

# EPIC ARMAGEDDON OFFICIAL ERRATA

This document is the official errata for the Epic Armageddon rules system. It corrects mistakes in the Epic Armageddon rules and army lists, and also revises some of the rules in light of feedback from players and further development by the design team. At a future date we plan to incorporate the errata into a new edition of the online versions of the rules

1.7.5: Paragraph 3: Change the end of the paragraph as follows: "... or if the formation is broken by Blast markers, etc). If the transport unit is destroyed, then any transported units may make their normal armour save OR make a 6+ cover save. See 2.2.6 if a transport is destroyed by a macro-weapon."

1.8.4: Open Ground Paragraph: Change the first sentence to the following:  
"Infantry count as being in cover (-1 to hit modifier) and receive a 5+ cover save if they are on Overwatch in Open Ground."

1.9.6: Add 3<sup>rd</sup> Paragraph: "If an attacking formation scores hits both with normal weapons and weapons with the macroweapon ability, then the opposing player must allocate and make any saves for the normal hits first, and then allocate and make any saves for the macro-weapon hits. Hits from macro-weapons can only be applied to units that are in a position to be hit by a macro-weapon (Note: With the exception of War Engines (see 3.3.2), during an assault, all units up to 15cm away are valid targets for allocation, regardless of whether the hits are from CC or FF.).

1.9.8: Change the Barrage Table to the following:

Barrage Points	Extra Template	Extra Blast Marker	To Hit Rolls	
			AP	AT
1	None	None	6+	6+
2	None	None	5+	6+
3	None	None	4+	5+
4-5	One	None	4+	5+
6-7	One	One	4+	5+
8-9	Two	One	4+	5+

10-12	Two	Two	4+	5+
13-15	Two	Three	4+	5+
16-18	Two	Four	4+	5+

1.9.8: Indirect Fire Rules: When the rules are updated these rules will be moved to the special abilities section so that they can be used by other types of unit.

1.12.5: The assault rules are changed as follows. This is a major change aimed at dealing with some of the stranger situations that can occur when friendly units are set up to lend support to a small attacking force.

## 1.12.5 Resolve Assault (change)

All units have two assault values: a close combat value and a firefight value. Units that are in base-to-base contact with the enemy use the close combat value, while units that are not in base contact but are within 15cm and have a line of fire to the enemy can use their firefight value. Units that are armed only with close combat weapons and do not have any small arms or other ranged weapons may only attack if in base contact with the enemy.

Roll 1D6 for each unit that may attack. Note that Blast markers do not suppress units from formations involved in an assault – it is assumed that the proximity of the enemy means that everyone joins in! Compare the dice roll to the unit's close combat value if it's in contact with the enemy, or its firefight value if it's within 15cm of the enemy but not in base contact. If the dice roll is equal to or greater than the relevant value, then a hit is scored on the enemy. No modifiers ever apply to these dice rolls.

Each player allocates the hits and make saving throws in the same manner as they would when allocating hits from shooting. Hits may only be allocated to units that were directly engaged in the combat (i.e., that belonged to the attacking or defending formation and which were within 15cms of the enemy after charge and counter-charge moves were completed). Infantry units from formations taking a charge action may not take cover saves (they are assumed to have left cover to charge the enemy), but other infantry units may take cover saves normally.

If all of the units in the defending formation have been killed and at least one attacker survives, then the attacker wins and the assault is over (go straight to 1.12.8). If all of the attacking units directly engaged in the assault are killed then the assault has stalled and the defender wins (go straight to 1.12.8). 'Directly engaged' means being within 15cm of a defending unit after charge and counter-charge moves have been completed. If even one of the original attackers that were within 15cms of the enemy survives, then the attack has not stalled. In any other case, both sides can call on support (see 1.12.6).

Important Note: Kills inflicted in an assault do not count for placing blast markers or for breaking a formation until AFTER the result of the combat has been worked out. Also note that the attacker must completely destroy the defending formation to win at this stage, while all the defender has to do is to kill all the attacking units that made it to within 15cms of a defender.

