

FAQ SECTION

1.0 Raiders General Questions

Q. How can I get a printed version of Raiders?

A. You simply contact William Sturtevant at the following email address: moscovian@hotmail.com and express your interest and provide me with your email address. The cost is \$25 per book plus shipping.

Q. Are you making a profit on this?

A. Yes and no. The goal is to make absolutely no money. The printing costs are quite high and we picked a price point that would cover the costs of printing plus the other associated costs. It is more akin to sharing the cost of printing than running a business. All profits are donated to the **American Cancer Society**.

Q. Can I print Raiders off myself? I don't want to spend the money.

A. Absolutely. This has been and always will be available for free on the internet. Download it from the various sites that host it (www.tacticalwargames.net or www.warseer.com are the two locations that I know of) and print any part or the entire document.

1.1.1 Support Craft

Q. I thought support craft could draw a line of sight to any unit on the board like aircraft. What changed?

A. The rule changed. Like many things in Epic the rules are playtested, evaluated, and occasionally changed for balance and play purposes. The support craft is now designed more closely to the skimmer than to the aircraft.

Q. How do you determine how high the unit is popped up?

A. Remember that the unit is counted as 'popped up' for line-of-sight purposes only. It is an abstract concept that allows support craft to fire over intervening terrain as long as that terrain is closer to the support craft than to the target. It also prevents the support craft from being unrealistically targeted from behind buildings (see Core Rules 2.1.13 and available FAQs).

Q. For transport purposes, what is the maximum distance a transported unit can disembark?

A. 5cm for all unit types. Support craft are not aircraft and do not benefit from the skimmer/jumpack 15cm disembark rules.

1.1.2 Self Planetfall

Q. What is the difference between self planetfall and free planetfall?

A. Effectively nothing. The name was changed in order to more accurately reflect the special ability and the rules review done by the NetERC (Net-Epic Rules Committee).

2.0 Dark Eldar

Q. Can the special armor value for the Wyches and Warp Beasts be applied to them if their assault charge triggers an overwatch fire?

A. No. The special armor value of 5+ only works during the assault itself and not during the charge move.

Q. What happens when a unit with shadowfields is struck by an ignore cover weapon?

A. The -1 modifier normally applied to the unit with *shadowfields* is ignored as described in 2.2.5 in the Core Rules.

Q. Can my transported units take cover next to their Raiders?

A. No. Raiders are light vehicles and units cannot claim the -1 cover modifier by being in base-to-base contact as they do with armored vehicles, nor can they block line of sight.

Q. Certain units lose their ability to fire when they take a successful critical hit. Can, for example, Barges of Pleasure and Executors still claim and contest objectives when their weapon systems are down?

A. Yes.

Q. Does the Kashnarak need to roll to activate?

A. Yes. The Kashnarak still needs to roll a 2+ to activate and is subject to the -1 modifier when it has a blast marker like a normal formation.

Q. What happens if the Kashnarak fails to activate?

A. It still continues on its mission of death, choosing to move for its hold action and moving toward the closest formation.

Q. Does the Kashnarak avoid dangerous terrain?

A. Not unless directed to do so by a Wych unit. It will move in a straight line, taking dangerous terrain tests as described in the core rules.

Q. Does the Kashnarak avoid impassable terrain?

A. The unit will take the shortest path around any impassable terrain that brings it closer to the determined target formation. If two different paths around impassable terrain are of equal length, the player whose formation is being pursued may choose which path it takes.

Q. Does the Kashnarak avoid overwatch fire?

A. Not unless directed to do so by a Wych unit. It will move in a straight line, taking fire as described in the core rules.

Q. Can the Kashnarak perform intermingled assaults?

A. Yes, as long as the units being barged are the closest units to the Kashnarak. As an example, if the Kashnarak is charging a Tactical Space Marine formation that happens to be intermingled with Bikes, it will charge toward the closest unit, and then the next closest, and then the next, until it reaches a maximum of eight units (see core rules 3.3.1). If any of these units are bikes, it will be considered an intermingled assault.

Q. Can the Kashnarak be directed by a Wych unit that is part of an upgrade of a non-Wych formation?

A. Yes, as long as a Wych unit is within 15cm of the Kashnarak or its starting point at the beginning of the turn, the Dark Eldar player may direct the beast as they see fit.

Q. Can a Wych unit direct the Kashnarak even if it is part of a broken formation?

A. Yes. Like other unit functions like the supreme commander re-roll, the ability to direct the Kashnarak is not affected by its broken status, unit coherency, or zones of control.

