

THE OFFICIAL

UK £2.00 US \$3.99

WARHAMMER

EPIC 40,000

MAGAZINE

Issue 5

LORDS OF BATTLE!

Chaos Titans in Adeptus Titanicus
Destroyers and Thunderers in Epic 40,000
New Rules: Allocating Hits

**GAMES
WORKSHOP**

THE INFERNAL MACHINERY OF CHAOS



Nurgle Plague Tower



Slaaneshi Subjugator

Painting Chaos War Engines.

Chaos war engines will be predominantly the chosen colours of their patron God. Red, black and brass for Khorne. Browns and greens for Nurgle. Slaanesh favours bright colours like pinks and shocking blues, but these look best when contrasted against a black, dark blue or grey main colour. A completely electric pink Titan might require sunglasses to look at it. Purple, blue and yellow are Tzeentch's colours.

Use this as a guide, don't let it limit you. Our Banelord includes a flame design, and skulls are picked out in bleached bone.



Above: A Banelord Titan of Khorne. Please note that whilst the plastic body and carapace of this Titan are no longer available, all the metal parts; weapons, head, tail and banner poles are still available from Mail Order and make create parts for converting your own Banelord.



Right: Khorne's Lord of Battle.

EPIC 40,000 MAGAZINE

EDITORIAL

Hello again, and welcome to Epic 40,000 Magazine 5. Good grief, issue 5 already and it only seemed like yesterday that we were starting work on issue 1. Enough of the nostalgic cliches, what have we in this action packed issue?

If you read your issue 4 carefully then you will already know. This month sees Chaos Titans for Adeptus Titanicus. Sorry to all those Chaos players who have had to wait a year for these rules, but somebody always has to go last. Andy Meechan has done a fine job with these experimental rules, covering all the Titans and Daemon Engines. Now it is up to you guys out there to play with the rules and send feedback to us. We need to know what is good, bad or ugly with them. We'll do some play testing ourselves, but we don't have the time to be playing endless games of Adeptus Titanicus (many readers seem to think we spend all day playing games, I assure you this is not true!).

That covers the Adeptus Titanicus side of things, what about Epic 40,000, now the two are separate games. Well, this could be the singly most important issue of the magazine yet for Epic players because it contains the new rules for shooting. We had mostly positive feedback on Mark Mullin's changes to allocating hits and the web poll was a landslide in favour of them. We have played a few games with them, and in all we liked them. They take a little more care when working out damage, but I remember the first games of Epic playtesting seemed slow as well. Now the rules are second nature. I'm sure in time these will be too.

Also Forge World continue their project to design and release all the Imperial Armour vehicles at Epic scale. After the Vanquisher, Executioner (not the Executor as Jervis called it in Epic 2) and Conqueror, comes the Thunderer and the highly anticipated Destroyer. To use these rules you'll need the Vehicle Variants article from Epic 2, but, kind souls that we are, they can be downloaded, for free, from our website. Look on the Epic resources page.

And finally (phew) I have to mention Black Library day. It took place at the Lenton events hall on Sunday 15th July and, for the first time ever, you could take part in any of the specialist games, from Mordheim to BFG. There was a participation game of Adeptus Titanicus, run by Carl Woodrow and Dave Stone (thanks guys), and (an awesome!) demonstration game of Epic 40,000, run by Keith Krelle and my good self. All the feedback was good, and I think everybody who saw the game was inspired by it. Keith and I spent three weeks preparing the boards and they will be appearing in a future issue of the magazine. I won't mention the complete drubbing I gave him though! On a more serious note, one of the main comments I got from the visitors was that they loved Epic, had collected an army but couldn't find anybody to play against, even if they were members of a club. This is one of Epic's major drawbacks at the moment, it isn't played in clubs. We are aware of this and I hope to have good news about an Epic event soon, a chance for Epic players to get together and play fellow enthusiasts. Watch this space!

As ever, please keep the feedback on experimental rules coming, each one helps us create the future of Epic. . You can reach me by e-mail at fanatic@games-workshop.co.uk or by ordinary mail at Epic Magazine, Fanatic, Games Workshop Ltd, Willow Road, Nottingham, NG7 2WS.

— Warwick Kinrade

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Published by
FANATIC
Games Workshop Ltd
Willow Road
Nottingham
NG7 2WS • UK

Editor
Warwick Kinrade

Cover Picture
Lord of Battle, from original
by Geoff Taylor. Design by
Warwick

Production
Warwick Kinrade
Andy Hall

Proof Reading
Talima Fox

Product Code: 6004 0399 006

DARK LORDS OF BATTLE

Experimental Rules for Chaos War Machines in Adeptus Titanicus

by **ANDY MEECHAN**

In the dark days of the Horus Heresy great numbers of the Adeptus Mechanicus were lured into the service of Chaos with promises of forgotten knowledge. The Tech Priests of Mars were pitched into a bloody civil war, unleashing forbidden weapons to scour the surface of the red planet. The Titan Legions split into loyalist and traitor factions, with over half of the Titan Legions joining Horus.

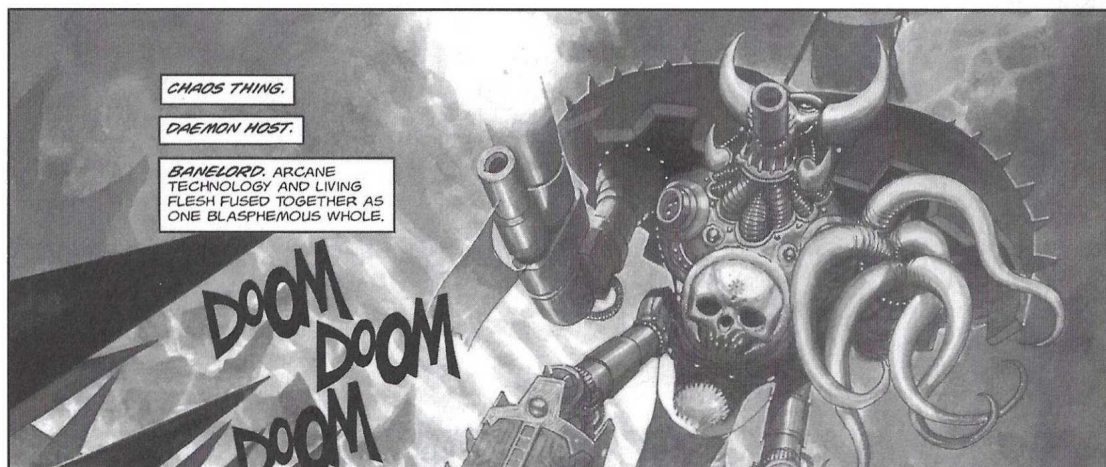
Throughout the Heresy innumerable battles were fought between Titans, and whole cities shook beneath the heavy tread of these awesome war machines. With the failure of the Heresy the renegade Titan legions were driven into the Eye of Terror, where they still dwell ten thousand years on, waiting to board space hulks or ancient transport vessels and ravage the worlds of the Imperium again.

During their long sojourn among the daemon worlds the renegade Titans have been warped and mutated, for the mutable power of Chaos is not limited to creatures of flesh and bone. These gigantic engines of terror are universally feared as they wander the daemon worlds from battle to battle, eternally wrecking the carnage they were built for. No-one knows quite whether these machines retain their original crews, their lives unnatural prolonged by their close contact with the powers of the warp, hidden in the Eye of Terror where time means nothing. Some say they are possessed by the spirits of daemons, whose rage at their entrapment drives the machine to ever greater acts of destruction. Chaos Titans are feared and respected amongst the followers of the Dark Gods as monstrous brooding effigies of ancient gods of war. The Imperium fears the Chaos Titan as the avenging revenants of a horrific past.

