

Net Epic Evolution Basic Rules:

Purpose of the game: To reach the required number of Victory Points (VPs) to win the game. 5 VPs are awarded for every Objective held. Additional VPs are awarded for breaking enemy Companies, Support Cards and Special Cards.

The number of VPs required to end a battle depends on the size of the battle:

Each Player's Army Size Victory Points Needed to Win

1,000 Points	30
2,000 Points	35
3,000 Points	40
4,000 Points	45
5,000 Points	50
Etc.	Etc.

It is up to you what size of battle you wish to fight. Please refer to the different army list documents to see what units you are available to each force. Simply put, you must start your army creation by buying a Company. For every Company you have, you can buy up to 5 Support Cards and 1 Special Card. In most cases there is no obligation to buy any Support or Special Cards for your force.

Setting Up

- 1) Choose your forces.** As outlined above, buy your army within the points limit.
- 2) Set up the battlefield.** Identify the borders and place terrain. Players can place terrain in a mutually agreed upon fashion or make use of a random terrain generation table.
- 3) Place objectives.** Players alternate placing a total of 8 objectives on the board, no closer than 25 cm from the edge of the board or another objective. For small battles (<2,000 points) use 6 objectives.
- 4) Roll to choose sides.** Every player rolls a die, re-rolling ties. The high roller chooses which side of the table to start on.
- 5) Deploy Forces.** Both players should place their models in their respective deployment zones. The deployment zone is anywhere more than 40 cm from the centreline of the table, giving a minimum of 80 cm between enemy troops.
- 6) Special abilities.** Units that have special abilities (such as Infiltrate) may use them. If more than one player has Infiltrating units, alternate moving detachments with the initiative winner moving the last unit.

Fog of War

In the opening turn of Net Epic Evolution, all units on both sides are obscured by a Fog of War. What this means in practical terms is that while both players know where enemy forces are, neither side can target one another's units at the start of the game. As units activate, the Fog of War is removed for that particular unit and they can now be targeted by the enemy. Until they are activated they cannot be fire or be hit at all. Units concealed by Fog of War may not Snap Fire.

Turn Sequence:

During each turn of the game, action unfolds in the following sequence:

Initiative Phase

Action Phase

Close Combat Phase

End Phase

This sequence must not be deviated from in any way.

Initiative Phase:

Both players roll a D6 to see who has the Initiative. On turn 1, reroll any ties. From turn 2 onwards, if there is a tie, the player who did not have Initiative last turn wins it this turn. The player with the highest Initiative will choose who will activate a unit first in the Action Phase.

Action Phase

Players take turns at activating units. Although the player who won Initiative chooses who activates first, they cannot influence activations further than this; players must continue to take turns at activating all units until one player has no more units to activate. At this point, the other player will complete all of his activations and then play will move on to the Close Combat Phase.

Orders:

When you activate a unit, the first thing you must do is give the unit an order. If you have a unit which consists of a mix of infantry and transport vehicles, you may place two separate orders but

both the infantry and vehicles will carry out their orders during the same activation. Note also that some infantry are carried by transports which are not part of their unit. In such situations, only one or the other could be ordered during a single activation, not both.

There are 3 orders that you can give your troops:

First Fire: This order means that your troops cannot move, but instead spend their energies on aiming their weapons to achieve the best possible chance of hitting opponents. Unfortunately this makes them vulnerable to enemy attack so First Fire is a double edged sword. First Fire also allows Skimmer vehicles the chance to use their anti-gravity thrusters to rise vertically and make Pop-Up attacks.

Advance: This order means that the unit moves cautiously forward and can fire if so desired. Note that units on Advance orders do not fire with the same accuracy as those on First Fire Orders, particularly if they fire in the middle of movement. They may not engage enemy units in close combat.

Charge: A unit on charge can move with reckless abandon and engage enemy units in Close Combat if desired. This rule does mean, however, that the unit cannot fire weapons at all.

