

THE OFFICIAL

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WARHAMMER

EPIC 40,000

MAGAZINE

Issue 8

WAR ON A NEW SCALE!

Epic Evolution II

Adeptus Titanicus Rules Update

Ork-o-Nowa

Epic Armageddon Battle Report

**GAMES
WORKSHOP**

THE DEFENCE OF ISTENBRAK CITY



Amidst a storm of fire and blast markers, the Imperial Guard hang on to their defence lines. Despite the supporting fire of a Gargant, the Orks could not breach the well defended positions and were forced to withdraw.



Their first attack repulsed, the Orks regroup around the Gargant for the second assault. It was the destruction of the Gargant during this attack that eventually broke the Orks and saved the city.

EPIC 40,000 MAGAZINE

EDITORIAL

Welcome to the issue 8 of Epic magazine.

At the moment Epic 40,000 is a game in flux. As regular readers will know Jervis is hard at work developing a new game system, to be called Epic Armageddon. As yet we don't have any firm release plans, I guess the game will be ready for release when it is ready, but we do have lots of plans and lots of ideas of how to make it the coolest version of the game yet.

So where does all this leave Epic Mag? Well, we still have Epic 40,000 to cover, and there are people out there still playing and loving the game (in all its forms). An example of this is Keith Wilson's Ork-o-Nowa game, which we feature on page 16. This was a huge beach assault game played last year at a British Forces wargames show. It included loads of scratch-built Ork ships (the sort that sail on the sea, not through space). We like to show these kind of one off schemes, it proves there is life in the hobby. So if you are holding an Epic event and would like to show it off to the wider Epic world, then e-mail us.

The core of this issue is again provided by Jervis' Epic Armageddon project. The rules are currently going through lots of changes, and we have been doing some play testing (it's a hard job but somebody has to do it!). One of the play test games forms our battle report. This isn't the full blown, White-Dwarf style, battle report, more a demonstration of how the basic rules work, and what has been changed.

As ever Fanatic are keen to hear your feedback, so e-mail in to the usual address.

The other lynch-pin of Epic Magazine is Adeptus Titanicus. This is also work in progress, and recent games have proved very popular. Again, we can't say when/if the rules will be released in their finished version, but we are keeping it on a low heat, and in the long run we see this being a great game to use your Titan models in. This month we have some of our most recent changes to the rules, with new plasma reactors and action rules as well as ammended turn sequence and to hit rolls. We think they are a big improvement, so give them a try and as ever, let us know what you think.

— Warwick Kinrade

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Games Workshop Ltd

Willow Road

Nottingham

NG7 2WS • UK

fanatic@games-workshop.co.uk

Editor

Warwick Kinrade

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Assault on Istenbrak City,
from the Epic demonstration
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Dean Spencer

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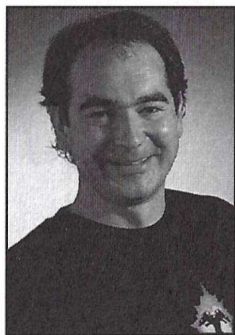
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EPIC 40,000 EVOLUTION II

JERVIS JOHNSON CONTINUES TO EXPLAIN HIS PLANS FOR THE NEXT EDITION OF EPIC 40,000



Important Note: In order to get the most from this article you really need to have read the first part which appeared in the last issue of Epic magazine. Otherwise much of what I say will make no sense what-so-ever. If you missed last issue (shame on you!), then you can download the article from the Epic 40,000 resources page on the Epic website at:
<http://www.games-workshop.com/40kuniverse/epic40k/epic40k.htm>

One of the strange things about working in the magazine publishing business is that material you write doesn't appear until at least a couple of months after you've written it. This means that by the time people start responding to something you've written, you're probably just finishing off the next thing you're going to write. So, as I sit here writing this follow-up article about Epic Armageddon, the first part has only just been published, and we've only just started to receive feedback on it. What's more, we've been doing a lot of play-testing of the new rules over the last few weeks, with the result that they have already changed quite a bit from what we were working with when the first article was written. It all makes writing a follow-up article rather difficult to say the least. However, rather than leaving everyone hanging until next issue, I'll do my best to answer some of the points raised in your feedback, and let you know how things have progressed during playtesting.

FEEDBACK ON EPIC ARMAGEDDON

The feedback on the Epic Armageddon project, such as we've received so far, has overall been very positive. Most people understand the reasons for my wanting to do the new edition, and while they may argue with some of the details of what I plan to do, they like the overall direction the new rules will take the game. This is by no means true of everyone, however, and there are a number of people who are worried that I'm over-reacting to criticism of the Epic 40,000 rules, and that basically all we should do is update the rules, taking into account the errata from Firepower 1 & 2, possibly with a little bit of extra work being done on war engines and flyers.

I fully understand this point of view, and to be honest at the start of this project I'd have preferred to simply tweak the Epic rules if I'd thought I could have got away with it. However, I didn't think then, and I don't think now, that anything other than a full-blooded new edition of the game will be enough to revitalise Epic. In my opinion there are just too many people who have lost confidence in the Epic 40,000 rules for anything other than what is clearly a new version of the game to do the trick. To use a medical metaphor, Epic is almost flat-lining at the moment and we're going to have to do something pretty drastic to get the game's heart pumping again. So in many ways the new edition is simply my equivalent of a pair of electric paddles, designed to kick-start interest in the game.

This said, what started out as a way of re-kindling interest in Epic scale gaming has become one of the most exciting projects I can remember working on for quite a while. This is because the rules I outlined in the first part of Epic's evolution have started to be tested in the white heat of battle, and while some parts have been found wanting, overall the new rules are shaping up very well indeed. Incredibly well, in fact.

What I've found most surprising about the results of testing so far is that the part of the rules I thought would have the biggest impact on the game and would generate the most comments from my playtesters, namely the new shooting rules, have been accepted and survived more or less unchanged. What has had far more impact is the new integrated Action phase, the initiative rules, and the rules for flanking fire (recently renamed 'crossfire' for reasons I'll explain later). I'll come back to these things later on, but first of all, a bit more about those shooting rules.

SHOOTING AND BLAST MARKERS

As already noted, the new shooting rules have proved very easy to use. The only real problem any players have faced is learning to declare which weapons they are going to fire, rather than which units. For example, under Epic 40,000 you'd probably say something like, "These three Leman Russ will shoot at that detachment, and the rest of the Leman Russ will fire at that one". While with Epic Armageddon you need to say, "The battlecannon and lascannon on the Leman Russ will fire AT shots at the vehicles and their heavy bolters will fire AP shots at the infantry". Once you've got used to 'focusing in' like this on the weapons rather than the vehicles that carry them then the game starts to flow quicker.

One area that did get a bit fiddly and which we've now changed was the method used for placing blast markers from shooting. To start off with we used a system similar to Epic 40,000, with one BM being placed for every 10 AT and/or AP shots made against a target. This proved difficult to work out as you no longer add together all the shots and look them up on a table, so we replaced it with a system where a detachment (called formations in Epic Armageddon) receives one BM for each enemy formation that shoots at it, plus an extra BM for every unit that is destroyed by shooting. The new system is much easier to use, and it just 'makes sense' that killing units effects a formations morale.

These things aside, the shooting rules have survived more or less unchanged. The same, however, cannot be said the rules for flanking fire and initiative.

