

Epic Armageddon in Exodus Wars

Welcome to one man's quest for fame and infamy! Ok hyperbole aside, this is a completely unofficial and unsolicited attempt by a single fan to introduce one of his favorite games, Epic: Armageddon into a new rule set that has huge potential, Exodus Wars.

Epic Armageddon (hereafter referred to as Epic) is the 4th edition of the Epic Warhammer 40k system from Games Workshop. It involves company to battalion sized conflicts between forces in the Warhammer 40k universe.

Exodus Wars (hereafter referred to as EW) is the new game system currently in open development by Steel Crown Productions for their specific universe. The game mechanics are very similar to Epic and involve many analogous unit statistics, concepts, and abilities.

Why Bother?

Epic has been long made available from GW under the Specialist Games brand. Calling it a supported game is too strong a statement, however. Existing models were still available for purchase with offerings, mainly from the ForgeWorld subsidiary, slowly becoming Out of Print. While new units and races were not being added to the system, the existing items were purchasable. In May of 2013 it became widely known that the existing stock of all Specialist Games materials were to be sold and would not be replaced, effectively ending the product line.

The Epic gaming community can be described as full and vibrant. Uncharacteristically for a GW product, playtesting and rules development were open and performed in full cooperation of the community. When official development of Specialist Games was halted the rules and list development was handed over to the Epic Rules Committee (NetEA).

EW is a new unique game system heavily influenced by the Epic rules. Taking what is good from Epic and fixing what is considered bad, and changing other facets to work as they like (admittedly all this is by opinion). Assisting EW in gaining traction with the many Epic players out there and supporting the Steel Crown product line by extension is viewed by the author as a benefit to Epic and 6mm gamers by maintaining 6mm miniature lines.

Disclaimer

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Mapping Epic to EW

Many analogs exist between the two systems and the differences can usually be bridged easily. Where difficulties lay either due to significant rule differences or where lacking a similar concept, the author will point out the issues, and suggest alternative approaches. It is expected the reader is already familiar with at least the Epic rules before reading. This document should be useful for any individuals or groups looking to quickly ramp up on EW and accelerate list development between the two systems.

Abilities

Both systems use a large vocabulary of named abilities that represent capabilities of units, weapon systems, and other concepts to model the powers and capabilities of forces. The following table outlines the analogs (where present) and notes where deemed important. Unless indicated, abilities are functionally equivalent for game play purposes.

Epic	EW
Jump packs	Jetpack
Ignore Cover	Nowhere to Hide
Invulnerable	Incredible Survival
Leader	Lead from the Front
Sniper	Sniper
Macro-Weapon	Devastation Class
Titan-Killer	Anti-Heavy Armour ¹ , Devastation Class
Fearless	No Fear
Expendable	n/a
Scout	Recon
Infiltrator	Stormtrooper
Slow-Firing	n/a ²
Planetfall/Self-Planetfall	n/a ³
Walker	Agile
n/a ⁴	Bulk(x)
Indirect Fire	Howitzer
Reinforced Armour	Robust ⁵
Thick Rear Armour	All-round armour
Teleport	Sudden Appearance
First Strike	Rapid Assault
Skimmer	VTOL
Supreme Commander	General
Inspiring	Inspirational Leadership
Commander	Officer
Single Fire	Single-Shot
Disrupt	Suppress
n/a	Tactical Genius
n/a	Totem
Transport	Transport(x)
n/a	Air-Support
n/a	Anti-Air ⁶
Support Craft	n/a
Extra Attack	Additional Attacks ⁷
Tunneler	n/a
Slow and steady	n/a
n/a	Air Support

Unit Statistics

Epic uses a statistics format outlining all capabilities for a particular unit. EW follows a similar convention albeit under a differing naming convention.

Example Epic Unit Entry

Name	Type	Speed	Armour	CC	FF	Weapons	Range	Firepower	Notes
Unit Name	Unit Type	Speed	X+	X+	X+	Weapon Name	Xcm	APX+/ATX+/AAX+, weapon ability	Notes about unit i.e. DC(x) and specials

Example EW Unit Entry

¹ TK weapons do not have a direct counter point in EW but can be simulated with a combination of DC and Anti-Armour abilities. See the [Handling Macro-Weapons and TK issues](#) for more details.

