**

A: They can count for Suppression. All you need is to be in range and have an LOF. Actually being able to shoot is not a requirement.

#### *2.2.8 Slow Firing*

**Q: Are Slow Firing units that fired in the previous turn eligible for Suppression even if they are unable to fire this turn?**

A: Yes.

### **Section 3.0 War Engines**

#### *3.1.2 War Engine Zones of Control*

**Q: If war engines are included in a formation with normal units, for example a Battle Fortress, is it allowed to be up-to 15cms (5x starting DC) from the rest of its formation? If so is it also allowed to carry troops at this distance?**

A: Yes to both questions.

#### *3.2.1 Allocating Hits to War Engines*

**Q: When placing a barrage template on a formation that contains War Engine(s) and other units does the War Engine count as a single unit or do you count its starting DC when determining if you have the most units under a template as per 1.9.8? For example: a formation with a Baneblade (DC 3) a 10 Imperial Guard Infantry in it is attacked by a barrage**

**that has a single template. If the template is placed over the Baneblade does it count as one unit or three units (from its starting DC of 3)?**

A: The WE should count its DC when working out where to place barrage templates. So in the example the Baneblade would count as three 'units' to determine the placement of the barrage template.

**Q: A formation of two Warhounds Titans is hit by two TK hits both of which do D6 TK Damage. Both of them hit do they;**

**1. Both hit the first Warhound (as it is DC3) and then roll 2d6 damage.**

or

**2. Roll the d6 damage and allocate the first 3 points to warhound 1 and any excess to Warhound 2?**

A: The intent of the TK rule is that you allocate the hit, and then roll for multiple damage **before** allocating the next hit. Any model that suffers enough hits to destroy it is removed, with any excess hits being lost. In effect this means that a TK weapon rolls randomly to see how many hits it inflicts on a target, but can only hit a single target unit.

So in this instance you would allocate one TK to the first Warhound. If it survived (ie you rolled less than 3 points of TK damage) then you would allocate the second hit to the same Warhound. If the first Warhound was destroyed by the first TK hit then the second TK hit would be allocated to the second Warhound but any excess damage from the first hit would be lost.

**Q: In the case of a formation consisting of two Warhounds (for example) must you split your 'HITS' between the two of them? (once the DC of one has been reached)?**

A: Yes you would. For example, if a Warhound formation took five hits, the first three would be allocated to the nearer machine, the second two to the further machine.

**Q: What of a formation, such as an Ork warband, which includes several Battle Fortresses?**

A: The same would apply; when you got to a Battle Fortress you would allocate a number of hits equal to its DC before moving on to the next unit in the formation.

**Q: What happens to a War Engine which sustains multiple critical hits? Are they cumulative or are the additional critical hits ignored?**

A: The effects of the critical hits are cumulative.

### *3.1.3 Transport War Engines*

**Q: Can a War Engine Transport carry more than one formation?**

A: Yes, as long as all the units of each formation can be fully contained within the we transport.

For example: a Space Marine Thunderhawk can carry eight units. That means that it could carry two separate Assault formations (four units each for a total of eight units) but you couldn't split formations across multiple we transports.

**Q: Can a formation of War Engines with Transport capability split a formation of troops amongst each WE?**

A: No. Section 3.1.3 of the rules is quite explicit about this; a War Engine Transport vehicle can carry units from another formation, as long as the entire formation can fit inside the War Engine. So the formation being carried by a single WE has to be able to be fully contained in that WE. If a single WE from a formation of multiple WEs cannot fit the entire formation (being transported) within its Transport capacity then you can not spread the excess units from the formation to another WE.

**Q: Are troops trapped inside a WE Transport if it is in base-to-base contact with two enemy units?**

A: Troops are trapped inside a War Engine Transport if it is contacted by two or more enemy units per point of starting Damage Capacity.

### *3.2 War Engine Shooting*

For Void Shield questions, see 5.4.1.