FLANKING FIRE OUT, CROSSFIRE IN

The rules governing a formation's axis of advance, which were outlined in the last article, were one of those thing, that looked great on paper but proved to be too difficult and fiddly to use in a game. In particular, players found it hard to keep track of the facing of each HQ unit during the game, especially with the new much smaller formations we were using for Space Marine armies (more on this next issue). On the other hand I really liked the tactical implications of the flanking fire rules which forced players to think much more carefully about keeping a reserve and protecting their flanks. What was needed was a system that didn't require players to track the facing of individual units. The solution was the Crossfire rule. Here's how it works:

Formations that take fire from two different directions are caught in a deadly crossfire will quickly be thrown into confusion by the flanking fire, and will suffer additional casualties as troops struggle to find cover from attacks coming from two different directions at once. To represent this, formations are allowed to use the following rules to claim a Crossfire bonus when they shoot.

You can claim this bonus if you can draw a straight line from any of the units in the shooting formation to any unit in another friendly formation, AND this line crosses a unit from the target formation or the gap between two units from the target formation. This sounds complicated but the diagram opposite will explain all! The friendly unit that the crossfire line is drawn to must both be in range and have a line of fire to a unit from the target formation. You may not use units that are in broken or marching formations to claim the Crossfire bonus.

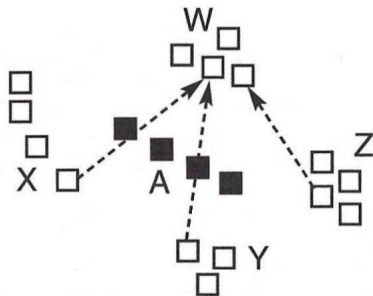
Crossfire has the following effects:

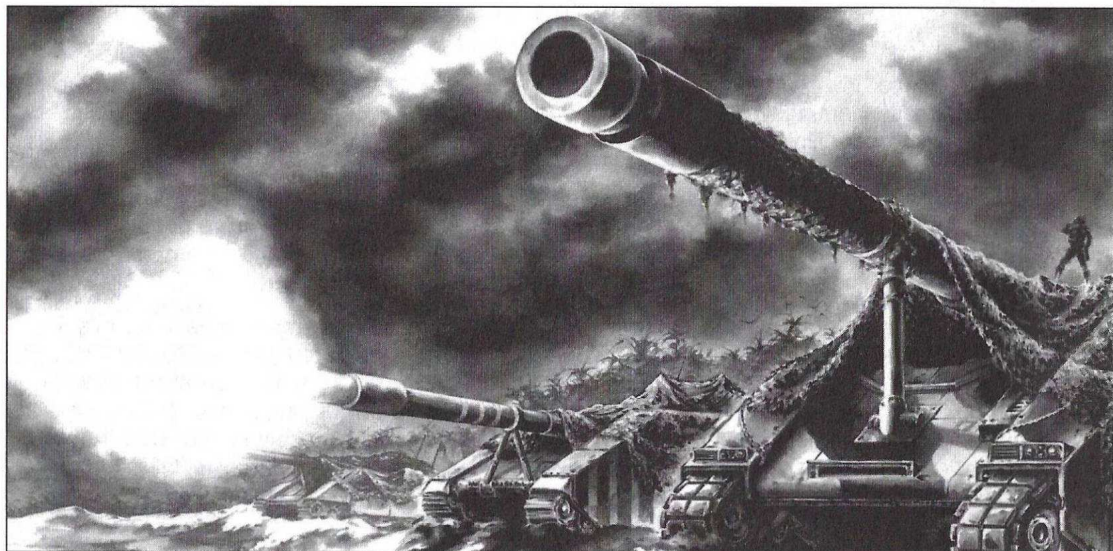
- A formation that claims a Crossfire bonus inflicts double the normal number of Blast markers on the target formation (i.e. two markers are placed for the formation coming under fire, and two Blast markers are placed for each unit that is destroyed).
- All units in the target formation suffer a -1 save modifier.

A is the target. W, X, Y and Z are all on the same side.

X and Y can claim the flanking fire bonus by tracing to W. X gets the bonus because the line shown crosses the gap between two units in the target formation. Y gets the bonus because the line shown crosses a unit from the target formation.

Z can't claim the bonus by tracing to formation W, as the line doesn't cross the target formation. However it could claim the bonus by tracing a line to a unit from formation X.





As you can see, the new Crossfire rule still forces you to cover your flanks, but doesn't require you to keep track of the facing of units in a formation. It is also a much easier rule to explain, and shorter too, all of which make it a huge improvement over the original rule. If you'd like to see what kind of effect it has on the games we're playing, I highly recommend you try it out in your games of Epic 40,000 (just ignore the save modifier and say it simply doubles the number of BM that are placed). I think you'll find it makes for a much more interesting game.

RETAINING THE INITIATIVE

Although all of my playtesters quickly fell in love with the new rules for taking actions and trying to retain the initiative, there were a couple of things about the rules that I wasn't quite happy with. The first thing that worried me was that the first formation which was chosen to take an action didn't have to take an Initiative test in order to do anything, and so always carried out its order perfectly. This didn't seem quite right to me.

Compounding this problem, early in testing I'd had to remove the rule from Epic 40,000 which requires a detachment with one or more Blast markers to take a test in order to move, as leaving it in could lead to strange situations where a formation that had passed a dice roll to retain the initiative and so be allowed to move, then had to take a second test in order to move (a double wammy!). This just didn't feel right, so the old Epic 40,000 rule was deleted. Unfortunately, this meant that BM's had very little effect on a detachment's ability to move when under fire, which didn't seem right either.

My solution was to change the rules for taking actions so that every formation, including the first one chosen, had to take an Initiative test before carrying out an action. If the test was passed then the formation could carry out the chosen action and the player could try and retain the initiative and activate another formation if he wanted too. If the test was failed then the formation received a BM and could only carry out a move action (no matter what was chosen), and the player was not allowed to try and retain the initiative. This is all summarised on the chart below:

ACTIONS

Move: The formation may make a normal move, then either shoot OR go onto overwatch, and then regroup.

Assault: The formation may make a double move and then shoot with a -1 modifier OR it may fight a close combat. It may not regroup in either case.

March: The formation may make a triple move, but may not shoot or regroup.

Rally: This is the only action that may be chosen by broken formations, though other formations can choose it as well. All units in the formation can make a withdrawal move, and can then regroup, and then rally. It may not shoot.

Special Actions: Some formations are allowed to carry out special actions. Some of these are described in the Special Rules section of the rules, and some in the Army Lists sections of the Armies book.

This version of the action rules manages to retain the 'interwoven' aspects of the original rules (players take it in turns to activate formations), while emphasising rather well the suppressive effect of fire on a formation, as BM's make it much harder for a formation to make double or triple moves. Of all the things in the new Epic Armageddon rules it's the bit I'm the most pleased with, and I have to say that it and the rules for Crossfire on their own mark a huge improvement over the Epic 40,000 rules, no matter what one may feel about the rather more detailed rules for weapons and shooting. As with the Crossfire rules, I highly recommend giving the new action rules a try in your games of Epic 40,000, as they should integrate very well with the old rules.

