

Alternate Epic System

Objectives / Set Up:

Pick armies. One person sets up board, mission, and objectives, the other person picks sides.

Attackers typically will require a point bonus of 25% or more.

Normally won't have more than a few objectives. Objectives may have different values depending on importance of objective.

The game can be played with or without points awarded for destroying the enemy. If so the total value of objectives should be equal to value of army (i.e. 4000 pts.). There can be one objective, like a bridge, or many objectives.

The game can be played with or without reinforcements. To use reinforcements a set number of points is set aside for that purpose. That side picks which part of your army is in those reinforcements. Those reinforcements can automatically appear on a set turn or with a chance to appear each turn. There can be multiple sections of reinforcements.

Possible Scenarios:

Meeting Engagement: Start up like normal. Both sides move forward toward objective(s). Play until one objective has been held for x turns, or play for x turns total.

Attack/Defense: Defense sets up first on their half of board. Attacker then sets up normally. Play until one objective has been held for x turns, or play for x turns total.

Annihilation: Don't use objectives. It is a battle to eliminate as much of the opponent's army as possible. Play for x turns.

Breakout: Set up normally. One player must get as much of his army across his opponent's baseline as possible. Points are rewarded for each unit that makes it across baseline. If this is over half the value of that army then the breakout player wins. Don't use objectives. Play for x turns total.

Recover: Set up normally. Both sides are trying to recapture item in center of board. Object is invulnerable and can only be carried by non-flying vehicles. Vehicle must spend its entire turn to pick up the item. Don't use objectives. The winner is the team who gets the item across their baseline. No turn limit.

Assassination: A leader within one army is targeted for assassination (Nob, Commander, etc.) chosen by the person who chooses the mission. This person cannot leave the battlefield. Normal targeting rules for the alternate epic system still apply. Play for x turns. Use no objectives. Victory is based purely on whether the designated leader is alive at the end of the game.

Pincer: The attacker sets up on both ends of the table 15 cm deep. The defender sets up in the middle with a minimum 20 cm separating it from the attackers set up zones. Play with or without objectives as a battle to desperately hold an objective or as a battle of annihilation. Play until one objective has been held for x turns, or play for x turns total.

Note: Chaos and Tyranids may be at a disadvantage. One possible solution, besides reducing point costs would be to double the deployment area for them.

Sequence of Play:

Beginning Phase:

Place an order counter upside down next to each unit.

Roll d6 for initiative. Highest number wins (reroll ties). Winner chooses who goes first.

Regenerate shields & Repair Damage (see vehicle's info).

Remove appropriate templates.

Action Phase:

Players alternate action phases.

You may pass on your action phase if your opponent obviously has more unused units than you do.

Each unit flips its counter as it takes its action phase.

All elements within the unit must do the same action.

Close Combat Phase:

All close combat is resolved.

Actions:

Combat Action, then Move.

Move, then Combat Action.

Move.

Combat Action.

Double Move.

Overwatch.

Rally.
Do Nothing.

Combat Actions:

Fire.
Call Artillery..
Unload Troops & Fire.
Load Troops & Fire.

Movement:

Move up to the distance listed on the model's information. There are no double moves. All vehicles except Titans and flyers have no restrictions in how much they can turn.

Firing:

Weapons with no save modifier can only harm infantry, cavalry/bikes and vehicles without an armor save.
360 degree firing arcs unless specified otherwise.
+1 to hit Battle Fortresses, Dominatrixes, Revenant Titans, Mekboy Gargants, and Warhound Titans.
+2 to hit Battle Titans, Gargants, or Bio-Titans.
+3 to hit Imperators or Mega-Gargants.

Double Move:

Infantry can make a double move into close combat, instead of shooting. You must be able to reach the enemy. If not within range, you may completely retake the action phase.

Overwatch:

Place a First Fire marker face up next to the unit during its action phase. From that point on the unit may fire at any other unit at anytime, including in the middle of the opponent's Action Phase. Notice that you cannot do any movement with Overwatching units.

Close Combat:

Units must make a M check to enter close combat, failing this roll still allows the attacker to do any action except trying to enter a close combat with any model.