**Q: Is it only Titan Killer and Macro Weapon attacks that can hurt a Titan?**

A: Titans and other War Engines may be affected by AT attacks. MW and TK weapons are just more effective against the massive armours of most Titans and War Engines.

### 3.2.1

**Q: Does a War Engine that is under two or more templates from the same barrage suffer hits from each template? For example, if it were under the centre of one template and partially covered by a second, would it take hits equal to half its DC, or half its DC+1?**

A: It's only affected by one of the templates. By the same token a normal unit that happens to be partially covered by two templates (i.e. half of the unit under one template and the other half under a second template) will only be attacked once

### 3.2.3

**Q: if a Titan loses an additional point of DC due to the effect of a Critical Hit in the End Phase, will this place a BM and/or can this loss of DC inflict further critical damage? Can this loss of DC be avoided by shields?**

A: Additional damage inflicts BM and can cause Critical Hits normally. Such damage may not be avoided by shields.

**Q: In the rulebook in section 3.2.3 it says to roll for a Critical Hit for every hit made on a War Engine. Do you actually roll of each hit or for each point of damage that the WE takes?**

A: Roll for a Critical Hit for each point of damage not for each hit. Only damage to a we can potentially cause a Critical Hit, not just hitting the War Engine with fire.

### 3.2.4

**Q: How many BMs does a formation get if you manage to destroy a WE with a critical hit. For example, you have three Shadowswords in a heavy tank company. One unit takes one point of damage, and this damage generates a Critical Hit and it blows up. Does the formation take two BM's (one for being shot, one for the point of damage) or four (one for being shot and three for total DC on the WE)?**

A: The formation receives one BM for being shot, one BM for each point of damage caused, and one BM for each point of DC remaining on a WE that was destroyed by a critical hit (e.g. four in the example stated above).

## 3.3 War Engine Assaults

**Q: Is a War Engine Transport that is carrying a broken formation allowed to make an Assault?**

A: Yes. However, any broken formations on board the War Engine are not allowed to disembark to take part in the Assault (they remain cowering inside instead!). If forced to disembark because the War Engine is destroyed during the Assault then they are automatically destroyed with no saving throws of any kind allowed. Also, note that the Blast Markers on the transported formation are counted when working out the result of the Assault (i.e. for who has the most Blast Markers, etc).

**Q: Can War Engines barge units out of the way in a Counter Charge?**

A: Yes.

**Q: If my Warhound is charging a formation that is 25cm away, but between the Warhound and the target is another formation, can the Warhound barge the other detachment out of the way on its way in?**

A: No.

## Section 4.0: Aerospace Operations

### 4.1.1 Aerospace Formations

**Q: Can you draw a Crossfire to or from an Aerospace formation?**

A: Yes and No. An Aerospace formation in flight cannot claim a Crossfire bonus (see section 4.2.2) and it cannot be used by another formation to generate a Crossfire bonus (see section 4.1.1). But an Aerospace formation that was landed could both claim the Crossfire bonus and also be used by other formations to generate the Crossfire bonus.

### Section 4.2: Aircraft

**Q: Due to the extremely flexible nature of the aircraft rules it is possible for an aircraft to end its move in the middle of an enemy formation, in order to ensure that a specific target is allocated hits before other models. Is this legal?**

A: This tactic is sometimes referred to as 'Aircraft Sniping' and although not against the letter of the rules it is against their intent. Because of this it's a tactic that players should avoid if they want to play the game in the right spirit. Instead of a

detailed (and rather complex) rule to get round the problem, we recommend that if an aircraft ends its move within an enemy formation then any fire is treated as coming from the direction of approach rather than its final position.

**Q: If I have multiple Thunderbolt formations on CAP I can only send one to intercept an enemy ground attack, correct?**

A: Yes. From section 4.2 of the rules: No more than one formation that is on cap may intercept a formation that makes a ground attack mission.

