

Brent's Alternate Epic House Rules

After making a house rule here and another there, our house rules snowballed into an extensive set of rules that changes the feel of the Epic system - hopefully for the better. I feel they make the system more 'realistic', without adding complexity. Of course, 'realism' is strange word to use when your talking about daemons and titans, but our group seems to like them.

Warning: this document is very long. You may want to print it out so you can see how one rule interacts with another. For each topic I've first listed the changes and then put a Comments section that explains what I'm trying to accomplish and why. Most vehicles work with the changes with no modifications. A few vehicles with special rules require a few changes. I'm happy to answer those questions as they come up. So take a look, use what you like and ignore what you don't. Of course, comments and discussion are welcome.

Turn Sequence:

The turn sequence is very different from the current Epic system. Gone are the movement, first fire, psychic, close combat, advance, and end phases. They've been replaced with just two phases: the beginning and alternating turn phase. Game maintenance work like shield regeneration and template removal takes place in the beginning phase. Then in the alternating turn sequence, each detachment does all its moving and firing, switching then to the opposing player who does the same with one of his detachments. This process is repeated until all the detachments from both sides have had a turn.

Beginning Phase:

Roll d6 for initiative. Highest number wins and may select who goes first.

Regenerate, regain lost void shields, and repair titan damage as appropriate.

Remove appropriate templates.

Alternating Turn Phase:

Each detachment does all its moving and firing, switching then to the opposing player who does the same with one of his detachments. This process is repeated until all the detachments from both sides have had a turn.

The detachment may fire before or after it moves, but not during movement.

If one side has fewer unused detachments, the player may pass once. If outnumbered by more than 2 to 1, a player may pass twice in a row. If outnumber by over 3 to 1, the player may pass three times in a row, and so forth.

Close combat is resolved as it occurs; see the close combat section below.

Comments: Epic already uses an alternating firing sequence for the psychic, first fire and advance fire phases. This system carries alternating turns to its logical conclusion. When a detachment has its turn can be crucial, so good tactical planning is necessary. Furthermore, both players more involved the game. There are advantages to going early (shoot him before he shoots you), as well as for going late (move into close combat or into shooting range when he's committed and can't react). The option of passing removes some of the inflexibility a force with smaller number of detachments would otherwise have. The ability to move and shoot or shoot and then move allows you to take advantage of cover as you move across the battlefield.

Movement:

The most a unit can move is the movement statistic listed on the unit's entry. There are no charge movements in which the unit can move double its movement statistic. The only exception is the double move available to infantry charging into close combat as listed below in the double move section.

Comments: This fixes two of what I consider problems in the Epic system: killer bikes and no forgiveness for poor deployment. For a long time I puzzled over why bikes are so devastating in Epic. My conclusion is that the defenders don't have enough time to shoot at the oncoming bikes. If a company of unarmored bikes came racing towards my position every man carried and vehicle mounted automatic weapon would open up and rip the bikes to shreds. Historically, bikes have been used almost exclusively to transport individuals or troops to the battle, but not to participate, for just this reason. In Epic bikes charge across

the battlefield 60-70cm each turn. The defenders get at most one opportunity to shoot at the bikes, before being run down in close combat. With my system bikes have a maximum movement of 30-35cm. They are still a fast moving force to contend with, but not the mandatory elements of any Eldar or Squat force.

While the bikes are the most obvious example, armies as a whole move very quickly across the battlefield (all right, well maybe not Land Trains). Because of this, setup is extremely important. If you don't position your forces properly before the game, you have little opportunity to fix it after the game starts. This modification to the rules results in deployment being important, but still enabling a chance to make good a poor initial setup.

This is a rule that you really need to play to appreciate. At first our group all felt that everything moved so slowly. It quickly grew on us, however, and now we universally prefer this system.

Double Move:

Infantry normally moves and shoots as described above. However, when an infantry stand starts its turn within twice its movement statistic of an enemy model, it can sacrifice its shooting and move double its movement statistic to enter close combat.

Comments: This represents infantry breaking into a dead run and charging into close combat. This pace is unsustainable for the long periods (its as fast as many vehicles can go) and thus only available when charging into close combat.

Firing:

Weapons that have no save modifier may fire at infantry and cavalry/bikes regardless of saving throws, or vehicles that do not have a saving throw.

Infantry within 10cm may fire at any target and the results are calculated normally.

All vehicles have 360 degree firing arcs.

Vehicles classified as battle fortresses or scout titans below are +1 to be hit.

Vehicles classified as titan below are +2 to be hit.

Vehicles classified as mega titans below are +3 to be hit.

These bonuses may result in a 1+ or better to hit. In these cases the shot automatically hits.