² EW partial rate of fire weapon rules are able to model this at various levels of fidelity. In EW this would be a ".5x " rate of fire.

³ The Orbital Deployments rules in EW equate to the Epic Planetfall/Self-Planetfall feature. See [Managing the Aerospace Problem](#) section for more information.

⁴ Epic doesn't express bulk as a unit feature but does have the concept and applies it to the transporting vehicle. In all cases the effect is the same.

⁵ Robust rolls both dice always while Reinforced Armour re-rolls fails. Regardless they are equivalent in practice.

⁶ Is effectively the same as Epic AA stat-line weapon entries. But leverages P or A attacks as appropriate for the aerospace vehicle.

⁷ Additional Attacks is not technically an ability in EW but is noted with weapons and units where appropriate.

Unit Name	Type	Hits	S	D	M	A
Unit Name	Unit Type	X	X	X+	X+	X+
Special about unit and/or notes						
Weapons	Rng	AV	Special			
Weapon Name	X	P(X+)/A(X+)	Special about weapon			

Unit statistics can easily be mapped to analogous entries between the two systems. In all cases mapping is synonymous but values do require modification (see [Easy Dice Value Mapping](#) section).

Epic Unit Stat	EW Unit Stat
Damage Capacity (DC)	Hits
Speed	S (speed)
Armour	D (defense)
Close Combat	M (melee)
Fire Fight	A (assault)
Range	Range
Type	Type
Blast Markers ⁸	Competency ⁹
Blast Points	Blast Value
Strategy Rating ¹⁰	Tactics ⁹
Initiative	Command & Control ⁸

Unit Type Mapping

Units in both Epic and EW have a type classification that indicates the types of weapons that are effective in countering the unit. In all cases¹¹ mapping is equivalent.

Epic Type	EW Type
INF	Soft
LV	Medium
AV	Hard
WE	Heavy ¹²
CH	HQ

Weapon Class Mapping

Weapons capabilities between the two systems work similarly.

Epic	EW
AP (Anti-Personnel)	P (Personnel)
AT (Anti-Tank)	A (Armour)
MW	P(x)/A(x) with DC(x) special
TK	P(x)/A(x) with DC(x), Anti-armour specials

Easy Dice Value Mapping

Epic is based on the D6 rolling system. EW however is based on D10. A straight probability mapping is generally able to be made with small rounding errors due to the expansion (mainly the 3+/6+ mappings).

Epic Value	EW Value
2+ (83.3%)	3+ (80%)
3+ (66.6%)	5+ (60%)
4+ (50%)	6+ (50%)
5+ (33.3%)	8+ (30%)
6+ (16.6%)	9+ (20%)
7+ (8.3%)	Roll 10+ and subsequent 3+ (8%)

See the [Opportunities and Suggestions](#) section for possibilities in balancing units beyond this conversion.

Orders

Both systems represent available actions that formations may take (with attendant bonuses and repercussions) via orders. In this case the available Epic orders are in practice the same as EW actions though there are multiple actions available to most EW orders.

Epic Order	EW Order/Action
Sustain	Hold the Line + Shoot

⁸ Not really a unit stat in Epic but most units can take a single BM before being suppressed; Marines having the ATSKNF is a notable exception. In EW this is known as the Competency value.

⁹ Technically applied on a formation but is included in the unit stats for convenience.

¹⁰ Technically applied on an army but is included in the unit stats for convenience.

¹¹ Aircraft are excluded. They are separately dealt with under the [Managing the Aerospace Problem](#) section.

¹² The possibility exists that this unit type is a typo from an earlier revision of the rules. Since barging and related assault effects are not analogous in EW, this has little consequence.

