

## **EPIC – TOTAL WAR – Rules Samples**

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### **2.4 BATTLEFIELD CONDITIONS**

#### **Enclosed**

The corridors of massive starships, subterranean tunnels, and even the interiors of hive cities can become places of conflict. These types of battlefields are considered *enclosed*.

Fighting on an enclosed battlefield can severely limit the mobility of certain units and drastically alter the usefulness of some weapons.

When fighting in an enclosed battlefield, *skimmers* that pop-up must immediately make a dangerous terrain test and units with the *indirect fire* suffer -1 to hit and do not double their range when taking a Sustained Fire action. Units with *jump packs* must also take a dangerous terrain test if they make more than one move during an action or withdrawal, unless they forego the use of that ability for the move.

#### **Nightfighting**

Not all battles happen under the bright light of day, a cunning commander might initiate an attack in darkest night to get the drop on an unsuspecting opponent. Such battles make use of nightfighting

*Normal Light* – this is standard Earth-like day illumination and most races can operate in it without difficulty; it has no effect on the battle.

*Twilight* – glowing moons, star filled skies, or the flickering flames of burning cities provide some illumination, but also produce many shadows. On a battlefield under twilight conditions, enemy units more than 30cm away from an attacker count as “in cover”, granting the usual -1 to hit. Additionally, this means that line of sight is limited to 40cm to reflect the “seeing through” of a maximum of 10cm of cover.

*Darkness* – overcast skies, sunless planetoids, or the depth of a hive city have little or no light at all, but the battle must go on! Enemy units more than 15cm away from an attacker count as “in cover” and maximum line of sight is 25cm.

During the start of any shooting attack, a formation may declare that it is *illuminating* the enemy, using lights, sensor, or other means to detect nearby foes. Such formations double their clear line of sight for the current light level, 60cm for *twilight* and 30cm for *darkness*, plus the usual 10cm of “cover”, but can be seen by any other formation on the battlefield, regardless of the light level, though they still benefit from the -1 to hit for cover effect.

Unless a scenario specifies, roll on the following table to determine the light level.

<b>d6</b>	<b>Light Level</b>	<b>Effect</b>
1	<i>Darkest before the dawn</i>	Turn 1: Darkness, Turn 2: Twilight, Turns 3+: Normal Light
2-3	<i>Twilight of the gods</i>	Twilight for the entire battle.
4	<i>Gathering darkness</i>	Turn 1: Normal Light, Turn 2: Twilight, Turn 3+: Darkness
5	<i>Hope fades</i>	Turn 1: Twilight, Turn 2+: Darkness
6	<i>In darkest night...</i>	Darkness for the entire battle.

## 2.5 WEATHER CONDITIONS

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The elements themselves can be as great a danger to an army as the enemy and no amount of firepower is useful in holding back the forces of nature.

### Rain

Liquid water, or other substances, falling from the sky happens on many planets and few soldiers like to be out in the wet and muck it brings.

Rain can be either light or heavy, with the following effects:

*Light rain* obscures vision, and while an irritant, doesn't usually prove fatal. On a battlefield experiencing light rain, enemy units more than 30cm away from an attacker count as "in cover", granting the usual -1 to hit. Additionally, this means that line of sight is limited to 40cm to reflect the "seeing through" of a maximum of 10cm of cover. Light rain can also be used to represent fog, light snow, or ash storms.

*Heavy rain* is a much more significant problem. Enemy units more than 15cm away from an attacker count as "in cover", and maximum line of sight is 25cm. Additionally, long periods of heavy rain will turn the battlefield into dangerous muck. If a battlefield experiences two or more consecutive turns of heavy rain, all open terrain and ruins will now count as *mud* in addition to their original terrain type.

Unless a scenario specifies, roll on the following table to determine the rain level.

d6	Rain Level	Effect
1	<b>"I think it's clearing up!"</b>	Turn 1: Heavy Rain, Turns 2-3: Light Rain, Turns 4+: No Rain
2-3	<b>"This ain't so bad..."</b>	Light Rain falls for the entire battle.
4	<b>"Storm's comin'!"</b>	Turn 1: No Rain, Turn 2: Light Rain, Turn 3+: Heavy Rain.
5	<b>"It's getting worse!"</b>	Turn 1: Light Rain, Turn 2+: Heavy Rain
6	<b>A hard rain fell.</b>	Heavy Rain falls for the entire battle

### MUD

Sometimes the very ground you stand on is more dangerous than any enemy.

	MUD					
Terrain	Infantry	Armoured Vehicle	War Engine	Armour	CC	FF
Mud	dangerous	dangerous	dangerous	n/a	n/a	n/a

**Notes:** Does not block line of sight. Counts as special terrain for units that ignore terrain.

### Blizzards

Sometimes it's solids that fall from the sky, often whipped into a hazardous situation by high winds. Blizzards can be extremely dangerous as, not only do they obscure the enemy, but white-outs can also hide pitfalls and other dangers until it's too late. Blizzards can also represent harsh ash storms or hurricane force winds.