Comments: With the current system, small arms fire will destroy a Lemman Russ tank 1/3 of the time. Rhinos die half the time. This doesn't reflect reality. In today's army, any armored vehicle, from APCs to self-propelled artillery, is basically immune to small arms fire. The concept of a tank being destroyed by this type of weaponry is especially disconcerting. Almost all of the low penetration weapons that would bounce off the skin of any armored vehicle have no save modifier in Epic. By simply disallowing their ability to kill armored vehicles (those vehicles with a saving throw), you reflect this reality while still allowing reasonably accurate armor penetrations with other weapons systems.

Infantry are typically armed with some short range anti-armor ability (LAWs and RPGs today, maybe Krak grenades or something else in Epic). This makes it dangerous for tanks to be near infantry. The ability of infantry to kill armored vehicles within 10cm reflects this reality.

Most vehicles have turrets that allow 360 degree firing. Furthermore the time scale of the game (looking at movement rates, etc.) would allow vehicles to turn to face almost any direction. For these reasons I've allowed 360 degree firing arcs. The most convincing argument for me has been seeing models driven right past other models to avoid being fired on. This really strikes me as an unrealistic abuse of the rules.

The pluses to hit titans and battle fortresses reflect the huge size of these targets. 'Hitting the broad side of a barn' is an appropriate saying here, only an Imperator is the size of many dozen barns. These vehicles should be appropriately easy to hit. Historically, combat vehicles are relatively low, and a vehicle's height is one the characteristics used in measuring the quality of a vehicle. Look at the low squat look of a tank such as the M1. Conversely, the M113 has been criticized as being too tall for a combat vehicle. A tall vehicle has the double negatives of being visible to more combatants as well as being less able to use existing cover. Making something as tall as a titan is tantamount to hanging a sign from it

saying 'Shoot Me'. This doesn't necessarily mean a titan is not a viable weapon system. If the titan can absorb the resulting incoming fire, survive, and return sufficiently impressive fire, it may still be a desired piece of equipment.

I don't think its any great revelation that Epic miniatures are not strictly to the same scale. Battle fortresses seem to be some of the worst offenders. The Capitol Imperialis can carry 2 full companies - that's potentially 6 Shadow Swords; yet the miniature is barely larger than a single Shadow Sword. This, along with the massive weapons these vehicles carry, lead me to believe the miniatures are too small. This is understandable as a scale Capitol Imperialis would be huge and horrendously expensive to purchase. Nevertheless, the actual size of the vehicle is quit large and hence it is easier to hit.

If the cumulative chance to hit is 1+ or better, the shot automatically hits. I considered using a 40k like system in which a 1 always misses. This resulted in a maximal chance to hit of 83%, an unrealistically low number in many of these cases (how can you miss an Imperator?). I also considered some other system that would always allow at least a slim chance of missing. In the end I decided that any such system would slow down the game and little benefit would be gained. Therefore I simply made 1+ shots auto hits.

Overwatch:

A detachment may declare overwatch instead of moving or firing during its turn phase. Units on overwatch may then interrupt the opponent's movement at any time to fire its weapons.

Comments: This is very similar to the 40k overwatch system and provides the equivalent of first fire.

Close Combat:

If a unit wishes to enter close combat with another it must first roll a morale check.

If this check is failed the unit may do any action except enter close combat.

If the check was passed, and the attacker is close enough to enter close combat, the defender must make a morale check.

If the defender fails this check, the unit is broken. The unit must immediately flee directly away from the attacker a distance equal to its move statistic.

If the defender makes this check it can shoot at the attacker. The defender may then voluntarily flee if desired. Voluntarily fleeing still results in the unit being broken.

The attacker now shoots at the defender (if a double move wasn't used) and if possible, moves into close combat. If the defender holds its ground move the attacker into base contact. If the defender flees the attacker may stop at the positions previously held by the defender, or try to pursue and bring themselves into base contact with the defender if movement rates permit.

If any units remain in base contact, resolve close combat immediately. Both sides roll 2d6 and add their CAF to the result as per normal Epic rules.

Regardless of the results both the attacker and defender have completed their turn phases. It is now the defending players turn phase.

Only infantry, dreadnought/walkers, knights, scout titans, titans, and mega titans (as classified below) may initiate close combat. Furthermore these vehicles only roll 1d6 instead of the normal 2d6 when resolving close combat. All Tyranids, Squiggoths, and Daemon Engines of Khorne are exempt to this rule.

Super heavy vehicles, battle fortresses, and knights (as classified below) do not have to make morale checks to avoid fleeing except when charged by other super heavy vehicles, battle fortresses, knights, or any type of titan.

Scout titans and normal titans do not have to make morale checks to avoid fleeing except when charged by another titans.

Mega titans only make morale checks to avoid fleeing when charged by other mega titans.

