

# Epic:Armageddon Army Cards

This file contains a number of unit-specific cards for the game Epic:Armageddon. All these cards are based on the Net:Epic Armageddon Tournament Pack. If you find a typo, or have suggestions, please post on the Tactical Command forums: <http://www.tacticalwargames.net/taccmd/viewtopic.php?f=4&t=30918> These cards are intended as a help during game and to reduce markers on the board. The following is intended as an explanation how these cards work.

## Front

The diagram shows the front of a 'Warhound Class Titan' card. Annotations on the left side point to: Name (Warhound Class Titan), Damage Capacity (Walker, Fearless, Reinforced Armour, 3 DC, 2 VS), Shields (represented by gear and shield icons), Shields and DC can be ticked off during play (represented by small squares), and Weapons (Plasma Blastgun, Vulcan Mega Bolter). Annotations on the right side point to: Type (Warhound Class Titan), Notes (Walker, Fearless, Reinforced Armour, 3 DC, 2 VS), Armour Value (represented by a shield icon), Firefight Value (represented by a target icon), Close Combat Value (represented by a crosshair icon), Move (30cm), and Firing Arcs (represented by semi-circles).

Name	Range	Firepower	Notes
Plasma Blastgun	45cm	2x MW2+	Slw
Vulcan Mega Bolter	45cm	4x AP4+/AT5+	

## Back

The diagram shows the back of the card, divided into three sections: Critical Hit Effect, Special Rules, and References. Annotations on the left side point to: Critical Effects (The unit takes a point of damage and is moved D6cm in a random direction. All units it moves into or over suffer a hit on a roll of 6+), and References to the Tournament Pack (Fearless (TP 2.13), Reinforced Armour (TP 2.1.11), Slw - Slow Firing (TP 2.2.8), VS - Void Shields (TP 5.4.1), Walker (TP 2.1.18)). Annotations on the right side point to: Unique Special Rules (May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide), and Flavor text from wh40k.lexicanum.com (The Warhound Scout Titan is the smallest class of Imperial Titan. With the deployment of a full Titan Legion, Warhounds are commonly used to reconnoiter ahead of the Battle Titans and draw enemy war machines towards them. Despite its designation as a scout, the class is formidably armed. <http://wh40k.lexicanum.com/>).

### Types


- Aircraft (Bomber)
- Aircraft (Fighter)
- Aircraft (Fighter-Bomber)
- Armoured Vehicle
- Character
- Infantry
- Light Vehicle
- Spacecraft
- Special
- Warengine






### Firing Arcs

- Fixed Forward Arc
- Forward Arc
- Left Arc
- Rear Arc
- Right Arc

**Name**

• Notes •



  
  
  
  
  
 15cm

Name	Range	Firepower	Notes
Weapons	45cm	AP5+/AT6+	

**References**





They Shall Know No Fear (TP 5.1.1)


*Some Flavour text goes here*






<http://wh40k.lexicanum.com/>

**Warhound**

• Walker • Fearless • Reinforced Armour • 3 DC • 2 VS •



  
  
  
  
  
 30cm

Name	Range	Firepower	Notes
Plasma Blastgun	45cm	MW2+	Slw
Vulcan Mega Bolter	45cm	4x AP4+/ AT5+	

**Critical Hit Effect**

The unit takes a point of damage and is moved D6cm in a random direction. All units it moves into or over suffer a hit on a roll of 6+.

**Special Rules**

May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide.

**References**

Fearless (TP 2.13)  
 Reinforced Armour (TP 2.1.11)  
 Slw -Slow Firing (TP 2.2.8)  
 VS - Void Shields (TP 5.4.1)  
 Walker (TP 2.1.18)

*The Warhound Scout Titan is the smallest class of Imperial Titan. With the deployment of a full Titan Legion, Warhounds are commonly used to reconnoiter ahead of the Battle Titans and draw enemy war machines towards them. Despite its designation as a scout, the class is formidably armed.*

<http://wh40k.lexicanum.com/>

**Critical Hit Effect**

The unit's plasma reactor has been breached. Roll a D6 for each breach on the unit in the end phase of each turn. On a roll of 1 the unit is destroyed and all units within 5cm suffer a hit on a roll of 4+, and on a roll of 4-6 the breach has been repaired. Any breach not repaired causes one point of damage.

**Special Rules**

May step over units and pieces of terrain that are lower than the unit's knees and less than 2cm wide.

*The only true threat to a Warlord is another Titan of the same magnitude.*

<http://wh40k.lexicanum.com/>

**References**

Fearless (TP 2.13)  
 Reinforced Armour (TP 2.1.11)  
 Slw -Slow Firing (TP 2.2.8)

TRA - Thick Rear Armour (TP)  
 VS - Void Shields (TP 5.4.1)  
 Walker (TP 2.1.18)