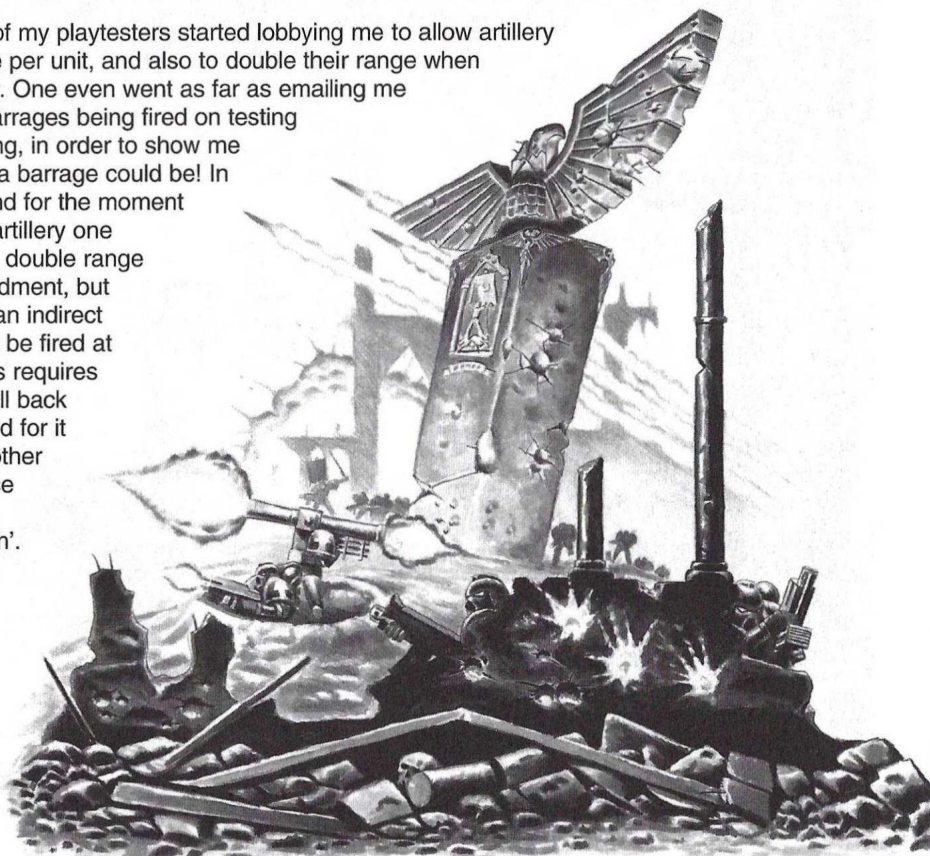
ARTILLERY AND CLOSE COMBAT

Just about the only other areas of the core game rules which have come under scrutiny during playtesting are the rules for 'indirect' artillery fire and the rules for close combat.

In my first version of the Epic Armageddon rules I had allowed artillery to use one Barrage template for every three artillery units in the detachment. Anything under the template could be hit, the To Hit roll depending on the type of artillery being used (see the chart below). Artillery could also take a special 'bombardment' action which allowed them to place these Barrage templates anywhere they liked within range, even if they didn't have a line of sight to the target, this representing artillery's ability to attack targets 'indirectly'.

TO HIT ROLLS		
Type	Infantry target	Armoured target
AP	5+	na
AT	n/a	See data sheet
Barrage	5+	7+
Heavy Barrage	4+	5+
Mega-cannon	3+	3+

Very quickly several of my playtesters started lobbying me to allow artillery to place one template per unit, and also to double their range when firing a bombardment. One even went as far as emailing me videos of US army barrages being fired on testing grounds during training, in order to show me just how devastating a barrage could be! In the end I caved in, and for the moment we're trying to allow artillery one template per unit and double range when firing a bombardment, but with the proviso that an indirect bombardment cannot be fired at under half range. This requires artillery to be kept well back from the front line, and for it to be screened with other front line troops whose job it is to keep the enemy 'at arms length'. So far these rules seem to be working well, but I'm going to be keeping a close eye on them in order to make sure that artillery doesn't end up dominating the game.



The changes made to the rules for close combat were much simpler but rather more profound. Several of my testers were very worried that close combat was too random, and that a single dice roll could decide the game. We tried giving each side a limited number of re-rolls to use in close combat, but this didn't really seem to cure the problem. Then one of my playtesters suggested that we allowed each player to roll two dice for close combat, but only use the dice that rolled highest. At a stroke this made close combat much more predictable, and also placed greater emphasis on attacking an enemy formation that had first been 'softened up' by fire and had received plenty of BM's. I love the implications of this simple rules change, and once again I highly recommend using it in games of Epic 40,000 as it really adds to the skill level of the game.

CONCLUSION

As I hope this follow-up article has shown, the Epic Armageddon project has already proved incredibly fruitful, and provided a number of new rules which add even greater depth to the already challenging Epic game system. I also hope the article gets across just how excited I am by the project. I must say that it's doing stuff like this that makes me remember what it is that makes mine the best job in the world! But enough of my gloating... On the following pages you'll find a small battle report showing how the rules changes work in practise. And if you have any comments on anything you've read above then I'd love to hear from you. Just email your comments and suggestions to me at fanatic@games-worshop.co.uk. I'd also like to make a plea for players that don't like the proposed changes to get in touch. It's no good moaning about things on your favourite mailing list or forum and hoping that we read your comments there. You need to get in touch with us direct if you want to be heard!

Happy gaming!

Sevin Lee

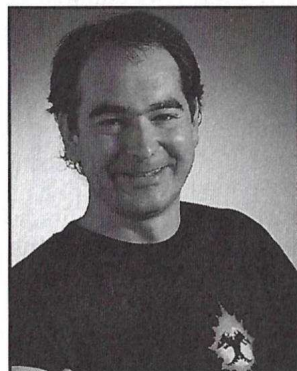


EPIC ARMAGEDDON PLAYTEST REPORT

by JERVIS JOHNSON



The following very short battle report will give you an idea of how the new Epic Armageddon rules work in practise. While most battle reports are carefully set up to provide a closely fought game between two evenly matched sides, this report is not of that type! Instead I've simply written up what happened in a recent playtest game which took place between Warwick and myself. The game pitted the large, sledgehammer-like companies of the Imperial Guard against flexible and fast Space Marines.



PREPARATIONS

Playtest games, especially ones early in the development cycle of a new game system, are very different to the types of games that take place once the rules are finished. For a start, at this stage, none of the units have points values, as these can only really be derived once the core game rules have been fully worked up. In addition, the games are usually run in order to test out an aspect of the rules, rather than to create an evenly balanced or interesting game. This isn't to say that playing such games is a terrible chore or bereft of any strategy or tactics, but it is worth bearing in mind when you read what happened in our game.

Anyway, the playtest game that forms the basis of this battle report was a small one pitting a Space Marine force against an Imperial Guard force. While setting up we decided that the battle was clearly a training exercise for the Imperial Guard formations taking part. Subsequent events were to show that the Guard were clearly in need of training, and could probably do with a few more lessons based on what happened to them in this battle!

