

THE OFFICIAL

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WARHAMMER

EPIC 40,000

MAGAZINE

Issue 1

- From the people that brought you Firepower
- Adeptus Titanicus II - New Titan Rules
- New Miniature - War Monger Titan



ADEPTUS TITANICUS



EPIC 40,000 MAGAZINE

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EDITORIAL

All change here as Fanatic Press becomes Fanatic Games, and we are charged with the task of supporting and supplying the needs of GW's 'secondary' games systems. That includes Epic 40,000.

It's exciting times for Epic players, and we have big plans for the game, including more new miniatures and new supplements, as well as a regular magazine.

The centre piece of this first issue is Adeptus Titanicus II, Jervis explains what these new rules are all about over the page, but as you can see, as an homage to Adeptus Titanicus we have include some of the superb photography from the first issue of the game. Some of you will be old enough to remember the game the first time round, for others it's a chance to see where Epic originally came from, and what we are hoping to capture something off in the new game.

Also in this issue you'll find the Firepower section. This is the community pages, and in this first issue Jervis explains the plans for new and experimental rules, and we have our first experimental rule from Mark Mullins. Try it out, and let us know whether it should become a new rule or not. This way you have your say in the future of your hobby. Oh and I couldn't leave without mentioning our first new miniature releases, Emperor Class Titans, not a bad start.

— Warwick Kinrade

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EPIC MAGAZINE INTRODUCTION

Many years ago, when I was but a young whipper-snapper and still wet behind the ears, I designed a game called *Adeptus Titanicus*. It was a game all about giant robot machines called 'Titans' fighting each other, and it was set in the 40K galaxy. It proved popular, and over time we added all kinds of bits and pieces to it, so that instead of just having to use Titans, you could include infantry and vehicles in the game too, not to mention Ork Gargants, Eldar Titans, and Tyranid Bio-Titans. The current version of that game (the third edition of the rules so far) is *Epic 40,000*.

Now, I'm sure that all of the readers of this magazine are aware that the current edition of *Epic* has had some problems. A lot of players of the 1st and 2nd editions found the current rules too streamlined and simple for their tastes, and it has to be said that the support we've produced for the game has not been as good as it could have been. Lack-lustre even. None the less, *Epic 40,000* remains the game I'm most proud to have worked on (yes, even above *Blood Bowl*!), and now that I'm in charge of *Fanatic* I'm going to be doing my damndest to make sure that we a) give the game the support it deserves, and b) start work on modifying the rules to give a better balance between simple, elegant game play and gritty, realistic detail.

EPIC SUPPORT

Giving *Epic* the support it deserves should be the easy bit, as all we really have to do is bring out as many new *Epic* scale models as we can, and keep on doing that forever! You'll have already seen the War Monger Titan on the front cover, and we can also supply the plastic Imperator Titan on its own. Later this year we'll be joining forces with Forge World to bring out some resin *Epic* scale fortifications, and round about Christmas time there will be more resin terrain and new war machines and new *epic* scale vehicles. As soon as we've got samples ready we'll post pictures and news about these up-coming releases on the *Epic* bit of the *Fanatic* web-site, so that you can keep informed on what is going on. (You can find the *Fanatic* web site www.fanatic-games.com).

The other thing that we'll be doing in order to support *Epic 40K* properly is to make sure that the game itself and the back-catalogue of miniatures remains available to anyone who wants to buy them. At the time of writing (mid-June 2000) plans are in place to ensure that our mail order service centres in the UK and the US will carry the full range of metal *Epic* miniatures (you'll also be able to phone them if you want to order anything produced by *Fanatic*). The vagaries of the printing and plastic manufacturing processes make guaranteeing that we can keep the main game and plastic boxed sets available all the time rather more difficult; however we will make sure that even if we can't keep the boxed items available all the time, we will make the rules and plastic miniatures available somehow or another, even if it means giving the rules away as PDF files you can down-load over the internet, and making metal versions of the plastic miniatures! The bottom line is that *Fanatic* will do what-ever it can to support *Epic*, so if you have any difficulty getting hold of anything you want for the game, then contact us and we will let you know how to track it down.