CHAOS TITANS

Many Chaos Titans are warlord class Battle Titans as these were the commonest type at the time of the Heresy, Nearly all have become altered in some way. Many have had their heads reshaped into daemonic visages, or mounted with close combat weapons or extra guns; another common change is the addition of long sinuous tails mounting weapons or gigantic blades.

The Chaos Reaver and Warhound are also foul parodies of their Imperial counter-parts. The legions they were part of threw in their lot with the corrupted Warmaster in the Horus Heresy. Now, like the Chaos Warlords they are crewed by insidious thing melded to their machines and have long since ceased to be human.



DAEMON ENGINES

Banelord

The Banelord is perhaps the most horrific of Chaos Titans, its living crew have long since died or become melded with their weapons, leaving the Titan a living, raging machine with an unquenchable thirst for carnage. Aligned to the blood god Khorne it has been warped into a daemonic slaughterer, leading the blood thirsty legions of Khorne into battle. Washed in the blood of thousands of sacrifices and mutated to bear the face of a Bloodletter, the Banelord carries weapons from Khorne's great weapon forges, deep in the heart of the Eye of Terror. A once proud war machine has become the living incarnation of war.

Plague Towers

Ramshackle Plague Towers are the chosen war engines of Nurgle. Tall siege towers, with rotten wooden frames, held together by unseen forces. A tower trundles slowly across the battlefield, followed by swarms of flies and poisoning the ground around it. Inside its walls demented servants of Nurgle howl in praise as they load and fire the engine's mortars and weapons.

Lord of Battle

The Lord of Battle is not just a machine – it is a Greater Daemon of Khorne in mechanical form. Its mighty pistons and grinding cogwheels are driven by a mind as keen and determined as any of the Chaos God's other daemons. The Lord of Battle is constructed of black iron and brass and embodies all the destructive powers of a Titan. Driven by the psychic energy released by bloodshed, violence and fear the Lord of Battle advances furiously, surrounded by coruscating

CHAOS TITAN DAMAGE EFFECTS

VOID SHIELD GENERATORS

Superficial

One void shield is destroyed for the rest of the battle.

Major

D3 void shields are destroyed for the rest of the game.

Catastrophic

Titan loses all its void shields for the rest of the battle.

WEAPON

Superficial

The weapon cannot be used until repaired.

Major

The weapon cannot be used for the rest of the game.

Catastrophic

As major, plus inflicts superficial damage on one other random location.

LEGS

Superficial

Speed is reduced by -5cm. May be repaired.

Major

Speed is reduced by -5cm for rest of the battle.

Catastrophic

Titan crashes and is destroyed!

HEAD

Superficial

Titan cannot move until damage is repaired. The Battlehead cannot be used until repaired.

Major

Titan cannot move or shoot. If repaired, becomes superficial. The Battlehead cannot be used for the rest of the battle.

Catastrophic

Titan crashes and is destroyed!

PLASMA REACTOR

Superficial

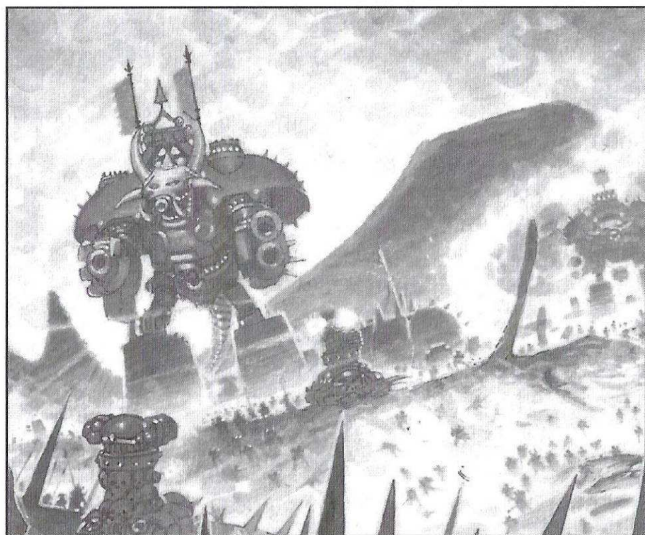
Roll D6 for each weapon at start of every turn. On a 4+ it can be used, on a 1-3 it cannot be used that turn. May be repaired.

Major

As superficial, plus the Titan can only move on a D6 roll of 4+ (roll at the start of the Movement phase and again in the Assault phase). If repaired, becomes superficial.

Catastrophic

The Titan explodes and is destroyed, inflicting D6 Str. 7 hits on any other Titan within 4D6cm!



Titans have access to a host of infernal weapons from the hellish, daemonic forges of the Eye of Terror. These additions to the Chaos armoury are detailed on the tables opposite.

Battlehead

With a large cannon jutting from the jaw, this battlehead can commonly be found mounted upon the Khorne Banelord Titan. The assault cannon provides the Titan with an inordinate amount of suppressive fire, softening its target as it closes for the kill.

Castigator Cannons

Psychically powered weapons which launch a barrage of atonal 'noise', a sonic wave powerful enough to crack armour and shatter flesh and bone. This weapon is much favoured by Slaanesh, whose Questor uses them to horrible effect.

Death Storm

Rapid fire salvos of high yield rockets providing a good damage spread against most targets – especially infantry.

Doom Burner

A suitably massive weapon that spews molten metal at its target over a short range.

Havoc Rack

There are only six missiles on the Havoc rack, therefore you have to keep track of the number remaining throughout the battle. Use a small dice on the Titan's base, or a stock of six markers that can be removed as the missiles are loosed upon their target. The Havoc rack takes up both weapon slots on a Warlord Carapace. For each additional missile after the first fired in a salvo, +1 is added to the strength of the shot.

Example: The player chooses to fire four missiles in a salvo. If the shot hits its strength will be 9. Two missiles will be left for the remainder of the battle.

CLOSE COMBAT WEAPONS

Doomfist

Combining the Imperial chainfist and powerfist, then adding a battery of melta-cannon for good measure, the Doomfist is particularly feared by the enemies of Chaos.

Hellblades

An unimaginably huge rendition of the simple power sword, a Hellblade is able to cleave through enemy Titans with ease.

warp energy and the shrieking souls of the vanished, unleashing hellspawned weapons on its foes.

Subjugator and Questor

As the Banelord is to Khorne, the Questor or Subjugator is to Slaanesh. Lithe, swift and deadly, they gallop along on powerful legs, driven by daemonic spirits which chatter and scream with the sensations of battle. The daemons howl with elation as a Subjugator rips apart its foes with its Hellslicers, and the Questor blasts its enemies to pieces.

CHAOS TITAN WEAPONS

In addition to all the weapons available to Imperial Titans, Chaos

CHAOS TITAN GUNS

Weapon	Range	Firepower/Type	Accuracy	RoF	Str
Doom Burner	45cm	Death Ray	—	1	8
Death Storm	45cm	8	—	6	5
Battlehead	30cm	4	—	4	5
Doomfist	30cm	6	—	6	6
Cannon Tail	30cm	4	-1	3	5
Hellstrike Cannon	60cm	Mega Cannon	—	1	7 ¹
Havoc Rack	60cm	Heavy Barrage	-1	1 to 6 ²	6 ³
Castigator Cannon	60cm	6	—	1	6

CHAOS TITAN CLOSE COMBAT WEAPONS

Weapon	Swiftiness	Accuracy	Attacks	Str
Hellblades	6	—	2	6
Hellslicer	5	—	1	7
Doomfist	3	—	2	7
Energy Whip	2	-1	3	6 ⁴
Close Combat Tail	3	-1	1	7

¹ Against a Titan itself a Hellstrike always inflicts a minimum of an Armour cracked result

² Limited to a maximum of 6 shots for the whole game

³ The Havoc adds +1 strength for each additional missile after the first fired in a salvo

⁴ On a roll of a 6 to hit an energy whip knocks down D3 shields

Hellslicer

These daemonic pinchers are a horrible fusion of metal and flesh, cracking with warp energy they are capable of slicing through Titan armour and limbs.