But I'm getting a little ahead of myself. In our game the Space Marine army consisted of three six stand Space Marine tactical detachments in Rhinos, a four stand Assault detachment, a four stand Terminator detachment, a three vehicle Land Raider detachment, and a five vehicle Land Speeder detachment. In addition, a Dreadnought had been added as an upgrade to one of the tactical detachments, and a Space Marine Commander had been added to one of the other tactical detachments. You'll note that even with the addition, the Space Marine detachments are very small by current Epic standards. This is because we're experimenting with a new set of army lists which emphasise the difference between the different armies in the game by using different methods to pick each one. For Space Marines, my current thinking is that they should come in numerous small formations which will make them very flexible, but could leave individual detachments open to being overrun by the rather larger formations used by other armies.

All of which leads neatly to the Guard army. Up until this battle we'd only played Marine vs Marine games, and so this was going to be the first outing for the Imperial Guard under the new Epic Armageddon rules. As opposed to the small detachments used in the Space Marine army lists, I've decreed that the Guard must come in big unwieldy Company sized formations. As I was also keen to see how effective massed formations of tanks and artillery could be, we decided to field an Imperial Guard tank Company and an Imperial Guard artillery company. The tank company consisted of ten Leman Russ (including three Demolishers), reinforced with an attached Steel Legion infantry platoon made up of seven Guard stands mounted in four Chimera. The artillery company consisted of six Basilisks, three Griffons and a Chimera

'command and communications' HQ vehicle. These two huge and unwieldy formations could both bring down prodigious amounts of firepower. The question was... would the Space Marines' greater flexibility be able to counter this?

THE BATTLE

We set up 4" by 4" playing area as shown on the accompanying map. The Space Marines (under Warwick) were set up first with orders to defend the landing pads at all costs. The Imperial Guard (under me) were to enter from the table edge opposite the landing pad, and had orders to capture it.



A Space Marine Tactical detachment, with Dreadnought support, deployed along the edge of the Nordwald, awaiting on overwatch.

Warwick's deployment can be seen on the map. It's worth noting that the tactical detachment set-up with the Land Raiders is the one that included the Space Marine commander. Space Marine commanders have a special ability to 'join together' their detachment with other Space Marine detachments that are nearby. This allows the whole combined force to move, shoot and assault as one formation, and allows the Space Marines to build up large Company sized assault groups if they need to, and then break them down again later on.

But I digress once more. After Warwick had set up we were ready to start the game. At the start of each turn in Epic Armageddon each player must roll a D6 and add their Strategy rating to the score in order to see who will go first in the Action phase. The Space Marines won this roll easily, and so Warwick had to pick a detachment, declare what action it was going to take, and then make an Initiative test to see if it carried out the action successfully. Warwick picked the tactical detachment in the Nordwald and declared that he wanted them to take a move action. As Space Marines have a 1+ Initiative value, and no modifiers applied to the roll, the detachment carried out this action automatically. Move actions allow a formation to move and then either shoot or enter overwatch. Warwick didn't want to move just yet and, having no targets, entered overwatch instead. The overwatch orders would allow the detachment to shoot later in the turn as a reaction to an enemy move.

Warwick now had to decide if he wanted to retain the initiative or hand it over to me. He decided to try and hold onto the Initiative, and declared that he wanted the tactical detachment in the Sudwald to take a move action too. This time there was a chance of failure, as there is a -1 Initiative modifier for trying to retain the Initiative. Even so, all this meant was that Warwick needed to roll a 2 or more, which he did easily. Once again the Space Marines remained stationary and entered overwatch.

Warwick now had both his 'front-line' detachments ready and waiting for the Guard assault, so he happily handed over the initiative to me. I decided to activate the tank company first of all. I ordered it to make an assault, passed the initiative roll (I needed a 2+), and moved forward at double rate to occupy the hill in front of the Space Marines that were waiting in Sudwald. When you take an assault action you can choose to either move and shoot, or to move and fight a close combat. I decided to shoot, and ordered my tanks to let rip at the Space Marines in the wood. Unfortunately, before I could do so Warwick was allowed to shoot with the detachments he had put into overwatch, as these attacks happen after the enemy move, but before they shoot or fight a close combat. The Space Marines in Nordwald were too far away to shoot, but the Marines in Sudwald were easily within range, and let rip with krak missiles from their missile

launchers. Krak missiles require a 7+ to hit (i.e, a 6 followed by a 4, 5 or 6), but Warwick was lucky, scoring two hits on the tanks on the hill. Leman Russ have a save of 4+, and I managed to save one of the tanks, but lost the other. First blood to the Space Marines!

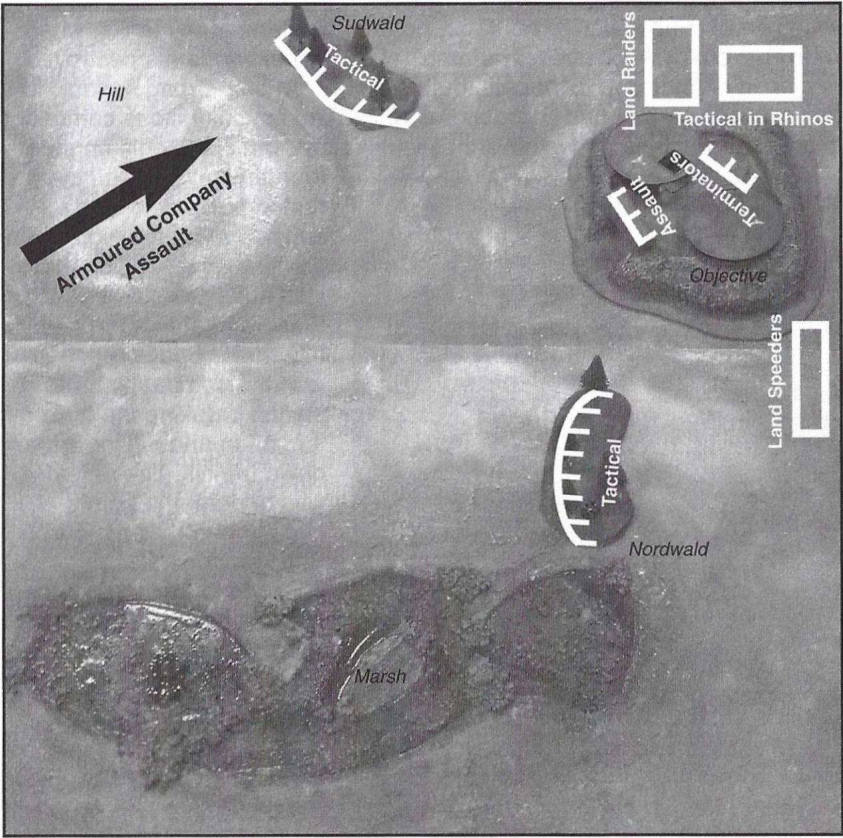
With Warwick's overwatch shots out of the way I could return fire with the tank company.

Unfortunately, Warwick's overwatch shots had placed two Blast markers on the Guard company (one for coming under fire, the other because a tank was lost) and this meant the tanks would suffer a -1 to hit modifier. None the less the battlecannon and heavy bolters on the Leman Russ were capable of laying down an awesome amount of fire on the Space Marines they could see lining the edge of the woods. Each battlecannon had an AP of 3 (4 for the Demolisher cannons!), and the tanks sponsons added another 2 AP, which meant that I got to make fifty six to hit rolls

once the Chimera were included! Unfortunately the tank company was on assault orders (-1 to hit), had Blast markers (-1 to hit), and the target was in cover (-1 to hit), which meant the to hit roll went from 5+ to 8+ (e.g. a 6 followed by a 5-6). None the less I scored seven hits on the Space Marines, and even though the Space Marines had a save of 3 or more, four stands were killed by the fire and the detachment ended up with five Blast markers. Hmmm, I thought, maybe this isn't going to be so hard after all...