#### **1.12.6            Supporting            Fire (addition/change)**

Both sides may call upon support unless the defender has been wiped out or the attack stalled as described above. Calling on support allows units from other formations to attack with their firefight value if they are within 15cm and have a line of fire to an enemy unit directly involved in the assault. In this case 'directly involved' means belonging to the attacking or defending formation(s) and in a

position to attack. This rule represents units from both sides that are not directly involved in the assault lending supporting fire when they see their friends coming under attack. Units from formations that are either Broken or Marched this turn cannot lend support.

Roll to hit using the firefight values of the supporting formations, and then allocate hits and make saving throws as you would do for shooting attacks. Once all casualties have been removed you must work out the result of the attack (see 1.12.7).

#### **1.12.7            Work            Out            Result (addition/change)**

After both players have removed casualties, the outcome of the combat must be decided.

First, if one side completely wiped the other side out, then it is the winner. If this isn't the case then each player rolls 2D6, and adds any modifiers that apply from the chart below to the single D6 that rolled highest. Note that you don't add your dice rolls together, but use the single dice with the highest score. Whoever has the higher score after any modifiers have been added wins the assault.

In the case of a tied dice roll fight a second assault using any surviving units, starting with step 4 (i.e. roll dice, allocate hits, make saves and resolve the combat all over again with any survivors). Units from both sides are allowed to make a counter charge move before the second round is fought, with the attacker moving his counter charging units first (see 1.12.4). If a second round is fought then any casualties from the first round carry over when working out the result of the combat.

1.12.7 & 1.12.8: Take the third, fourth and fifth sentences from the first paragraph of 1.12.8, and add them as a new paragraph after the first paragraph in 1.12.7 (Eg, the following takes place in 1.12.7, rather than 1.12.8: "In addition, the losing formation suffers a number of extra hits equal to the difference between the two sides' result scores. There are

no saves for these hits, which represent units being hacked down as they turn and run, or disintegrating into a panic-driven rout as they flee. Remove these additional casualties as you would hits inflicted in the assault phase (ie, units in base contact first, then those closest to the enemy, etc).")

#### **1.12.8 Loser Withdraws (add the following at the start, before the first paragraph)**

After the result of the combat has been worked out (either because all defending units were destroyed, or the attack stalled, or through a result roll), then the loser is broken and must withdraw, and formations on the winning side receive Blast markers for the casualties they suffered.

2.1.3: Replace the 2<sup>nd</sup> paragraph with the following: "Units that are Fearless are immune to damage from losing an assault (both the additional hits and being wiped out if already broken) and from the damage inflicted by Blast markers if broken. When broken or otherwise forced to take a withdrawal move, Fearless units may choose not to withdraw, and if the unit elects to withdraw it will be destroyed only if it ends its move within 5cm of the enemy rather than 15cm. Fearless units that remain stationary do not take additional damage. Note that other units in the formation that are not fearless will be affected normally by additional hits for Blast markers or losing an assault or whatever – just don't allocate any of the hits to the units that are immune, but hand them out as normal to units that are not."

2.1.13: Replace the 3<sup>rd</sup> paragraph with the following: "A skimmer may declare that it is *popping up* at the start of any action that it takes, including when the skimmer goes into overwatch. A skimmer may not pop up as part of a sustained fire action or a marshal action, but may pop-up when it goes onto overwatch. Popping up counts as movement for the purposes of triggering firing by enemy units on overwatch.

A skimmer that has popped up, 'pops down' at the conclusion of the action. Skimmers on overwatch do not pop down until after they make their overwatch

attack. Skimmers with a transport capacity may not embark or disembark units while they are popped up, and if they are destroyed while they are popped up then any units on board will be destroyed with no save.

A skimmer that has popped up is assumed to be flying high enough that nearby intervening terrain that is closer to the skimmer than the target does not block the line of fire. To check if the line of fire is blocked, simply measure the distance between the skimmer and the terrain, and then measure the distance between the terrain and the target unit. If the skimmer is nearer to the intervening terrain then the line of fire is not blocked. If the skimmer is further from the terrain, then work out the line of fire normally. If the distance is equal, then both the skimmer and the target unit can fire at each other, but they both count as being in cover and the cover to hit modifier will apply."