Flyers and airships cannot be close assaulted.

Comments:

Epic (as well as 40k) has too much emphasis on close combat for my tastes. As almost any soldier will tell you, 'If you've gotten yourself into close combat, you've done something wrong'. These changes are an attempt to add more reality to the situation.

Close combat is an extremely unpleasant and scary affair. You're ordered from your nice safe position of cover out into the open and forced to charge into the devastating fire of the defenders who let loose with everything they have. If you survive, you can look forward to an extremely bloody close quarters fight where the chances of survival are grim. Obviously, men are hesitant to willingly place themselves in so much danger. Frequently troops have refused the orders to charge or carried them out with such hesitation as to make the move useless.

On the defenders side, things are little better. You are the spread out in your defensive positions and can see few of your compatriots. The attack seems like waves of unstoppable devils, each out to kill you. As the men around you die it seems like you're the only one left. You feel extremely alone and vulnerable. Given these circumstances, retreat seems like the only sane solution.

These psychological factors of close combat are reflected in the morale checks each side takes. The morale ratings listed on the company, special, and support cards work well here. Close combat oriented troops such as terminators, howling banshees, daemons, etc. have either very high or an automatic morale roll, while mundane troops such as imperial guard tactical squads and guardians have a much lower morale rating.

I've seen too many games where Rhinos were used to close combat some opponent. I dislike this ability, as there is little a vehicle really can do in close combat. For that reason I've limited the ability to initiate close combat and the number of dice used to the types of models listed above. A vehicle's only method to close combat is to try to run down the enemy. This is hazardous and ineffectual at best. Furthermore, it places the tank in the hands of its most feared enemy - the infantry. In close combat, infantry can swarm the tank, placing mines on weak under-armor, jamming treads, setting fire to air intakes, shooting into vision slits and many other nasty tricks. Remember the incident where a former soldier stole a M-60 tank from a San Diego armory a few months back. The tank rampaged through town finally being stopped by California Highway Patrol officers who used bolt cutters to open a hatch on the still moving vehicle and then firing their pistols into the tank. Tanks need to keep infantry at arms length to survive. For this very purpose armies carry infantry with them, even in armored units. Two thirds of a US armored division's fighting force consists of M1 tanks. The remaining 1/3 is infantry in Bradley infantry fighting vehicles. One of the most important missions of such infantry is to protect the tanks. In return the tanks provide supporting fire to the infantry to protect them from their vulnerabilities.

Tyranids, Squiggoths, and Daemon Engines of Khorne are exempt to this rule as they are actually living creatures that can sense the offending infantry and lash out against them.

Flyers are fast moving vehicles far above the battlefield. They cannot be close assaulted by ground troops or skimmers. Using close combat ratings in flyer vs. flyer combat is a very poor substitution for all the complexity that goes into air-to-air combat. For that reason I've disallowed such flyer vs. flyer close combat. To do any more detail would move the emphasis away from the ground combat that is rightfully the focus of Epic. For this reason I assume that any attempts to shoot down flyers occur off board, and the flyers seen on board are the survivors.

Targeting:

Enemy models within 25cm that have the possibility to damage your model must be shot at first unless you have no chance to hit them or no chance of damaging them.

Firing units must allocate at least one shot to each model in the targeted enemy unit before it can start allocating shots to other enemy units.

Each infantry, cavalry/bike, dreadnought/walker, and vehicle model can only shoot at one target. If the model has multiple shots they are all allocated at that one enemy model. Each super heavy vehicle and knight model may only fire at two targets.

Each battle fortress, scout titan, titan, and mega titan model may split fire as it sees fit.

Bolters, Shuriken Catapults, and Spore Cysts are the exception to this last rule. They can fire at targets other than those shot at by the main weaponry. Furthermore, each model may spread such fire to multiple targets within one enemy unit.

Comments: Nearby tanks and infantry are immediate threats. Since self-preservation is rule of the day in warfare they will be hit first. This doesn't mean those units are stupid however, and armor will shoot at the dangerous enemy tanks located behind harmless armored personnel carriers, thus the exemptions.

Platoon commanders designate fire for the unit. They don't have the time or incentive to split fire amongst multiple enemy units. They want to hit an enemy unit, and hit it hard. Furthermore, in the chaos of battle each tank's crew doesn't have the time or capability to fire on multiple targets. Remember there is only one busy tank commander to pick targets, a limited number of sensors to acquire targets, and extremely limited visibility. With the super heavy vehicles there is more room for multiple commanders and additional acquisition systems so targeting two models is reasonable. By the time you get to the battle fortress/titan level the size of the vehicle is so large that multiple targets are not a problem.