The Space Marine Tactical squads in the Sudwald feel the weight of Leman Russ firepower. Note the five blast markers, 1 from being under fire, 4 from the casualties, ouch!



Which just goes to show it's easy to get cocky, because from this stage on it was all downhill for the Imperial Guard. After finishing my shooting I decided to hand the initiative back to the Space Marines (I wanted to wait to see what they did before committing the artillery), and Warwick proceeded to make a series of lightning moves which all but destroyed my tank company as a fighting formation. First of all the Land Raiders and Rhinos moved up as a single combined formation led by the commander. The Land Raiders fired at my tanks with their twin lascannons, destroying one of them and placing another two Blast markers on the formation. Then the Space

Marine Land Speeders used an assault action to hurtle round the right flank of my tanks, where they could shoot at them from a crossfire position. The result was another two tanks destroyed and six (!) Blast markers placed on the formation. Last, but not least, the four strong Assault Marines bounded out from the landing pad and charged the tanks. The resulting close combat was a bloody affair, as the Space Marines had excellent assault values, but could only engage

four tanks, which left the rest in position to lend support with their high firefight values. None the less the sheer number of Blast markers on the tanks meant the Space Marines won the combat by three points, breaking the tank formation and driving it back down the hill. The defeat was bought at a heavy price, though, as all four Space Marine stands perished in the combat for a loss of only three Leman Russ tanks.

As my tank company reeled back down the hill I had a feeling that for all intents and purposes the game was over, and so it proved. Although I managed to bring

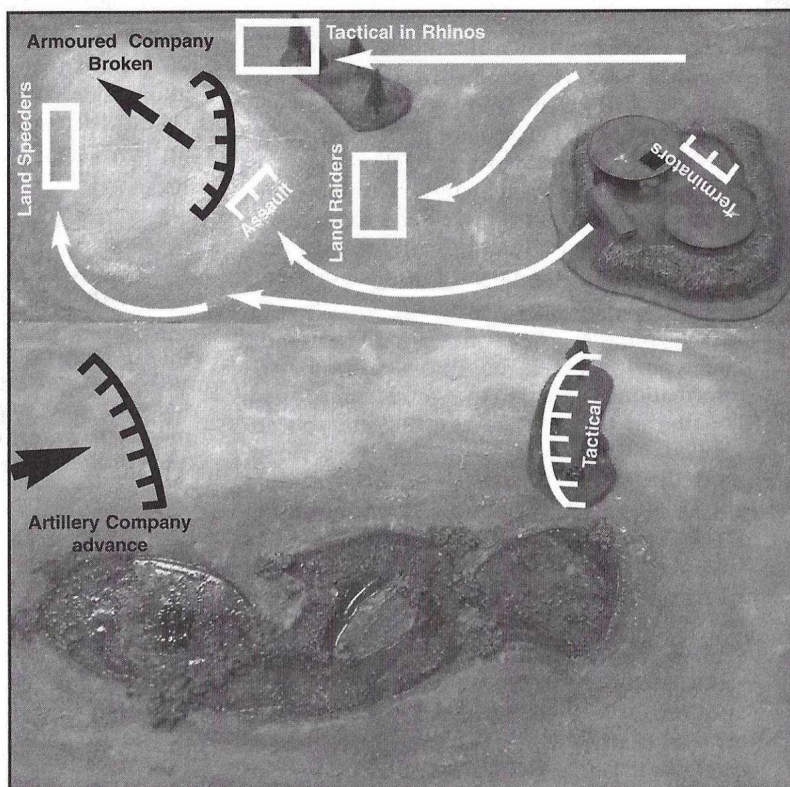


Last stand of the Leman Russ' as they are surrounded on the hill top. The detachment has 21 blast markers on it and 8 remaining units. When blast markers reaches three times the number of remaining units (in this case 24), the detachment surrenders or routs.



The Landing Pad objectives, defended by Terminators and the remains of a withdrawing Tactical detachment.

my artillery company onto the board, I had to place them well away from the main action to avoid being overrun, and they contributed little to the battle. Meanwhile the tank company was surrounded when the Land Speeders moved round behind it, which placed it in a position where it was coming under crossfire from just about anybody who fired on it. Although I desperately tried to rally the tanks, I simply couldn't manage it, and in the third turn the battered survivors of the company surrendered when the number of Blast markers on the formation reached three times the number of remaining units.



While the tanks were being massacred, my artillery pounded away at the Space Marine Land Speeders and finally managed to bring them all down. However, this only happened after the tanks had surrendered. As the Space Marines were clearly now going to turn their attention to the artillery company, my gunners sensibly retreated off the table and the game was over.

CONCLUSION

Although roundly thrashed I was extremely pleased with the way this game worked out. As noted in the introduction, playtest games are less about winning and losing, and more about finding out if the rules 'feel' right. On this basis the game went very well indeed, as nothing happened that felt wrong or out of place, and Warwick's better game play was appropriately rewarded by the result of the game. I was especially pleased that, although the Guard formations had many times the firepower of the Space Marines, the Space Marines' greater flexibility and superior 'command and control' meant that they were far and away the better force.

This is not to say that there aren't areas in the game that need further refinement. Some work still needs to be done on how broken formations integrate into the initiative system (it's a bit clunky at present), and more work needs to be done on how Imperial Guard armies are chosen and fielded (the current system is a bit too inflexible). But these were fairly minor quibbles, and overall I am very pleased with the way things are going with Epic Armageddon.

But enough self congratulation – if this report has made you want to try out some of the rules we've been using, why not try using the initiative and crossfire rules in your own games of Epic 40,000 and see what you think of them! The rules are described in a bit more depth in the Epic Evolution article accompanying this report, and are easy to retrofit into current Epic rules. If you do give the rules a try I'd be very interested in hearing what effect they have had on your Epic games and what you think of them. You can email with your feedback and comments at fanatic@games-workshop.co.uk.

Sevin Ill

Warwick takes a look in the Mailbag...

CONSTRUCTIVE CRITICISM

To whom it may concern,

Hello everybody down there at Epic HQ, and congratulations on doing a great job so far with all aspects of Fanatic gaming. It is completely understandable that you are in charge of a fair few games now and must surely struggle to keep up with the demand of things. But (there's always a but!), myself and some others I have been talking to can't help feeling a little worried about current developments concerning Epic.

I have been playing Epic now for a few months and regularly check the Epic website for any information on making a good game great. Looking at the Warhammer 40K site you are spoiled for choice with battle reviews, modelling tips, scenery, galleries etc.. I appreciate that Warhammer 40k has always had great coverage and is in many respects the Games Workshop's main game. Yet I don't see why the Epic website can't be just as good, if not better!

Scenery tips are always welcome. I want to know how to create huge intimidating citadels and fortresses. I want to know how to create my own death world in Epic proportions full of disease and riddled with scum. How do I create a harsh ice world where the only heat is created by the barrel of a gun? Streams, rivers, hills, mountains, explosions, casualties the possibilities are endless!

