

# REFERENCE SHEETS

This section of the Epic rules includes reference sheets for each of 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 used on the reference sheets:

- |                       |                       |                         |                        |
|-----------------------|-----------------------|-------------------------|------------------------|
| AC - Aircraft         | SC - Spacecraft       | FxF - Fixed Forward Arc | Slw - Slow-firing      |
| AV - Armoured Vehicle | CC - Close Combat     | FwA - Forward Fire Arc  | TK - Titan Killer      |
| CH - Character        | FF - Firefight        | RrA - Rear Fire Arc     | DC - Damage Capacity   |
| INF - Infantry        | BP - Barrage Points   | Ind - Indirect Fire     | Crit - Critical Damage |
| IV - Light Vehicle    | +1A - +1 Extra Attack | MW - Macro-weapon       | 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 Underwing Rockets	15cm 30cm 30cm	AP4+/AA5+, FxF AP5+/AT6+/AA5+, FxF AT4+, FxF	
Marauder Bomber	AC	Bomber	4+	n/a	n/a	2 x Twin Heavy Bolters Twin Lascannon Bomb Racks	15cm 45cm 15cm	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 Smithe	Base contact 15cm	Assault Wpn. MW. +1A Small Arms. MW. +1A	<i>Inv. Save. Leader.</i> Captain=Commander Librarian=Snite. 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;</i> <i>Teleport, Thick Rear</i> <i>Armour</i>
Tactical	INF	15cm	4+	4+	4+	Bolters Missile Launcher	15cm 45cm	Small Arms AP5+/AT6+	<i>Jump Packs</i>
Assault	INF	30cm	4+	3+	5+	Bolt Pistol Chainsword	15cm base contact	Small Arms Assault Weapon	
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</i> <i>Infiltrators</i> <i>Walker</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+	
Bike	INF	35cm	4+	3+	4+	Bolt Pistol Chainsword	15cm base contact	Small Arms Assault Weapon	<i>Mounted</i>
Attack Bike	IV	30cm	4+	5+	4+	Heavy Bolter	30cm	AP5+	
Land Speeder	IV	35cm	4+	6+	5+	Multi-melta	15cm	MW5+ or Small Arms, MW	<i>Skimmer, Scout</i>
Land Speeder	IV	35cm	4+	6+	5+	Assault Cannon	30cm	AP5+/AT5+	<i>Skimmer</i>
Tornado	IV	35cm	4+	6+	5+	Heavy Bolter	30cm	AP5+	<i>Scout</i>
Land Speeder	IV	35cm	4+	6+	5+	Twin Typhoon Missile Heavy Bolter	45cm 30cm	AP3+/AT5+ AP5+	<i>Skimmer</i> <i>Scout</i>
Typhoon	IV	35cm	4+	6+	5+	Heavy Bolter	30cm	AP5+	
Victorator	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</i> <i>Thick Rear Armour</i> <i>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 2 x Lascannon	45cm 45cm	AT4+ AT5+	
Annihilator	AV	30cm	4+	6+	5+	Autocannon 2 x Heavy Bolter	45cm 30cm	AP5+/AT6+ AP5+	
Destructor	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	5BP	<i>Transport (20)</i>
Strike Cruiser	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	n/a	14BP	<i>Transport (60)</i>
Battle Barge	SC	n/a	n/a	n/a	n/a	Orbital Bombardment	45cm	AT4+	<i>DC 4. Planefall</i>
Landing Craft	WE	Bomber	4+	5+	3+	2 x Twin Lascannon 3 x Twin Heavy Bolter	15cm	AP4+/AA5+	<i>Reinforced Armour</i>