They may make a Fire and Move, Move, or Double Move action to enter close combat. Shooting units must fire at least 1 group of fire at the model it charges.

The attacker must declare its shots as well as who it is charging. The move will be completed even if the target unit is destroyed by shooting.

During the charged unit's action phase, if it hasn't had one yet, it may shoot at the charging model. At least 1 group of fire must be shot at the charging model.

If the charged unit fails to kill all the attackers it must then make a M check.

On failing this roll, it must immediately move its move statistic away from the enemy and is broken. A unit may voluntarily fail this roll if it has a M of 2 or worse. If the attacker has enough movement left over to catch the fleeing unit, it may still engage in close combat if desired.

If the defender made its M check, it stands its ground.

Close combats are resolved in the close combat phase as normal.

Resolve multiple combats in the order that close combat was initiated.

Model size classes are: Vehicle/Infantry, Super Heavy Vehicles, and Titans.

Only models of the same size class or larger can force a defender to make a M check.

Only Infantry, Bikes/Cavalry, Dreadnoughts/Walkers, Knights, Titans and Tyranids may initiate close combat. All other vehicles roll 1d + CAF in close combat.

Flyers and Airships may not be close assaulted.

Targeting:

You are limited in who you may target, giving preference to opponents who are nearby, who have fired on you, and are in the open. Enemies within 25cm almost always must be engaged first.

Opponents that you have little hope of killing may be bypassed.

Try to consider what real troopers in that situation would fire at.

Infantry/Vehicles: Each model may only fire at one target.

Super Heavy vehicles: Each model may split its fire into two groups to fire at two target.

Titans and Battle Fortresses: Each model may split fire as you see fit.

Exception: Bolters, Shuriken Catapults, and Spore Cysts may be split off to fire at another unit, regardless of the model's class. These weapons may fire at multiple targets, starting with the closest susceptible model and allocating shots at each successive model.

Every model in a targeted unit must have a shot allocated to it before your unit may allocate shots at another unit.

Barrages:

Vehicles listed as artillery may be off board.

Off board artillery cannot be attacked.

Off board artillery cannot enter the board, and artillery cannot exit the board and become off board artillery.

Off board artillery is automatically indirect fire and as such will scatter.

A unit on the board must spot for the artillery as its combat action. This unit must use normal targeting priorities as if it were shooting at the target itself. A unit may only spot for one unit of artillery and only for one target. Each individual spotter can call artillery.

Any Tyranid that is within Hive Mind radius may call artillery and still have a complete action phase.

An artillery unit may combine its firing into one barrage template, or it may lay one barrage template per gun. In the case of multiple barrage templates, place the templates in any pattern so that they just touch, and then roll to scatter if appropriate.

Smoke:

Artillery that has "Smoke" noted on its description may drop smoke instead of firing for effect. As normal the templates must touch and will scatter if indirect.

Smoke blocks line of sight and the template is left until the end of the round. Smoke is approximately 10cm high.

Psychic Powers:

Trooper stand psychics, such as Librarians, may use a psychic power instead of firing their weapon as their combat action.

Vehicle and Tyranid psychics, such as Warlock Titans and Hive Tyrants, may use a psychic power and fire its weapons as its combat action.

Armor:

-1 armor to side and rear.

Woods:

Woods are approximately 10cm tall and may be shot over.

Vehicles (not super heavy or larger) may move through woods at 1/4 speed. At the edge of woods they may take the to be hit penalty.

Buildings:

Buildings are invulnerable and cannot be destroyed.

7+ to Hit Rule:

Eliminated.

Formation Distance:

5 cm, not 6 cm.

Command Units:

Command Units received no special treatment.

Hull Down:

Vehicles can spend their move by going hull down on the backside of a hill. It is then -1 to be hit.

Taking Cover:

Infantry can give up its move and “take cover”. It is then -1 to be hit. Cannot be combined with the cover benefits of buildings.

Morale Checks:

Each unit makes a M check at the end of end of any action phase or close combat phase that its loses reached 50% or 75% of its starting total.