Something that is frustrating is the lack of colourful pictures of Epic 40K on your website. I have noticed a lot of Warhound Titans in your gallery yet sadly as of yet nothing else. The hundreds of pictures painted by the numerous artists over the years are indeed all Epic player need as inspiration to paint beautiful armies. You must surely have a tonne of painted Epic 40K models from all the years it's been around, so show them off. You deserve the credit and we deserve to see them.

As times go on new models are brought out and others are taken away. Something that annoys me and others is certain aspects being taken away when once you had them, e.g. Banners! I just spent £15 on my beautifully sculpted Imperator Titan to have it delivered with no box, (no painting help), no instruction leaflet, (How do you put this together?) and no banners!

Please could you put a downloadable file for all the Epic banners, on your site? If not, tell us how to make our own.

I understand what I have said could be interpreted as negative comments. I disagree and say that these are constructive criticisms from the people who you're trying to sell to. I also understand that some of the things said

here are out of your jurisdiction. However, who else is better qualified to make the difference than you!

All I ask is that you consider these comments and make your own decision about all the points discussed.

All that aside, keep up the good work. Good luck.

Yours sincerely

Adam Swallow

All Adam's points are right. We'd love to include all those things on the Epic website, and in time we will. We realise that Epic support is suffering at the moment, but with a new game to generate new interest and new models to follow etc, we are confident that we can get Epic back on track.

PLASTIC CHAOS

Greetings Fanatic,

As an Epic 40,000 player may I congratulate you for taking the courageous step to amend your views on ATII and its incorporation with 'normal' Epic. It has certainly allayed my fears that Titans would become the dominant feature of the game, thus detracting from the value of having armies as well.

Your question of the week for 08-06-2001 requests that we choose from two options: Tau or Dark Eldar, with a view to the creation of a new army, but this does raise a question.

Why can't you get troop sprues for Chaos, as it seems to indicate from the latest back catalogue printed in Epic Magazine?

Was this merely an omission (if so that would invalidate the point that I wish to raise subsequently)?

I believe that ensuring the availability of Chaos plastic sprues may be something that should take priority over the creation of a new army, thus ensuring that newer players such as myself are able to collect and play with all armies that are detailed in the Armies book of Epic 40,000. I did not appreciate the urgency that is required in collecting when the box set came out and so missed the opportunity to complete my range of armies (I have 8000+ points of all the others).

May I also congratulate you upon the presentation of the Vehicle Variant rules in Epic Magazine 2, which provide a reason for Epic players to convert models – something that I had not contemplated until seeing those rules. Although it is my opinion that a points cost should also be imposed as the resultant variant may have significant advantages over the standard model.

In fact, one of the options must incur a points value increase directly. If a variant receives the anti-tank ability it receives a 5 points increase in its cost (as layed down in Epic Firepower #1). This points increase is applicable also if an anti-tank weapon is upgraded using the 'shootier' option. I believe therefore that a points levy is necessary for these new options. Finally, I would like to make a direct request. Please can we have a tournament?

I don't believe I have seen one advertised ever and it would provide a wonderful opportunity to promote Epic in a showcase event. Thus rekindling the desire in the more established players and attracting new players to what I consider to be the best game I have ever played.

Yours, currently converting Sentinels,

Andy the Alien

A Tournament would be nice, but we are more likely to run a campaign weekend I think, a less competitive event where players can just come, meet other players and spend a weekend playing their favourite game. Again, with changes to the rules an event for Epic is someway off but it is in our plans and it will be advertised in Epic Mag first.

HOOKED

Gentlemen,

I hear that you are reviving my favourite game EPIC 40,000! Thanks for that. I have been a rabid GW fan since I visited England way back in 1988, before you went global. I was hooked then and have been ever since.

Could I suggest a thing or two about some Epic models?

We have a terrific amount of armour and artillery to choose from, which is fantastic, but we don't have a lot in the way of characters to command the legions. Could you forge some of the following models so that we have some more flexibility and character to our armies...

1. I have been talking to friends about pre-Horus Heresy scenarios. They have the warped Primarchs to field, but I do not. Could we get Epic representations of: Sanguinius, Leman Russ, Roboute Guilliman, Vulkan, Lion El' Johnson, etc.

2. Could we get some 'current' commanders manufactured such as: Dante, Ragnar, etc.

3. This would be great for Imperial Guard as well with Yarrick, etc.

4. Could you develop Codexes and models for Dark Eldar, Tau, etc. The variety would be a challenge to purge in the name of the Emperor!

5. More on specialized troops to allow for flexibility. Could you make miniatures of

Assault Terminators (with thunder hammers, and lightning claws), Bloodclaws, Grey Hunters, Ravenwing, Deathwing, etc.

Thanks Gentlemen, keep up the great work!

A fellow Fanatic.

Special characters is something we decided to avoid in Epic from the start, given the scale of the game. How much effect on a huge battlefield can one man have? Part of the appeal of special characters is a really nice model for your army, something that hardly applies to Epic scale infantry. Commissar Yarrick would be just about indistinguishable from any other Commissar. Epic just isn't a game about individuals...

ADEPTUS TITANICUS

We still use and swear by the original scenario system from the Adeptus Titanicus game released back in 1989. Both players are randomly assigned missions and force level could change based on mission, plus you have no idea what your opponent is doing, other than attacking or defending. We also use the over the top points rule, because you might have a few extra points left over, so why waste them? We use the points for Off board support counters, which is another rule we swear by. Thanks for allowing us to give our opinions.

RJD

Adeptus Titanicus contains many great ideas, and we'll be looking hard at it as we develop a new version of the game, and no doubt borrowing! For example, the missions system is already included in AT, and we'll be working on it too over the coming months.

QUICK FIX

Hi. I know I bombarded you about this earlier, but since I've seen it come out in Epic Mag 5, I wanted to make a quick reiteration of a problem with the allocating hits rule.

The first one is the one pointed out in a letter from someone in one of the magazines, where you could apply a die that couldn't hit a nearer unit, so that a higher dice could be applied to something further back, hitting something that couldn't have been hit in the original rule. I think this was a real problem, and easily fixed. Just assign dice to units front to back (as in the original and the modified rule), but require that you assign a dice that can hit if you have one, or the highest unallocated dice otherwise.

I do sorta like the rule, which is why I've made my suggestions to fix a problem with it. I don't really have a problem with the original rule to need it fixed, but the modified rule really does need tweaking for it to work, in my opinion.

Andy Skinner

Write in with your opinions to:

Mailbag

Fanatic, Games Workshop,
Willow Rd, Lenton, Nottingham, NG7 2WS.

While many of the articles we use have been written by GW staff, the majority are not – they are written by dedicated gamers who have something to say about their hobby and want to contribute to it. If you are one of these people then the following writer's guidelines will help you put together an article that is more likely to be accepted and used. The main thing, however, is to give it a go by writing something and sending it to us. After all, the worst we can do is say no!

1. What do we need?

- We need a publishable article. We don't need flowery prose, but we do need finished articles, complete with photographs and maps where applicable. A well-structured, spell-checked article is guaranteed to improve your chances of getting published.
- We need your permission to use your article. All you have to do is fill in and sign the Permission form printed at the end of these guidelines and send it in with your article.
- If possible, supply articles on disk. We can read most formats, so just send in your article on disk as this will save a lot of time. Also, if you're on the Internet, why not e-mail your article to us.
- If you can, send us photographic evidence. Digital photographs are best, but other forms of photograph will do at a pinch.