Thunderhawk	WE/A	Bomber	4+	6+	4+	Storm Bolter Battle Cannon	15cm 75cm	Small Arms AP4+/AT4+, ExF	<i>Fearless. Transport (12+4/6)</i>
Drop Pod	AV	Immobile	5+	none	none	Deathwind	15cm	AP4+/AA5+, ExF AP4+/AA5+, Right Arc AP4+/AA5+, Left Arc AP5+/AT5+, one shot	<i>Transport</i> <i>DC 2, Crit - see datasheet</i> <i>Reinforced Armour</i> <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	15cm	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 Autocannon	15cm 45cm	Small Arms AP5+/AT6+	One autocannon per two units-
Support Squad	INF	15cm	none	6+	4+	2 x Autocannon	45cm	Small Arms AP5+/AT6+	Scout
Stormtroopers	INF	15cm	5+	5+	4+	Hellguns Plasma guns	15cm 15cm	Small Arms AP5+/AT5+	
Ogryns	INF	15cm	3+	4+	5+	Ripper guns Ogryn Combat Weapons	15cm base contact	Small Arms Assault Wpn, MW, +1A	
Snipers	INF	15cm	none	6+	5+	Sniper Rifles	30cm	AP5	Sniper, Scouts
Rough Riders	INF	20cm	6+	4+	6+	Laspistol	15cm	Small arms	Mounted, Scouts
Valkyrie	AV	35cm	5+	6+	5+	Chainswords Power lance	base contact base contact	Assault weapon	Infiltrators
Vulture	AV	35cm	5+	6+	5+	Multilaser 2 x Heavy Bolter 2 x Rocket Pod Heavy Bolter	30cm 30cm 30cm 30cm	AP5+/AT6+ AP5+ 1BP Disrupt, One Shot	Transport (2) Skimmer, Scout
Chimera	AV	30cm	5+	6+	5+	Twin Autocannon 2 x Hellstrike	45cm 120cm	AP4+/AT5+ AT2+, One shot	Skimmer, Scout
Hellhound	AV	30cm	4+	6+	3+	Multilaser Heavy Bolter Inferno Cannon Heavy Bolter	30cm 30cm 30cm 30cm	AP5+ AP3+, Ignore Cover	Transport (2)
Sentinel	LV	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 Demolisher	AV	20cm	4+	6+	3+	2 x Heavy Bolter Demolisher Lascannon	30cm 45cm	AP5+ AP3+/AT4+, Ignore Cover	Reinforced Armour
Leman Russ Vanquisher	AV	20cm	4+	6+	4+	2 x Plasma Cannon Vanquisher Lascannon	30cm 75cm 45cm	AP4+/AT4+, Slow Firing AP4+/AT2+ AT5+	Reinforced Armour
Griffon	AV	30cm	6+	6+	5+	2 x Heavy Bolter Heavy Mortar	30cm 30cm	AP5+ 1BP Indirect Fire	
Basilisk	AV	20cm	5+	6+	5+	Earthshaker Heavy Bolter	120cm 30cm	AP4+/AT4+ or 1BP Ind AP5+	Normal Shot or Barrage
Bombard	AV	20cm	6+	6+	5+	Siege Mortar Heavy Bolter	45cm 30cm	2BP, Ignore Cover, Slw, Ind.	
Manticores	AV	20cm	6+	6+	5+	Rocket Launcher Heavy Bolter	150cm 30cm	2BP Slw, Disrupt, Ind	
Deathstrike	AV	20cm	6+	6+	5+	Deathstrike Missile Heavy Bolter	Unlimited 30cm	MW2+, One Shot, TK (D6) AP5+	No line of fire required
Hydra	AV	30cm	6+	6+	5+	2 x Hydra Heavy Bolter	45cm 30cm	AP4+/AT5+/AA5+	
Baneblade	WE	15cm	4+	6+	4+	Heavy Bolter Battle Cannon Autocannon	30cm 75cm 45cm	AP4+/AT4+ AP5+/AT6+ AP3+/AT4+, Ignore Cover, FxP	Reinforced Armour DC3, Critical=See datasheet
Shadowsword	WE	15cm	4+	6+	5+	Demolisher Cannon Heavy Bolter 2 x Lascannon Volcano Cannon 2 x Heavy Bolter	30cm 45cm 90cm 30cm	AT5+ 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	base contact 15cm	Assault wpn, +1A Small Arms	
Grotz	INF	15cm	none	6+	6+	Choppas	base contact	Assault Weapon	
Stormboyz	INF	30cm	6+	4+	6+	Big Shootas	30cm	AP6+, AT6+	No BM if killed Jump Packs, Scouts