EPIC PLANS

So much for supporting *Epic*, what about updating, modifying and adding to the rules? As I noted above, we are going to start work on modifying the *Epic* game rules to provide a rather more detailed game system. However, what I want to avoid at all costs is going back the over-complicated and lumbering sort of game system that we had in the 1st and 2nd editions of the game. A lot has been said one way or the other about the old game system and the current one, and I don't want to rack it all over again here; suffice to say that as the person that did the primary design work on all three versions of the *Epic* rules, I much prefer the current rules to the ones that came before. This said I'd be a stubborn fool not to take on board some of the criticisms made of the latest version of the rules. What the criticism has made me realise is that while I may feel that beautifully clean and elegant rules systems are the acme of the games designers art (and I really do think that!), a lot of the people that

play miniature wargames prefer slightly more detailed and 'gritty' game mechanics. It's a bit like the way most people react to modern jazz – it's great for the aficionados, but most people like a tune with a bit more structure and melody. So what I'm going to do is start modifying the Epic rules, adding extra layers of detail and complexity where I think they will complement the core game mechanics rather than overwhelm them. I'll say more about exactly what I plan to change below, but before I do...

The other thing that I have come to realise was that over the years I'd rather forgotten how Epic started out, namely as a set of rules for allowing giant robots to bash seven shades of **** out of each other! Instead I'd become fixated on the rules for the 'supporting cast' in the shape of the vehicles and infantry, with the result that the rules for the war machines were down-played and under-stated in the current version of the rules. With hind-sight I think this was probably the bigger mistake of the two, as it meant that the main 'hook' for getting new players into Epic was neglected. Instead of having game about battles between awesome giant robots, we'd got a game of 'epic battles' between hordes of tiny vehicles and infantry stands. Not that there is anything wrong with that, of course, it's just that it lacks the visceral appeal associated with larger models, be they Titans or (more tellingly for this argument) 28mm Space Marines.

Enough context, I hear you cry, what exactly am I going to do? Well, the place where we're going to start is in this very issue of Epic magazine with the war engine rules. What you will find on the following pages is a new and much more detailed set of rules for Titans, which replace the rules found in the Epic 40,000 rulebook. This first instalment only provides rules for Imperial Titans, but future issues of Epic magazine will expand the rules to cover other races and other type of Imperial war engine. For the time being, however, the new rules restore Titans to their rightful place at the very heart of the Epic game system. They also mean that games which only feature Titans are not only feasible, but down-right enjoyable - and they'll also be a real nostalgia trip for those of you that (like me) can remember playing games of Adeptus Titanicus '1'.

As well as the new rules for war machines we plan to provide rules that allow players to differentiate between different 'marks' of the same type of vehicle. A recurring criticism of Epic has been that 'in the new rules all the variants of my Predators/Leman Russ/Battlewagons/whatever are the same'. While personally I don't think that such minor things as exactly what guns are on a tank should worry the commander of an Epic sized force, it is clearly jolly important to a lot of players, so I'm willing to eat a large slice of humble pie and add some rules that will make each type of different vehicle model have a different effect in the game. For those of you that actually like the clean Epic rules system as it is, don't panic! We'll keep the rules we come up with straight-forward to use, and won't return to the madness of the 2nd edition rules where ever vehicle got at least half page of special rules all to itself! Anyway, you can expect to see rules for this kind of thing starting to appear in Epic Magazine issue 2.

These aren't the only ways that we'll be adding to and expanding the Epic rules system, but they are the two most important. Our plan is to make Epic into the best set of tabletop wargame rules in the world bar none, and with your help and support I think we can do it!

KEEPING TRACK OF DEVELOPMENTS

By now some of you may be thinking something along the lines of 'well all of these changes are very well and good, but how the hell do I keep up to date with what is going on with Epic?'. This is a fair and very valid concern, and also happens to be one that Rick Priestley has been wrestling with for his Warmaster. Fortunately for me Rick has come up with a rather cunning plan to allow him to 'evolve' the Warmaster rules without horribly confusing everyone in the process, so I've nicked his ideas and used my own version of them for Epic. Basically, what we'll be doing is publishing 'new rules' and 'experimental rules' in Epic magazine. 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. As an example, the 'Adeptus Titanicus II' article is 'new rules', while Mark Mullins 'Alternative Method Of Allocating Hits' is 'experimental rules'.

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 the 'Epic Firepower' section. We'll also have a Firepower page on our web site. Along with other bits and pieces of news and gossip, Firepower will list the new

rules, experimental rules and errata that currently apply to the Epic 40,000 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 of the rules at our web site. We also plan to periodically consolidate any new rules together into supplements that we'll print for Epic, and when we do this Firepower will refer you to the relevant supplement.

BUT ASK NOT WHAT EPIC CAN DO FOR YOU...

...ask what you can do for Epic. Or to put it another way, if Epic is to survive and prosper it needs your help. My task at Fanatic is to keep on supporting any GW games other than Warhammer and 40K as long as there are people playing them. However the amount of support I can give each game will depend on the demand; the more people that are playing the game, the more support I can give it. Which is where you come in...