**Q: If an aircraft has travelled more than 30cm during its approach move but not made a turn can it then turn immediately when it does its disengagement move?**

A: No. The aircraft's movement does not carry over after the approach move. In this case the aircraft would have to move the minimum 30cm during its disengagement move before it could turn again.

#### 4.2.2

**Q: Do aircraft that attack ground formations suffer to hit modifiers for cover?**

A: Yes.

#### 4.2.3

For Flyer *transport War Engine* rules see also 3.2.1

**Q: If an air Transport gets attacked by Flak during an Air Assault can it still jink and still participate in the Assault?**

A: Yes. The rule for jinking (4.2.3) does not specify any other effect of jinking other than the aircraft losing its attack so there would be no other effect of jinking other than this.

**Q: How are landed aircraft attacked by other units? Can you use AA weapons against them?**

A: No. While landed, the aircraft counts for all rules purposes as a ground unit, not an aircraft.

**Q: What happens to units that are in a landed aircraft when it is destroyed? The relevant rule phrase: *'If the transport is destroyed while carrying ground units, then any transported troops are lost with it (no saves in this***

*case!)*'

A: While landed it doesn't count as a aircraft, so apply the normal rules for destroyed transports.

#### 4.2.4

**Q: If a formation has Blast Markers and wants to fire its AA weapon(s) at an enemy air formation, but the only unit that has the range or the LOF to that enemy is the AA unit, is the AA unit suppressed?**

A: All ground units are considered to have an LOF to air units so all the units in the formation, not just the AA unit, would be considered to have an LOF to the aircraft formation. If the AA unit is the only unit in the formation that is in range of the aircraft then it would be suppressed. If other units in the formation were in range then they could be considered valid Suppression targets, not just the AA unit. Note that a unit can be suppressed when firing at an aircraft even if it has no AA attack value.

**Q: If an IG Infantry Company with a Hydra upgrade has one Blast Marker, can the Hydra fire at aircraft?**

A: The normal Suppression rules apply when making Flak attacks. However, please note that any units in the formation may be suppressed, even if they don't have AA weapons, just so long as they are within range and LOF of the aircraft unit with at least one weapon. Apply suppression 'from back to front' as normal.

**Q: Ork Fighta Bommers make a ground attack. When my Hydra battery fires its Flak attack only one of the three Hydras are in range of the Fighta Bommers. I shoot with that one. When the Fighta Bommers disengage at the end of the turn the aircraft come within range of the other two Hydras in the formation. Am I permitted to fire the other two Hydras because those units did not previously shoot at that enemy formation?**

A: Yes. The rules in 4.2.4 specify that a unit cannot fire on an aircraft more than once so in this case the other two Hydra units would be allowed to fire if the aircraft came into range when they disengaged but not the first Hydra which had already fired on them during the approach move.

**Q: A formations of Ork Fighta**

**Bommers attacks a formation that has a Hydra attached to it. The Fighta Bommers are also intercepted by two Thunderbolts. What is the order of fire for the Thunderbolts, Hydras, Fighta Bommers AA and Fighta Bommers ground attack?**

A: Each formation is allowed to make its Flak attacks after each new air unit has finished its approach move. The attacks would then be resolved in the reverse order that they were initiated following the rule of approach, flak, attack. So the Fighta Bommers would get a Flak attack at the end of the Thunderbolts approach move, the Thunderbolts would get their air attack, the remaining Fighta Bommers would then take fire from the Hydras and then the Fighta Bommers would finish their ground attack.

The order of aircraft and flak attacks is summarised in the following table:

- 1. Attacking air units activate and move into position.
- 2. Defending player may "un-CAP" up to one aircraft formation on patrol and move it into position.
- 3. Attacker's unit ground flak fires at CAP (if applicable).
- 4. Attacking aircrafts' defensive AA fires (i.e. not just ground flak)
- 5. Defender's ground flak fires at attacking air units (if applicable).
- 6. CAP formation fires at attacking air units (if applicable).
- 7. Attacking air units perform ground attack or assault.