Chaos Titan Tails

A common mutation amongst Traitor Legions, tails often carry additional close combat weapons or, as in the case of the Banelord, a battle cannon. A tail which mounts a cannon cannot be used in close combat.

Energy Whip

The whip discharges a massive electrical charge intended to tear asunder the void shields of opposing Titans. Other than this effect, the whip causes only minor damage to Titans, but still represents a terrible weapon against normal armour and infantry.

When rolling to hit for the whip, if any of the Attack dice comes up 6 then D3 shields are stripped from the opposing Titan (these may be regenerated as usual). If there are fewer remaining shields than are rolled for, any excess is added to the Strength of the whip for those Attacks that hit, but did not roll 6's.

THE TRAITOR LEGIONS

Names spoken with only fear and loathing, the Traitor Legions infamy stretch back 10,000 years. Today they still fight a war that ended with the defeat of Horus, raiding from the Eye of Terror and building their strength, seeking to wreak vengeance on servants of the Emperor for the death of their beloved Warmaster. Some Traitor Legions have retained their original heraldic colours, whilst most have adopted the favoured colours of their patron god. For Khorne this is brass, black and blood red. For Slaanesh, pastel shades of pink, blue and green. Tzeentch prefers electric blue, yellow and purple, whilst Nurgle Titans are commonly the colour of rusting steel, billious greens and browns.

Legio Mortis (Death's Head) – Original Colour: Red and black.

Storm Lords – Original Colours: Blue, grey and black and white cheques.

Flaming Skulls – Original Colours: Red, orange, yellow and black.

Legio Vulcanum – Original Colours: Yellow, dark green and black.

Tiger Eyes – Original Colours: Yellow, white and green.

Fire Masters – Original Colours: Orange, yellow and grey.

Legio Vulturum – Original Colours: silver, white and black.

CHAOS WARHOUND TITAN

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
25cm	3	4+	4+	2

WEAPONS

General: Not Gatling Blaster, Laser Blaster, Melta-cannon, Volcano Cannon, Plasma Destructor, Quake Cannon, Support Missile, Doom Burner, Hellstrike cannon, Havoc Rack, Battlehead, Tail or close combat weapon.

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Left Arm	LA						
Right Arm	RA						

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1-2	Legs	10	1-3	Legs	10	1-2	Legs	10
3	VSGs	10	4	Head	10	3	VSGs	10
4	Head	11	5-6	Arm Weapon*	9	4	Plasma Reactor	10
5-6	Arm Weapon*	9				5-6	Arm Weapon*	9
*Hits weapon closest to attacker			*Hits weapon closest to attacker			*Hits weapon closest to attacker		

DAMAGE

Left Arm Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Right Arm Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Void Shield Generators	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Legs	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Head	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Plasma Reactor	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐

Improvised Attacks	Repair Rolls
1	4

CHAOS REAVER TITAN

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
20cm	2	4+	4+	4

WEAPONS

General: Not Plasma Destructor, Battlehead, Havoc Rack, Tail or Wrecker Ball
Carapace: Not close combat weapon. **Arm:** Not support missile.

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Carapace	F						
Left Arm	LA						
Right Arm	RA						

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1	Legs	10	1	Legs	9	1	Legs	10
2	VSGs	11	2	Plasma Reactor	10	2	VSGs	10
3	Head	13	3	Head	13	3	Plasma Reactor	10
4-5	Arm Weapon*	9	4-5	Arm Weapon*	9	4-5	Arm Weapon*	9
6	Carapace Weapon*	9	6	Carapace Weapon*	9	6	Carapace Weapon*	9
*Hits weapon closest to attacker			*Hits weapon closest to attacker			*Hits weapon closest to attacker		

DAMAGE

Carapace Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Left Arm Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Right Arm Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Void Shield Generators	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Legs	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Head	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Plasma Reactor	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐

Improvised Attacks	Repair Rolls
D3	8

CHAOS WARLORD TITAN

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
15cm	1	4+	4+	6

WEAPONS

Carapace: Not close combat weapon. **Arm:** Not support missile or Havoc Rack.
Tail: Close Combat or Cannon Tail only. **Head:** Battlehead only

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Left Carapace	F						
Right Carapace	F						
Left Arm	LA						
Right Arm	RA						
Tail	AR						
Head	A						

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1	Legs	11	1	Legs	10	1	Legs	9
2	Plasma Reactor	12	2	VSGs	13	2	VSGs	13
3	Head	14	3	Head	13	3	Plasma Reactor	11
4-5	Arm Weapon*	10	4-5	Arm/Tail Weapon*	10	4-5	Arm/Tail Weapon*	10
6	Carapace Weapon*	10	6	Carapace Weapon*	10	6	Carapace Weapon*	10
*Hits weapon closest to attacker			*Hits weapon closest to attacker			*Hits weapon closest to attacker		

DAMAGE

Left Carapace Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Right Carapace Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Left Arm Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Right Arm Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Void Shield Generators	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Legs	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Head	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Plasma Reactor	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Tail Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐

Improvised Attacks	Repair Rolls
D3	10

BANELORD TITAN

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
15cm	1	4+	4+	6

WEAPONS

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Carapace	F	Havoc Rack	60cm	-1	1 to 6	Hvy Barr	6 ¹
Left Arm	LA	Doomfist	30cm/3	-	6	6	6/7
Right Arm	RA	Hellstrike Cannon	60cm	-	1	MC	7
Tail	AR	Cannon Tail	30cm	-1	3	4	5
Head	A	Battle Head	30cm	-	-1	1	5

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1	Legs	11	1	Legs	10	1	Legs	9
2	Plasma Reactor	12	2	VSGs	13	2	VSGs	13
3	Head	14	3	Head	13	3	Plasma Reactor	11
4-5	Arm Weapon*	10	4-5	Arm/Tail Weapon*	10	4-5	Arm/Tail Weapon*	10
6	Carapace Weapon*	10	6	Carapace Weapon*	10	6	Carapace Weapon*	10
*Hits weapon closest to attacker			*Hits weapon closest to attacker			*Hits weapon closest to attacker		

DAMAGE

Carapace Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Left Arm Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Right Arm Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Void Shield Generators	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Legs	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Head	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Plasma Reactor	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Tail Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐

Improvised Attacks	Repair Rolls
D3	10

SLAANESH SUBJUGATOR TITAN

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
25cm	3	4+	4+	-

WEAPONS

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Torso	F	Battery	30cm	-	2	4	4
Left Arm	LA	Hellslicer	5	-	1	-	7
Right Arm	RA	Hellslicer	5	-	1	-	7

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1-2	Legs	10	1-3	Legs	10	1-2	Legs	10
3	Head	11	4-5	Arm Weapon*	9	3	Plasma Reactor	10
4-5	Arm Weapon*	9	6	Torso Weapon*	9	4-5	Arm Weapon*	9
6	Torso Weapon	9				6	Carapace Weapon*	9
*Hits weapon closest to attacker			*Hits weapon closest to attacker			*Hits weapon closest to attacker		

DAMAGE

Torso Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Left Arm Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Right Arm Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Legs	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Head	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Plasma Reactor	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐

Improvised Attacks	Repair Rolls
1	5

SLAANESH QUESTOR TITAN

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
25cm	3	4+	4+	-

WEAPONS

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Torso	F	Battery	30cm	-	2	4	4
Left Arm	LA	Castigator	60cm	-	1	6	6
Right Arm	RA	Castigator	60cm	-	1	6	6

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1-2	Legs	10	1-3	Legs	10	1-2	Legs	10
3	Head	11	4-5	Arm Weapon*	9	3	Plasma Reactor	10
4-5	Arm Weapon*	9	6	Torso Weapon*	9	4-5	Arm Weapon*	9
6	Torso Weapon	9				6	Carapace Weapon*	9
*Hits weapon closest to attacker			*Hits weapon closest to attacker			*Hits weapon closest to attacker		