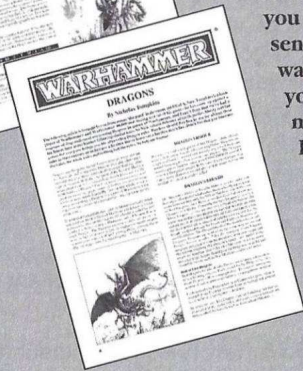
Inside this issue of Epic 40,000 are two great ways to introduce players to the joys of Epic gaming. First of all there are the Adeptus Titanicus II rules. While a lot of gamers may not be hooked by the idea of commanding lots of Epic scale versions of their 40K tanks and infantry, the chance to command the single most powerful fighting machine this side of an Imperial battle-ship has a pretty much universal appeal (especially if you stand a Titan model and an Epic scale dreadnought model next to each other to show just how big the Titan is). On the other hand if you know some-one that you think would like the thrill of commanding an Epic army, but for some reason or another has up to now refused to give the game a try, then the 'Mini-Scenarios' article provides plenty of ideas for small and quick to play Epic scenarios that serve as a great introduction to the game system.

So, with the ball firmly placed back in your court, I'll leave you to enjoy this issue of Epic magazine. Just remember, the future of Epic could lie in your hands...

Have fun,

Jervis Johnson

26 June 2000

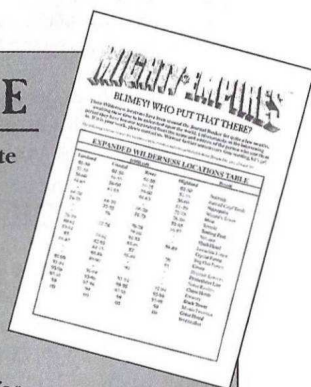


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The Mail Order Trolls have compiled a complete listing for all the articles that have been published in previous Journals. Where a certain Journal is no longer available, you can order photocopies which are sent to you in a dust-proof plastic wallet by first class post. So, if you're kicking yourself for missing the rules for the Undead

Plague cart or the Norse Army list for

Warhammer, or even if you want to know if there have ever been rules written for Dwarf Acrobats! All you have to do is give the Ladz at Mail Order a call on 0115-91 40000 (phone lines are open from 7.00 am til midnight) and they'll tell you which articles appeared in which Journals, availability and prices of them.



ADEPTUS II TITANICUS

The following rules were written by Gav Thorpe, and restore Imperial Titans to their rightful place as the kings of the Epic battlefield. They have a debt to my own venerable Adeptus Titanicus rules (thus the title), but I have to say they are much better than my earlier effort. Truly the student now exceeds the master... But I digress. Gav's rules make Titans a much more formidable foe, and makes them much more interesting to use as well. You'll find that you can now have perfectly enjoyable games just using Titans, without any vehicles or infantry taking part, and such 'Titan vs Titan' games provide great introduction to Epic for new players. Future issues of Epic magazine will expand these rules so that they cover all of the different kinds of war engines found in Epic. Until we do that, however, other war engines carry on using the normal Epic rules. In the fullness of time we will combine all of the Adeptus Titanicus II rules together into an official supplement for the Epic 40,000 game system.

Before going onto the rules proper, it's important for me to note that these rules are not optional. They are 'new rules' for Epic 40,000 and replace those for Titans in the Epic 40,000 rulebook. This said, springing them on an opponent without prior warning is completely out of order and not at all the kind of conduct we expect from Epic players – so just don't do it, OK! However, assuming both you and your opponent know of the rules, then you really should use them. If your opponent doesn't have a copy of the rules, then the 'Firepower' section later on in this magazine lists how he (or she!) can get hold of them at minimal cost.

But enough of my ramblings and conjunctions. I'll now hand you over to Gav Thorpe...

David L.

27 June 2000

INTRODUCTION

For ten thousand years the Imperium has warred on its enemies. War is the universal state of man; peace is only a brief time of preparation for further fighting. Alien races strike at the Imperium's frontier systems. Rebellion and treachery are commonplace on thousands of colonised worlds. The Traitor Legions, confined for millennia in the desolate Eye Of Terror, chafe and probe at the Imperium. And in the eddies and storms of warp space, forces and creatures of darkness are stirring. The wars have no end, for that would be the end of Man. In its perils Mankind has one guide: the Emperor. In his care rests the fate of humanity. At his right and left hands are the weapon and shield of Mankind, the forces of the Imperium – the mighty Titans of the Adeptus Titanicus.