#### 4.2.5

**Q: Can an aircraft land in an enemy ZOC?**

A: Only if they are making an Air Assault. In such a situation the aircraft could land right in the middle of a formation, and, assuming it was a War Engine, it could barge enemy units out of the way in order to make space in which to land.

**Q: Do troops held off board in an aircraft Transport have to be deployed on the first turn? Or can they come on**

**whatever turn you wish?**

A: They can be deployed on any turn.

**Q: The rules say the following about units that are picked up by Transport aircraft: 'Any units that are picked up and transported off the table may later return to play in the same transport aircraft'. If the unit had the Teleport ability could it choose to return to play by teleporting instead?**

A: No.

**Q: Can aircraft like Marauders land?**

A: No. Only aircraft with the Transport ability can land. From section 4.2.5 Landing: Aircraft with a Transport capability can land after making their approach move and having being fired upon by any enemy flak.

**Q: What happens to Fearless aircraft that lose an assault?**

A: Fearless aircraft are immune to the automatic destruction and are instead treated as any Fearless ground unit.

#### 4.3 Spacecraft

**Q: Do Spacecraft count for the Break Their Spirit goal if they are the most expensive formation in an army?**

A: No. Spacecraft (or any off-board units or formations) do not count towards goals.

#### 4.3.3

**Q: Do formations that are under an Orbital Bombardment template receive a Blast Marker for being shot at?**

A: Yes.

**Q: Under section 4.3.3 of Orbital Bombardments it states: 'Take one of the templates and place it with its centre at the co-ordinates you recorded at the start of the battle. Place the two other templates so they are touching the first one' Does this mean that the minimum number of templates for an orbital bombardment is three and can go up to five depending on the size of the bombardment?**

A: No. They get the same number of templates as it says on the Barrage Table in section 1.9.8.

#### Section 4.4: Planetfall

**Q: Do the Space Marine and Chaos**

**Space Marine Drop Pod figures represent an actual unit or are they just a marker to indicate a landing location?**

A: They are just used to represent the location of the Planetfall.

**Q: Let's say I have Battle Kroozer. I also happen to have four Ork Landas. Do all have to land within 15cm of same drop zone marker or is it possible to set up multiple drop zones? Or is only way to have multiple drop zone markers to get multiple spacecraft?**

A: Each transport formation may have its own drop zone. In this example there could be up to four drop zones, one for each Landa. If you use multiple drop zones, you will need to record clearly which Landa is allocated to each drop zone.

**Q: Can Flak attacks be made against units using Planetfall?**

A: No.

**Q: Can units transported by Planetfall (for example Assault troops in a Thunderhawk) disembark as soon as the transporting unit lands?**

A: The intent of the Planetfall rule is that units landing via Planetfall get to land *for free* at the start of the turn, and then function as if they had been on the table since the start of the turn. This means that they can take their action later in the turn, as they won't have used it up yet - they are literally counted as having done nothing during the current turn.

Units on board WE or other transport can disembark when they land. In the case of a WE, the formation **may** take an action on the turn it lands, as the process of landing and disembarking is *free* - in other words, just a way to get the units onto the table at the start of the turn.

**Q: If a formation fails to activate and they are still in the a vehicle that entered play using the rules for planetfall, can they deploy in a chain up to 15cm from the vehicle and then make a move (as part of the Hold Action they can take) or can they only move as per the regular activation/order rules?**

A: There is one critical point to make before I answer the question: the special

rules that apply to Space Marine drop pods do not apply to other units using the planetfall rules; they only apply to drop pods. Units in drops pods may not choose to stay on board (they must disembark on landing) and only units in drop pods get to deploy up to 15cms from the unit they landed in; units disembarking from other planetfall vehicles must disembark normally, using the normal rules.

