

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 front of the card for the Warhound Class Titan includes the following elements:

- Name:** Warhound Class Titan
- Type:** Walker
- Notes:** Fearless • Reinforced Armour • 3 DC • 2 VS •
- Damage Capacity:** Represented by gear icons.
- Shields:** Represented by hexagonal icons.
- Shields and DC can be ticked off during play:** Represented by small squares.
- Weapons:** A table listing weapons and their stats.
- Armour Value:** Represented by a shield icon with a die.
- Firefight Value:** Represented by a fire icon with a die.
- Close Combat Value:** Represented by a close combat icon with a die.
- Move:** Represented by a crosshair icon.
- 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 back of the card contains the following information:

- 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)
- Unique Special Rules:** Flavor text from 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