Titans are the supreme fighting machines of the Imperium. They are giants with skins of adamantium, protected by fields of almost impenetrable energy, crewed by devoted warriors and armed with the mightiest weapons Imperial tech-priests can devise. Through the Imperium and beyond nothing inspires the same kind of awe and fear.

Using the rules below you can re-create some of the greatest Titan battles of Imperial history. The rules update and expand the rules for Titans in the Epic 40,000 rulebook. In order to use them you will need a copy of the Epic rules, and at least two Imperial Titan models (one for each player). Read the rules through carefully, and then have a practice game just using one Titan per side. After playing a couple games like this you will be ready to expand your force and field a Titan battle group on each side, or add supporting detachments of vehicles and infantry. The important thing is to build up slowly rather than diving in the deep end. With time and practice the rules will become second nature and you will easily be able to incorporate them into any size of Epic game that you play.

Except where modified below the normal Epic 40,000 game rules apply.

VERY IMPORTANT: The following rules are written assuming that games will pit Titan's against Titan's, without any other types of unit being involved. At the end of the rules you will find a section that explains how Titans 'interact' with (i.e. shoot and stomp!) other types of Epic unit. We've lumped all these rules together like this for the sake of simplicity and to avoid

repetition, as otherwise the main rules would be littered with 'ifs, buts and maybes'.

TITAN CHARACTERISTICS

There are two aspects to a Titan – the Titan itself, and its weapons. Each Titan has some basic characteristics which show how fast, manoeuvrable and durable it is. Combined together, the characteristics are called the Titan's profile. The characteristics on a Titan's profile are:

SPEED (SP)

This shows how fast the Titan can move over open ground. Speed is given in centimetres, and ranges from 10cm for very large, ponderous Titans to 30cm for small agile Scout Titans.

MANOEUVRE (MAN)

This shows how quickly the Titan can change direction, and react to certain situations. The Manoeuvre characteristic shows how many turns a Titan can make during its movement, and is also used in some other situations, such as avoiding difficult terrain.

ARMOUR (ARM) AND DAMAGE TABLES

Each Titan has three Damage Tables, one for the Front, one for the Side and another for the Rear. These are used to determine what damage is suffered when the Titan is hit by a weapon. The higher a Titan's Armour value, the better able it is to withstand attack.

WEAPONS

A Titan has a number of hardpoints which can carry a weapon, varying in number from one or two weapons for a small Titan, to four or more weapon systems for larger Titans. This shows where the weapons are mounted and therefore what their 'fire arc' is (see below).

GUNNERY (GUN)

This is a representation of how accurate the Titan's crews are at shooting with their weapons, written as the score you need to equal or beat on a roll of a D6 to score a hit. For example, a Titan with a Gunnery score of 4+ will hit its target with its guns on a D6 roll of 4, 5 or 6.

CLOSE COMBAT SKILL (CCS)

This shows how skilled the Titan crew is when fighting other Titans, trying to batter one another with their close combat weapons. CCS is given as a score you need to equal or beat on a roll of a D6 to score a hit. For example, a Titan with a CCS of 5 will hit in close combat on a D6 roll of 5 or 6.

TITAN GUNS

The galaxy of the 41st millennium has evolved many different and deadly weapons, from rapid-firing cannon that hurl a torrent of shells, to sophisticated laser weapons that punch through armour like a knife through butter, to plasma weapons that unleash barely controlled energies. Like the Titan itself, a weapon's effectiveness is determined by a number of different characteristics which make up its profile:

RANGE (RGE)

The distance, in centimetres, that a weapon can fire and still hit its target with reasonable accuracy or with sufficient force to cause damage. Obviously, the higher a weapon's Range, the better.

FIREPOWER (FP)

The weapons firepower value as described in the Epic 40,000 rules. This value is used when firing at vehicles, infantry or war machines that still use the rules from the Epic 40,000 rulebook (see the section for incorporating such units into ATII at the end of these rules).

ACCURACY (ACC)

Some guns are inherently more or less accurate to fire, and the Accuracy value modifies the Titan's Gunnery value when firing that weapon. A positive Accuracy (e.g. +2) is good, while a weapon with a negative accuracy (e.g. -1) is not as easy to hit with. Most weapons have a '-' which means they do not modify the Titan's Gunnery.

RATE OF FIRE (ROF)

Some guns fire only a single shot while others hurl a salvo of fire at the enemy. The Rate of Fire of a weapon determines how many shots you get with it every time it fires.

STRENGTH (STR)

This shows how powerful the weapon is, and therefore how likely it is to inflict damage if it hits. The higher a weapon's Strength, the more likely it is to punch through a target's armour.

