

WARHAMMER EPIC 40,000



Separatists

Cost	Pocketmodel	speed	range	firepower	assault	armour	special	Epic 40K Unit	Size*
8	Dwarf Spider Droid	20	30	1	1	4+		<i>sentinel</i>	1
10	Snail Tank	30	30	2	1	4+		<i>attack bike</i>	1
10	Swoop	35	15	1	2	4+		<i>bike squadron</i>	1
20	Vulture Droid	35	30	2	1	4+	Skimmer	<i>land speeder</i>	1
22	Geonosian Fighter	40	30	2	1	4+	Skimmer	<i>vypers</i>	1
24	Spider Droid	20	45	2	0	6+		<i>war walker</i>	1
26	Hailfire Droid	30	45	barrage	0	5+	Artillery	<i>whirlwind</i>	2
28	Proton Cannon	10	45	3	1	5+	Flak	<i>long range hydra</i>	2
32	Octuptarra Tri Droid	15	45	4	4	5+		<i>stompa</i>	6
32	AAT	25	45	3	1	6+		<i>leman russ</i>	2
32	AAT Defoliator	25	45	(3)0	1	6+	Anti-personnel	<i>executioner</i>	2
75	Defensive Cannon	0	40-140	0	0	5+	Mega Cannon, Artillery	<i>long range goliath</i>	/
112	Droid Landing Craft	35	30	4 disrupt	8	5+	Skimmer, Transport 8, Damage Capacity 4 (Disrupt -1, Transport & Assault -2 per damage)		

Cost	Pocketmodel	speed	range	firepower	assault	armour	special	Epic 40K Infantry	Size
5	Geonosis Swarm **	10	15	1	1	3+		<i>Gretchin</i>	1
5	Retail Droid **	10	15	1	1	3+	Drop Pods	<i>Gretchin</i>	1
7	B1 Battle Droids **	10	30	1	1	3+		<i>Imperial Guard</i>	1
8	Droideka **	15	15	2	1	3+		<i>Guardians</i>	1
9	Magna Guard **	10	30	1	2	4+		<i>Orks</i>	1
11	Bull Rancor	15	0	0	4	4+	Save, Rampage	<i>Bloodletters</i>	1
14	Jango Fett **	15	15	1	4	4+	Jump Packs	<i>Swooping Hawks</i>	1
14	B2 Super Droids **	10	(30)45	(1)2	1	3+	Heavy Weapons	<i>Heavy Weapons</i>	1
14	Droid STAP	(15)20	15	(2)1	1	3+	Jump Packs, Fast	<i>Swooping Hawks</i>	1
15	Felucian Rancor	15	0	0	4	4+	Save, Psyker	<i>Daemonettes</i>	1

Cost	Pocketmodel **	speed	range	firepower	assault	armour	special	Detachment HQ	Size
50	Asajj Ventress	15	0	0	8	6+	Psyker, Save	HQ	1
50	Jango Fett	10	30	3	(2)4	6+	Save, Jump Packs	HQ	1
50	General Grievous	10	30	1	(3)6	(5+)6+	Save, Rapid Fire, Cavalry, Skimmer	HQ, Commander	1
50	Commander Grievous	10	30	1	(3)6	5+	Save, Rapid Fire, Jump Packs, Stubborn	HQ, Commander	1
55	Count Dooku	15	0	0	6	6+	Psyker, Save	HQ, Commander	1

Cost	Pocketmodel	speed	range	firepower	assault	armour	special	Epic 40K Flyer	Size
30	Belbullab-22	flyer	15	2	3/2	5+		<i>thunderbolt</i>	/
30	Porax-38	flyer	15	2	3/2	5+		<i>thunderbolt</i>	/
30	Droid Gunship	flyer	15	barrage	3/2	5+		<i>fighta-bommer</i>	/
31	Droid Trifighter	flyer	15	2	4/2	4+		<i>doomwing</i>	/
31	Vulture Starfighter	flyer	15	2	4/2	4+		<i>doomwing</i>	/
40	Slave I	flyer	15	2	4/2	5+		<i>night wing</i>	/