DAMAGE

Torso Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Left Arm Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Right Arm Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Legs	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Head	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Plasma Reactor	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐

Improvised Attacks	Repair Rolls
1	5

LORD OF BATTLE

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
20cm	2	4+	4+	-

WEAPONS

Arms: Any two of Doom Burner, Death Storm, Hellblade, Chainfist

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Head	A	Battery	30cm	-	1	2	4
Torso	F	Battery	30cm	-	2	4	4
Left Arm	LA						
Right Arm	RA						

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1-2	Wheels	10	1-2	Wheels	9	1-2	Legs	10
3	Torso Weapon	9	3	Plasma Reactor	11	3	Plasma Reactor	10
4	Head	13	4	Head	13	4	Head	12
5-6	Arm Weapon*	9	5-6	Arm Weapon*	9	5-6	Arm Weapon*	9
*Hits weapon closest to attacker			*Hits weapon closest to attacker			*Hits weapon closest to attacker		

DAMAGE

Torso Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Left Arm Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Right Arm Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Wheels*	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Head	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Plasma Reactor	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐

Improvised Attacks	Repair Rolls
D3	10

* Treat Wheels as Legs

PLAGUE TOWER

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
15cm	1	4+	4+	—

WEAPONS

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Upper Torso	A	Battery	45cm	-	4	8	5
Torso	F	Plague Cannon	30-90cm	-1	D6	Hvy Barr	5
Lower Torso	LA	Quake Cannon	90cm	-	1	MC	7

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1	Wheels	10	1-2	Wheels	9	1-2	Legs	10
2	Plasma Reactor	9	3	Plasma Reactor	11	3	Plasma Reactor	10
3-4	Lower Torso	13	4	Head	13	4	Head	12
5-6	Arm Weapon*	9	5-6	Arm Weapon*	9	5-6	Arm Weapon*	9
*Hits weapon closest to attacker			*Hits weapon closest to attacker			*Hits weapon closest to attacker		

DAMAGE

Torso Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Left Arm Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Right Arm Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Wheels*	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Head	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Plasma Reactor	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐

Improvised Attacks	Repair Rolls
D3	6

* Treat Wheels as Legs

USING CHAOS TITANS IN YOUR GAMES

With a distinct lack of Chaos Warlords, Reavers and Warhounds in Mail Order, how do you get the Traitor Legions onto the tabletop? Well, like most things Chaos, a little conversion work is necessary. Using the bits opposite, a little GreenStuff and the Imperial equivalents of your Warlords, Reavers and Warhounds as a base you have the opportunity to really go to town with your own design. More than any other force Chaos forces offer modelers the greatest freedom.

Although a little modelling expertise is required this gives you a great opportunity to really make your Chaos Titans bizarre and unique. Large GreenStuff tentacles and three headed Titans are just two ideas that spring to mind. Mail Order has an extensive range of bits suitable for Chaos Titans, and Chaos players can have great fun creating their own mutations. Don't forget the Chaos Spikey Bits plastic sprue from the Warhammer 40,000 Chaos vehicles, as these will be invaluable.

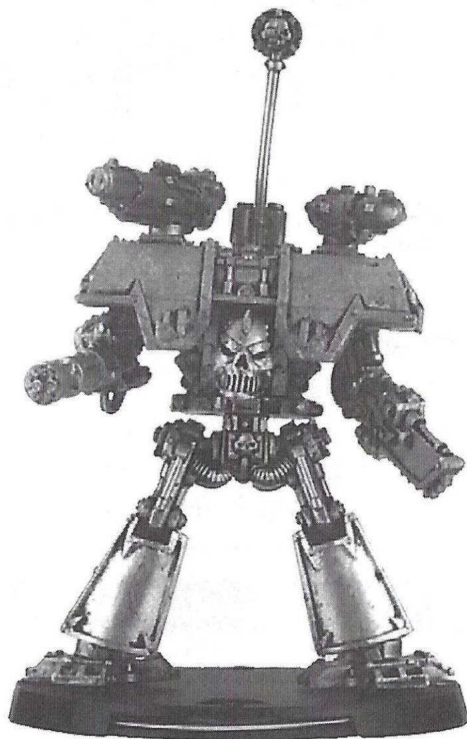
The older Imperial Warlord Titan is a good base for a Chaos Warlord Titan, lacking the more modern feel of its successor, this ties in well with the background as most Chaos Titans turned traitor ten thousand years ago.

In my opinion the Banelord would be the most difficult to convert however using the older Warlord model as explained above. If you have Epic Firepower 3 and Journal 27 as these have articles that explain how to make a Banelord from many different parts. Purists that want to use the original Banelord parts can choose from the bits shown opposite.

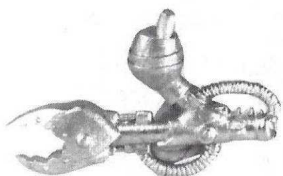
Subjugator, Questor, the Plague Tower and the Lord of Battles are all available from Mail Order as complete kits.



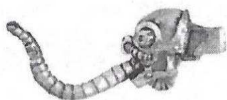
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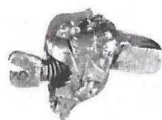
Old Warlord Titan
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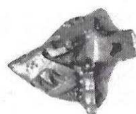
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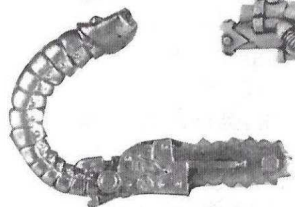
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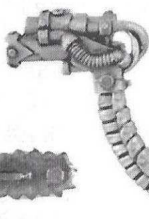
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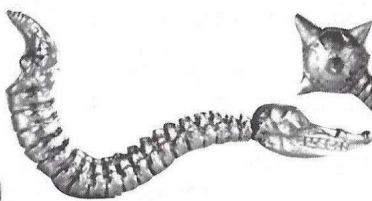
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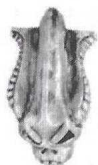
Khorne Tail
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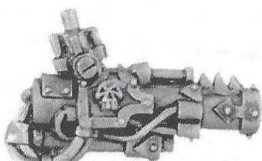
Chaos Tail 3
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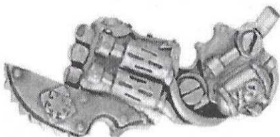
Chaos Tail 2
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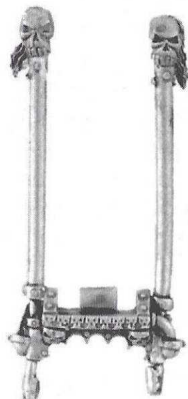
Banelord Head
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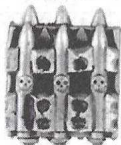
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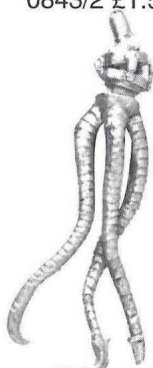
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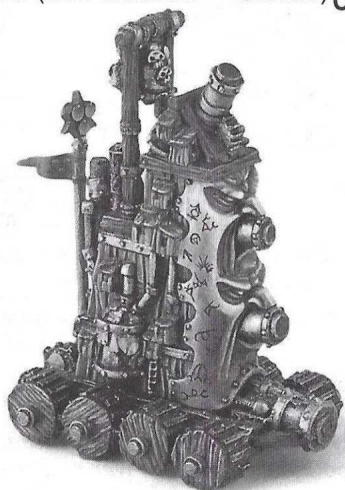
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Whirlwindy

Hi

Reading through old White Dwarfs I found an article on Flak which suggested using the Whirlwind as a Flak weapon and it gave some stats but no real info as to how to impliment this option in your army. Is a 'Flak Whirlwind' just that with a firepower of 2 or is using it as a Flak weapon an option and it can be turned on troops as a barrage weapon?