3.0 Minervans

Q. Why do I have to pay extra points for standard Leman Russ tanks? Shouldn't they be free like they are in the Steel Legion list?

A. The Leman Russ Company is actually the same point cost as a typical Steel Legion company. With a base cost of 425 points, nine Leman Russ tanks at 20 points would cost an additional 180 points, and one Vanquisher would cost another 45 points. This totals 650 points which is identical to the Steel Legion list.

Point costs were simply reorganized for this list to accommodate the variant tanks available to the Minervans.

Q. In the original Raiders book, the chart was done differently where the Leman Russ was free. Have the points changed?

A. No. The original chart was eliminated to avoid subtraction during army building. That chart is still available below (see Appendix B).

Q. Why are there no datafax boxes for the Titan Legions or Imperial Navy? Aren't they allowed in the list?

A. The datafax boxes and unit descriptions can be found in the *Epic: Armageddon* book and in the free download available from the Games-Workshop website. They were not included in this book for simplicity sake, however a quick reference chart has been added in the *Epic: Raiders 2.0* version for your convenience.

4.0 Necrons

Q. What happens if I have a Phalanx off board that fails its activation roll?

A. The formation is left with the same options that a normal formation may do which is a hold action. Since shooting is not possible off board, the Phalanx would only be able to move through an available portal or regroup, removing blast markers.

Q. Does this mean that my units with the Necron ability can regenerate off board?

A. Yes and No. As per the *Necron* ability rules, formations with Necron units may regenerate one unit at the end of the turn regardless of their location. However, formations off board are restricted from using their regrouping to regenerate additional *Necron* units.

Q. Can a Necron formation marshal on the board, move off the board, and then regenerate units?

A. No, since the formation was regenerating units off the board this would be restricted under the *Necron* rule, even though it began its move on the board.

Q. Can a Necron formation perform a marshal action off the board, move onto the board, and then regenerate units?

A. Yes, since the regeneration of the units would take place on the board this would be allowed, even though the move began off board.

Q. Does a leader function allow additional units to regenerate under the Necron rule?

A. Yes, a unit with a *leader* ability could add an additional unit with the *Necron* ability to regenerate back into its original formation, or remove an additional Blast Marker as per the core rules. Just as with regular *leader* units, this function is cumulative.

Q. If my Phalanx formation fails to activate, can I choose to regroup off-board as opposed to just moving onto the board?

A. No. A formation in reserves may only take actions which involve moving onto the board. If it is prevented from moving onto the board the formation loses its action. A formation that is unable to move onto the board may take no actions at all.

Formations in reserve resolve effects that do not involve activation, such as end-of-turn rallies or critical hit resolutions, as normal.

Example:

A Necron formation tries to Engage through a portal but fails to activate. The enemy formation's Zone of Control covers the gate, preventing the formation from entering the board. The Necron formation would take a blast marker for the failed activation. Since it may not enter the board using the Hold/Move option, it loses the action. The formation may attempt to rally in the end phase.

Q. Can a Monolith that is part of a broken formation still use its portal?

A. Yes, as long as it has not been used already during the current turn. The same rule applies to Abattoirs and Warbarques and their respective portals.

Q. Can a Necron portal be blocked?

A. As with Eldar portals, there are differing viewpoints on how to handle blocked portals. The current NetERC ruling is that if a portal is covered by an enemy's Zone-of-Control, the formation exiting the portal would be forced to assault that enemy, moving into base-to-base contact, and then resolving the attack. Tacticalwargames.net has an active Epic community where rules questions are posed and discussed. It is our recommendation that you cover this subject with your opponent during the warm-up phase of your game.

Q. How big can my Tomb Complex be?

A. The maximum size of an objective is not clearly defined in the game of Epic. Players may be tempted to model larger terrain-like pieces for the Tomb Complex. One suggestion is that, if your objective is larger than a typical objective sold by GW, you and your opponent should agree to take measurements from the center point of the objectives rather than the edge. As long as this is discussed during the warm-up it should provide neither player with an unfair advantage. You should also remind your opponent that, despite the objective being large or detailed, it does not block movement or line of sight in a tournament scenario as per the core rules.

Q. My Pylon teleports onto the board like a Monolith; can it phase out like a Monolith as well? A. No it may not. As per 4.0.3, the Pylon is a war engine and, as such, is not allowed to phase out.