Move	Advance + Shoot/Regroup
Double	Rapid
Assault	Advance + Close Assault
March	Full Speed
Hold	Say Again?
Overwatch	Hold the Line + Overwatch
Retain	Maintaining Momentum

Additional Mappings

The following section notes miscellaneous concepts that are comparable. It is left to the reader to research the similarities and differences beyond what is noted here.

Epic Concept	EW Concept
Cross Fire	Enfilade
Supporting Fire	Interlocking Fire
Fwd, Right, Left, FFW, Rear	Arc (x, Prow Port Starboard Stern) where x is the degrees in angle

Managing the Aerospace Problem

In Epic, aerospace elements are treated as specialized formations, able to attempt activation throughout the game, continuing to operate through the game until destroyed. In EW, air sorties are a finite resource, closer in practice to a support element (such as Orbital Bombardment), and are paid for each use and leveraged as appropriate by each commander.

This leads to the situation wherein significant differences between the two systems exist. Particular races have minimal to no significant airpower (usually by design and part of a thematic and/or balance purpose). Other races are balanced via large mobs that lack the reliability to continually enter play due to blast marker/suppression. Considering this is purely an external balance issue, this should be looked at as a list issue specifically. In most cases a 1:1 mapping should be available (with possible points reduction) for a force though the author recommends that Ork flyers are to be limited in size while adjusted via lower points cost for balancing.

For example, a 2 unit formation of Thunderbolts would be 2 individual Thunderbolt sorties consisting of a single vehicle.

Air transport units and transported formation(s) should not require significant modification for use in EW from the cost and formation sizes as exist today in Epic.

Handling Macro-Weapons and TK issues

In Epic MW weapons exist that prevent armour saves unless the target has the Reinforced Armour or Invulnerable Save abilities. The former allows a single save roll normally (no rerolls); the latter a single 6+. MW when hit without a save, in all cases though will cause a single point of damage. TK weapons prevent any armour save other than Invulnerable Save and can cause more than a single point of damage.

It is recommended that judicious use of the DC weapon class and Anti-Armour ability are used to model both forms in the EW ruleset. In all cases MW weapons should be a DC(1) weapon classification leveraging the same P/A hit values as mapped to the D10 equivalent. TK weapons therefore should always have DC(x) where x is the number of hits (fixed or variable) and also have the Anti-Armour ability applied.

For example, the Plasma Destroyer in Epic is a MW4+ weapon. Ported to EW, this would be a P(5+)/A(5+) DC(1) weapon.

Opportunities and Suggestions

Several interesting points should be elucidated that may be helpful in creating Epic army lists in the EW form:

- Balance attempts should be limited to lists in the same universe. Epic ports should be considered to exist in their own continuity separate from the EW lists. Crossing the streams is not suggested ☺
- Due to the nature of D6 to D10 conversion, there exists potential opportunity to rebalance problematic unit values simply because of the greater fidelity now available in d10. Assault Cannon being a prime example lacking a good representation of the Rending ability in 40K for a matching AP value (3+ is too strong, 4+ not enough).
- MW attacks have always dealt a single value of damage per hit. Weapons that needed additional “umph” have often been granted additional attacks (2xMW X+) to compensate. In EW some weapons could theoretically be better suited to a single DC(X) where X is greater than one damage value (power weapons being notoriously difficult to represent).
- Macroweapons have always used a single value for attacks against AV and INF units. Particular units and weapons (e.g. Eldar Banshees) have often had difficulty representing excellent anti-infantry uses without unbalancing them against vehicles. Devestation class weapons still retain a P(x)/A(x) rating that can vary independently.

- The presence of additional unit and weapon abilities present in EW may be able to be applied to represent the effects and capabilities of units that might not be found in Epic (or clumsily modeled there). For instance the Tactical Genius ability could be used to represent the abilities of Astartes and Eldar characters (or allow a hierarchy of commanders) to be represented.
- Abilities in Epic lacking any suitable ability in EW to represent them pose a challenge. The easiest route would be to simply introduce them to EW as is and apply them where needed. If the ported lists are within a separate continuity then imbalance and play issues are minimized (being equally applied and essentially a codified “house rule”).
- Totem and Tactical Genius abilities likely can be liberally applied to various characters to assist in units that are not cost justified for ability (Marine Captain Character upgrades being a suboptimal choice when compared to Chaplains and Librarians and cost adjustments of 25 points being considered too unbalancing).
- List costs should generally be maintained across systems. Balancing is better handled by abilities and stat adjustments.