Incidentally the £1.50 plastic sprues are a fantastic deal, thanks to whoever made that decision.

Grant Passmore

A Whirlwind remains the same weapon, it just gets the Flak special ability. The changes to the Flak rules (see Firepower 1) means that it can snap fire at an aircraft at up to its maximum range 45cm. It is not an entirely different vehicle, I imagine it is just equipped with anti-aircraft missiles. So yes, it can still fire its barrages as well.

Titan Power

Dear Fanatics

At first I was unsure about the introduction of new rules, in fact a different system, tacked on the current edition of Epic 40,000. I felt the power of Titan-sized war engines had already been significantly improved from the 'Titan Legions' era where they suffered somewhat. The relative power increase, the fact that they became mobile strong points, assisting with more mundane troops nearby and the streamlined rules were factors that I liked in the 3rd edition of the game.

And then along comes 'Adeptus Titanicus II'. A nostalgic presentation and system slapped bang on top of the modern version. Were we returning to the early days of Adeptus Titanicus? Great game it was, but we did end up with a multitude of different rules on how different types of units behaved.

When new rules are presented there are two fundamental questions. Do they work, gelling with the current system and do they improve the game?

For a while it looked like the war engines were going to be completely isolated from the rest of the game, firstly being immune to assaults from regular vehicles and infantry and, horror of horrors, being immune to blast markers as well. Different gamers will have different opinions about what power level they like war engines to be at, but if war engines were immune to assaults in the basic Epic 40,000 rules I don't think anyone would have batted an

eyelid, and personally I like the Titans to be literal giants of the battlefield but still be a part of that battle so I was glad to see Titans be affected by blast markers again in issue 2. The rules as they stand will no doubt be modified as they are tested but the great thing about Fanatic is that these rules can be tested to destruction so they will work by the time Adeptus Titanicus II is released as a product.

A great thing with the ATII rules is that the Titans have become more individual, with a variety of weaponry to suit different battlefield roles rather than a lot of anti-infantry weapons, a death ray and a close combat weapon. It also means that the

One of my big fears was the introduction by Jervis about submitting to demand...

best thing to take a Titan on is another Titan. This is as it should be and means that there will always be at least one Titan on each side just in case the enemy has one, and as a player from the original Adeptus Titanicus I feel this is an improvement.

One of my big fears was the introduction by Jervis about submitting to demand and introducing new rules for vehicle variants. Thankfully Epic 40,000 #2 handled the matter in an acceptable fashion for those of us who like the streamlined system as it stands (detailed war engine rules notwithstanding).

I'm looking forward to future developments to see what is in store for Chaos. Of course it'll be a while before all war engines are covered, but now at least we have a commitment to a bi-monthly release schedule – no more four month waits with nothing happening. One concern I have is that points values haven't been recalculated. The increase in power compared to infantry and vehicles and to other Titans is altering and I think some attempt should be made to reflect this, even if the new rules are in a state of flux at the moment.

To summarize, I think that the ATII rules and Fanatic itself are good things and I'm looking forward to the future.

Mark Norfolk

Thanks for that eloquent letter. The missing points values are something we are aware of, and it will be dealt with in the near future. Play testing is continuing, so we can get a good idea of different war engine's relative values.

Warwick

DESTROYER

Leman Russ Variants

New Rules by Warwick Kinrade

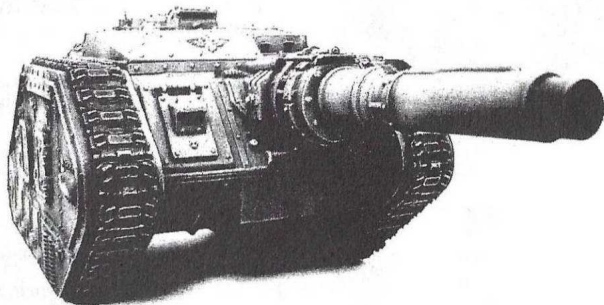
Although the Land Raider may be the most sophisticated of Imperial Tanks, and the Baneblade the most heavily armed and armoured, it is the Leman Russ which is by far the most important of the armoured vehicles in the Imperial inventory. There are many different versions of the standard Leman Russ battle tank, some are built by the Adeptus Mechanicus, others are field conversions built for a specific task by commanders in dire need. Some designs are more common than others, the Leman Russ Demolisher is used by most Imperial Guard armies. The Destroyer is a rarer vehicle and few Forgeworlds now build them. Many other variations on the Leman Russ chassis exist, from bridging and recovery vehicles to command tanks, fearsomely powerful Vanquishers or flamethrower tanks. To use these rules you must have read the Vehicle Variant rules in Issue 2 (or on our website).

THE DESTROYER TANK HUNTER

Once, in the distant past, the Destroyer Tank Hunter was a common vehicle amongst the ranks of the Imperial Guard. But despite centuries of worship, the Adeptus Mechanicus can no longer easily replicate the weapon's advanced technology. Each vehicle now has to be painstakingly hand crafted. This slow and laborious process means fewer and fewer Destroyers remain in service.

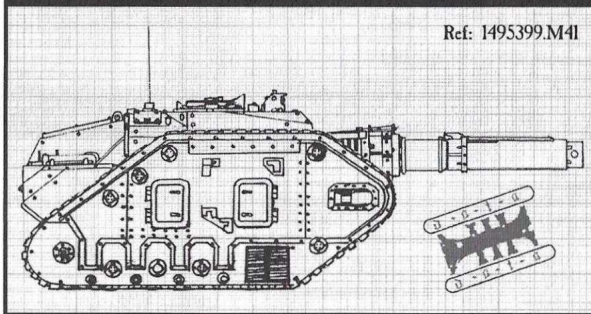
Those Imperial Guard units that do still possess Destroyer Tank Hunters guard them jealously, and each vehicle is continually patched up and repaired to keep them in the field. Wrecks which can be reconstructed are highly prized salvage after a battle. These valuable weapons' main role on the battlefield is to seek out and eliminate enemy tanks. Their

fearsome Laser Destroyer can slice through the thickest tank armour with ease, even at long range.



DESTROYER

Ref: 1495399.M41



Destroyers are usually deployed well back in hiding, weapons trained ready to ambush enemy armoured columns. After a couple of long range shots the Destroyer will quickly change firing positions to avoid return fire should they have been spotted. This tank 'sniping' makes the Destroyer a notorious hazard to tank crews, who value a confirmed Destroyer kill far greater than that of a 'normal' vehicle.

Speed

Range

Firepower

Assault

Armour

Special

as Leman Russ

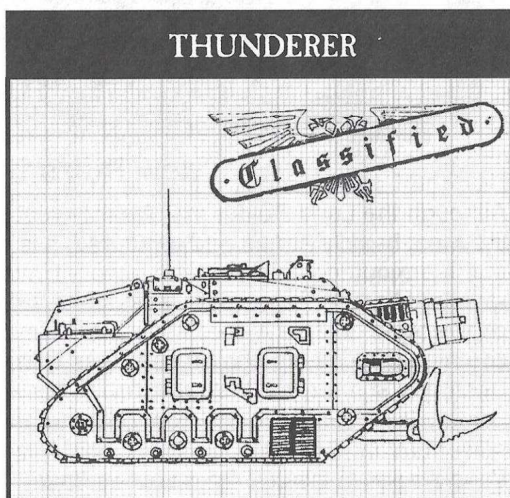
+ Tank Destroyer

THE THUNDERER SIEGE TANK

The Thunderer Siege tank is a conversion of the Destroyer Tank Hunter. The advanced technology of the tank hunter's main weapon is difficult to manufacture and repair if the weapon malfunctions or is damaged in battle. Rather than waste an armoured vehicle chassis the Adeptus Mechanicus often re-gun the tank hunter chassis with a different weapon. A common conversion is to replace the damaged Laser Destroyer with a Demolisher cannon, to fill the role of the Demolisher. It is possible that some Thunderers have been produced as new build vehicles.