Kommandos	INF	15cm	6+	4+	6+	Shootas	base contact	Assault Weapon	Scouts, Infiltrators
Warbikes	INF	35cm	5+	4+	6+	Choppas	base contact	Small Arms	
Warbuggies/Warraks	IV	35cm	5+	4+	6+	Big Shootas	30cm	Assault Weapon, AP6+, AT6+	
Skorcha	IV	35cm	5+	5+	5+	Twin Sawn Off Big Shootas	15cm	AP5+/AT5+	Mounted
Deth Kopta	IV	35cm	4+	6+	4+	Twin Big Shootas	15cm	AP5+/AT5+	
Battlewagonz	AV	30cm	5+	6+	5+	Skorcha	30cm	AP4+, Ignore Cover	
Gunwagonz	AV	30cm	5+	6+	5+	Twin Big Shootas	30cm	AP5+/AT6+	Skimmer
Flakwagonz	AV	30cm	5+	5+	5+	2 x Twin Big Shootas	30cm	AP5+, AT6+	Transport (2+1 Grot)
Battlefortress	WE	30cm	4+	5+	5+	Big Gun	45cm	AP5+, AT5+	Transport (1)
Gunfortress	WE	30cm	4+	4+	4+	Flak Gun	30cm	2 x AP6+/AT6+/AA6+	Transport (1)
Killa Kan	AV	15cm	5+	5+	6+	4 x Twin Big Shootas Big Gun	30cm 45cm	AP5+, AT6+	Transport (8+4 Grots)
Dreadnought	AV	15cm	4+	4+	6+	5 x Twin Big Shootas 3 x Big Guns	30cm 45cm	AP5+, AT6+	DC3, Crit = See datasheet Transport (4+4 Grots)
Big Gunz	INF	10cm	none	6+	5+	Big Shootas	base contact	Assault wpn, MW, +1A	Walker
Supa Stompa	WE	15cm	4+	4+	4+	Kombat Klaws	base contact	Assault wpn, MW, +1A	Walker
Stompa	AV	15cm	4+	4+	4+	Big Twin Gun	45cm	AP5+, AT5+	Reinforced Armour, Fearless
Ork Gargant	WE	15cm	4+	3+	3+	Gaze of Mork	30cm	MW4+, TK	Walker
Ork Great Gargant	WE	15cm	4+	3+	3+	2-3 x Soopaguns 1-2 x Supa-Zzap-Gun 0-1 x Mega-choppa	60cm 60cm 45cm	2BP, MW, FxP AP5+/AT5+, FxP OR Assault wpn, TK (D3), +1A	DC4, D3 Power Fields Crit = See datasheet
Fighta Bommerz	AC	Fighter Bomber	6+	n/a	n/a	2-3 x Big Guns 0-1 x Kombat Ammer	base contact 30cm	AP5+, AT5+ AP5+, AT6+ OR Assault wpn, MW, +1A	Reinforced Armour, Walker
Landia	WE-AC	Bomber	5+	6+	4+	Gaze of Mork	base contact	MW4+, TK	Reinforced Armour, Fearless
Kill Kroozer	SC	n/a	n/a	n/a	n/a	2-3 x Soopaguns	30cm	2BP, MW, FxP	Walker, DC8, D3+3 Power Fields, Crit = See datasheet
Battlekroozer	SC	n/a	n/a	n/a	n/a	0-1 x Twin Soopaguns 0-1 x Lifta-Droppa	60cm 60cm	MW3+, TK (D3) FxP AP5+/AT5+, FxP	
						Heavy Shootas	base contact	Assault WPN, TK (D3), +1A	Reinforced Armour, Fearless
						Tankbusta Rokkitts	15cm	MW4+, TK	Walker, DC12, D6+6 Power Fields, Crit = See datasheet
						Gun Turrets	30cm	AP5+, AT5+	
						2 x Tankbusta Rokkitts	30cm	2BP, MW, FxP 3BP, MW, FxP	
						Orbital Bombardment	n/a	MW3+, TK (D3), FxP OR Assault Wpn, TK (D3), +1A	Planetfall, Transport (10+4)
						Orbital Bombardment	n/a	AP5+/AA5+ AT4+	Reinforced Armour, DC3
							n/a	D6+3 x AP5+/AA6+ AT4+, FxP	
							n/a	D6+1BP 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

<i>Blast Markers</i>	<i>Result</i>	<i>Effect</i>
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

<i>Barrage Points</i>	<i>Extra Templates</i>	<i>Extra Blast Markers</i>	<i>To Hit Rolls</i>	
			<i>AP</i>	<i>AT</i>
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

<i>Terrain</i>	<i>Infantry</i>	<i>Vehicle</i>	<i>War Engine</i>
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