2. What we're looking for and what we're not!

The following types of article are the best sort to send in as an 'unsolicited' article.

- Do send scenarios for one of our game systems.

- Do send ideas for collecting, modelling, converting and painting Citadel miniatures.
- Do send tips and tactics based on an army and a game system that you are familiar with.
- Do send reviews or details of how to set up and run a tournament/convention.
- Don't send new rules & army lists. While we will be publishing rules and army lists, these will always be commissioned works. By all means send in such material as an example of what you can do, but bear in mind that we will not publish it.

3. Sending your work to us

Send your article to the following address, along with the Permission form:

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or email it to

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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 your Epic games. 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 photo-copied 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 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*
Warmonger Titans. *Epic Magazine 7**

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**
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*
Medic! Imperial Support units. *Firepower 4*

Tribal Gathering. Ork detachments.

Firepower 4

Epic Seige. *Firepower 4*

Fortifications. *Firepower 4*

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

Destroyer. New Models. *Epic Magazine 5*

ERRATA

Adeptus Titanicus II. Clarifications, Q & A.

Epic Magazine 2

From the Battlefield. *Firepower 1*

Q & A. *Firepower 2*

Q & A. *Firepower 3*

UNOFFICIAL HOUSE RULES

Squat Army Lists. *Firepower 1*

ADEPTUS TITANICUS

Adeptus Titanicus II. Rules for Titan combat.
*Epic Magazine 1**

Emperor Class Titans. *Epic Magazine 1**

Adeptus Titanicus II update. *Epic Magazine 3**

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

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

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

Dark Lords of Battle. Chaos Titans and War Engines in ATII. *Epic Magazine 5*

Adeptus Titanicus Rules Update. Errata, Q & A and Experimental rules. *Epic Magazine 7*

ORK-O-NOWA

A massive Epic game run by KEITH WILSON AND FRIENDS

This massive Epic beach assault game was held at the British Forces Wargames Show (ACTION 2001) at the British Army camp at Rheindahlen, in Germany.



Above: All ahead full! The Ork Carrier surrounded by landing craft.

Left Top: Ork vehicles, followed by infantry, lead the way up the beach against the well dug-in defenders.

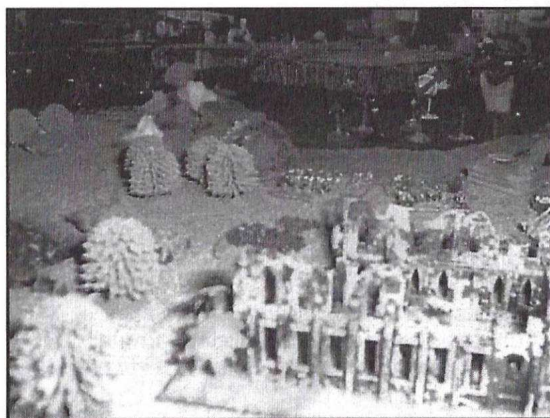
Left Bottom: Ork fighta-bommerz inbound!



The game was called Ork-o-Nowa. It included approx 50 scratch built Ork ships, ranging from an aircraft carrier to battleships, and a wide range of smaller types of ship and numerous landing craft. Oh yes, an Ork air-ship and a submarine as well. There was also approximately 1,000 Ork vehicles and a whole shed load of infantry ready to pour ashore!

The Orks were facing Space Marines (the Death Legion Chapter, in black because they are easy to paint!), Imperial Guard and an allied Eldar force. There was also about 40 Titans in the game in all.

The game was played all day on an 18ft by 6ft wide table. The table had the sea, some off-shore islands and the coast, all ready for the massive Ork beach assault.





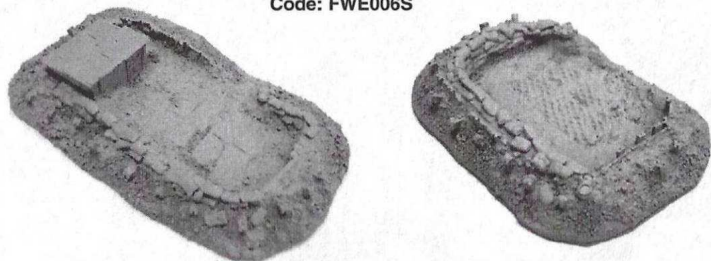
Above: The Orks hit the beach in massive numbers.

Below: The action unfolds and the green tide is unstoppable!



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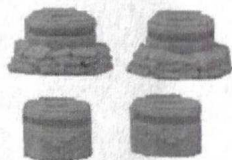
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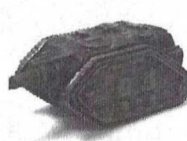
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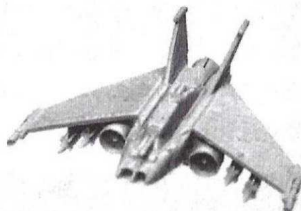
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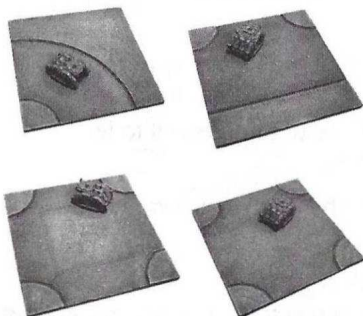


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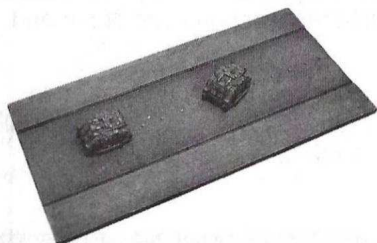
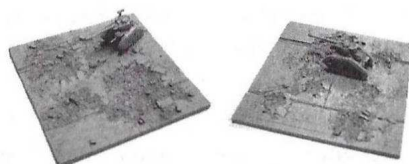


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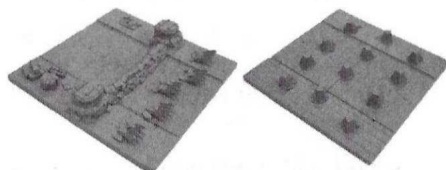
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ADEPTUS TITANICUS

RULES UPDATE

Experimental Rules by WARWICK KINRADE

PLASMA REACTORS, ACTIONS, A NEW TURN SEQUENCE AND TO HIT MODIFIERS...

Here are some Experimental rules we have been trying out in our playtest games of Adeptus Titanicus. Be warned!! They are a major change to the game, but we really like them. Give them a try and let us know what you think by e-mailing Fanatic.

PLASMA REACTOR RATING

Each Titan class is given a new Plasma Reactor rating. This represents the amount of power a Titan's reactor can generate to fire weapons, move, power void shields, etc. At the start of each Titan's turn roll the number of D6 equal to the Titan's Plasma Reactor rating. For each roll of 4+ the Titan can take one action.

Example

A Warlord Titan has a Plasma Reactor rating of 5. At the start of its turn the Warlord rolls 5D6, of which three are 4+s. The Warlord has enough power to take three actions this turn.

Here is a list of Titans and Super Heavy Vehicles Plasma Reactor Ratings.