*For Transport

** Card cutouts



Sequence of Play

1. MOVEMENT PHASE
 1. Declare flyer missions (Strafing Run, Combat Drop, Interceptor, Coordinated Attack or Salvage Operation)
 2. Determine initiative
 3. First player movement
 4. Second player movement
2. SHOOTING PHASE
 1. Determine initiative
 2. Shoot with vehicles and infantry (Alternate turns to shoot)
 3. Determine initiative again
 4. Shoot with war engines (As with infantry and vehicles)
3. ASSAULT PHASE
 1. Determine initiative
 2. Resolve the first player's assault moves, close combats and firefights
 3. Resolve the second player's assault moves, close combats and firefights
4. RALLY PHASE
 1. Roll to remove blast markers (D6-1 from each detachment)
 2. Roll to rally broken detachments (Leadership test, cannot rally if the detachment has same number or more blast markers than units left in it)
 3. Repair war engine damage and shields (Roll 4+ for each)
 4. Check scenario victory conditions

INITIATIVE Roll 1 D6 at the start of the match for both. The winning army has higher strategy rating for this match. Use 3 counters for army with higher strategy rating and 2 counters for army with lower. Put them into cup and draw from there. Return counters only at the end of the turn (unless rules state otherwise).

DETACHMENTS HQs Each detachment has a HQ unit. If any other unit is **further than 30 cm away from its HQ, it is out of order** and cannot move in the movement or assault phase nor shoot in the shooting phase. It may still snap fire, fight in close combat or lend support to close combat or firefight. This command rule is checked at the start of the each phase. If a separated unit is broken in close combat or firefight, it is automatically destroyed but do not affect the rest of the detachment. On the other hand, if the main detachment is broken, it does not affect the separated unit. If the detachment HQ is destroyed, next unit in the chain of command takes place. The player controlling the detachment has choice of which one.

BLAST MARKERS Blast markers are accumulated from shooting, close combat and firefights. Any detachment with blast markers must succeed in leadership test to move in the movement or assault phase or to set overwatch. **EXCEPTION:** Broken detachments may make a retreat move without taking a leadership test. In addition to that, in the shooting phase, the detachment has its firepower reduced by 1 for each blast marker it has. This is reduced *after* blast markers to target detachment are placed. If the detachment has super heavy weapons, each blast marker prevents one super heavy weapon from shooting unless there is normal firepower to reduce first.

LEADERSHIP TEST Roll 1 D6. If the roll is **more than blast markers** in the detachment, the test **is passed**. Detachments that currently contain 15 or more units add +1 to the dice roll. A roll '6' prior any to modifications always succeeds.

BROKEN DETACHMENTS A detachment becomes broken if it loses a close combat or firefight. It must immediately retreat, and may make a retreat move in a subsequent movement phase (unless it is first rallied, of course). Mark a broken detachment with the Order dice. A broken detachment may not move otherwise, may not fire in the shooting phase and has its Assault value and Firepower halved for close combats and firefights. Retreat move may be up to 20cm, regardless of a unit's actual Speed. Normal terrain rules apply, and if the unit ends a retreat move within 15cm of the enemy, it is destroyed.

ARTILLERY Artillery units may **fire without LOS**. In addition to that, they may fire in the movement phase, using preparatory bombardment. The detachment must be set to special orders at the start of the movement phase, before initiative is drawn. Artillery units may then fire at the start or end of the opposing player's movement. The rest of the detachment can then be set to overwatch and other units can make normal 5 cm move and fire in the shooting phase. Note that units firing a preparatory bombardment may not reroll any misses.

ANTI-PERSONNEL (AP) When shooting with an anti-personnel super heavy weapon, roll a number of dice equal to the unit's firepower. **Discard any 6's** that are rolled and then **discard misses** and allocate hits with the remaining dice as you would for a normal firepower attack. **Do not use the firepower table** for this attack.