Tanks have lots of machine guns mounted on them and can put down withering amounts of firepower into nearby infantry. This is reflected by allowing firing at other targets and firing at multiple targets with the Bolters, Shuriken Catapults, and Spore Cysts. Realistically many of these machine guns are only usable when the driver isn't driving, the commander isn't acquiring targets, etc., but adding rules on when these anti-infantry weapons may and may not fire seems unnecessarily complex.

Artillery:

Vehicles listed as artillery below may be placed off board.

Off board artillery cannot be attacked.

Off board artillery cannot enter the board, nor can on board artillery leave board to become off board artillery.

Off board artillery is always indirect and therefore scatters. Artillery that already scatters, will scatter once more.

Off board artillery must be called by a model on board. That model calls the artillery instead of firing. The rest of the models in the detachment fire as normally.

Artillery can concentrate its fire into the area of one barrage template or spread its fire into the area of several barrages templates. Spread fire works as mentioned in the Manticore rules in Titan Legions. The only exception is that the templates must form a line. For indirect spread fire, place the barrage templates in a line first and then individually scatter each template.

The following are considered artillery:

Basilisk, Biovore, Bombard, Contagion, Dactylis, Doomweaver, Goliath, Manticore, Mole Mortar, Thudd Gun, Warp Hunter, Whirlwind.

Comments:

Artillery is almost never actually seen on the battlefield. It sits miles behind the lines responding to preplanned strikes as well as calls for support from the front. For this reason, I've provided the option for off board artillery.

Off board artillery is certainly not invulnerable in reality. Counter battery artillery fire, air strikes, and enemy forces in the rear can wreck havoc with artillery. These forces are beyond the scope of the Epic battlefield and it is my belief that any attempt to model them would detract from game play.

On the other hand, automatically scattering is not accurate for modern artillery either. Laser designators, GPS, and modern data communication links make artillery very accurate even when the guns are twenty miles away.

I believe the invulnerability is countered by the inaccuracy and together make an enjoyable way to remove the artillery pieces from your baseline without adding complexity.

An artillery battery can vary its fire from a concentrated pattern (converged sheaf) to a spread pattern (open sheaf). While only the Manticore does this in Epic, almost all artillery is capable of it, hence the rule. The limitation of straight line patterns is to avoid abuses where barrage templates snake around to maximize coverage

Smoke:

The artillery listed below can fire smoke if desired. Place barrage templates as normal. These templates completely block line of sight and are considered to be approximately 10cm tall. Leave the templates on the board until the next beginning phase.

The following artillery can fire smoke:

Basilisk, Bombard, Goliath, Thudd Gun

Comments: An important mission for artillery is the delivery of smoke. Smoke in front of a position can shield it from dangerous incoming fire. Smoke in front of an enemy position can prevent enemy fire from that location.

Woods:

If not modeled by trees, woods are considered to be 10cm tall.

Woods can be shot over.

Vehicles smaller than super heavy may move through woods at 1/4 speed.

Skimmers may move through woods instead of over them. They may, therefore, end their turn in woods.

However, a skimmer cannot transition from moving over woods to moving through woods, or vice versa. It must clear the woods template before switching modes. Movement through woods is at the same rate as a non-skimmer of the same type.

Comments: A common tactic is to lay in ambush in a forest's edge. When the enemy attackers appear, the defender fires and is able to withdraw through the cover of the woods as necessary. Epic doesn't allow this tactic, as vehicles cannot move through woods. My modifications allow tactics like these, while maintaining woods as the barrier to movement they are.

The rules for skimmers merely recognize that skimmers may want to move through woods as well.

Buildings:

Buildings are invulnerable. Ignore any reference to destroying buildings.

Comments: Epic games many times degenerate into building demolition fests. The infantry inside seem almost secondary to purpose of dropping the building itself. Although entertaining, building demolition is not a very effective way to kill infantry. Buildings are resilient to damage. Most shots are going to sail through the building doing little more than putting a large hole in the concrete. Even large explosions can be ineffective. There have been instances of military aircraft crashing into buildings with no effect on the structural integrity. Consider an extreme example in the Oklahoma City bombing. In this case a large bomb, placed close to the building failed to level it. Yes, one entire face was ripped from the building and 169 people died, but many more survived the blast. Only multiple bombs, precisely placed at key points in the building will level it in one blow. This is a job for a saboteur, not artillery or cannons.

Furthermore, due to the scaling effect we are not even discussing taking out one building. In Epic, like most miniatures games, the scale of the miniature does not match the ground scale. If it did, you'd either have miniatures measured in millimeters, or room sized boards to represent weapon ranges. Because of this, each building on the battlefield represents, in reality, several buildings, all of which are supposedly destroyed when the model building collapses.