On a battlefield suffering the effects of a blizzard, all shooting attacks suffer a -1 to hit modifier that is cumulative with any other to hit modifiers. Additionally, at the start of each turn a battlefield is affected by a blizzard roll a D6. On a "1", the battlefield suffers a "white-out", reducing maximum line of sight to 15cm, imposing a -1 to hit modifier on firefight attacks and causing all terrain other than roads and buildings to become dangerous terrain to all units, in addition to the usual shooting attack modifier.

Unless a scenario specifies, roll on the following table to determine the blizzard level.

d6	Blizzard Level	Effect
1	<b>"We're in for some chop!"</b>	Randomly determine which table edge the blizzard is approaching from. Turn 1: No blizzard, Turn 2: Half the table in blizzard, Turns 3+: blizzard
2-4	<b>"We ain't got time for this!"</b>	Turn 1-3: No blizzard, Turn 4+: blizzard
5	<b>"She's breaking up"</b>	Turn 1-2: Blizzard, Turn 3: Light rain, Turn 4+ no blizzard
6	<b>"No end in sight!"</b>	The blizzard lasts the entire battle

## 2.6 PLANETARY CONDITIONS v1.3

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Not all planets fought over are Earth-like and some can be extremely dangerous, but still valuable enough to send soldiers to die on. The following planetary conditions represent these dangers.

### 2.6.1 ATMOSPHERE

Not all planets have an atmosphere that can be tolerated without special equipment and some battles are fought in areas with no air at all! A battlefield's atmosphere can be of the following three types: Normal, Dangerous, or Extremely Dangerous.

*Normal* – this is a standard Earth-like atmosphere and most races can operate in it without difficulty; it has no effect on the battle.

*Dangerous* – alien spores, lack of oxygen, or noxious chemicals lace this atmosphere. Troops can operate within it, but require special and bulky equipment that must be kept in proper working order to do so. To represent this danger, all AP attacks gain the *disrupt* special weapon ability. Infantry and light vehicles with either 4+, or better, armour saves or *reinforced armour* ignore this effect when hit.

*Extremely Dangerous* – deadly toxins, extreme radiation, or hard vacuum fall into this category. All troops and equipment that operate in this type of atmosphere must utilize support devices to keep themselves able to fight against the enemy. All AP and AT weapons gain the *disrupt* special weapon ability. Units with either 3+, or better, armour saves or *reinforced armour* ignore this effect when hit.

Unless a scenario specifies, roll on the following table to determine the atmosphere level.

d6	Atmosphere Level	Effect
1	<b>"I can't breathe!"</b>	Extremely dangerous the entire battle
2	<b>"Hull breach!"</b>	Turn 1: Normal, Turn 2: Dangerous, Turn 3+: Extremely Dangerous.
3-4	<b>"Reminds me of home..."</b>	Normal
5	<b>"Don't look now..."</b>	Turn 1-2: Dangerous, Turn 3+: Extremely Dangerous
6	<b>"Welcome to hell..."</b>	Turn 1: Dangerous, Turn 2: Extremely Dangerous, Turn 3: Dangerous, etc.

### 2.6.3 GRAVITY

Many of the worlds fought over have gravity levels quite different from Earth. Whether it is greater or less than Earth-normal, each level of gravity presents its own challenges.

*Normal* – this is a standard Earth-like gravity and most races can operate in it without difficulty; it has no effect on the battle.

*Low Gravity* – Units in a low gravity environment weigh less than normal, allowing them to move further for less effort; unfortunately, mass stays the same making stopping occasionally tricky. Weapons can shoot further in low gravity, but smoke, debris, and dust tend to stay in the air longer, making long range targeting difficult. All units gain +5cm of movement when moving, but any movement taken using this bonus counts as movement within dangerous terrain. All weapons gain +15cm range, but suffer a -1 to hit modifier, cumulative with any other to hit modifiers, when shooting at targets within this extra range.

*High Gravity* – Units in a high gravity environment weigh much more than normal, forcing them to move ponderously and with caution. Additionally, high gravity makes it difficult to quickly lock on targets and alters the ballistic paths of projectile weapons. All units suffer a -5cm penalty to movement and must take a dangerous terrain test for every move during a March action. Weapons suffer a -15cm penalty to range, maintaining a minimum range of 15cm, and weapons using the *indirect fire* special weapon ability suffer a -1 to hit modifier, cumulative with any other to hit modifiers.

*Gravity Flux* – Gravity in this environment is unpredictable and may change at any moment. Roll to determine the starting gravity level at the start of the game (re-rolling if you roll "Gravity Flux!"). Roll again at the start of each End Phase, if the gravity type changes, all formation on the battlefield take 1 Blast marker to represent the danger and confusion of the changing situation. If "Gravity Flux!" is rolled, the gravity level remains fixed at its current level.

Unless a scenario specifies, roll on the following table to determine the gravity level.

d6	Gravity Level
1	<b>Low Gravity</b>
2-4	<b>Normal Gravity</b>
5	<b>High Gravity</b>
6	<b>Gravity Flux!</b>