WARHAMMER EPIC 40,000

Army of the Republic



Cost	Pocketmodel	speed	range	firepower	assault	armour	special	Epic 40K Unit	Size*
10	Swoop Bike	35	15	1	2	4+		bike squadron	1
20	Swamp Speeder	35	30	2	1	4+	Skimmer	land speeder	/
14	AT-OT	15	45	disrupt	2	5+	Open Top, Transport (2)	assault gorgon	6
24	AT-AP Podwalker	20	45	2	0	6+		war walker	6
27	Saber-class Tank	30	45	2	1	6+		predator	6
28	UT-AT Trident	30	30	disrupt	2	6+	Skimmer, Transport (2)	wave serpent	6
29	Juggernaut Turbo Tank	25	45	3	2	5+		slaanesh engine	/
38	SPHA	5	75	5	3	5+	Save	castellan	6
45	AT-TE Tanks	20	45	2AT	2	6+	Transport (2)	land raider	6
50	Artillery Cannon	10	90	hvy barrage	0	5+	Artillery	chaos artillery	/

Cost	Pocketmodel	speed	range	firepower	assault	armour	special	Infantry	Size
10	Wookiee Loyalty **	10	15	1	4	5+		Ogryns	1
10	Tarfful **	10	15	1	4	5+		Ogryns	1
10	Chewbacca **	10	15	1	4	5+		Ogryns	1
13	AT-RT	(10)20	(30)15	1	(2)3	(4+)5+	Cavalry, Assault	Boarz	1
15	BARC Speeders	40	15	2	1	4+	Skimmer	Jet Bikes	1
15	Clone Troopers **	10	30	1	3	5+	Stubborn, Rapid Fire	Space Marines	1
17	Jedi Escort **	10	(30)15	1	(3)4	5+	Assault, Jump Packs, Stubborn, Rapid Fire	Assault Marines	1
19	501st Legion **	10	30	1	3	5+	Rapid Fire, Stubborn, Save	Terminators	1
19	Galactic Marines **	10	30	1	3	5+	Rapid Fire, Stubborn, Save	Terminators	1

Cost	Pocketmodel **	speed	range	firepower	assault	armour	special	HQ	Size
42	Padmé Amidala	10	30	1	(2)4	4+	Save, Stubborn	HQ	1
50	Ahsoka	10	30	1	(2)4	3+	Save, Psyker	HQ/Commander	1
50	Cody / Thiree / ...	10	30	1	(3)6	5+	Save, Rapid Fire, Stubborn	HQ	1
50	Mace Windu	10	30	1	(3)6	5+	Save, Rapid Fire, Stubborn	HQ/Commander	1
50	Obi-Wan Kenobi	10	30	1	(2)4	4+	Save, Psyker	HQ/Commander	1
58	Yoda	15	0	0	6	6+	Save, Psyker, Skimmer	HQ/Commander	1
60	Anakin	10	30	1	(3)6	5+	Jump Packs, Psyker, Rapid Fire, Stubborn, Save	HQ	1

Cost	Pocketmodel	speed	range	firepower	assault	armour	special	Epic 40K Flyer	Size
30	V-Wing	flyer	15	2	3/2	5+		thunderbolt	/
35	Jedi Starfighter	flyer	30	2	3/2	5+		barracuda	/
31	Z95 Headhunter	flyer	15	2	4/2	4+		doomwing	/
40	Jedi Interceptor	flyer	15	2	4/2	5+		night wing	/
40	V19 Torrent	flyer	15	2	4/2	5+		night wing	/
45	Republic ARC Gunship	flyer	30	5	2/2	5+		marauder	/
60	Republic Attack Shuttle	flyer	30	6	1/2	5+	Transport (4)	vampire	/
80	LAAT	flyer	30	8	1/4	6+	Transport (6)	thunderhawk	/

* When Transported

** Card cutouts

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Rebels

Cost	Pocketmodel	speed	range	firepower	assault	armour	special	Epic 40K Unit	Size*
7	Luke's Landspeeder	30	n/a	0	0	5+	Transport (2)	Rhino	/
20	T47 Airspeeder	35	30	2	1	4+	Skimmer	Land Speeder	/
20	Cloud Car	35	30	2	1	4+	Skimmer	Land Speeder	/
22	Skyhopper	40	30	2	1	4+	Skimmer	Vyper	/
24	Chewie's AT-ST	20	45	2	0	6+		War Walker	/
27	T4-B Heavy Tank	25	45	3	1	6+		Shootier Predator	/

