

REFERENCE SHEETS

This section of the Epic rules includes reference sheets for each or the armies covered in the rulebook, plus a playsheet that groups all of the game tables together into one place. Although not really a substitute for the full rules or datasheets, experienced players will be able to get by with just the reference sheets ninety-nine percent of the time. Should you find a discrepancy between the reference sheet and the rules, then the rules always take precedence. The following abbreviations are use on the reference sheets:

- AC - Aircraft

AV - Armoured Vehicle

CH - Character

INF - Infantry

IV - Light Vehicle
- SC - Spacecraft

CC - Close Combat

FF - Firefight

BP - Barrage Points

+1A - +1 Extra Attack
- FxF - Fixed Forward Arc

FwA - Forward Fire Arc

RrA - Rear Fire Arc

Ind - Indirect Fire

MW - Macro-weapon
- Slw - Slow-firing

TK - Titan Killer

DC - Damage Capacity

Crit - Critical Damage

Sh - Shields

IMPERIAL NAVY REFERENCE SHEET									
STRATEGY RATING n/a					INITIATIVE 2+				
NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Emperor Battleship	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	8BP MW	Slow and Steady
Lunar Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment Pin-Point Attack	n/a	3BP MW MW2+, TK (D3)	
Thunderbolt Fighter	AC	Fighter Bomber	6+	n/a	n/a	Storm Bolters Multilaser	15cm 30cm	AP4+ /AA5+, FxF AP5+ /AT6+ /AA5+, FxF	
Marauder Bomber	AC	Bomber	4+	n/a	n/a	Underwing Rockets 2 x Twin Heavy Bolters Twin Lascannon Bomb Racks	30cm 15cm 45cm 15cm	AT4+, FxF AA5+ AT4+ /AA4+, FxF 2BP, FxF	

TITAN LEGION REFERENCE SHEET									
STRATEGY RATING n/a					INITIATIVE 1+				
NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Warlord Titan	WE	15cm	4+	2+	3+	2 x Turbo-Laser Destructors Gatling Blaster Volcano Cannon	60cm 60cm 90cm	4 x AP5+ /AT3+, FxF 4 x AP4+ /AT4+, FwA MW2+, TK(D3), FwA	Fearless. Reinforced Armour. Thick Rear Armour. Walker, DC 8, 6 Sb
Reaver Titan	WE	20cm	4+	3+	3+	2 x Turbo-Laser Destructors Rocket Launcher	60cm 60cm	4 x AP5+ /AT3+, FwA 3BP FxF	Fearless. Reinforced Armour. Walker, DC 6, 4 Sb
Warhound Titan	WE	30cm	5+	4+	4+	Vulcan Mega-Bolter Plasma Blasting	45cm 45cm	4 x AP3+ /AT5+, FwA 2 x MW2+, Slw, FwA	Fearless. Reinforced Armour. Walker, DC 3, 2 Sb