**Q: Does Planetfall trigger Overwatch?**

A: Landing does not count as movement for the purposes of triggering enemy overwatch fire. Disembarking triggers overwatch fire as normal.

## **Section 5.0: Background and Forces**

### *5.1 Space Marines*

#### *5.1.1*

**Q: Do broken Space Marine units count as having one BM per unit or one-half BM per unit in Assault resolution?**

A: One BM per unit.

**Q: When broken Space Marines formations are shot at, one unit is killed for each 2 Blast Markers as per 'They Shall Know No Fear' Special Rule. What if an odd number of Blast Markers are generated, or only one?**

A: Any extra Blast Markers are ignored. From the 'They Shall Know No Fear' Special Rule: It takes two Blast Markers to suppress a Space Marine unit or kill a unit in a broken formation (ignore any left over Blast Markers).

**Q: If I shoot two times on a broken Space Marine formation (killing no units) do I generate 2 separate Blast Markers?**

A: No. Broken units do not retain Blast Markers. So in this case the Space Marines would ignore the one Blast Marker you place each time and would not lose any units. You would have to place two or more Blast Markers on a broken Space Marine formation before it loses a unit.

#### *5.1.2*

**Q: Can a Space Marine Librarian use his Smite ability in an Assault if he is in base-to-base contact with an enemy unit?**

A: No. The Smite ability is listed as being a Small Arms weapon. Small Arms weapons are used in Assaults when the unit is not in

base-to-base contact.

## 5.2 Imperial Guard

### 5.2.1

**Q: How do you determine the number of Autocannon shots an Imperial Guard infantry formation has if units in it are suppressed?**

A: Work out Suppression for Imperial Guard infantry before working out the number of Autocannon shots. Any Guardsman within 45cm of the enemy is assumed to be in range and may therefore be suppressed as long as they have a Line of Fire. Count the number of remaining Guard units and halve this total, rounding up, to find the number of Autocannon shots you may take.

## 5.4 Titan Legions

### 5.4.1 Void Shields

**Q: We did have some confusion over the interaction of Void Shields/Power Fields and Blast Markers. Does having Blast markers prevent having Void Shields?**

A: No. The idea is that downed Void Shields can be repaired instead of removing Blast Markers when you regroup. So if you regroup you could use each pip of the dice roll to either repair one shield or remove one Blast Marker.

**Q: If a War Engine with Void Shields is hit by a weapon causing multiple points of damage, will any points left over after knocking down shields carry over to the War Engine itself?**

A: Yes. Left-over damage will carry over to the War Engine.

**Q: When Void Shields recharge in formations with multiple units is one dice rolled for the formation or one dice for each unit?**

A: One dice roll per unit. Then pick the highest dice. Each pip can be used to remove one Blast Marker or recharge one shield on every unit in the formation that has Void Shields.

**Q: When does a Titan/War Engine get Void Shields back?**

A: The Void Shields Special Rule in section 5.4.1 defines when a Titan or War Engine can regenerate Void Shields. Basically a Titan or War Engine gets one Void Shield back in the End Phase of each turn (if they have lost any Void Shields). As well, if a

Titan or War Engine takes a Marshall action they can use the result of the Regroup dice roll (see 1.13.1) to repair Void Shields.

**Q: Does AP fire take down a Void Shield?**

A: No. Only AT, MW or TK fire can affect a Void Shield. Note that FF attacks in an Assault will damage a Titan's Void Shields. Also remember that the Titan or we will also receive a Blast Marker for this fire even if it can't affect the Titan or damage its Void Shield.

**Q: How does allocation work with Void Shields in formations with multiple WEs? Do you treat them as being part of the WEs damage capacity, and continue allocating hits to the one WE up to its combined shield and DC value?**

A: The Void Shields are not considered as part of the War Engine's Damage Capacity when allocating hits to the WE. So when allocating hits to a War Engine that has Void Shields, or even Power Fields, only consider the WE's starting Damage Capacity and not any other factors.