2.2.1: Sentence 4: "... has a Firepower of AT4+/AA5+" should be "... has a Firepower of AT4+/AA4+"

2.2.6 Allocating Hits: Remove the example that appears in parenthesis at the end of this paragraph.

3.2.5: Add to the end: "When allocating Titan killer hits that may cause multiple points of damage, roll for damage immediately after allocating the hit. The War Engine counts as having been allocated a number of hits equal to the damage rolled. This is solely for purposes of allocation. Damage is applied as normal, only after all hits have been allocated.

Example: A formation of Shadowswords scores 3 Titan Killer (d3) hits against a pair of Warhounds. The first hit is allocated and the roll for damage is 2. The first Warhound counts as having 2 hits allocated to it. Because it has 3 Damage Capacity, the front Warhound can still be allocated an additional hit. The second Titan Killer hit is therefore applied to the front Warhound. The die is again a 2. Multiple Titan Killer hits don't "spill over" to other units in the formation, so the lead Warhound will take all 4 hits. As the number of hits allocated exceeds the Damage Capacity of the lead Warhound,

the final Titan Killer hit will be allocated to the second Warhound. Note that even if the lead Warhound had been damaged and the 2 points of Titan Killer damage from the first shot would be enough to destroy it, damage is only applied *after* allocation. The Warhound would remain in play until all hits were allocated exactly as above. Once allocation was complete, the damage would be applied and the Warhound removed."

4.2 Combat Air Patrol: Add the following to the end of the second paragraph about Combat Air Patrols: "Formations that are on CAP remain on CAP until they make an interception. If they haven't made an Interception by the end of the turn, then they can either stand down and return to base normally, or remain on CAP into the following turn."

4.2.3: Add the following sentence to the end of the 2<sup>nd</sup> paragraph: "Aircraft that are carrying out a CAP or Intercept action may add +1 to all of their to hit rolls."

4.2.4: Add the following sentence to the end of the second paragraph: "Flak units in formations which have taken a move action during the turn fire with a -1 to-hit modifier during the end phase."

4.2.7: Replace the first sentence of the first bullet point with the following: "Any aircraft formation that suffers any attacks (from ground flak or being intercepted) receives one Blast marker for 'coming under fire'."

4.4: Add the following sentence to the end of the 3<sup>rd</sup> paragraph: "Landing does not count as movement for the purposes of triggering enemy overwatch fire. Disembarking triggers overwatch fire as normal."

5.1.1: Replace the last two bullet points with the following:

\* Space Marine formations only count half their number of blast markers in assault resolution (rounding down - note that assault resolution will not receive +1 for having no blast marker if the formation has 1 blast marker before rounding down). Halve the number of extra hits suffered by a

Space Marine formation that loses an assault, rounding down in favour of the Space Marines.

\* When a broken Space Marine formation rallies then it receives a number of Blast markers equal to the number of units, rather than half this number. Space Marine units with the Leader special ability remove 2 Blast markers instead of 1.

Page 84: Space Marine Landing Craft datasheet: "Type War Engine" should be "Type War Engine Aircraft", AND "3 x Twin Heavy Bolters, Firepower AP4+" should be "3 x Twin Heavy Bolters, Range 15cm, Firepower AP4+/AA5+"

Page 85 : Drop Pod: Delete the Scouts from the list of units that may be transported.

5.4: Modify Titan weapon ranges and firepower as follows:

Gatling Blaster Range: 60cm

Turbo-Laser Destructor Range: 60cm

Rocket Launcher Range: 60cm Firepower: 3BP

6.1.4: Add the following to the end of the 4<sup>th</sup> paragraph: "Aircraft which have landed may not capture an objective on the same turn that it lands. However, a landed aircraft may immediately contest an objective."

6.1.5: Add the following paragraph to the end of this section: "Each player may start up to two of their garrisoned formations on Overwatch. These formations represent sentries deployed as a trip wire and to provide security at the objectives. They are assumed to have gone on Overwatch in their previous Action phase. That Overwatch is 'carried over' into the first turn."

Page 131: Space Marine Detachments: Add the Hunter to the upgrades for the Land Raider, Predator and Vindicator detachments.

Page 131: Space Marine Upgrades: Change the text for the Razorback upgrade to "Add any number of Razorbacks, up to the number required to transport the formation."