This vehicle is used by commanders whose forces are required to fight in dense terrain, and often find that a regiment will not have enough Demolisher tanks to directly support all the infantry platoons.

Like the more heavily equipped Demolisher, the Thunderer is usually deployed in close support of infantry platoons, lacking the range to engage enemy tanks in the open.



Speed

Range

Firepower

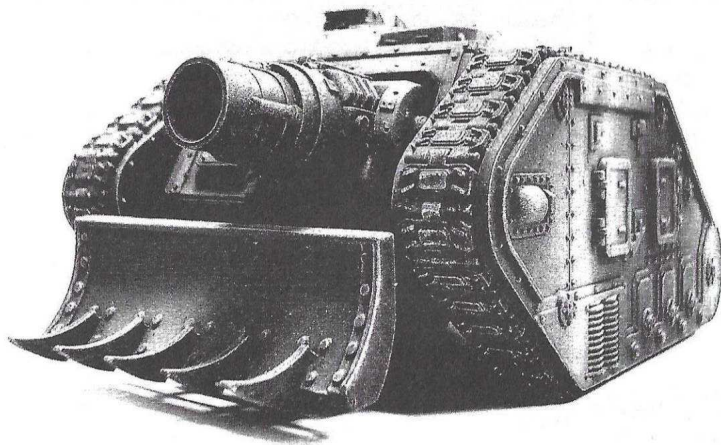
Assault

Armour

Special

as Leman Russ

+ Seige



USING THE DESTROYER AND THUNDERER

The Thunderer and the Destroyer are both Support choices for Imperial Guard Infantry Detachments. They cannot be bought as main force units.

They are bought as a single vehicle, with each vehicle counting as a single support choice.

Each Destroyer costs 32 points. Thunderer also costs 32 points each.

The Thunderer and the Destroyer are both Main Force choices for Imperial Guard Tank Detachments. Each vehicle comes in a squadron of 1-3 vehicles, all the vehicles in a squadron must be of the same type. They cannot be bought as support units and cost 32 points per vehicle.

Chaos forces may also add the Destroyer and Thunderer to the Chaos Cultist detachment (representing units of the Imperial Guard that have rebelled). A single vehicle may be taken as a single support choice for 32 points.

Forge World

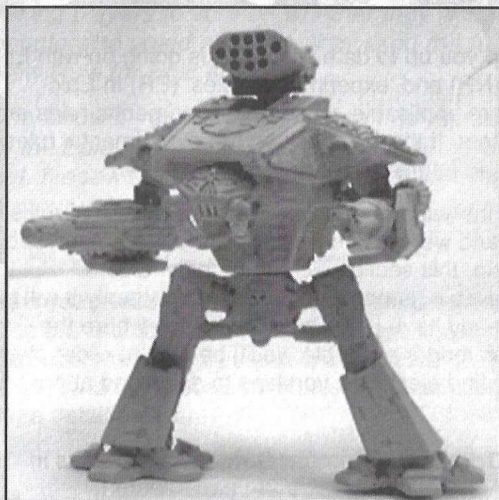
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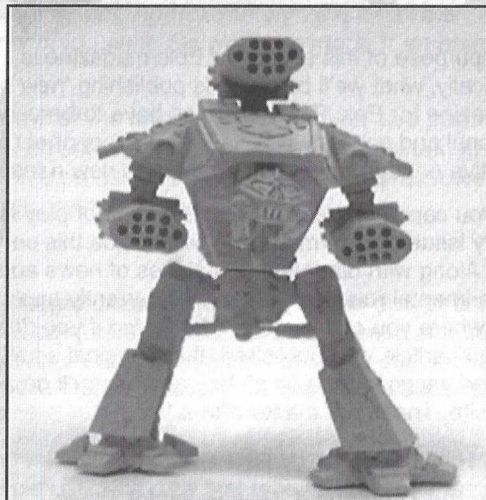
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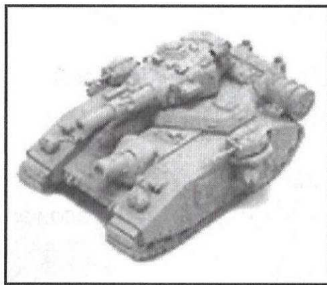
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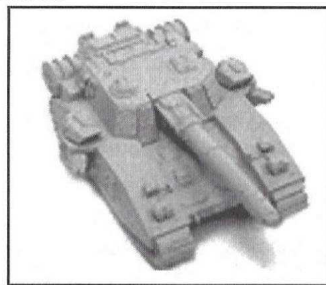
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EPIC 40,000 FIREPOWER

The purpose of this section of Epic magazine is to keep you up to date with what is going on with Epic. Basically, what we'll be doing is publishing 'new rules' (NR) and 'experimental rules' (ER) in Epic magazine for Epic. The new rules have to be used where applicable, while the experimental rules are optional and can only be used with an opponent's consent. If the feedback on the experimental rules is positive enough we'll upgrade them to new rules status in future issues of Epic magazine.

So you can keep track of what the state of play is with the various new rules and experimental rules, every issue of Epic magazine will include this section, and we'll also have a similar page on our web site. Along with other bits and pieces of news and gossip, this section will list the new rules, experimental rules and errata that currently apply to the Epic game system. More importantly it will tell you where you can find this information if you don't already have it, by listing the place where the original article was published. If the original source is no longer available, you'll be able to order photocopied versions for a small fee, and/or you'll be able to find electronic versions to download at our website. These are marked with a *.