TITAN CLOSE COMBAT WEAPONS

While massive lasers and barrages of missiles can pound an enemy from a distance, many Titan battles are resolved in the vicious conflict of close combat. Huge powered fists, laser-burners and swinging wrecking balls can cause horrendous damage to an enemy Titan.

Like guns, close combat weapons also have a profile of characteristics.

SWIFTNESS (SW)

Some weapons are faster than others and can be used to strike more quickly. A weapon with a higher swiftness value gets a chance to hit before close combat weapons with a lower value.

ACCURACY (ACC)

Close combat weapons vary in their effectiveness. Some are deft and agile to use, while others are cumbersome and unwieldy. A close combat weapon's accuracy modifies the CCS of the Titan using it. A positive Accuracy (e.g. +2) is good, while a weapon with a negative accuracy (e.g. -1) is not as easy to hit with. Most weapons have a '1' which means they do not modify the Titan's Close Combat Skill.

ATTACKS (ATT)

Like a gun's Rate of Fire, a close combat weapon might inflict one blow or hit several times. The higher a close combat weapon's number of attacks, the more times it can strike in close combat.

STRENGTH (STR)

This shows how powerful the weapon is, and therefore how likely it is to inflict damage if it hits. The higher a weapon's Strength, the more likely it is to punch through a target's armour.

SEQUENCE OF PLAY

Adeptus Titanicus II uses the same sequence of play as Epic 40,000:

- I. Movement Phase.
- II. Shooting Phase.
- III. Assault Phase.
- IV. Rally Phase (Repairs).

MOVEMENT

In the Movement phase, a player may move one or more of their Titans around the battlefield, as determined by their Speed and Manoeuvre. A player can move none, some or all of their Titans as they wish, unless they have been damaged or there is some other factor which will prevent a Titan from moving.

ORDER OF MOVEMENT

Determine initiative as described in the Epic 40,000 rule book. The player with the initiative decides whether he wishes to move first or second. The players then take it in turns to move



a single Titan each until they have moved their Titans to their satisfaction. No Titan can move more than once in the movement phase.

Example: Player A has three Titans and Player B has two Titans. Player B wins the initiative and forces player A to move first. Player A moves their first Titan, Player B moves their first Titan. Player A then moves their second Titan followed by player B's second Titan. Finally, Player A moves his last Titan.

A player must move their Titans with the lowest Manoeuvre first - that is, Man 1 Titans must be moved before Man 2 Titans and so on. If you start moving a Titan then any Titans with a lower Man you have not yet moved cannot move that phase.

EXAMPLE

Player A has a Warlord Titan (Man 1) and two Reaver Titans (Man 2). Player A must move their Warlord Titan before they can move their Warrior Titans.

MOVING

A Titan can move up to its Speed in centimetres. At any point during its movement a Titan can make one turn up to 45° for each point of Manoeuvre it has. If a Titan has a Man of 2 or more, these turns can be combined into a single

turn of up to 90° or more, so that it could turn on the spot, for example, before moving off.

DANGEROUS TERRAIN

Some types of terrain are called 'dangerous' – a Titan moving through them will be considerably slowed down. If a Titan starts its movement in dangerous terrain or enters dangerous terrain as part of its move, then roll 1D6 per point of Man the Titan has. The total score is the distance the Titan can move through the dangerous terrain.

If a Titan starts in open terrain and moves into dangerous terrain, roll a D6 for each point of Man it has not spent that phase. This is the total distance it can move through the dangerous terrain, though it cannot move further than its total Speed, even if the dice roll would allow this. Similarly, if you roll enough for a Titan to leave the dangerous terrain then the distance rolled is taken off its Speed, and any movement left after this may be taken as normal movement. If there is in sufficient Speed left after this deduction to move any further, the Titan stops moving just outside the dangerous terrain.

If a Titan moves from one type of dangerous terrain to another type (from rubble into a river, for example), there is no need to roll separately for each type of terrain – you just have to roll for moving through any kind of dangerous terrain.

If a Titan wishes to turn whilst in dangerous terrain, it must give up a point of Man for each turn it will make, and not roll a D6 for it when determining the distance travelled.

EXAMPLE 1

An Eldar Revenant Scout Titan (Man 4) is moving through a wood. It wishes to make a single turn and so only rolls 3D6 for its total Speed for the turn. The dice score 11 so the Titan can move up to 11cm through the wood, making a single turn up to 45°.