In the end, I found the most convincing argument to be the results on game play. City combat begins to reflect tales of urban warfare everywhere. Infantry hides in cities and is virtually impossible to completely eliminate. As enemy infantry appears, it must be individually attacked (as were snipers in Grenada with Hellfire missiles), or close assaulted by other infantry (as has occurred throughout WWII). Pacifying a city is possible, but takes enormous amounts of time and resources. For this reason, invaders have frequently surrounded cities and allowed them to starve into submission rather than undergo the meat grinder of city fighting. Cities and towns become the domain of infantry where vehicles fear to tread. Vehicles in cities are often within 10cm of the infantry, and thus can be killed by that infantry (see Firing section above). This makes cities the deadly terrain for armor that they really are.

You could devise some alternative building destruction system, possibly involving cumulative damage. It is my opinion, however, that such a system would be time consuming and clumsy. The simple rule of invulnerable buildings is quick, easy and reasonably reflects reality.

Command Units:

Command units received no special treatment.

Comments: These models already pass all morale checks. They need no other benefits in an alternating turn sequence.

Taking Cover:

Infantry can remain motionless and take cover. They are then -1 to be hit until moved again. This benefit cannot be combined with the benefit for being in buildings, but can be combined with the benefits for being in woods. You may want to use a marker to indicate the infantry has taken cover.

Comments: This represents infantry taking cover behind rocks, in ditches, or whatever cover the terrain will afford. The men have some protection from the terrain, and are harder to spot. Woods offer even more cover possibilities, thus the combining of the two effects. Men who have gone to ground are very difficult to eliminate and this rule helps represent that.

Hull Down:

Vehicles that start their turn on the backside of the hill can spend their movement to go hull down, exposing just enough of the vehicle to fire the gun. Such a vehicle is -1 to be hit from any opponent on the front side of the hill until it moves again. You may want to use a marker to indicate the vehicle is hull down.

Due to weapons placement, this benefit is only available to models classified as vehicles or super heavy vehicles below.

Comments: This is a commonly used tactic for vehicles in defensive positions to minimize exposure to enemy fire. Just like infantry taking cover the benefits come from the terrain itself as well as the difficulty in precisely locating the vehicle.

Morale Checks:

At the end of any alternating turn phase in which a detachment's total losses reach 50% or 75% of original strength, the detachment must make a morale check. Failing this roll means the detachment is broken.

Broken detachments are marked with a Fall Back counter and must move away from the enemy and towards cover on all subsequent alternate turn phases until in cover.

Broken detachments are -2 CAF.

Once in cover, the detachment may attempt a morale check at the beginning each of its alternating turn phases. If it succeeds the detachment removes the Fall Back counter and operates normally.

Detachments under 25% of original strength cannot rally themselves back into combat and are removed from play when they fail a morale check.

Comments: This is similar to the existing Epic morale system, slightly altered to reflect the alternating turn sequence. The only significant difference is morale checks are done on a detachment by detachment

basis, even when a company is involved. I favor this system, if nothing else for sheer simplicity. You certainly could make rolls when 50% and 75% of company are destroyed instead, and in the case of Ork Clans you pretty much have to.

Pop Up Attacks:

Skimmers can conduct pop up attacks if they don't move. The distance popped up can be anything from just over the blocking obstacle to equal to their movement statistic.

Comments: The entire concept of a pop up attack is to minimize exposure to enemy fire. Having a skimmer see and be seen by everything on the board is just the opposite. With this rule skimmers now operate like helicopters; popping up behind a ridge line, loosing off a missile, and disappearing again. Models hiding behind buildings are safe again.

Flyers:

Flyers work very differently from other models.

Flyers spend most of their time off board and only enter the board during their alternating turn phase.

On the flyer's turn phase place the detachment at any point on your baseline.

The flyers move in a straight line to the point you wish to release weapons at.

At this point fire off any and all weapons using the normal restrictions on targets.

The flyers then continue in a straight line off the board.

The flyers may return each round.

Flyers that can land, like the Thunderhawk, can land at the weapons release point immediately after firing. In a subsequent turn phase the flyer can take off, fire weapons, and leave the board in a straight line.

Only vehicles with Snap Fire capability can shoot at Flyers in the air. Snap Fire capable vehicles are considered on overwatch even if they haven't had a turn phase yet to declare so. Such a vehicle can stop the flyer at any point in its movement to attempt to shoot it down.

Comments: The behavior of Epic flyers seems to little resemble the air strikes of an A-10 or F-16. The flyers move around battlefield, making sharp turns at the beginning and end of their movement phase to both meet their minimum movement requirements and yet stay on the board. They tend to die very quickly. Modern air strikes involve the plane screaming across the battlefield at 400-600 mph, dropping weapons on the way, and disappearing before anyone has a chance to react. This is how they minimize exposure to enemy fire and stay alive in a very hostile environment. Air attacks are so sudden and there is so little time to react that anything short of an air defense system has virtually no chance to do anything, thus only Snap Fire weapons may fire on flyers. These air defense weapons have the necessary systems to detect, track, and effectively fire on those fast moving flyers. At the speeds involved, aircraft turns would take many boards to model. For this reason I keep the flight path straight across the entire battlefield.