Page 139: Warband Core Units: "...and two Gretchin" should be "...and two Grotz"

Page 164: Imperator Titan datasheet: "Speed 30cm, Armour 5+, Close Combat 4+, Firefight 4+" should be "Speed 15cm, Armour 4+, Close Combat 3+, Firefight 3+"

Page 165: Quake Cannon: "Firepower 3BP, Macro-weapon" should be "3BP, Macro-weapon, Slow-firing"

Page 171: Salamander Command and Salamander Scout: "Count As Salamander" should be "Count As Chimera"

Page 188: Warlord Titan: "Gatling Blaster Firepower 4 x AP5+/AT3+" should be "Gatling Blaster Firepower 4 x AP4+/AT4+"

Page 189: Landing Craft: Add "DC 4, Crit – see datasheet" AND "Transport" should be "Transport 12+4/6"

Page 189: Strike Cruiser: "Transport (20)" should be "Transport (One Company)"

Page 189: Battle Barge: "Transport (60)" should be "Transport (Three Companies)"

Page 190: Imperial Guard Infantry: "Close Combat 5+, Firefight 4+" should be "Close Combat 6+, Firefight 5+"

Page 190: Imperial Guard Support squad: "Firefight 5+" should be "Firefight 4+".

Page 190: Shadowword Volcano Cannon: "Firepower MW2+ TK(D3)" should be "Firepower MW2+ TK(D3) FxP"

Page 191: Oddboyz Suppa-Zzap-Gun: "Firepower MW3+ TK" should be "Firepower MW3+ TK (D3)".

Page 191: Kommandos: "Firepower AP5+/AT6+" should be "Firepower AP6+/AT6+".

Page 191: Warbikes: "Firepower AP5+/AT6+" should be "Firepower AP5+/AT5+".

Page 191: Warbuggies/Wartraks: "Firepower AP5+/AT5+" should be "Firepower AP5+/AT6+".

Page 191: Flakwagon: "Firepower 2 x

AP5+/AT5+/AA6+" should be "Firepower 2 x AP6+/AT6+/AA6+".

Page 191: Supa Stompa: "Type AV" should be "Type WE"

Page 191: Great Gargant Lifta-Droppa: "Range 45cm, Firepower AP5+/AT5+, FxP, OR Range base contact, Firepower Assault WPN, TK (D3), +1A" should be "Range 60cm, Firepower MW3+, TK (D3) FxP, AND Range base contact, Firepower Assault Wpn, TK (D3), +1A".

Page 191: Landa: "Transport (10)" should be "Transport (10+4)"

Page 191: Battlekroozers: Add "Transport (10 Landa's filled with troops)"

White Scars: Change the 2<sup>nd</sup> and 3<sup>rd</sup> paragraphs of the White Scars Transport Special Rule to: "Note that many formations don't receive transports, usually because they can't fit into them. Detachments that come with vehicles will be noted as having "plus transport" in the Units section of the detachment list below. White Scars detachments must take the transport vehicles for a detachment – you cannot leave them behind in order to use the unit as a garrison. You can only choose to ignore this if the detachment is instead to be deployed by air transport (Thunderhawk or Landing Craft).

Alternately, you may choose to deploy the White Scars force with drop pods. If you choose to do this, all detachments in the army which are eligible to be deployed from drop pods must do so. If you do choose to use drop pods, then the affected detachments will enter play in drop pods using the rules for Planetfall (see section 4.4). Note that you will require at least one Space Marine strike cruiser or battle barge to deploy the drop pods from. Formations which are not eligible to be deployed from drop pods must adhere to the transportation requirements above."

White Scar Detachments: Add the Hunter to the upgrades for the Land Raider, Predator and Vindicator detachments.

White Scar Upgrades: Change the text for the Razorback upgrade to "Add any number of Razorbacks, up to the number

required to transport the formation."

White Scars Titan Legion Battlegroups:  
Change the points cost to 250.

White Scars Summary Sheet: Remove the extra attack from the Bike Squadron so that it is the same as the datasheet.

Swordwind 1.1.1: Replace the text with the following: "Eldar Farseers are able to partially unravel the threads of time, allowing them to foresee events that may affect his army, and act to counter them. To represent this, any Eldar formation that includes a unit with Farsight may ignore the -1 Action test penalty when they try to retain the initiative.