EXAMPLE 2

A Reaver Titan (Man 2 and Speed 20cm) moves 10cm before entering a wood. The player uses both remaining points of Man to negotiate the dangerous terrain and rolls 2D6, luckily scoring an 11. However, the Titan may only move up to 10cm, as this was the amount of Speed left before entering the dangerous terrain.

EXAMPLE 3

A Warhound Titan (Man 3 and Speed 25cm), starts in an area of rubble. It uses 2 points of Man to move through the rubble, rolling an 8. After moving 5cm it is in the open, so can move up to 17cm more, making one turn if it wishes. Note that the Warhound deducts the amount rolled for the dangerous terrain movement (8cm) rather than amount actually moved (5cm).

Refer to the terrain table on page 14 of the Epic 40,000 rules for a list of dangerous terrain. In addition the following are all types of dangerous terrain:

Woods, jungle, rubble, rivers, rocks and scree, lakes, swamps, marshes, tar pits, boiling mud, crevasses, ash or sand dunes, ice, snow drifts, blizzards, dust/sandstorms, craters, high magnetic fields, acid clouds, crossing a pipeline, stepping over low fortifications, very steep inclines (going down as well as up is difficult) and so on...

IMPASSABLE TERRAIN

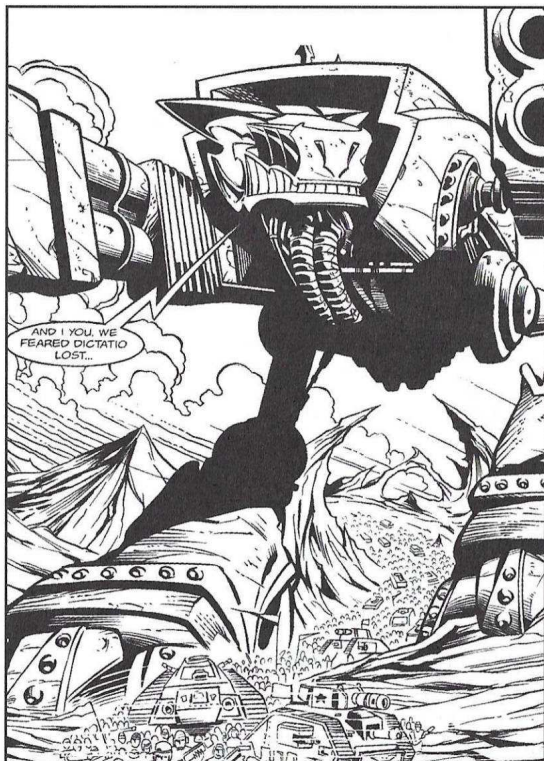
There are some types of terrain a Titan simply cannot enter. A Titan cannot move through impassable terrain under any circumstances, the Titan stops moving before it enters the terrain.

Refer to the terrain table on page 14 of the Epic 40,000 rules for a list of impassable terrain. In addition the following are all types of impassable terrain:

Cliffs, deep lakes, lava flows, buildings.

MOVING BACKWARDS

A Titan may move backwards during its turn. Each



cm of backwards movement reduces the Titan's remaining movement by 3cm. A Titan cannot move backwards in dangerous terrain.

TITANS IN CLOSE COMBAT

A Titan that starts the movement phase in close combat may move away from the enemy as normal. A Titan may not move within 10cm of an enemy Titan in the movement phase.

SHOOTING

Use the rules in the Epic 40,000 rulebook to determine who has the initiative and then take it in turns to pick a Titan and shoot with it. Titans which are in close combat with other Titans cannot fire ranged weapons. Titans which are in close combat with other Titans cannot be targeted by ranged attacks.

TITANS SHOOTING AT TITANS

Each ranged weapon on a Titan can be fired at a single enemy Titan, as long as it is within its fire arc and line of fire (see below). Different weapons can be, and often will have to be, directed against different targets. Note, however, that weapons with a RoF of 2 or more must still direct all their shots at a single target, they cannot split their fire.

FIRE ARCS

Each weapon mount on a Titan determines the direction a weapon can be pointed. Obviously, a weapon on one side of a Titan cannot swivel around to shoot over the opposite side, for example. This is called a weapon's 'fire arc' and only enemy Titans within the weapon's fire arc can be targeted. There are several different fire arcs as listed below and all fire arcs are worked out from the centre of the Titan model:

ALL ROUND (AR)

The weapon has a 360° fire arc.

AHEAD (A)

The weapon can fire in a 90° arc in front of the Titan.

FORWARD (F)

The weapon can be fired in a 180° arc to the front of the Titan

LEFT/ RIGHT AHEAD (LA/RA)

The weapon can fire in a 90° arc from straight ahead to a right angle to the appropriate side.