There is also a fourth order; Fall Back. This is one that is an enforced order, usually as the result of failing a Morale Check. Units on Fall Back orders move as away from the enemy as quickly as possible and back to their own edge of the board.

In gameplay terms, these orders have the following effects:

First Fire: The unit may not move at all. Once activated, they gain a +1 to hit when firing at enemy units, but because they are a static target, enemy units gain a +1 on their rolls to hit when firing upon them for the remainder of the turn. Units which Snap Fire (see later) are given a First Fire counter and are subject to the same rules, except that there is a -1 on rolls to hit for Snap Firing. Note that this means that units on First Fire have a normal roll to hit when using Snap Fire (+1 for First Fire order, -1 for Snap Fire). Units making Pop-Up attacks do not gain the +1 on rolls to hit, nor do enemies benefit when firing upon them.

Advance: Unit can travel its Move rate in cm. They can also fire at enemy units but do not receive any bonus or penalties for doing so. Should they choose to fire during movement, they incur a -1 penalty on their To Hit Roll (in a similar fashion to Snap Fire). To clarify, this situation arises when units fire as they are on the move; eg between two pieces of cover. On the other hand, they can avoid this penalty by firing either before or after their movement. Units on Advance orders may not engage enemy units in close combat.

Charge: Unit can travel double Move rate in cm and engage enemies in close combat if desired. They may not fire.

Fall Back: Unit must travel double Move rate in cm away from enemy towards their own edge of the board. They may not fire.

Activations: Once you have placed an order beside your unit, it is activated and may move and/or fire within the limitations of its order. You may not activate a single unit more than once in any given turn. Note however that if the unit is on Advance or Charge orders, there is no obligation on players to move at all if they do not wish to do so. In addition, units on First Fire or Advance orders may opt not to fire at all during their activation. If a player who is entitled to fire does not do so, it is because;

a) they have no targets to fire at

b) they are reserving fire to Snap Fire later in the Action Phase

c) they are reserving fire if they have been or expect to be engaged in Close Combat. Units who are engaged in close combat by enemy units reserve their fire until the beginning of the Close Combat phase when they are entitled to Snap Fire at those enemies (see below).

Note that units who reserve fire and have not yet been engaged in Close Combat are at the mercy of their opponent; if the enemy does not move in their Line of Sight for the remainder of the turn they will lose out on firing altogether this turn. To clarify, Snap Fire is the only action a unit which is not activated can carry out.

Company HQs and activations: Company HQs must activate at the same time as one of the units in their company. They do not have to be anywhere near the activating unit or be in any way involved with the movement or firing of the unit, only that they must carry out their actions at the same time. This is to prevent armies of the Imperium gaining significant advantage in terms of activations against other forces which do not have HQ units. Note that for the Imperial Guard, this rule applies to Commissars as well as Company HQ units.

Movement:

A unit may move as far as its movement allowance and orders dictate (i.e. up to move rate in cm if on Advance orders or double move rate in cm if on Charge orders). There are no restrictions on which direction the player wishes to move, but terrain may block or hamper movement (see terrain charts). Note that units with Jump Packs or Skimmer units can ignore terrain but cannot end their move in impassable terrain.

If a player on Charge orders is engaging an enemy unit in close combat, it must take the most direct route into combat. Note that a unit cannot be engaged in close combat by multiple opponents unless every model that makes up that unit has been engaged already in close combat.

Transports: Units which are carrying troops and troops being carried by transports both incur a movement penalty of 5cm if they are either picked up or dropped off during a turn. They may not embark and disembark in the same turn. Note that only infantry which have transport vehicles as

part of their unit may disembark as part of the same activation. If they are two separate units, separate activations are required. Note that this increases the vulnerability of troops being transported by separate units of transport vehicles; once the vehicle has completed its move, the enemy has an activation to destroy the transports before the infantry can safely disembark in the next activation.

Provided both players agree to it, there is no obligation to tell one another which transport vehicles (if any) are carrying troops. A second order counter may be placed next to a transport even if the transport does not carry any infantry, although if there are troops inside they are bound to this order for the remainder of the turn. Allowing this puts players in a position of trust; under no account must players begin the game with the intent that infantry are in one vehicle then later state that they are in another vehicle.