SPACE MARINE REFERENCE SHEET

STRATEGY RATING 5

INITIATIVE 1+

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Commander	CH	n/a	n/a	n/a	n/a	Power Weapon Smite	Base contact 15cm	Assault Wpn. MW. +1A Small Arms. MW. +1A	<i>Inv. Save. Leader.</i> Captain=Commander Librarian=Smite. Chaplain=Inspiring Sup. Comm.=Sup. Comm
Terminators	INF	15cm	4+	3+	3+	Storm Bolter 2 x Assault Cannon Power Weapons	15cm 30cm base contact	Small Arms AP5+/AT5+ Assault Wpn, MW. +1A	<i>Reinforced Armour; Teleport, Thick Rear Armour</i>
Tactical	INF	15cm	4+	4+	4+	Bolters Missile Launcher	15cm 45cm	Small Arms AP5+/AT6+	
Assault	INF	30cm	4+	3+	5+	Bolt Pistol Chainsword	15cm base contact	Small Arms Assault Weapon	<i>Jump Packs</i>
Devastator	INF	15cm	4+	5+	3+	2 x Missile Launcher	45cm	AP5+/AT6+	
Scouts	INF	15cm	5+	4+	5+	Shotgun Heavy Bolter	15cm 30cm	Small Arms AP5+	<i>Scouts Infiltrators</i>
Dreadnought	AV	15cm	4+	4+	4+	Missile Launcher Twin Lascannon OR Power Fist Assault Cannon	45cm 45cm base contact 30cm	AP5+/AT6+ AT4+ Assault Wpn. MW. +1A AP5+/AT5+	<i>Walker</i>
Bike	INF	35cm	4+	3+	4+	Bolt Pistol Chainsword	15cm base contact	Small Arms Assault Weapon	<i>Mounted</i>
Attack Bike	LV	30cm	4+	5+	4+	Heavy Bolter	30cm	AP5+	
Land Speeder	LV	35cm	4+	6+	5+	Multi-melta	15cm	MW5+ or Small Arms, MW	<i>Skimmer, Scout</i>
Land Speeder Tornado	LV	35cm	4+	6+	5+	Assault Cannon Heavy Bolter	30cm 30cm	AP5+/AT5+ AP5+	<i>Skimmer Scout</i>
Land Speeder Typhoon	LV	35cm	4+	6+	5+	Twin Typhoon Missile Heavy Bolter	45cm 30cm	AP3+/AT5+ AP5+	<i>Skimmer Scout</i>
Vindicator	AV	20cm	4+	6+	4+	Demolisher	30cm	AP3+/AT4+, Ignore Cover	
Whirlwind	AV	30cm	5+	6+	5+	Whirlwind	45cm	1BP, Indirect Fire	
Hunter	AV	30cm	5+	6+	6+	Hunter-Killer	60cm	AT4+/AA4+	
Land Raider	AV	25cm	4+	6+	5+	2 x Twin Lascannon Heavy Bolter	45cm 30cm	AT4+ AP4+	<i>Reinforced Armour Thick Rear Armour Transport (1 or 2)</i>
Rhino	AV	30cm	5+	6+	6+	Storm Bolter	15cm	Small Arms	<i>Transport (2)</i>
Razorback	AV	30cm	5+	6+	5+	Twin Heavy Bolter OR Twin Lascannon	30cm 45cm	AP4+ AT4+	<i>Transport (1)</i>
Predator	AV	30cm	4+	6+	5+	Twin Lascannon	45cm	AT4+	
Annihilator	AV	30cm	4+	6+	5+	2 x Lascannon	45cm	AT5+	
Predator	AV	30cm	4+	6+	5+	Autocannon	45cm	AP5+/AT6+	
Destructor	AV	30cm	4+	6+	5+	2 x Heavy Bolter	30cm	AP5+	
Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP	<i>Transport (20)</i>
Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14BP	<i>Transport (60)</i>
Landing Craft	WE	Bomber	4+	5+	3+	2 x Twin Lascannon 3 x Twin Heavy Bolter Storm Bolter	45cm 15cm 15cm	AT4+ AP4+/AA5+ Small Arms	<i>DC 4. Planetfall Reinforced Armour Fearless, Transport (12+4/6)</i>
Thunderhawk	WE/A	Bomber	4+	6+	4+	Battle Cannon 2 x Twin Heavy Bolter 1 x Twin Heavy Bolter 1 x Twin Heavy Bolter	75cm 30cm 15cm 15cm	AP4+/AT4+, FxF AP4+/AA5+, FxF AP4+/AA5+, Right Arc AP4+/AA5+, Left Arc	<i>Planetfall Transport DC 2, Crit - see datasheet Reinforced Armour</i>
Drop Pod	AV	Immobile	5+	none	none	Deathwind	15cm	AP5+/AT5+, one shot	<i>See datasheet for rules</i>