LEFT/ RIGHT FULL (LF/RF)

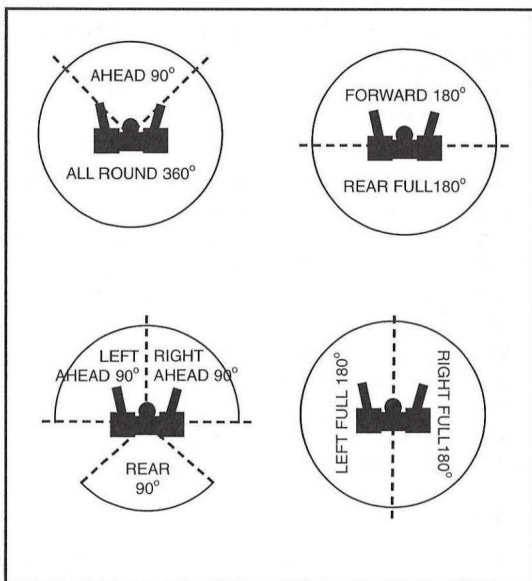
The weapon can fire in 180° arc from straight ahead to directly behind.

REAR (R)

The weapon can fire in a 90° arc directly behind the Titan.

REAR FULL (RF)

The weapon can fire in a 180° arc to the rear of the Titan.



LINE OF SIGHT

As well as being able to physically turn towards a target, a weapon must be able to see it! This is called having a 'line of sight'. If a Titan does not have a line of sight (LOS) to an enemy, then it cannot fire at it! Line of sight is fairly simple to work out – draw an imaginary line from the weapon mount to the target. If there's anything blocking this line, then the target cannot be seen! Most of the time it will be obvious if a target can be seen, though sometimes it'll be necessary to get down and have a 'model's eye' view to see if it has a line of sight. If you can see only a small part of the enemy, such as the tip of a flag pole or weapon, or a foot poking around a building, then this isn't really enough for a line of sight. If you can see up to about half of the target then this has line of sight, but the target will be harder to hit (see Cover below) and if you can see more than half of the target then you've got a clear shot.

NOMINATE TARGETS

Once you have established which enemies are in line of sight an fire arc for each of your Titan's weapons, you must declare which weapons are firing at which targets. You cannot fire one weapon and see how it does before firing the next - you must declare your targets before you start

rolling any dice. You must also announce whether you are firing high or low, as this influences which locations may be hit on the target Titan. If a Titan's legs are hidden by cover, then you may not aim low. Similarly, if all you can see are a Titan's legs (unlikely but not beyond the realms of possibility) then you must aim high. Although you must declare your targets for the Titan first, you can resolve the firing of the Titan's weapons in whichever order you wish (using more rapid fire weapons to deplete void shields before firing your 'killing blow', for instance).

CHECK RANGE

To hit its target, a weapon must obviously be in range. Measure the distance from the firing Titan to the target. Rather than go into a complex rules essay here about where to measure ranges are from, different solutions for measuring ranges are provided in the designer's notes later on. If the target Titan is within the Range of the weapon then the target may be hit, if the target is further away than the weapon's Range then the shot automatically misses.

ROLL TO HIT

For each point of Rate of Fire the weapon has, roll 1D6. Each dice roll that scores equal to or more than the Gunnery value of the Titan has hit the target. However, the dice roll you need to get may be changed by the following factors:

STATIONARY TARGET

If the target has not yet moved this turn, add +1 to rolls to hit.

STATIONARY FIRER

If the firing Titan has not yet moved this turn, add +1 to rolls to hit.

RAPIDLY MOVING TARGET

If the target has moved 20cm or greater this turn, deduct 1 from your to hit rolls.

COVER

If at least half the target is out of line of sight, subtract 1 from your rolls to hit.

AGILE TARGET

If the target has a Man of 3 or more, deduct 1 from all to hit rolls.

WEAPON ACCURACY

Add or subtract the weapon's Accuracy from each dice roll.

EXAMPLE

A Titan with a Gunnery value of 4+ is firing its Gatling Blaster at an enemy Titan. A Gatling Blaster has RoF 4 and so the player rolls 4 dice,



scoring a 3, 4, 5 and another 5. A Gatling Blaster has no accuracy modifier, but the target is behind a building and so counts as in cover. This deducts 1 from each of the to hit rolls, so that they count as 2, 3 and two 4's. This means that two of the shots have hit the target.