**Q: If a Titan with Void Shields gets hit by a TK(D3) weapon do you remove 1 Void Shield or D3 Void Shields?**

A: D3. The TK shot is a single hit that is assigned to a unit. Once all the hits have been assigned the results of those hits are resolved. That hit does multiple points of damage so even though it is a single hit it will do D3 points of damage to the unit.

In this case the unit has Void shields. So the Void shields will take all D3 points of damage.

If the unit had fewer Void shields than damage the extra damage would carry over into the unit.

## 5.5 Orks

### 5.5.3

**Q: The free Ork Warlord Character upgrades the abilities of a single unit in the mob, correct?**

A: Yes. This also includes the Gargant or Greater Gargant if the Warlord is added to either of those units.

**Q: Where are the stats for the Ork Big Boss Character?**

A: The Big Boss unit was removed from the

army list but some references to it still exist. Just ignore any reference to it.

## Section 6.0: Epic Gaming

### 6.1.6 Set Up Remaining Formations

**Q: When are reserve formations chosen?**

A: Designate reserves before deploying any remaining formations and set them aside. The players take it in turn to set up non-reserve formations on the table one at a time

### 6.1.7 Victory Conditions

**Q: To stop an opponent from claiming the 'They Shall Not Pass' goal do you need a whole formation in the opponents table half or will any part of the formation, even a single unit, stop your opponent from claiming the goal?**

A: Any part of the formation in your opponent's half of the table will stop them from claiming the goal. The condition is meant to be quite difficult to achieve.

## 6.2 Tournament Army Lists

### 6.2.1 The 'Counts As' Rule

**Q: The WYSIWYG rule confuses me a bit, especially regarding infantry (vehicles are ok, I guess). Because of this rule, I'm supposed to have one Missile Launcher per Space Marine Tactical unit, at least for Tournament play, correct? (Q continues below)**

A: No, what the WYSIWYG rule means is that if you use the Space Marine Tactical units that we make in a Tournament game, then they must be used as Space Marine Tactical units rather than Assault units, Devastators etc. Basically, if you have a model of something that is included in the army lists, then you can't say the model 'counts as' anything else.

**Q ...continues: None of my 'old' Marine rectangular stands only have a missile launcher model on every other stand, while half just have five Marines with bolters. Does this mean a rules-lawyering opponent could prevent half of my Marines units from firing in shooting phase?**

A: The 'counts as' rule would apply in this case. You'd simply tell your opponent

'These stands with five Marines armed with bolters count as tactical units'. Simple, and directly covered by the tournament rules. Ie, I've put this rule in to enable and encourage the use of older models, rather than restrict their use.

**Q: Some vehicle's Transport Notes mention that they can carry particular troops but the army list doesn't allow me to add that vehicle as an upgrade to all the troop types it can carry. Why is that?**

A: The vehicle's Note list all the troops a vehicle could carry not necessarily the troops that it can possibly carry as described in the army list. The army lists are intended for tournaments or point-based gaming but if you are having a friendly game or you are designing a special scenario the possible units a vehicle can carry allows you to play games that aren't bound by the GT army lists.

### 6.3 Codex Astartes Army List

**Q: The Razorback upgrade in the Space Marine army list states Replace any number of Rhinos with 1 or 2 Razorbacks each. If I take 3 Razorbacks how do I determine how many Rhinos I have left in the formation?**

A: You'd take the minimum number of Rhinos to carry the units not being transported in Razorbacks. This might leave one Rhino with one spare space in it but that is okay as long as you don't take Rhinos in excess of the transportation needs of the formation.

#### 6.3.1 Space Marine Transports

**Q: How and when are Space Marine transport options selected?**

A: Choosing transport options is part of the army selection process. Portions of a formation may be left behind during deployment (to garrison, for example) the decision to exchange options, even "free" ones, must be made when the army list is determined.