IMPERIAL GUARD REFERENCE SHEET

STRATEGY RATING 2 INITIATIVE 2 +

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Supreme Commander	INF	15-cm	5+	4+	5+	Lasgun Power Weapons Autocannon	15cm base contact 45cm	Small Arms Assault Wpn, MW, +1A AP5+/AT6+	Supreme Commander
Commander	INF	15cm	6+	5+	5+	Lasgun Chainsword Autocannon	15cm base contact 45cm	Small Arms Assault weapons AP5+/AT6+	Commander
Commissar	CH	n/a	n/a	n/a	n/a	Power weapons	base contact	Assault Wpn, MW, +1A	Leader, Fearless, Inspiring
Infantry	INF	15cm	none	6+	5+	Lasguns	15cm	Small Arms	One autocannon per two units-
Support Squad	INF	15cm	none	6+	4+	Autocannon	45cm	AP5+/AT6+	
Stormtroopers	INF	15cm	5+	5+	4+	2 x Autocannon Hellguns	45cm 15cm	AP5+/AT6+	
Ogryns	INF	15cm	3+	4+	5+	Plasma guns Ripper guns	15cm	Small Arms AP5+/AT5+	Scout
Snipers	INF	15cm	none	6+	5+	Ogryn Combat Weapons	base contact	Assault Wpn, MW, +1A	
Rough Riders	INF	20cm	6+	4+	6+	Sniper Rifles Laspistol	30cm	AP5 Small arms	Sniper, Scouts Mounted, Scouts
						Chainswords Power lance	base contact	Assault weapon	Infiltrators
Valkyrie	AV	35cm	5+	6+	5+	Multilaser 2 x Heavy Bolter 2 x Rocket Pod	30cm 30cm 30cm	Assault Wpn, First Strike, +1A AP5+/AT6+	Transport (2)
Vulture	AV	35cm	5+	6+	5+	Heavy Bolter	30cm	1BP Disrupt, One Shot AP5+	Skimmer, Scout
Chimera	AV	30cm	5+	6+	5+	Twin Autocannon 2 x Hellstrike	45cm 120cm	AP4+/AT5+ AT2+, One shot	
Hellhound	AV	30cm	4+	6+	3+	Multilaser Heavy Bolter Inferno Cannon	30cm 30cm 30cm	AP5+/AT6+ AP3+, Ignore Cover AP5+	Transport (2)
Sentinel	IV	20cm	6+	6+	5+	Multilaser	30cm	AP5+, AT6+	Walker, Scout
Leman Russ	AV	20cm	4+	6+	4+	Battle Cannon Lascannon	75cm 45cm	AP4+/AT4+ AT5+	Reinforced Armour
Leman Russ	AV	20cm	4+	6+	3+	2 x Heavy Bolter Demolisher	30cm	AP5+	Reinforced Armour
Demolisher	AV	20cm	4+	6+	4+	Lascannon	45cm	AP3+/AT4+, Ignore Cover AT5+	Reinforced Armour
Leman Russ	AV	20cm	4+	6+	4+	2 x Plasma Cannon Vanquisher	30cm 75cm	AP4+/AT4+, Slow Firing AP4+/AT2+	Reinforced Armour
Vanquisher	AV	30cm	6+	6+	5+	Lascannon	45cm	AT5+	
Griffon	AV	20cm	6+	6+	5+	2 x Heavy Bolter Heavy Mortar	30cm 30cm	AP5+	
Basilisk	AV	20cm	5+	6+	5+	Earthshaker Heavy Bolter	30cm	1BP Indirect Fire AP5+	Normal Shot or Barrage
Bombard	AV	20cm	6+	6+	5+	Siege Mortar	120cm	AP4+/AT4+ or 1BP Ind AP5+	
Manticore	AV	20cm	6+	6+	5+	Heavy Bolter Rocket Launcher	45cm 150cm	2BP, Ignore Cover, Slw, Ind. 2BP Slw, Disrupt, Ind	
Deathstrike	AV	20cm	6+	6+	5+	Heavy Bolter Deathstrike Missile	30cm	AP5+	No line of fire required
Hydra	AV	30cm	6+	6+	5+	Heavy Bolter	Unlimited 30cm	MW2+, One Shot, TK (D6) AP5+	
Baneblade	WE	15cm	4+	6+	4+	2 x Hydra Heavy Bolter Battle Cannon	45cm 30cm 75cm	AP4+/AT5+/AA5+ AP5+ AP4+/AT4+	Reinforced Armour
						Autocannon Demolisher Cannon	45cm 30cm	AP5+/AT6+ AP3+/AT4+, Ignore Cover, FxP	DC3, Critical=See datasheet
						Heavy Bolter 2 x Lascannon	30cm 45cm	AP5+ AT5+	
Shadowword	WE	15cm	4+	6+	5+	Volcano Cannon 2 x Heavy Bolter	90cm 30cm	MW2+, Titan Killer (D3), FxP AP5+	Reinforced Armour DC3, Critical= See datasheet