Because fewer models can shoot at flyers, their worth is increased. In our group we increased flyer costs by 50% across the board to compensate. Nevertheless, air power in my system is still handicapped by the 1 target per vehicle rule (see Targeting above). This isn't totally accurate as rotary cannon, multiple bomb drops, and salvo firing rockets all have the potential to take out multiple attackers in one pass. This would, however, shift Epic away from a ground combat game to an air attack/defense game. I don't want to see this and hence make this concession for game play. Nevertheless, air strikes add another element to the game, one that is not always desirable. Sometimes we don't want air strikes in our games and many historical battles were fought without the benefit of air support. For this reason we normally agree before picking forces whether air strikes are permitted. If so then each side can take appropriate air defenses.

Void Shields & Power Fields:

Models with void shields or power fields start with as many shield/field points as listed on the chart below.

Whenever the model is hit reduce the amount of shield/field points remaining by the save modifier of the weapon that hit it. For example, a Volcano Cannon, with a -4 save modifier, would remove 4 points. If there are insufficient shield/field points to stop a hit, the save modifier of the attacking weapon is reduced by the number of remaining shield/field points and the shot hits the model itself. Thus a Volcano Cannon hitting a gargant with 2 remaining field points left would result in a hit to the gargant itself with a -2 save modifier.

Models with void shields, regenerate shields in the beginning phase. See the table below for how many points to regenerate.

Vehicle	Starting Shields	Regenerate Each Round
Banelord Titan	12	d6
Capitol Imperialis	12	d6
Colossus	12	d6
Cyclops	10	d5
Great Gargant	12+d12	-
Imperator Titan	24	d12 with 1 counter, d20 with 2 counters
Leviathan	8	d4
Mega Gargant	12+d12	-
Slasher Gargant	6+d6	-
Reaver Titan	8	d4
Warhound Titan	4	d2
Warlord Titan	12	d6

Comments: In Epic, shots from Lascannons take down shield just as fast as Volcano Cannons. I never liked this system as I thought powerful weapons should be more of a drain on the shields than weak ones. This system reflects that. I haven't had a chance to play test the values as much as I would like, so you may need to alter values to your group's taste. The regeneration amount is based on a mathematical analysis of regeneration probabilities and should remain a die with the highest possible number equal to half of the initial shield amount.

Holo-Fields:

Holo-fields always provide a 3+ unmodified save.

Comments: A Holo-fields benefit used to depend on whether the titan was on first fire, advance or charge orders. With an alternating turn sequence this meaningless. For simplicity's sake I took the normal save for advance orders and made it permanent. I've found it works pretty well (and just as annoying as ever).

Titans/Gargants:

Template weapons cannot target specific locations.

Using the front titan targeting template pick the location most in the center.

Then roll two sets of aim dice and take the cumulative effects for both.

The resulting position is the location hit.

Mega-Gargants are bigger - use three sets of aim dice.

Imperators are even bigger yet - use four sets of aim dice.

Comments: It's not very realistic to be able to pick a location that artillery hits a titan at. This modification provides a way to randomize such hits. Ideally, template weapons would simultaneously hit all locations, but without a reworking of artillery this would make artillery much too powerful.

Battle Fortresses:

Models classified as Battle Fortresses below are not automatically destroyed when they fail an armor save. On any such hit, roll a d6 and look on this chart:

1-2	Model is damaged on d6 roll of 4+. Repair on 5+.
3-4	Model is damaged. Repair on 5+.
5-6	Model is destroyed.

A Damaged model may not move or shoot. CAF -2.

Dominatrixes do not use this rule.

Comments: As discussed in a previous section, a battle fortress is much larger than its miniature would indicate. Such a large vehicle is capable of having separate compartments with blast doors and sophisticated damage control. It never seemed fair that they died so quickly in comparison to titans, once the shields were gone. This modification makes them a little more survivable. I've tentatively increased battle fortress costs by 25% to reflect this increased survivability. The cost may need to be increased further. It seems, however, that a battle fortress will frequently not be destroyed, but still be damaged, which is almost as useless.

Objectives:

We play without points awarded breaking enemy units and without the objective markers. Normally we'll choose an objective or two that are to be captured or held for an agreed on number of turns. Victory or loss is based purely on whether the objective is obtained or not. An objective can be won with light casualties or held though the costs are horrendous. It is the objective that matters.