Pinning: This refers to the ability to physically prevent your enemy from leaving Close Combat, and is a general indication of size and mobility. That is, large units keep smaller ones from running away. Small models have trouble bringing a larger one into melee as the larger model can simply move away. The only way to force Close Combat with larger class models is to engage the larger model after it has completed its move. Pinning classes, in order from smallest to largest are:

- 1) Infantry & Light Artillery
- 2) Cavalry & Walkers
- 3) Vehicles & Heavy Artillery
- 4) Superheavy Vehicles & Knights
- 5) Titans & Praetorians

Example: A Warlord titan and a Land Raider tank are in Close Combat. The tank is pinned but the titan is not. The Warlord can walk away during any Movement Phase, but the Land Raider must win or die.

Note that Skimmers can fly away from ground units that engage them in Close Combat, although they may choose to be pinned if they wish to fight close combat. Skimmers can be pinned by other skimmers which are of the same pinning class or larger than them.

Firing:

A unit can fire at any unit that is within its weapon's range and that it can clearly see (at least half of the miniature). Note that whether as part of activation or a Snap Fire, a unit may only fire once per turn unless a special rule specifically states otherwise. Some units can fire indirectly at units they cannot see, but that is known as Indirect Fire and dealt with further on.

Standard Firing Procedure:

- 1) Assign Attack Dice: Each die may be given a separate target, so you can spread your fire around or concentrate on one target. Units with multiple weapons and weapons with multiple dice may spread

the dice among different targets. You may not assign dice to targets that are engaged in Close Combat unless otherwise stated (some forces are “cold blooded” and may be able to do so, but risk hitting their own units).

2) Check Range: You can pre-measure distances to targets before you fire. If your initial target is out of range, you can opt to fire at something else, but if there is nothing in range the shots automatically miss. All measurements are made from the centre of the firing model to the centre of the target model.

3) Calculate To Hit Modifiers: Units on First Fire should +1 on their rolls to hit. You also gain a bonus of +1 on To-Hit rolls by firing upon a unit which has revealed they are on First Fire orders. These bonuses are cumulative, and therefore a unit on First Fire orders that fires on a unit which has revealed it is on First Fire would have a +2 on their rolls to hit. If the target is taking cover in terrain, check the terrain chart and modify your to Hit Roll accordingly. Terrain usually gives -1 or -2 on rolls to hit, refer to the terrain charts for further details. Note that + modifiers make to hit rolls easier, whereas – make shots more difficult to find their target.

4) Roll To-Hit: Roll the dice! If you roll equal to or higher than the modified To-Hit roll, you have inflicted a hit. A roll of 1 always misses regardless of what the modified To-Hit roll is.

5) Resolve Damage: See the section on the Effects of Damage for details on what happens...

Snap Fire: When an enemy detachment is activated and moves into sight, you may interrupt its movement at any point and Snap Fire at it. Units which Snap Fire should have a First Fire counter placed beside them, although units on Advance orders which withheld firing can also Snap Fire. The standard firing procedure is then carried out, but with a -1 on to hit rolls (cumulative with any other modifiers for First Fire if applicable). Units performing Snap Fire attacks may not move or fire again during the current turn. Once firing and damage is resolved, play reverts back to the activated unit (assuming it has not been destroyed during Snap Fire). Note that Snap Fire cannot be used against units on First Fire orders unless they are performing a Pop-Up attack (as Pop-Up attacks are the only time an enemy unit moves on First Fire orders). You may not Snap Fire with template weapons or any unit classified as artillery, nor with any unit which has been activated already this turn and did not reserve fire. You may not fire at any target other than the activated enemy unit. If you Snap Fire at a unit that is moving to engage you in Close Combat, you do not suffer the -1 To-Hit penalty.