ORK REFERENCE SHEET

STRATEGY RATING 3 INITIATIVE 3 +

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Warlord	CH	n/a	n/a	n/a	n/a	Big Choppas	base contact	Assault wpn, MW, +1A	Supreme Commander
Oddboyz	CH	n/a	n/a	n/a	n/a	Supa-Zzap-Gun OR Scoopagun	60cm 60cm	MW3+, TK (D3) 2BP MW	
Nobz	INF	15cm	4+	3+	5+	Shootas 2 x Big Shootas	15cm 30cm	Small Arms AP6+, AT6+	Leader
Boyz	INF	15cm	6+	4+	6+	Big Choppas Shootas Choppas	base contact 15cm 30cm	Assault wpn, +1A Small Arms Assault Weapon AP6+, AT6+	
Grotz	INF	15cm	none	6+	6+	Shootas	15cm	Small Arms	No BM if killed
Stormboyz	INF	30cm	6+	4+	6+	Shootas Choppas	15cm base contact	Small Arms Assault Weapon	Jump Packs, Scouts
Kommandos	INF	15cm	6+	4+	6+	Shootas Choppas Big Shootas	15cm base contact 30cm	Small Arms Assault Weapon AP6+, AT6+	Scouts, Infiltrators
Warbikes	INF	35cm	5+	4+	6+	Twin Sawn Off Big Shootas	15cm	AP5+/AT5+	Mounted
Warbuggies/Warraks	IV	35cm	5+	5+	5+	Twin Big Shootas	30cm	AP5+/AT6+	
Skorcha	IV	35cm	5+	6+	4+	Skorcha	15cm	AP4+, Ignore Cover	
Deth Kopta	IV	35cm	4+	6+	5+	Twin Big Shootas	30cm	AP5+/AT6+	Skimmer
Battlewagonz	AV	30cm	5+	6+	5+	2 x Twin Big Shootas	30cm	AP5+, AT6+	Transport (2+1 Grot)
Gunwagonz	AV	30cm	5+	5+	5+	Big Gun	45cm	AP5+, AT5+	Transport (1)
Flakwagonz	AV	30cm	5+	5+	5+	Flak Gun	30cm	2 x AP6+/AT6+/AA6+	Transport (1)
Battlefortress	WE	30cm	4+	4+	4+	4 x Twin Big Shootas Big Gun	30cm 45cm	AP5+, AT6+	Transport (8+4 Grots)
Gunfortress	WE	30cm	4+	4+	4+	5 x Twin Big Shootas 3 x Big Guns	30cm 45cm	AP5+, AT5+	DC3, Crit = See datasheet
Killa Kan	AV	15cm	5+	5+	6+	Big Shootas	30cm	AP6+, AT6+	Walker
Dreadnought	AV	15cm	4+	4+	5+	Kombat Klaw 2 x Big Shootas	base contact 30cm	Assault wpn, MW, +1A AP6+, AT6+	Walker
Big Gunz	INF	10cm	none	6+	5+	Big Twin Gun	45cm	AP5+, AT5+	Reinforced Armour, Fearless
Supa Stompa	WE	15cm	4+	4+	4+	Gaze of Mork 2-3 x Soopaguns 0-1 x Mega-choppa	30cm 60cm 45cm	2BP MW, FxP AP5+/AT5+, FxP OR Assault wpn, TK (D3) +1A	Walker DC4, D3 Power Fields Crit = See datasheet
Stompa	AV	15cm	4+	4+	4+	2-3 x Big Guns 0-1 x Kombat 'Ammer	45cm 30cm	AP5+, AT5+ AP5+, AT6+ OR	Reinforced Armour, Walker
Ork Gargant	WE	15cm	4+	3+	3+	Gaze of Mork 2-3 x Soopaguns 1 x Supa-Zzap-Gun 0-1 x Mega-choppa	30cm 60cm 60cm 45cm	MW4+, TK 2BP MW, FxP MW3+, TK (D3) FxP AP5+/AT5+, FxP	Reinforced Armour, Fearless Walker, DC8, D3+3 Power Fields, Crit = See datasheet
Ork Great Gargant	WE	15cm	4+	3+	3+	Gaze of Mork 2 x Big Guns 1 x Soopaguns 1-2 x Twin Soopaguns 0-1 x Lifta-Droppa	30cm 45cm 60cm 60cm	Assault WPN, TK (D3), +1A MW4+, TK AP5+, AT5+ 2BP MW, FxP 3BP MW, FxP	Reinforced Armour, Fearless Walker, DC12, D6+6 Power Fields, Crit = See datasheet
Fighta Bommerz	AC	Fighter Bomber	6+	n/a	n/a	Heavy Shootas Tankbusta Rokkits	15cm 30cm	AP5+/AA5+ AT'4+	
Landa	WE-AC	Bomber	5+	6+	4+	Gun Turrets 2 x Tankbusta Rokkits	15cm 30cm	D6+3 x AP5+/AA6+ AT'4+, FxP	Planetfall, Transport (10+4)
Kill Kroozer	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	D6+1BP	Reinforced Armour, DC3
Battlekroozer	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	D6+3BP	Slow and Steady