Cost	Pocketmodel	speed	range	firepower	assault	armour	special	Epic 40K Infantry	Size*
5	Ewok Squad **	10	15	1	1	3+		Gretchin	1
7	Rebel (Troopers) **	10	30	1	1	3+		Imperial Guard	1
8	Ewok Ambush **	10	15	1	1	3+	Close Support, Infiltrators	Ratlings	1
10	Chewbacca **	10	15	1	4	5+		Ogryns	1
10	Tauntaun Riders	10	(30)15	1	(1)2	(3+)4+	Cavalry, Assault	Rough Riders	1
11	Logray **	10	15	1	1	3+	Save	Gretchin	1
11	Chief Chirpa **	10	15	1	1	3+	Save	Gretchin	1
12	(Ewok) Flyover **	15	n/a	0	2	3+	Jump Packs	Kroot Vultures	1
14	Han Solo **	10	(30)45	(1)2	1	3+	Heavy Weapons	Heavy Wepaons	1
14	Anti-Infantry Guns **	5	60	disrupt	0	4+	Artillery	Long Range Pulsa Rokkit	/
15	Jedi Speeder Bikes	40	15	2	2	4+	Skimmer	Assault Jet Bikes	1
16	Strike Team **	10	30	1	3	5+	Infiltrators, Stubborn, Rapid Fire	Scouts	1
18	Antivehicle Weapons**	5	60	AT	0	4+	Anti-Tank	Long Range Support Weapons	/
37	Leia Organa **	10	30	1	(1)2	3+	Save, HQ	Command Squada	1
47	Luke Skywalker **	10	30	1	(1)2	3+	Save, Psyker, HQ	Command Squad	1

Cost	Pocketmodel	speed	range	firepower	assault	armour	special	Epic 40K Flyer	Size*
30	A-Wing	flyer	15	2	3/2	5+		thunderbolt	/
30	Y-Wing	flyer	15	barrage	3/2	5+		fighta-bommer	/
31	B-Wing	flyer	15	2	4/2	4+		doomwing	/
40	X-Wing	flyer	15	2	4/2	5+		night wing	/
40	Millenium Falcon	flyer	15	(2)1	(4)5/(2)3	5+	Fast	night wing	/
60	Lambda Class Shuttle	flyer	(30)15	(6)3	1/2	5+	Flak, Transport (4), Close Support	vampire	/
40	Outrider	flyer	15	2	4/2	5+		night wing	/

* Size when Transported

** Card cutouts



Empire

Cost	Pocketmodel	speed	range	firepower	assault	armour	special	Epic 40K Unit	Size
24	AT-ST	20	45	2	0	6+		war walker	/

Cost	Pocketmodel	speed	range	firepower	assault	armour	special	Super Heavy	Size
110	AT-AT							shadowword	/

Cost	Pocketmodel	speed	range	firepower	assault	armour	special	Infantry	Size*
7	Stormtroopers **	10	30	1	1	3+		Imperial Guard	1
7	Snowtroopers **	10	30	1	1	3+		Imperial Guard	1
8	Bounty Hunter **	10	30	1	1	3+	Infiltrators	Ratlings	1
8	Scout Trooper **	10	30	1	1	3+	Infiltrators	Ratlings	1
14	Boba Fett **	15	15	1	4	4+	Jump Packs	Swoopin'Hawks	1
14	Probe Droids **	(15)20	15	(2)1	1	3+	Jump Packs, Drop Pods, Fast	Swoopin'Hawks	1
15	Speeder Bikes	40	15	2	1	4+	Skimmer	Jet Bikes	1
24	Dewback Riders	15	45	1	5	6+	Rampage	Chaos Dread	1
52	Emperor Palpatine **	10	15	2	8	6+	HQ, Psyker, Save	Unclean One	1
57	Darth Vader **	15	0	0	6	6+	HQ, Psyker, Save, Commander, Rampage	Daemon Prince	1
60	Lord Vader **	10	30	1	(3)6	5+	HQ, Psyker, Stubborn, Commander, Save, Rapid Fire	Ordo Malleus	1

Cost	Pocketmodel	speed	range	firepower	assault	armour	special	Epic 40K Flyer	Size
30	TIE Fighter	flyer	15	2	3/2	5+		thunderbolt	/
30	TIE Bomber	flyer	15	barrage	3/2	5+		fighta-bommer	/
31	TIE Fighter Advanced	flyer	15	2	4/2	4+		doomwing	/
40	TIE Fighter Interceptor	flyer	15	2	4/2	5+		night wing	/
60	Lambda Class Shuttle	flyer	(30)15	(6)3	1/2	5+	Flak, Transport (4), Close Support	vampire	/