Pop-Up Attacks: A skimmer unit on First Fire may perform a Pop-Up attack. The vehicle moves 30cm up from board level and can fire at anything it can see – although any enemy units who are in range, have a line of sight to the unit popping up and who have not made an attack this turn have the chance to Snap Fire first. Despite being on First Fire orders, units making Pop-Up attacks do not gain a +1 on to hit rolls, but nor do they suffer from the +1 bonus that enemy units gain on rolls to hit such units. This is because they are not stationary targets. Once the Pop-Up attack has been completed, the skimmer remains 30cm above the board for the duration of the opponent’s next activation. Thereafter it drops back to ground level (and out of sight if behind cover).

Template Weapons: Some weaponry creates damage in a wider area. You may place your template where desired; note you do not have to target a specific unit. To-Hit rolls are carried out for any unit that is more than half covered by the template. Buildings under the template are automatically hit.

Artillery: Artillery units have Barrage Points which essentially equate to To-Hit rolls. Unless otherwise stated in the army books, they combine their fire into a single shot. Calculate the number of Barrage Points the combined firepower of the unit equates to and refer to the Barrage Points table to find out your To-Hit roll. This roll can be improved by +1 as normal if the unit is on First Fire orders and may be further improved if firing upon a unit on First Fire orders, giving an additional +1 to hit. If the artillery unit can see the target, this is known as a Direct Barrage, and may proceed with the attack accordingly.

Indirect Fire: This may only be carried out by artillery units on First Fire orders **and** some other unit from the same army (called a “spotter”) must be able to see the target point. The spotting model must give up its ability to fire in exchange for calling in an indirect barrage, so units on Charge Orders may not call in barrages. A single model may only call in a one indirect barrage, but each model in a spotter detachment may call in a separate barrage at different times during the action phase. Spotting does not count as activation, nor does it preclude the unit from being activated for movement purposes later in the turn.

Indirect barrages are imprecise and are likely to deviate from their intended target. After you have placed the template at the desired spot, roll the scatter die and move the template 2D6 cm in that direction. As set out above, To Hit rolls should be carried out for any units which are covered by more than half the Barrage Template after it has moved. If the scatter die result is the “Hit”, the barrage has landed on target and does not deviate but To Hit rolls still need to be made.

Effects of Damage:

Once a model is hit it is allowed to make an Armour Save to avoid destruction. An Armour Save is successful if a D6 roll is equal to or greater than the model’s Armour Save value, modified by the weapon’s Target Save Modifier. If the save is failed the model is destroyed and removed from the table. Models that do not possess an Armour Save are destroyed when hit. Unlike rolls to hit, a unit with a save of 1+ will always save on a roll of 1 or more; this means that these units cannot be destroyed unless hit by a weapon with at least a -1 Target Save Modifier.

Example: A Land Raider receives two hits from a Tempest. The Land Raider save is usually 2+ which would mean rolling 2 or more on a D6, but the Tempest’s lasers have a -3 Target Save Modifier meaning that the Land Raider now requires rolls of 5+. The Marine player rolls a D6 for each hit and rolls 6 and 4. One shot is saved, but the fail means that the Land Raider has been destroyed.

Side and Rear Hits: Vehicles tend to be more heavily armoured to the front. To reflect the weaker armour elsewhere on the vehicle, shots which hit the side of the vehicle gain an extra -1 to the Target Save Modifier, while shots to the rear will gain -2.

Superheavy Tanks: These huge vehicles are harder to destroy than standard tanks. Any time an Armour Save is failed, roll a D6 and consult the following table:

1: No effect

2 – 3: The superheavy is damaged, and for the rest of the game has a –1 To-Hit penalty when firing its weapons. A second damaged result on an already damaged superheavy will destroy it.

4+: The superheavy is destroyed.