A unit may be required to make M checks at other times (particularly in close combat). Failure means the unit is broken

Broken:

Broken units are given Fall Back counters.
They must move away from the enemy, and towards cover.
They may stop, once in cover.
-2 CAF.
No routing.

Rallying:

A unit may attempt to Rally as its action phase.
Make a M check. A unit is no longer broken on a successful roll.
Units at or below 25% strength may not rally.

Infantry:

Infantry with weapons that don't have a save modifier may still effect armored vehicles within 10 cm.

Transports & Infantry:

If a troop transport is destroyed, roll a d6 for each stand onboard. On a 5+ it survives the attack, place it where the transport was.

Transports that are part of a unit may separate from the stands themselves to provide support. The transports may be up to 25 cm away from the troop stands, but all the transports must be within formation distance of each other.
Infantry may unload at the end of the action phase, but they will not get their own action phase unless the vehicle description specifically says otherwise.

Skimmers:

Skimmers that don't move may make a pop-up attack. The height they pop up to is the same as their Move statistic.
Skimmers that conducted a pop-up attack may be targeted by any unit that hasn't yet fired.

Flyers:

Flyers conduct a Move and Fire Action that consists of flying in a straight line from your baseline to a point that it wishes to shoot its munitions, firing its weapons, and then continuing in the straight line off the board. It may repeat this each round.

If the flyer can land (as a Thunderhawk), it may fly to its landing spot, fire, and then land. On a later turn it may take-off, fire its weapons, and then fly off board in a straight line in any direction.

Only vehicles capable of Snap Fire that haven't had their action phase may shoot down flyers. Such a vehicle, may stop the flyer at anytime in its action phase that it is within range. This does not count as the vehicle's Action Phase, but any weapons fired at the flyer cannot be fired again this turn. If the vehicle doesn't fire all its shots at the first flyer, it may shoot at other flyers as they fly overhead. The number of shots against each flyer must be declared before rolling to hit, and if the flyer survives, it may not be further targeted by that vehicle.

Void Shields & Power Fields:

Record the amount of shield/field points for the vehicle as listed on its description.

Shields/Fields are regenerated in the Beginning Phase. The vehicle will specify what to roll.

Shields/Fields are reduced by 1 point for each point of Save Modifier on the attacking weapons. A shot that blows through the remaining shield/field points and more, will drop the shields, but have no other effect.

Titans/Gargants:

Template weapons may not target specific locations on Titan/Gargants. Instead aim at the center location and roll 2 sets of aim dice and take all the results. If the shot misses the Titan/Gargant, reroll until the Titan/Gargant is hit.
Roll 3 sets of aim dice for Mega-Gargants, and 4 sets for Imperators.

Battle Fortresses:

Battle Fortresses are not automatically destroyed when it fails its saving throw. Roll on the following chart:

- 1-2: Incapacitated on 4+. Repair on 5+.
- 3-4: Incapacitated. Repair on 5+.
- 5-6: Destroyed.

Allies:

Maximum of 25% allies and only 1 source of allies.

Army Selection Rules

Chaos

Allies: Up to 50% Imperial Guard.

Each Greater Daemon requires a minimum of 3 and a maximum of 5 support cards. Support cards must be generic or from the god your Greater Daemon represents.

Each Primarch allows the appropriate Chaos Space Marine Legion, and requires a minimum of 3 and a maximum of 5 support cards. Support cards must be generic, Chaos Space Marine, or from the god your Primarch represents.

All support cards that can see the Greater Daemon/Primarch they are attached to automatically make all M checks. Those same support cards must make a M check if that Daemon is killed.

Chaos Cards and Chaos Reward Cards are not used.

Greater Daemons & Primarchs have 3 wounds. Charged troops must make an extra M check.

Daemons force an extra M check on charged troops.

Daemon Engines of Khorne must always move towards the enemy.

Eldar

Allies: When fighting Chaos or Orks, the Eldar may ally with Imperial Guard, Space Marines, Squats, and Titan Legions.

Each Host card allows 1 Special and up to 5 support cards to be taken.

Every Eldar army gets the Avatar for free as well as 1 Free card from the craftworld that is most numerous in your forces.