In addition, once per turn the Eldar player may attempt to retain the initiative twice in a row (i.e. the Eldar player can retain the initiative and take another action after having successfully retained the initiative once already). Any Eldar formation may be chosen, including those that do not include a unit with Farsight but at least one unit with Farsight must still be in play and on the battlefield. The formation must still pass an initiative test in order to carry out the action, and will suffer the -1 modifier for retaining the initiative unless it includes a unit with Farsight. Once the action has been taken the initiative returns to the opposing player.

Swordwind 1.1.3: Delete Pulse Weapons and Spirit Stones. All weapons that had the pulse ability lose it, but have 2 x shots instead.

Swordwind: Falcon & Wave Serpent Datasheet and Summery: Remove Warp Spiders from transport list.

Swordwind: Wave Serpent Datasheet and Summery: Remove Warp Spiders from transport list.

Swordwind: Phantom & Warlock Titans: Add Leader to list of abilities.

Swordwind: Eldar Biel Tan Craftworld Army List: Add Warp Spiders to the list of units that may not be transported in Falcons and Wave serpents on the list of 'extras' for Aspect Warrior Warhosts.

## Minor Spelling Mistakes & Grammatical Errors

There are quite a few minor typos scattered through the Epic rules. None of these should cause any confusion, but out of a sake of completeness they are listed below.

Page 2: 2nd column; 2nd paragraph; A few seconds later the ground shock..." should be "A few seconds later the ground shook..."

Page 2: 2nd column; 3rd paragraph; 1st sentence: "Ghazgkhull" should be "Ghazghkull"

Page 4: "3.2.3 Critical Hita" should be "3.2.3 Critical Hits"

Page 15: Example Of Play, last sentence: "Blast makrer" should be "Blast marker"

1.1; Units; Paragraph 1; last line: "war wngines" should read "war engines"

1.3: Paragraph 1, last sentence: "last markers" should read "Blast markers"

1.4.2: Abilities Used - space required between Abilities and Used in the box-out title.

1.6.3: Retaining The Initiative; Example of Play; Paragraph 5; sentence 3: "receives a blast makrer" should be "receives a blast marker"

1.9.7: Example of Play; Paragraph 1: "...within the Devastators'," - no comma required

1.10: Overwatch; Paragraph 4: "They may not to choose to..." should be "They may not choose to..."

1.11: Example of Play; Paragraph 2: "lascannon are ineffective" should be "ineffective"

1.12.5: Paragraph 1; sentence 2: "take place simulatenously" should be "simultaneously"

1.15.4: Force Beta: "four Space Marine Devestators" should be "Devastators"

2.1.17: paragraph 2; sentence 1: "Formations where allof" - space required

between all and of

2.2.4: Sentence 3: "only the extra attacks getsthe" - space required between gets and the

2.2.6: Paragraph 2, sentence 6: "or invulnerable receive" should be "or invulnerable saves"

4.2.7: Sentence 1: "... but are effected by them rather differently." should be "... but are affected by them rather differently."

4.3.1: paragraph 5: "coordinates of thedrop zone" - space required between the and drop

4.3.3: Paragraph 3, sentence 2: "Not that you don't..." should be "Note that you don't..."

Page 62: paragraph 3: "At the time of Ghazkhull's" - should be "Ghazghkull's"

Page 68: paragraph 1: "mile high hivecities" - space required between hive and cities

Page 69: paragraph 1: "a Space Marine takes in aggressive, rather than defensive, battlefield role." - should say "an aggressive"

Page 79: Space Marine Bike Squadron, 2nd column: "the bike mounted White Scars , the" - comma should be after Scars, not next to "the"

Page 80: Land Speeder Typhoon; 2nd Column: "making two further passe" - should be "passes"

Page 81: Predator Destructor; column 1: "the traitor Von Strab ,effectively" - comma on wrong side of space

Page 81: Predator Destructor; column 2: "Battle Fortresses where they forced to" - "were" needs inserting between they and forced

Page 81: Predator Destructor; column 2: "Battle Fortresses where they forced to" - "were" needs inserting between they and forced

Page 84: Landing Craft datasheet notes: "additio,n" should be "addition", and a ")"

needs to be added to the end of the note.