Buildings and Structures: Buildings are unaffected by all weapons other than those marked “Damages Buildings” or “Destroys Buildings”. When a building is hit by such a weapon, consult the Terrain Classification and then the Terrain Saving Rolls Charts. Modify the save roll by the Target Save Modifier and roll 2D6. If the result is equal to or greater than the save roll, the building remains intact. If the result is lower a Structural Integrity counter is placed on the building for “Damages Buildings” weapons or completely destroyed for “Destroys Buildings” weapons. Replace the building with rubble. All units inside a destroyed building are automatically killed without any save. See the End Phase for more on Structural Integrity markers.

Close Combat Phase:

Players resolve each Close Combat battle that was initiated by one unit charging another during the Action Phase.

Units which reserved fire may Snap Fire at their attackers to cut them down before the actual Close Combat begins. The reason that players may want to preserve their fire until this point is because by shooting their attackers in the Action Phase, they leave themselves open to being fired upon by units yet to activate. By waiting until the Close Combat phase, they can be certain that no enemy unit will fire upon for the remainder of this turn. If any attacking units survive the Snap Fire, Close Combat must be resolved.

To fight close combat, both players roll 2D6 and add their Close Assault Factor (CAF). The player with the highest score wins, the other dies. In the result of a tie, a second round of close combat is fought. Further bouts of close combat will be fought until one side emerges victorious. Once the losing model has been removed, continue the close combat procedure for any other models engaged in close combat for that unit. If a unit that loses Close Combat has a Fixed Save, the player gets to roll for it. If successful, the model is not removed and Close Combat continues again until one side triumphs; i.e. kills or destroys its opponent. The same situation would apply for units saved by healers. In Evolution, Close Combat is a fight to the death, there are no stalemates.

In the situation where there are multiple attackers, for every extra combat a unit fights beyond the first, the next opponent receives a cumulative D6. Additional attackers continue to receive extra dice as long as the target model survives.

Continue resolving Close Combat for any other units across the battlefield that are engaged in close combat.

End Phase:

Structural Integrity Rolls: Roll a D6 for any building with Structural Integrity markers. If the roll is equal to or less than the number of counters on the building it is immediately destroyed.

Repair Rolls: Players roll to repair any damage inflicted upon Titans and Praetorians (as applicable, some damage is irreparable).

Regeneration: Some units can regenerate and should roll to see if they do so. A unit that had been “killed” in Close Combat but regenerates is no longer in close combat (place 1cm away from the enemy unit).

Break Points and Morale Tests: Now that all casualties have been resolved, check how many models have been killed from each Army Card. If this number is equal to or greater than the Break Point, the unit has been broken.

Your opponent is awarded Victory Points and the unit must make a Morale Test or immediately be given Fall Back Orders which must be carried out there and then – move the unit double move rate back towards their own table edge. If this takes them off the table, they are removed from play.

When an Army Card consisting of multiple detachment reaches the Break Point (such as most Company Cards), each detachment must make a morale test (regardless of whether that individual detachment is still intact!).

In the case of Support and Special Cards, only the detachment it represents needs to make the morale test (if at all applicable, many Special Card units are unaffected by Morale or have a Morale Value of 1+).

Rally Tests: Any units which have completed their Fall Back Orders and did not exit the table must make another Morale Test to attempt to rally. If the roll is made the Fall Back Orders counter is removed and the unit may be given orders as normal next turn. If failed, the unit is routed and removed from the battle.

Victory Points: Both players check to see which objectives they hold and award themselves 5VPs for each one. They then add the VPs awarded for breaking units and check to see if they have managed to reach the threshold or not. If the threshold has been reached or exceeded by one player, they have won the game! If both players accomplished this, the game is a draw. If neither player has reached the total, the game continues for another turn.

Note: Rules for Titans and Praetorians are largely unaffected by Net Epic Evolution. The rules set out on pages 44 – 47 of Net Epic Gold Core Rules book still apply with the following changes:

Titans have the same fire control centres that Praetorians enjoy. This means that Titans can move up to 10cm and still enjoy the benefits and drawbacks of First Fire (if desired). Note that this rule change does not apply to Ork Gargants.

Eldar Titans: Holofield saves carry over into the next turn until the Titan is activated again, at which point, depending on orders, the Holofield save may change.