Imperial Guard:

Allies: Space Marines, Squats, Titan Legions, and if fighting Chaos or Orks then Eldar.

Each Company card allows 1 Special and up to 5 support cards to be taken.

Each Company HQ must be within 50 cm of a unit for the Chain of Command to be intact. Units out of the Chain of Command may only sit and shoot. Commissars can step in and reestablish control of a unit.

Off board companies may only have off board support units, unless those support units are specifically exempt from Chain of Command rules.

Leviathans are not considered regimental HQs.

Orks:

Allies: None

Each Clan card allows 1 Special and up to 5 support cards. You must take all the Clan cards, and all the allowed Special and support cards, before taking duplicates of the Clan cards. Support cards must be generic or specific to the type of clan it is attached to. Deathskulls are special in that they may take support cards from any clan.

You may only take so many Mekboy cards per clan:

Bad Moons, Deathskulls, Goffs, and Snakebites: 1 Mekboy support card each.

Blood Axes and Evil Sunz: 2 Mekboy support cards.

Kult of Speed: 5 Mekboy support cards.

Each Mekboy support card allows 2 free Mekboy Repair cards, which can be given to any unit in your army that can use it.

Units must stay within 10 cm of a command unit, such as Nobz, or within formation distance of a unit that is within distance, thus forming large groups of troops.

Units that fail to maintain their connection with a command unit, will revert back to their instincts except for models that are specifically exempted. Each clan has different instincts:

Bad Moons: Sit still and shoot at the closest enemy.

Blood Axes: Move towards nearest table edge and stop there. They may shoot at any enemies within 25 cm.

Deathskulls: Move towards the nearest objective and shoot at any enemies within 25 cm.

Evil Sunz: Move as far as possible towards the farthest board edge and engage anyone that gets in their way. No shooting.

Goffs: Move as far as possible towards the nearest enemy and engage in close combat. No shooting.

Kult of Speed: Move the maximum in any direction, trying to stay in a straight line, and engaging anyone who gets in their way in close combat. No shooting.

Snakebites: No shooting. If desired, may move towards nearest enemy and engage in close combat.

Space Marines:

Allies: Imperial Guard, Squats, Titan Legions, and if fighting Chaos or Orks then Eldar.

Each Company card allows 1 Special and up to 5 support cards to be taken. You cannot mix company, special, and support cards from different chapters.

Squats:

Allies: Eldar, Imperial Guard, Space Marines, and Titan Legions.

Each Company card allows 1 Special and up to 5 support cards to be taken.

Titan Legions:

Allies: Imperial Guard, Space Marines, Squats, and if fighting Chaos or Orks then Eldar.

Each Company card allows 1 Special and up to 5 support cards to be taken.

Each Company HQ must be within 50 cm of a unit for the Chain of Command to be intact. Units out of the Chain of Command may only sit and shoot. Commissars can step in and reestablish control of a unit.

Knight Households are exempt from the Chain of Command rules and only Knight and Titan support units may be attached to Knight households.

Off board companies may only have off board support units, unless those support units are specifically exempt from Chain of Command rules.

Tyranids:

Allies: None.

1 Dominatrix per 3,000 pts.

Build swarms off of the Dominatrix by attaching swarms where the arrows allow on the swarm cards.

Hive Mind Cards are not used.

Dominatrixes have a Hive Mind radius of 30 cm.

Hive Tyrants have a Hive Mind radius of 20 cm.

Tyranid Warriors have a Hive Mind radius of 10 cm.

Commander & Independent creatures are controlled normally.

Instinctive creatures must be within the Hive Mind radius of one of the above creatures at the beginning of the turn or they will revert to instinctive behavior.

Hunt: Move towards and shoot at the nearest enemy.

Nest: Sit and shoot at the nearest enemy.

Rampage: Maximum movement towards the nearest enemy and engage in close combat.

For any mission that uses objectives, Tyranids will not receive points for objectives, but do receive double the normal points for killing the enemy. Tyranids cannot sit on objectives to deny them to the enemy, they must pretend the objectives don't exist.