Additional Abilities for EW

When following the guidelines in this document, this section outlines additional rules and abilities that should be considered to be added and available to all Epic in EW ported lists (thus not requiring duplication per army as a special rule). In most cases the text is identical outside of indicating equivalent EW ability by name. Of specific note are the Transport and And They Shall Know No Fear not being present (handled within the EW formation entries). It is recommended that when producing lists containing non-standard EW abilities and rules, they are visually indicated through some mechanism (such as bold italics) in the list.

Mounted

Mounted units count as Hard for terrain effects, and as Soft units for all other purposes.

Support Craft

Support Craft function identically to a unit with VTOL but cannot land. It is assumed that if a Support Craft has a Capacity value the troops they carry are appropriately equipped to embark and disembark troops as normal.

Shield(x/y)

Some units are protected by shield generators. The number of shields each unit has is noted on the unit’s datasheet as the X value.

Each shield will automatically stop one point of damage and then go down. Do not make defense saves for damage stopped by shields, nor allocate Suppression markers. Once all of the shields have been knocked down, the unit may be damaged normally and you may make defense rolls against any hits that are scored. Hits from close combat ignore void shields but units using their Assault values must first knock down any shields before they can damage the unit.

Shields that have been knocked down may be able to be repaired. If available, each unit can repair Y number downed shields in the end phase of each turn. In addition, if a unit Regroups it can use the dice roll to either repair the shield or remove Suppression markers (eg, if you rolled a 2 you could repair 2 shields, remove 2 Suppression markers or repair 1 shield and remove 1 marker).

Units without a Y value cannot repair or regain a shield.

Expendable

Some units are seen by their allies as ablative or just plain disposable. This may be because the units are specifically created to sacrifice themselves, because the units are simply not valued, or for a number of other reasons.

A formation does not receive a Suppression marker when a unit with Expendable is destroyed, this includes the extra marker from the first casualty of an Enfilade and for units destroyed for being out of formation after a move.

If an Expendable unit is hit by a weapon with Suppress it does not inflict a marker. If a formation is comprised completely of expendable units then they do not benefit from any of the rules above.

Expendable units killed in a close assault count for the purposes of working out its result.

Tunnelers

Formations where all of the units have Tunneler (or are transported in units that have the ability) may be kept off the table and can appear at the start of the second turn or after. Set up the units touching their own side’s table edge before the battle starts. Any units transported in the tunneler should be placed to one side at this time too.

Secretly write down the location where the tunneler will surface at the same time and in the same manner that you record the coordinates of an orbital bombardment. You must also secretly record when the tunneler will surface. If it is going to surface in your half

of the table it may arrive from the second turn onwards. If it is going to surface in the opposing half of the table, it may arrive from turn three onwards.

Set up the tunneler at the start of the stated turn, before placing units with teleport, at the location you wrote down. Any units being transported are allowed to disembark immediately upon surfacing. Surfacing does not count as movement for the purposes of triggering an Overwatch action. Disembarking triggers overwatch fire as normal.

If the tunneler surfaces on terrain that is impassable for it, under a friendly unit, or in an enemy zone of control then it is assumed that on-board sensor equipment will divert it towards another entry point. The unit should be moved by the opposing player to the nearest area where it can surface.

Formations of multiple tunnelers need only record one location where they will surface. Place a unit at this location, or within 5cm of another unit that has already been placed, so long as all units are placed within 15cm of the location and on the appropriate half of the table.

Tunnelers, and any units being transported in them, may take an action role on the turn they appear.

Slow and steady

A unit with this ability may not be used on the first two turns of a battle unless the scenario specifically says otherwise.