NEW RULES

Adeptus Titanicus II. New Rules for Titans. *Epic Magazine 1 **

Adeptus Titanicus II update. *Epic Magazine 3**

Emperor Class Titans. *Epic Magazine 1**

Adeptus Mechanicus Army List. *Firepower 1*

From the Battlefield. *Firepower 1*

Air Superiority. *Firepower 1*

Princes of Chaos. Daemonic Legions. *Firepower 1*

Supreme Warriors. Space Marine detachments. *Firepower 2**

On the Wings of Death. Deathwing detachments. *Firepower 2*

Alternative Guard Detachments. Option 3. *Firepower 3*

Genestealer Cults Army List. *Firepower 3*

Green is Meaner. Ork detachments. *Firepower 2**

Imperial Tunneller Detachments. *Firepower 4*

Allocating Hits. A new method. *Epic Magazine 5*

EXPERIMENTAL RULES

Vehicle Variants. New Tank abilities. *Epic Magazine 2**

Leman Russ. New models. *Epic Magazine 2**

Super Heavy Tanks. Updates for ATII. *Epic Magazine 2**

Third Wave. Updated Ork detachments. *Epic Magazine 2**

Orkimeles Kustom Gargants. Gargants in ATII. *Epic Magazine 2**

Warriors of Justice. Arbites detachments. *Firepower 1*

Epic 40,000 the Director's Cut. *Firepower 1*

Hand of Fate. New Fate cards. *Firepower 2*

Ordo Malleus detachments. *Firepower 3*

Green Machine. New Ork detachments. *Firepower 3*

Penal Legions detachments. *Firepower 3*

The Phantom's Menace. Eldar in ATII. *Epic Magazine 3*

Medic! Imperial Support Units. *Firepower 4*

Tribal Gathering. Ork detachments. *Firepower 4*

Epic Seige. *Firepower 4*

Fortifications. *Firepower 4*

Big, Bad, Bugs. Tyranid Bio-titans in ATII. *Epic Magazine 4*

All in your Warhead. Deathstrike Missile alternatives. *Epic Magazine 4*

Destroyer. New Models. *Epic Magazine 5*

ERRATA

Adeptus Titanicus II. Clarifications, Q and A. *Epic Magazine 2*

From the Battlefield. *Firepower 1*

Q and A. *Firepower 2*

Q and A. *Firepower 3*

House Rules: Squat Army Lists. *Firepower 1*

ALLOCATING HITS

New Rules by Mark Mullins

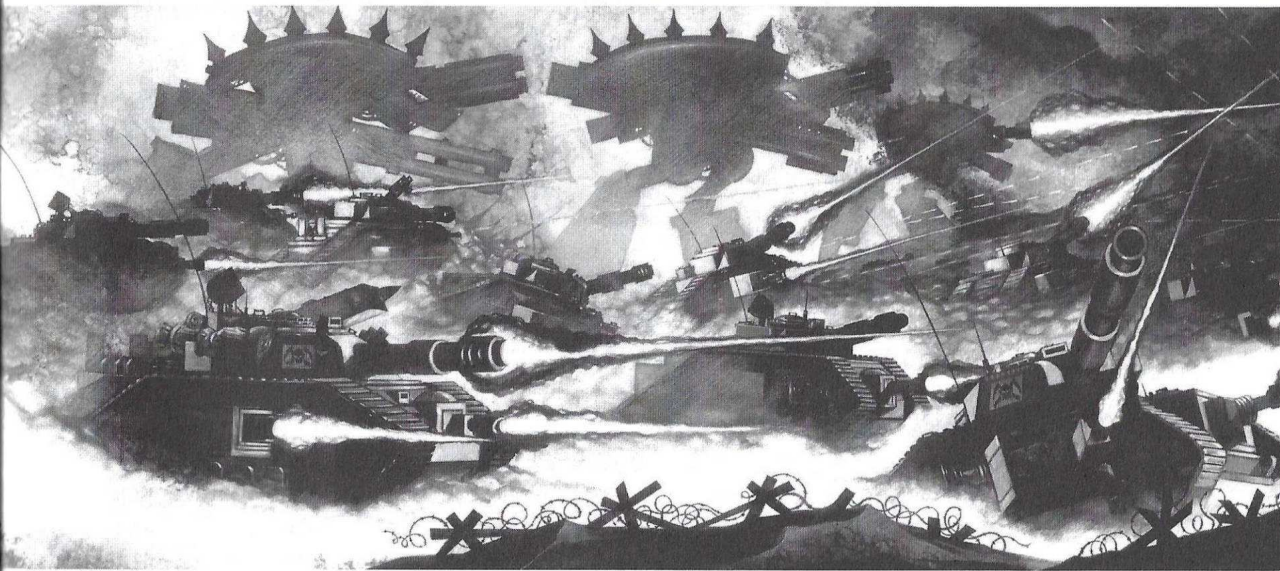
Following Epic Magazine Issue 1 and the Experimental Rules by Mark for allocating hits from shooting, here are the final version. As many of you will know we ran a poll on our website, asking players to vote on whether they liked the rules or not. Approximately 70% of all the people who voted said yes, they liked the rule and would use it. So we have made it an official New Rule for Epic 40,000.

The following explanation is meant to replace stage 7 of the shooting procedure, see page 20 of the Epic rule book. The rest of the firing procedure remains exactly the same. So working out, firepower, placing Blast markers, working out hit dice using the target detachments lowest armour value are all unchanged, until it comes to allocating hit dice.

7. ALLOCATE HITS

Next you allocate your hit dice against units from the target detachment. Allocate one dice at a time. Dice are allocated to the closest target first, then the second closest, and the third closest, and so on. Each dice must be allocated to a unit whether it can effect it or not. The attacking player can choose in which order he allocates the dice but must apply a dice to the first available target. This is explained in more detail below.

- i. Each dice must be allocated against the nearest unit in the target detachment regardless of whether it can be affected or not. (eg, you must use a hit dice that rolled a 4 against a closer unit, even if its armour value means it cannot be effected, you cannot ignore a closer unit to hit a unit behind it. If this is the case then the shot is wasted, it bounces offd harmlessly). You can allocate dice in any order you like. Remember that targets in cover can't be hit unless you used the cover column on the Firepower table.
- ii. Hits may only be allocated against units that are in range and in the line of fire of at least one unit from the attacking detachments (you can't be hit if you can't be shot at!).
- iii. You may only allocate one hit to each unit in a target detachment that can be affected until all of the units that can be affected have taken a hit. Then you may allocate each unit a second hit, starting with the closest. If all the units have taken two hits you may allocate a third, and so on.



ALLOCATING HITS EXAMPLE

A detachment of Space Marines is firing at a mixed detachment of Orks and Battlewagons. The Space Marines have a Firepower of 9. Some of the target detachment are in cover, some of them are in the open.

The Space Marine player decides to ignore the Orks in cover to fire at those in the open. Consulting the firepower table he sees that firing at infantry and vehicles in the open gives him five dice. He scores a 5, 4, 4, 3 and 2. The lowest armour value in the target detachment is 4+ for the Ork Boyz. The 2 and the 3 are discarded as misses.

The closest unit to the Space Marines is a Boyz unit, the Space Marine player allocates one the 4's to it and it is destroyed.

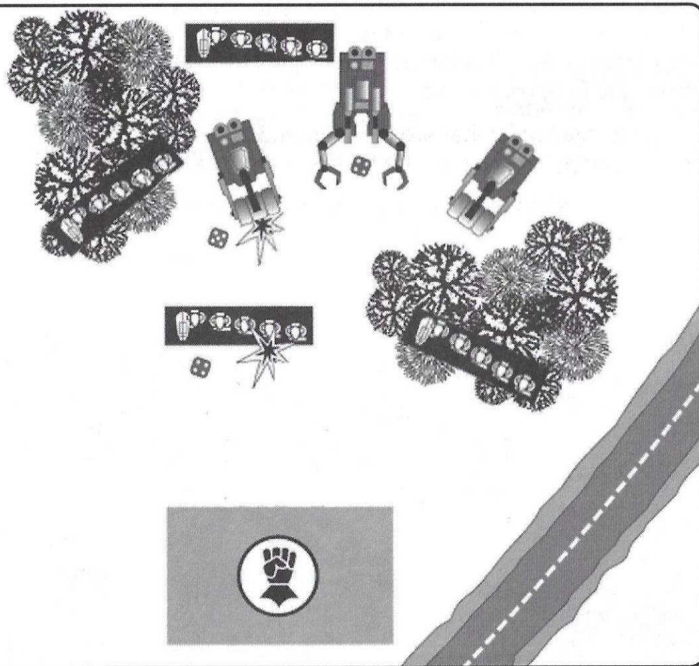
The second closest unit is a Boyz unit in cover. As he did not fire using the cover column of the Firepower table this unit cannot be hit and is ignored.

The next closest unit is a Battlewagon. The 5 is allocated to it and it is destroyed.

The next closest unit is another Boyz unit in cover, again this is ignored.

The next closest unit is another Battlewagon behind a wood. No Space Marine unit in the firing detachment has a line of sight to it, and therefore it cannot be hit.

ALLOCATING HITS



The next closest unit is a third Battlewagon. The 4 must be allocated to this, and as a Battlewagon is armour 5+ the shot bounces off harmlessly.

Firepower 9 also places one Blast marker on the Ork detachment.

NB. In firing as described in the rulebook, the final 4 would have been able to hit and destroy the Ork Boyz unit behind the third Battlewagon. As the 4 is unable to harm its Armour 5+ it would have ignored the Battlewagon. The change is that now the 4 must be allocated to a closer target, even though it is ineffective.

8. REMOVE CASUALTIES

As you allocate the dice remove destroyed units from the table. Alternatively, you can flip them over, mark them with black smoke or replace them with detailed wreck models, or whatever you do with dead 'uns.