Page 85: Drop Pod datasheet notes:  
"Devestator" should be "Devastator".

Page 98: Shadowword Critical Hit Effect:  
"The Volacno" should be "The Volcano"

Page 100: Imperial Navy icons are facing  
to right instead of left

Page 101: Thunderbolt Weapons:  
"StormBolters" - space required

Page 102: Paragraph 2: "throughout the  
galaxy,." - no comma required

Page 102: Warlord Class Battle Titan; 1st  
column: "for there few war engines" should  
read "for there are....."

Page 102: Warlord Class Battle Titan  
weapons: "Volcano Cannon" should be  
"Volcano Cannon"

Page 103: Reaver Class Battle Titan:  
"Mard pattern" should be "Mars pattern"

Page 124: 6.1.2; Paragraph 3; last  
sentence: "could lead to an unbalanced  
game." should be "could lead to an  
unbalanced game."

Page 125: 6.1.4; Paragraph 3; sentence  
2: "In our game,s" - comma needs to be  
moved.

Page 134: Special Rule 6.4.1 box-out; for  
consistency, body text should be in italics

Page 138: Special Rule 6.5.1 box-out; for  
consistency, body text should be in italics,  
and last sentence should refer to Nobz  
rather than Nob.

Page 143: Breakout Scenario; Paragraph  
1: ""held a vital position on the flank of the  
Imperial defense line" - flank should be  
flank

Page 146: Paragraph 5; sentence 3; "Thus  
the Steel Legion infantry company does  
represent... but something about half way  
in between" - should read "does not  
represent"

Page 148: Paragraph 1: "before you  
unleash and a Chapter" - should read  
"before you unleash a Chapter"

Page 149: Gaming Area: "...we decided to  
but together" - should be "butt together"

Page 151: 6.7; Tournament Game  
Leagues; Paragraph 4: "...if you wanted to  
know how may goals a player..." should  
read "how many goals"

Page 155: Highlighting: "These are..." -  
section may need retitling to "Highlights",  
or the first sentence needs rewriting to  
something along the lines of "Highlights  
are raised areas...."

Page 157: Examples of Rhino colour  
schemes at bottom of page: Third example  
should be "Gunmetal spray paint for Silver  
Skulls"

Page 158: Gaming Boards; Paragraph 2  
starts one space in from the norm for some  
reason

Page 159: Battlefield Features, paragraph  
3: Delete the second sentence, and start  
the third sentence "It's easy..."

Page 166: Paragraph 1: "...almost  
completely redesigned.." should read  
"...almost completely redesigned..."

Page 166: Paragraph 1: "...with the  
appearanace of the..." should read "...with  
the appearance of the..."

Page 166: Paragraph 3, penultimate  
sentence: "...Ookkits..." should read  
"...Rokkits..."

Pages 172 to 183: Page numbers are  
missing.

Page 173: 2nd question:  
"move>shot>move" should be  
"move>shoot>move"

Page 173: 4th answer: "Four: one for  
being shot at, plus two for destroying the  
transport unit..." - should be "Four: one  
for being shot at, plus one for destroying  
the transport unit...."

Page 182: 1st answer; 2nd paragraph:  
"...get hold of anymore would simply  
p\*\*\* players off..." should read - "...get  
hold of any more would simply p\*\*\*  
players off..."

Page 184: 2nd paragraph: "and the



Devestator detachment" should be  
"Devastator"

Page 184; 2, Action Phase: "Remember  
thatyou" should read "Remember that you"

Page 185: 2.B, Force Actaeon's Action,  
2nd Paragraph, sentence 2: Add space  
after full stop.

Page 186: 4th Paragraph, sentence 3: "In  
an assault units, fight..." should be "In an  
assault, units fight..."

Page 187: 3, End Phase; 3rd paragraph:  
"they may still try toraly" should read  
"they may still try to rally"

Page 189: Bike unit: "Bolt Pistols" should  
be "Bolters"

Page 191: The commas between AP and  
AT values should all be replaced with "/"

Page 191: Big Gun unit: "Big Twin Gun"  
should be "Big Gun"

Page 192: Action Test Table: "Formation is  
trying to retain the initiative- <gap> 1"  
should be "Formation is trying to retain the  
initiative <gap> -1"