Comments: I've noticed a tendency in Epic to blast at a unit until it breaks, and then move onto the next unit, regardless whether the first unit runs or keeps on coming. This is done because after the first unit breaks its victory points are won, and so its on to the next victory point opportunity in the race to the victory point finish line. I don't like the effect this has on games, it seems that more often you pound a unit until it is no longer a fighting force and no longer a threat and only then move on. While there have certainly been battles of attrition there have also been many battles where the only thing that mattered was that the objective was taken, no matter the losses.

Also eight objectives seems to be too many. We've all seen battles where jet bikes/rough riders/thunderhawk swoops in on a couple objectives in the last turn to win the game. The units go all over the board spreading themselves out to grab these objectives. And a lonely hilltop, grabbed by a lone biker is worth just as much as the main communications array that the bulk of the forces fought over. It also seems that the games feel more like a titanic struggle when few objectives are used.

I can see why GW used the system it did, but I prefer the effect of few objectives and no points for breaking units, and its also simpler.

Allies:

At most 25% of your army can be allies. All allies must be from one source.

Comments: This house rule is purely subjective. We tend to prefer more pure armies. This rule merely formalizes this.

Modification of Point Costs:

Some of the house rules above change the value of certain types of models. Their purchase point cost should be modified to reflect this. This is the hardest part to play test effectively, and you can certainly disagree with my point modifications.

Flyers became more powerful and had points increased 50% to compensate.

Battle fortresses became more survivable and hence went up 25%.

Because infantry is exposed to more fire due to its slower movement, and because of their inability to hurt armor beyond 10cm I've reduced the cost of infantry models that don't have weapon save modifiers 50%.

I think this is accurate as normal troopers only make up 3% of a battalion's firepower. The tricky part is that Rhinos and other armored personnel carriers aren't reduced in cost. I've calculated the resulting company and support costs out and can post them if people desire.

Model Classification:

I've broken the models into the categories of Infantry, Cavalry/Bikes, Dreadnought/Walkers, Vehicles, Super Heavy Vehicles, Battle Fortresses, Knights, Scout Titans, Titans, Mega Titans. Some model placement is highly subjective, so feel free to reposition a model's position in the list.

Chaos:**Infantry - Daemons:**

Beasts, Bloodletters, Blue Horrors, Chaos Androids, Daemonettes, Fiends, Flamers, Fleshhounds, Pink Horrors, Plaguebearers

Infantry:

Beastmen, Chaos Champion, Chaos Space Marines, Chaos Squats, Chaos Terminators, Cultists, Minotaur, Troll

Cavalry/Bikes:

Beast Riders, Bikes, Disc Riders, Juggernauts

Dreadnoughts/Walkers:

Chaos Dreadnought, Robot

Vehicles:

Blood Reaper, Brass Scorpion, Cannon of Khorne, Cauldron of Blood, Contagion, Death Dealer, Doom Blaster, Doom Wing, Land Raider, Land Speeder, Mole Mortar, Predator, Rapier, Rhino, Silver Tower, Tarantula, Thudd Gun, Tower of Skulls, Thunderhawk, Vindicator, Whirlwind

Super Heavy Vehicles - Greater Daemons:

Plague Tower

Super Heavy Vehicles:

Fire Lord

Knights - Greater Daemons:

Bloodthirster, Great Unclean One, Keeper of Secrets, Lord of Change

Knights - Primarchs:

Angron, Fulgrim, Magnus the Red, Mortarion

Knights:

Hell-Knight, Hell-Scourge, Hell-Strider

Scout Titans:

Questor Titan, Subjugator Titan, Warhound Titan

Titans - Greater Daemons:

Lord of Battles

Titans:

Banelord, Reaper Titan, Warlord Titan

Eldar:**Infantry:**

Dire Avengers, Dark Reapers, Exarchs, Fire Dragons, Guardians, Harlequins, Howling Banshees, Scouts, Striking Scorpions, Swooping Hawks, Warlock, Wraithguard

Cavalry/Bikes:

Jet Bikes, Vyper

Dreadnoughts/Walkers:

Dreadnought, War Walker

Vehicles:

Anti-Grav Lascannon, Deathstalker, Doomweaver, Falcon, Firestorm, Nightwing, Vibro-Cannon, Warp Hunter, Wave Serpent

Super Heavy Vehicles:

Tempest

Knights:

Avatar

Scout Titans:

Revenant Titan

Titans:

Phantom Titan, Warlock Titan

Imperial Guard:**Infantry:**

Assault Troops, Beastmen, Company HQ, Commissar, Commissar Yarrick, Grey Knights, Heavy Troops, Ogryns, Ratling Snipers, Tactical Troops

Cavalry/Bikes:

Bikes, Rough Riders

Dreadnoughts/Walkers:

Robot, Sentinel

Vehicles:

Basilisk, Bombard, Chimedon, Chimera, Chimerax, Chimerro, Deathstrike, Gorgon, Hellhound, Hydra, Land Speeder, Leman Russ, Manticore, Marauder, Mole, Mole Mortar, Predator, Rapier, Rhino, Tarantula, Termite, Thudd Gun, Thunderbolt, Vindicator, Whirlwind

Super Heavy Vehicles:

Baneblade, Shadow Sword, Storm Hammer, Stormblade

Battle Fortresses:

Capitol Imperialis, Hellbore, Leviathan

Scout Titans:

Warhound Titan

Titans:

Reaver Titan, Warlord Titan

Orks:**Infantry:**

Bad Moonz, Blood Axes, Deathskulls, Evil Sunz, Freebooterz, Goffs, Gretchin, Ghazghkull Thraka, Madboyz, Nobz, Shokk Attack Gun, Snakebites, Stormboyz, Warboss, Warlord, Wildboyz

Cavalry/Bikes:

Bikeboyz, Boarboyz, Nobz Warbike

Dreadnoughts/Walkers:

Dreadnought, Tinbot

Vehicles:

Battlewagon, Bonebreaka, Bonecruncha, Bowelburna, Braincrusha, Bubble Chukka Speedsta, Destruktor Rokkit Speedsta, Doom Diver Magna-Kannon, Dragster, Gobsmosfera, Gutrippa, Hop Splat Gun, Kustom Kannon Speedsta, Land Raider, Lifta Droppa Speedsta, Lungbursta, Palsa Rokkit, Rhino, Scorcher, Spleenrippa, Squiggoth, Squig Katapult, Traktor Kannon, War Buggy, Wartrack, Weirdboy Battletower

Super Heavy Vehicles:

Gibletrinda, Skullhamma

Knights:

Stomper

Scout Titans:

Mekboy Gargant

Titans:

Great Gargant, Slasher Gargant

Mega Titan:

Mega Gargant

Space Marines:**Infantry:**

Assault Marines, Blood Claws, Chaplain, Devastator Marines, Grey Hunters, Grey Knights, HQ Unit, Inquisitor, Librarian, Long Fangs, Medic, Njal Storm Caller, Ragnar Blackmane, Scout Marines, Tactical Marines, Tech-Marine, Terminators, Terminator HQ, Veteran Marines, Wolf Guard, Wolf Guard Terminators, Ulrik the Slayer

Cavalry/Bikes:

Bikes

Dreadnoughts/Walkers:

Dreadnought, Robot

Vehicles:

Assault Pod, Deathwind Pod, Land Raider, Land Speeder, Marauder, Mole Mortar, Predator, Rapier, Razorback, Rhino, Support Pod, Tarantula, Thudd Gun, Thunderbolt, Thunderhawk, Vindicator, Whirlwind

Scout Titans:

Warhound Titan

Titans:

Reaver Titan, Warlord Titan

Squats:**Infantry:**

Attack Squad, Combat Squad, Hearthguard, Heavy Squad, Living Ancestor, Warlord

Cavalry/Bikes:

Guild Bikers, Guild Trike, Guildmaster

Dreadnoughts/Walkers:

Robot

Vehicles:

Berserker Battlecar, Dragon Battlecar, Gyrocopter, Mole, Mole Mortar, Mortar Battlecar, Rapier, Rhino, Tarantula, Termite, Thudd Gun, Thunder-Fire

Super Heavy Vehicles:

Goliath, Land Train Engine, Overlord

Battle Fortresses:

Colossus, Cyclops, Leviathan

Titan Legions:**Infantry:**

Assault Troops, Company HQ, Commissar, Heavy Troops, Tactical Troops

Vehicles:

Basilisk, Chimedon, Chimera, Chimerax, Chimerro, Hydra, Leman Russ, Manticore, Marauder, Thunderbolt

Super Heavy Vehicles:

Stormblade

Knights:

Baron, Knight Castellan, Knight Crusader, Knight Errant, Knight Lancer, Knight Paladin

Battle Fortresses:

Armageddon, Golgotha, Mars

Scout Titans:

Warhound Titan

Titans:

Reaver Titan, Warlord Titan

Mega Titans:

Imperator Titan

Tyranids:**Infantry:**

Gargoyles, Genestealers, Hormagaunts, Lictor, Termagants, Tyranid Warriors

Dreadnoughts/Walkers:

Zoanthrope

Vehicles:

Biovore, Dactylis, Exocrine, Haruspex, Malefactor, Mycetic Spore

Super Heavy Vehicles:

Harridan, Trygon

Knights:

Carnifex, Hive Tyrant

Battle Fortresses:

Dominatrix

Titans:

Hierodule, Heirophant