**Q: Does the Land Raider upgrade available to the Devastator formation replace that formation's Rhinos? And if so how do you add Razorbacks to the formation if they do?**

A: A Devastator formation can be given up

to four Land Raiders. However, including Land Raiders in this way will mean that the number of free Rhinos the formation will receive will be reduced to the minimum number needed to carry any Devastator stands that can't fit inside the LRs. Then, once the number of Rhino's needed for the formation is known, you may replace each remaining Rhino with 1-2 Razorbacks.

To summarise:

1. Add any LRs to the formation.
2. Add enough Rhinos to carry any Devastators that won't fit into the LRs.
3. Convert any Rhinos to Razorbacks.

#### *6.4 Armageddon Steel Legion Army List*

##### *6.4.1*

**Q: Can Commissars be placed in Titans or even Spacecraft if they are included in a Steel Legion army?**

A: Yes, you can add Commissars to any formation in the army, including Titans, aircraft or spacecraft if you wish to.

#### *6.5 Ork War Horde*

##### *6.5.1*

**Q: Can the Ork Warlord join any Ork unit if you do not have a Gargant in your army?**

A: The Ork Warlord has to join a Greater Gargant if you are fielding one. If there is not a Greater Gargant in the army then the Warlord Character can be added to any Nobz or Gargant unit. Conceivably if your army has no Nobz or Gargant units then it could join any Ork unit.

**Q: The free Ork Warlord character upgrades the abilities of a single unit in the mob, correct?**

A: Yes. This also includes the Gargant or Greater Gargant if the Warlord is added to either of those units.

## **Swordwind**

#### *1.1.3 Eldar Technology, Webway Portals*

**Q: When do I decide what method Eldar reserve formations will use to enter play?**

A: In the GT scenario reserve formations with multiple deployment options must be designated as to deployment method during setup – webway, air transport or teleport..

## **Official Epic Army Lists**

### *White Scars Army List*

**Are White Scars Warhound Packs meant to be "150 points"?**

No! They should be 250 points each, just as in the Codex Space Marines army list. This error will be fixed as an errata as soon as possible.

## **Acronyms and Abbreviations**

Some acronyms and abbreviations you might encounter while playing Epic: Armageddon

Core Game Abbreviations:

**AA** Anti Aircraft  
**AP** Anti Personnel  
**AT** Anti Tank  
**AV** Armoured Vehicle  
**CAP** Combat Air Patrol  
**LV** Light Vehicle  
**INF** Infantry  
**BM** Blast Marker  
**BP** Barrage Point  
**RA** Reinforced Armour  
**ZOC** Zone of Control  
**DC** Damage Capacity  
**WE** War Engine  
**LOF** Line of Fire  
**IS** Invulnerable Save  
**MW** Macro Weapon  
**OB** Orbital Bombardment  
**TK** Titan Killer

Unit Specific Abbreviations:

**SC** Synapse Creature or Supreme Commander  
**HT** Hive Tyrant  
**FB** Fighta Bommer  
**LR** Land Raider  
**DEV** Devastator Marines  
**DREAD** or **DN** Dreadnought  
**RUSS** Leman Russ  
**TAC** Tactical Marines  
**TERMIES** Terminators  
**TSKNF** They Shall Know No Fear  
**SN** Synapse Node

Army Specific Abbreviations

**SM** Space Marine  
**BA** Blood Angels  
**DA** Dark Angels  
**UM** Ultramarines

**SW** Space Wolves  
**BT** Black Templars

**CSM** Chaos Space Marine  
**BL** Black Legion  
**EC** Emperor's Children  
**TS** or **TSONS** Thousand Sons  
**DG** Death Guard  
**WE** World Eaters  
**IW** Iron Warriors

**IG** Imperial Guard  
**SL** Steel Legion  
**AMTL** Adeptus Mechanicus Titan Legion

**KOS** Kult of Speed  
**OGBM** Orkamedies Gargant Bigmob