EPIC ARMAGEDDON

BP	Extra Temp.	Extra BM	AP/AT
1	0	0	6+/6+
2	0	0	5+/6+
3	0	0	4+/5+
4-5	1	0	4+/5+
6-7	1	1	4+/5+
8-9	2	1	4+/5+
10-12	2	2	4+/5+
13-15	2	3	4+/5+
16-18	2	4	4+/5+

Terrain	INF	AV	WE
Building	4+	I	I
Cliff	I	I	I
Fort.	3+, S	S	I
Jungle	4+	I	D
Marsh	6+, D	D	D
Open	-	-	-
River	6+, D	I	-
Road	S	S	S
Rubble	4+	D	D
Scrub	6+	-	-
Woods	5+	D	D

Needing 7+ to Hit

Target	D6 rolls needed
7+	6 followed by 4, 5, 6
8+	6 followed by 5, 6
9+	6 followed by 6
10+	May not be hit

For everything Epic visit

Tactical Command

http://taccmd.tacticalwargames.net/

Action Test Table

Formation has at least one Blast marker	-1
Formation is trying to retain the initiative	-1

Rally Test Modifier Table

Formation is broken	-2
There are enemy units within 30cms	-1

To Hit Modifier Table

Target is in cover	-1
Attacker is carrying out a double or marshal action	-1
Attacker is carrying out a sustained fire action	+1

Assault Modifier Table

For each kill you have inflicted	+1
You have more units	+1
You have more than twice as many units	+1
Your formation has no Blast markers	+1
Enemy has more Blast markers	+1
Led by *inspiring* character	+1

Victory Conditions Summary

Blitz	Capture the objective on your opponent's board edge
BTS	Destroy the enemy formation worth the most points
DTF	Control all three objectives in your table half
T&H	Capture two objectives in your opponent's table half
TSNP	No unbroken enemy formations in your table half