Imperium		Orks		Chaos	
Emperor class Titan	7	Mega Gargant	7	Banelord	5
Warlord class Titan	5	Great Gargant	5	Lord of Battle	4
Reaver class Titan	4	Gargant	4	Subjugator/Questor	3
Warhound class Titan	3	All Battle Fortresses	2	Plague Tower	3
All Super Heavy Tanks	2				

Tyranids		Eldar	
Hierodule	4	Eldar Revenant	4
Hierophant	5	Eldar Phantom	5
Dominatrix	3	All Super Heavy Grav Tanks	2

ACTIONS

For each successful Plasma Reactor dice, the Titan may take one of the following actions. The player must declare all his actions in the correct order before resolving any actions.

- Walking speed – Move up to its speed and make the number of turns equal to its Manoeuvre rating. This action can only be taken once per turn.
- Striding speed – Only taken after Walking. Move again up the Titan's speed and make the number of turns up to its Manoeuvre rating.
- Fire (*fill in weapon here!*) – Fire one weapon up to its ROF rating times at one declared target. Weapons may not be fired more than once in a turn, (so you cannot declare actions of fire Volcano cannon four times!). The target must be within the weapon's arc of fire and in range.
- Lay (*fill in weapon here!*) onto enemy (*fill in location here!*) – This action allows you to pick a weapon to aim at a hit location on an enemy Titan. Next time this weapon fires it will automatically hit that location, do not roll on the Hit Location chart. The target location

must be visible, so you cannot aim at a Warlord's Void Shield generators from the front, as they are not visible. Example: "Lay Volcano Cannon onto enemy Plasma Reactor!"

- Attack with *(fill in close combat weapon here!)* –The Titan can make the number of attacks allowed with one close combat weapon. Again this action can only be taken once with each close combat weapon.
- Power to Damage Control Systems– Roll Repair dice for all damaged locations. Each damaged location is repaired on a 4+.
- Power to Void Shield Generators – Roll to repair all downed void shields. Each downed void shield is raised on a 4+. Roll once per void shield.

Example

Following on from the example above, the Warlord Titan has three actions. The player decides that the Warlord will first "Fire Gatling Blaster!" at an enemy Titan, which he names. It will then move at "Walking speed", and finally it will direct "Power to Void shield generators!" to repair its down void shields. These actions are now resolved in the order declared.

NEW TURN SEQUENCE

Obviously these new rules will effect the turn sequence. Instead of using the Epic turn sequence for movement, shooting, assaults, repairs, etc, players can just take it in turns to select a single Titan to use. After rolling a D6 for which player will go first, the winner can pick a Titan, roll for its plasma reactor, declare actions and then resolve them. Once a Titan has had its go the opponent may select a Titan to use. Continue like this until all the Titans in the game have been used, then start again with a new turn.

Note: The Titans no longer have to move in the order of lowest MAN first, they can act in any order the player desires.

1. Both players roll a D6 for initiative. The highest player goes first. Re-roll ties.
2. Player with the Initiative chooses a Titan to act.
3. Roll Plasma Reactor dice.
4. Declare actions in order.
5. Resolve actions in order.
6. Opponent may now choose a Titan to act and repeat steps 3 to 6.

Once all the Titans on the board have acted, the turn is complete. Start again at step 1.

ROLL TO HIT

For each point of Rate of Fire that a weapon has roll a D6 to hit. Each dice roll that rolls equal to or over the Titan's Gunnery value has hit the target. However, the firing Titan's to hit roll is modified by the following factors.

FIRER STATIONARY +1

If the Firing Titan has not moved and has not declared a move action in this turn then it is stationary, add +1 to all its to hit rolls.

WEAPON ACCURACY +/-?

Add or subtract the weapon's accuracy from the to hit roll.

TARGET IN COVER -1

If the enemy Titan is at least half out of line of sight then subtract -1 from your roll to hit.

AGILE TARGET -1

If the target has a MAN value of 3 or more then it can dodge and weave, making it hard to hit. Subtract -1 from to hit rolls.

Note: *These modifiers replace those listed on page 10 of Epic Mag 1. We found that there is far too many negative modifiers, resulting in Titans missing a lot, which is very frustrating! This is a shorter list, making it easier to memorise during games thus speeding up firing.*

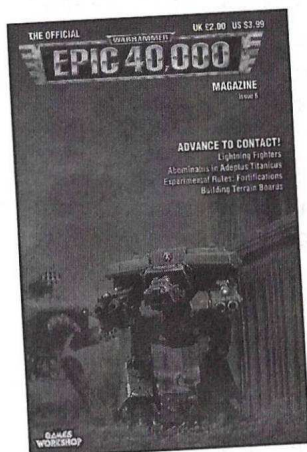
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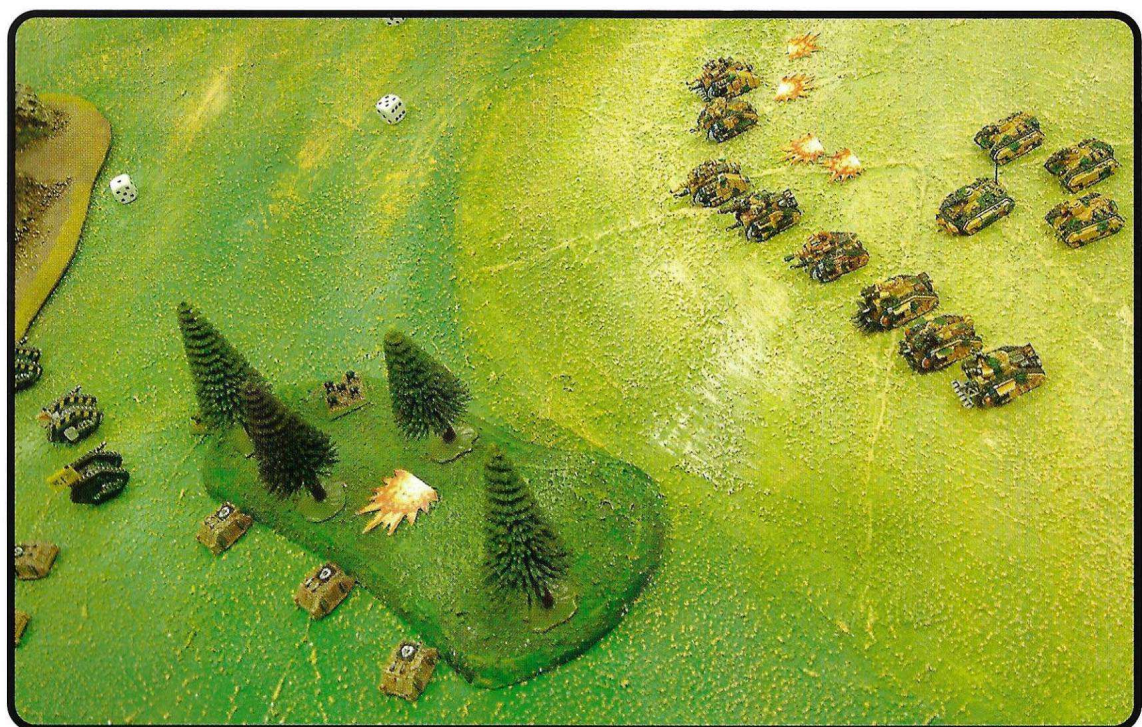
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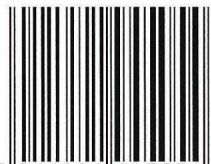
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