

Epic Remastered Playtest Doc

20th April 2021

War Engine Detachments: Hit Allocation

When firing is resolved against these Detachments, each War Engine counts as a number of Units equal to it's remaining Damage Capacity plus it's remaining shields (Void Shields or Power Fields).

So you must allocate as many hits to the nearest War Engine in the Detachment as it has remaining DC and shields before you can allocate hits to the next nearest, and you cannot allocate extra hits to any of them until you have allocated hits equal to all their remaining DC and shields.

War Engine Detachments: Close Combat

If some War Engines within a Detachment are in Close Combat, any other War Engines in the Detachment can add half their remaining DC (round up) if they are within 15cm, instead of the usual +1. This does not prevent any of the War Engines from supporting another Detachment's Close Combat.

War Engines: Superheavy Weapons and Blast Markers

Each Superheavy Weapon on a War Engine requires **two** Blast Markers to suppress.

Land Raiders

Try with 2 Damage Capacity/Resilient, and one AT4+ shot, at a cost of 54 points.

Resilient - Normal Units with 2 Damage Capacity

Units with this ability can survive a single hit without dying.

Damage Capacity: like War Engines, these Units have 2 Damage Capacity, which is reduced by each hit. Once the Unit reaches 0 DC, it is destroyed.

Criticals: not currently in use, as the hit allocation rules below should reduce the number of Resilient Units that only take a single hit.

Note: these Units do **not** follow any of the other War Engine rules.

Hit Allocation: Units with 2DC count as an extra Unit for the purposes of dice allocation. For example, you must allocate a second dice to the Unit before you can allocate dice to a more distant Unit. Where possible, you **must** allocate either two dice that can affect the Unit, or two dice that cannot affect the Unit.

Death Rays and Resilient: a Death Ray hit will destroy the Unit, even if it has 2 DC remaining.

Hit Allocation with Mixed Weaponry

When a Detachment is shot at with both Firepower and Superheavy Weapons, this is resolved in two steps.

1. Resolve all Firepower, Anti Tank/Macro Weapon shots, and Anti-Personnel shots, including Firepower from Barrages and Heavy Barrages.
2. Resolve all shots from remaining Superheavy Weapons against the remaining Units.

Optional, to be tested - The attacker can instead choose to resolve the Firepower, Anti Tank/Macro Weapon and Anti-Personnel shots second.

Combat Resolution

When rolling a d6 and adding bonuses to work out who won a Close Combat or Firefight, roll 2d6 and pick the highest. A Counterattack Fate Card allows you to re-roll one of the dice.

Anti Tank/Macro Weapon

Revert to a fixed 4+ roll to hit.

Added 20th April:

Moving Through Units

- You can move through any allied Unit except War Engines.
- You cannot move through enemy Units, with the following exception:
 - During assault moves, Units with Jump Packs or Skimmer can jump over enemy Units that have already been contacted.

Assault Movement

When making assault moves, move each Unit one after the other. Each Unit:

- **Must** move at least 5cm, or into contact with an enemy. Any movement beyond this is optional.
- **Must** move as directly as possible towards an enemy Unit, but that Unit does not need to be the nearest one, or even in a Detachment that is being attacked.
- **Cannot** move away from the closest enemy Unit.
 - The closest enemy Unit is the one that can be reached by the shortest route.
 - Any Enemy Unit that has been contacted can be ignored.

War Engines:

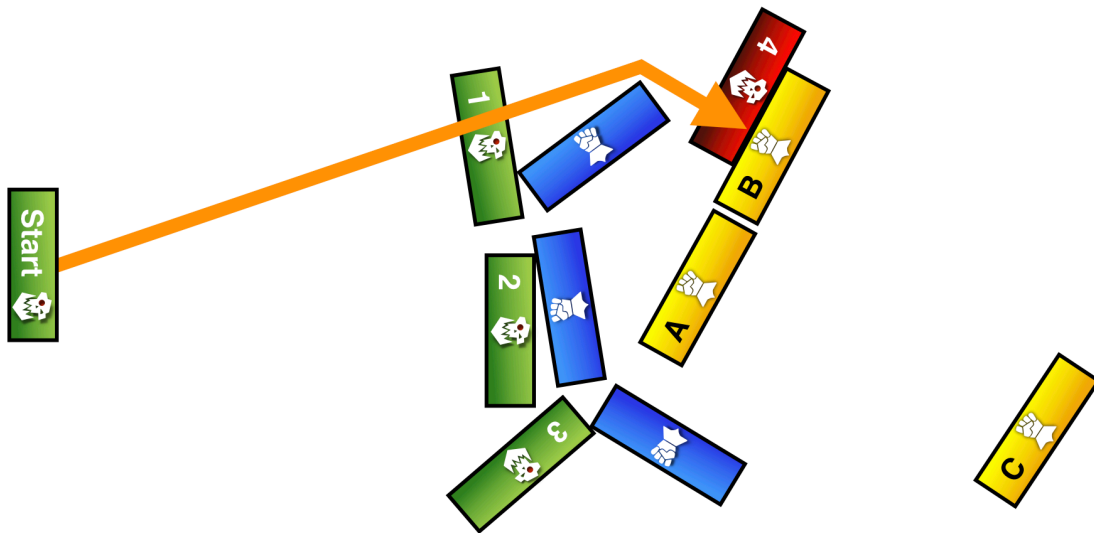
- War Engines follow the same rules for assault moves, but their own movement rules take priority. War Engines can choose not to move in the Assault Phase, but will not be able to initiate Close Combats or Firefights if they do not move.

Assault Movement Example 1: Moving Into Contact

The first three Ork Boyz move into contact with the Blue Marines Units.

Ork Boyz 4 move, and they want to get into contact. They could move towards one of the Blue Marines Units, but instead they choose to ignore the contacted Blue Marines, and move to contact Yellow Marines B. They cannot move into contact with Yellow Marines A as this would involve moving past B, who are closer.

Assault Move Example 1: Moving Into Contact



Assault Movement Example 2: Moving Past

Ork Boyz 5 move. They could move into contact with one of the already-contacted Marines, or Yellow Marines A, which is the closest uncontacted enemy.

Instead, Ork Boyz 5 wants to move towards Yellow Marines C at the back. Ork Boyz 5 will have to stop when they reach the red line, as any further movement will be away from Yellow Marines A, the closest uncontacted enemy.

Editor's Note - why would you want to move towards Yellow Marines C? This could be for several reasons, for example:

- This gets Ork Boyz 5 within range of an objective,
- It increases the chances of cutting down any beaten Marines because they can't retreat far enough,
- Yellow Marines C could be in a separate Detachment. The Ork player hopes to win the Close Combat against the first Detachment, then initiate a Firefight against the new Detachment,
- It gets Orks Boyz 5 into a better position for the next turn.

Assault Move Example 2: Moving Past