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99060304012L Night Spinner	£2.50
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76501/6	Daemon Flamer	£0.50
76501/6	Flesh Hound	£0.50
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76501/2	Plague Bearer	£0.50
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99060302001	Chaos Rhino	£2.00
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76501/5&17	Blood Thirster	£3.00
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99060306008L	Carnifex	£4.00
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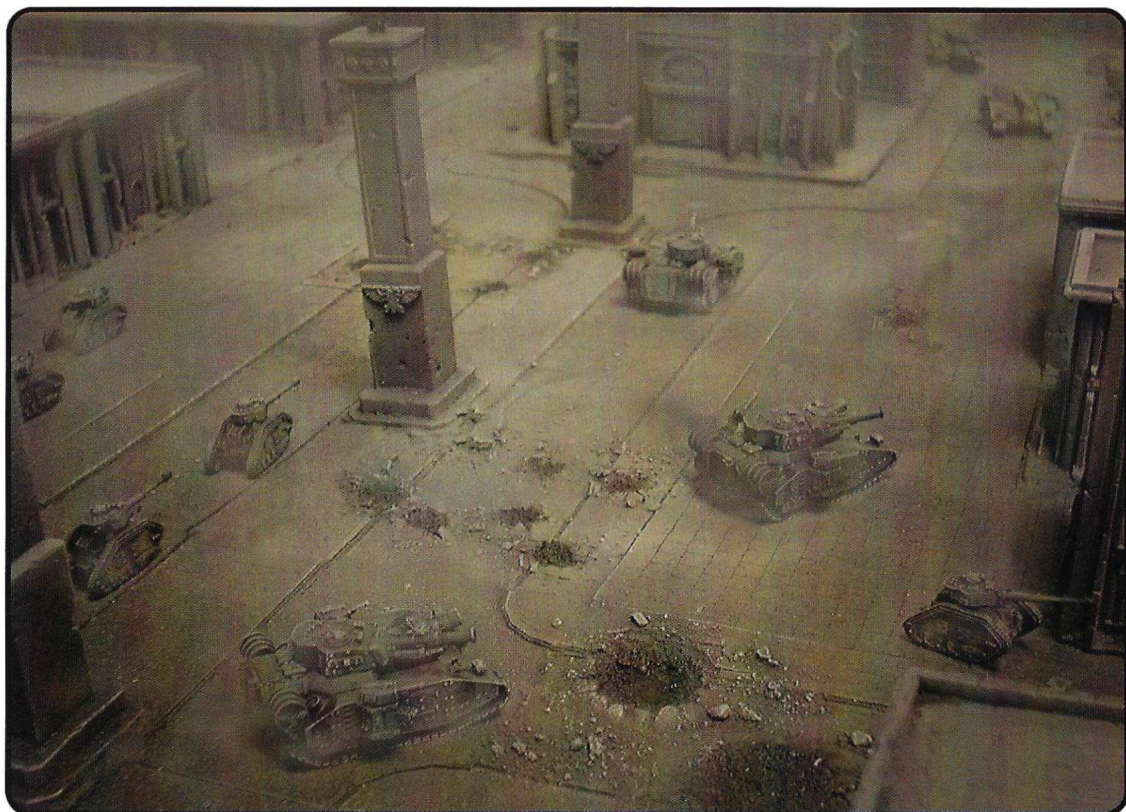
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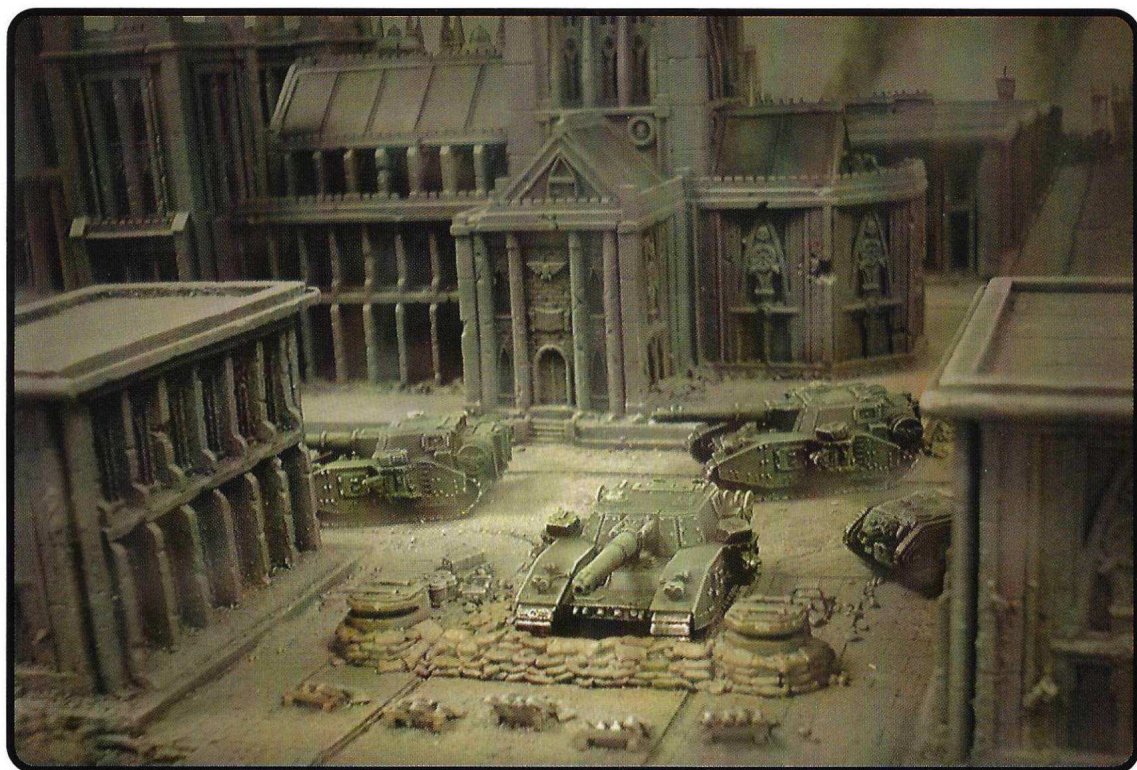
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Destroyer *by Warwick Kinrade*

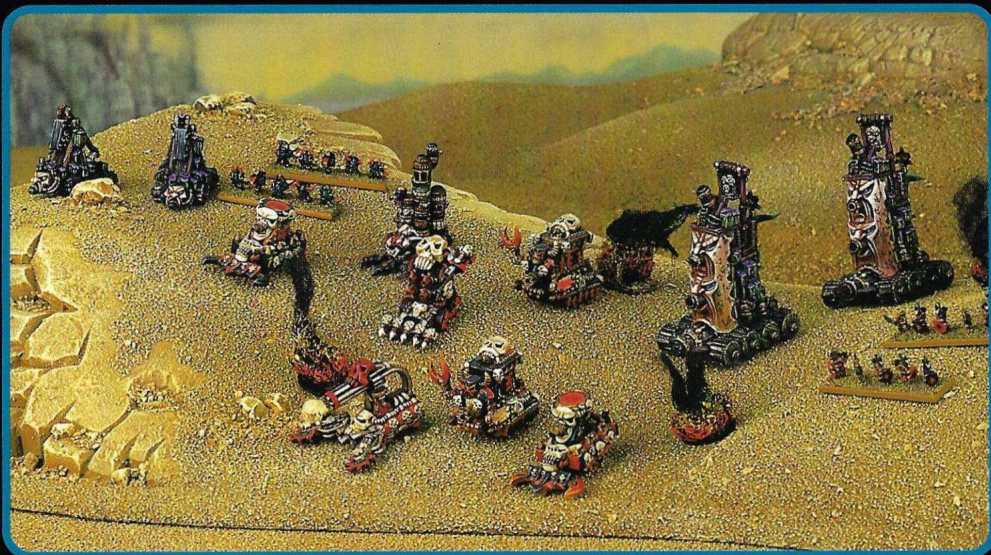
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