EPIC GAME REFERENCE SHEET

Sequence Of Play

- I – Strategy Phase:** Strategy roll for first action
II – Action Phase: Carry out actions with formations
III – End Phase: Rally and check victory considitons



Blast Marker Table

Blast Markers	Result	Effect
Each Blast Marker	Unit <i>Suppressed</i>	May not shoot
One BM per unit	Formation <i>Broken</i>	Withdraw

Actions

- Advance:** One move, then shoot
Engage: One charge move, then assault
Double: Two moves, then shoot with -1 to hit
March: Three moves, may not shoot
Marshal: One move, or shoot with -1 to hit, then regroup
Overwatch: May shoot after opponent has moved
Sustained Fire: Shoot with +1 to hit
Hold: One move, or shoot, or regroup

Action Test Table

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

Rally Test Modifiers

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 Modifiers

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 <i>inspiring</i> character	+1

Barrage Table

Barrage Points	Extra Templates	Extra Blast Markers	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+

Terrain Effects Table

Terrain	Infantry	Vehicle	War Engine
Buildings	4+ Cover Save	Impassable	Impassable
Cliffs	Impassable	Impassable	Impassable
Fortifications	3+ Cover Save (see rules)	See rules	Impassable
Jungle	4+ Cover Save	Impassable	Dangerous
Marsh	6+ Cover Save, Dangerous	Dangerous	Dangerous
Open Ground, Hill Slopes	No Effect	No Effect	No Effect
River	6+ Cover Save, Dangerous	Impassable	No Effect
Roads	See rules	See rules	See rules
Ruins, Rubble	4+ Cover Save	Dangerous	Dangerous
Scrub	6+ Cover Save	No Effect	No Effect
Woods	5+ Cover Save	Dangerous	Dangerous