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** Card title cutout

Hutt Cartel

Cost	Pocketmodel	speed	range	firepower	assault	armour	special	Epic 40K Unit	Size*
28	Sail Barge	30	30	disrupt	2	6+	Skimmer, Transport (2)	wave serpent	/
29	Desert Skiff	30	45	2	1	5+	Skimmer, Transport (1)	falcon	/

Cost	Pocketmodel	speed	range	firepower	assault	armour	special	Infantry	Size*
5	Scum & Villainy **	10	15	1	1	3+		Gretchin	1
8	Bounty Hunter **	10	30	1	1	3+	Infiltrators	Ratlings	1
10	Swoop Bike	35	15	1	2	4+		Bike Squadron	1
11	Rancor	15	0	0	4	4+	Rampage, Save	Bloodletters	1
40	Jabba the Hutt **	10	0	0	2	4+	HQ, Psyker	Beast Psyker	1
50	Boba Fett **	10	30	3	(2)4	6+	HQ, Jump Packs	TAU Crisis HQ	1

Cost	Pocketmodel	speed	range	firepower	assault	armour	special	Epic 40K Flyer	Size*
40	Slave I	Flyer	15	2	4/2	5+		Night Wing	/

* Size when Transported

** Card title cutout

Separatist HQ's

Virtual Character	Detachment Command	Cost
Poggle the Lesser, Archduke of Geonosis	HQ	+25
Sun Fac, Geonosian Lieutenant	HQ	+25
OOM Battle Droid Commander	HQ	+25
Wat Tambor, Techno Union	HQ	+25
Viceroy Nute Gunray	HQ	+25
General Lok Durd, Weapons Developer	HQ	+25
Durge	HQ, Hero	+50
General Grievous	HQ, Hero, Psyker	+60
Asajj Ventress	HQ, Hero, Psyker	+60
Count Dooku	HQ, Hero, Psyker	+60

Republic HQ's

Virtual Character	Detachment Command	Cost
Anakin Skywalker and Ahsoka Tano	HQ, Hero, Psyker	+60
General Kenobi	HQ, Hero, Psyker	+60
Mace Windu	HQ, Hero, Psyker	+60
Aayla Secura	HQ, Hero, Psyker	+60
Kit Fisto	HQ, Psyker	+35
Ki-Adi Mundi	HQ, Psyker	+35
Stass Allie	HQ, Psyker	+35
Luminara Unduli and Barriss Offee	HQ, Psyker	+35
Plo Koon	HQ, Psyker	+35
Tarfull	HQ, Hero	+50
Clone Commander Rex	HQ, Hero	+50
Clone Commander Cody	HQ, Hero	+50
Clone Commander Thiree	HQ	+25
Clone Commander Bly	HQ	+25
Clone Commander Gree	HQ	+25
Clone Commander Bacara	HQ	+25
Clone Commander Appo	HQ	+25

HQs

Virtual Character	Detachment Command	Cost
Jabba the Hutt	HQ, Psyker	+35
Gardulla the Hutt	HQ, Psyker	+35
Luke Skywalker, Landspeeder Driver	HQ, Hero, Psyker	+60
Big Gizz, Swoop Gang Leader	HQ, Hero	+50
Spiker, Swoop Bike Ganger	HQ	+25

(Named character Units are unique.)

There are only 3 types of Detachments in "EPIC 40,000 - Star Wars":

- Armour Detachments
- War Machine Detachments
- Air Detachments

Each Detachments consists of an HQ and a Main Force. (EPIC 40,000 rules for Support are ignored.)

Each Detachment must have at least 1 HQ Unit. (If more HQ's are included, choose one to be active.)

Upgrades

Armour Detachment:

Include one Unit with an HQ ability.

Any Unit can receive an HQ Ability for +25 points.

Any Unit can receive a Hero Ability for +25 points.

Any Unit can receive a Psyker Ability for +10 points.

War Machine Detachment:

Any one Unit receives an HQ Ability for free.

Any Unit can receive a Psyker Ability for +10 points.

Air Detachment:

Any Unit can receive an HQ Ability for +25 points.

Mounting

Armour Detachment:

Add an Infantry Unit with the HQ special ability.

Air Detachment:

Add an Infantry Unit with the HQ special ability to one Flyer that has the Transport Ability.