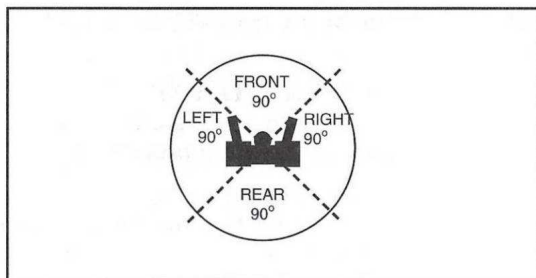
THE RULE OF ONE AND SIX

Any dice roll which scores a natural 1 always fails, regardless of modifiers.

Any dice roll which scores a natural 6 always succeeds, regardless of modifiers.

RESOLVING DAMAGE

When a Titan is hit, you must determine where the shot or blow has landed. For each hit, roll a D6 and compare it to the appropriate hit location table, depending on where the shot originated from. If the shot is directed high add +1 to the location roll, if it is fired low deduct 1 from the location roll.



This gives the location hit and it's Armour value. Roll a D6 and add the weapon's strength to the roll. Deduct the location's armour value and look up the result on the chart below.

VOID SHIELDS

Titans of the Imperium are protected by energy fields called void shields. Each void shield can absorb a certain amount of damage before it's generator overloads and the void shield shuts down. Most Titans have several void shield generators and they must each be knocked down before the Titan suffers any damage.

If the target has operational void shields any hits must be resolved against them rather than against the Titan itself, regardless of the direction from which the attack originated. Void shields have an Armour value of 8 and if the attack would inflict damage (i.e. is Strength 1 or more after deductions) the void shield has been burnt out and no longer has any effect until repaired (see

DAMAGE TABLE

D6+Str-Arm	Result
-1 or less	No damage.
0	Armour cracked. This result causes no immediate damage. However, if the location is already suffering Armour Cracked damage, then it now has superficial damage.
1	Superficial damage. Refer to the damage table. If the location is already suffering superficial damage, then it now has major damage.
2	Major damage. Refer to the damage table. If the location is already suffering major damage, then this becomes catastrophic.
3	Catastrophic damage. Refer to the damage table.
Apply the results of the damage immediately.	

IMPERIAL 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 it's 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 battle.

Catastrophic

Titan crashes and is destroyed!

HEAD

Superficial

Titan cannot move until damage repaired.

Major

Titan cannot move or shoot. If repaired, becomes superficial.

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 start of movement phase and again in assault phase). If repaired, becomes superficial.

Catastrophic

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



Repairs section). Each hit is worked out individually, so it is possible to knock out several void shields at once, or even knock down void shields with some hits and inflict damage with others.

EXAMPLE

A Titan with 2 operational void shields is hit six times. 2 hits fail to knock down void shields, another two each knock down a void shield each, which means the last two hits are resolved against the Titan itself.

THE ASSAULT PHASE

In the Assault Phase Titans get to move again, and enter close combat if you wish. All the rules for movement given in the movement phase apply to this move, and the player with the initiative for the turn decides whether to move first or second again. However, in the close combat phase, players start moving their highest Manoeuvre Titans first, rather than the lowest. A Titan can enter close combat during the close combat phase by moving into base-to-base contact with an enemy Titan.

A Titan which is in combat at the start of its assault movement may make a number of turns equal to its Man characteristic (normally to get its front armour towards the enemy or bring its own close combat weapons to bear) but cannot move away.

VERY IMPORTANT: Note that the sequence normally used for the Assault Phase where one side moves their units and fights close combats, then the other moves and fights does not apply to Titans. Instead the players alternate moving their Titans and resolve close combat together after all Titans have moved.

CLOSE COMBAT

Once assault movement has been resolved, Titans which are in contact with each other fight in close combat. The two combatants attempt to smash and crush each other or use specialised close combat weapons to tear, batter and cut at the armour of the enemy. Make no mistake, close combat between Titans is a brutal affair!

ORDER OF ATTACKS

As mentioned in the characteristics section, close combat weapons with a higher swiftness strike before more clumsy weapons. Resolve the attacks of each weapon in turn, starting with the highest value and working down. If two or more weapons

have the same Swiftness their attacks are resolved simultaneously.

CLOSE COMBAT ATTACKS

For each Attack a close combat weapon has, the player can make one to hit roll. As with ranged weapons, a Titan may only use a close combat weapon is the target is within its fire arc. Like shooting, simply roll one dice for each attack, any that score equal to or over the Close Combat Skill of the Titan score a hit. The accuracy of the weapon modifies the dice roll, as with shooting, making it more or less likely to hit its target.

Damage is also resolved as with shooting hits, with D6+ the weapon's Strength reduced by the Titan's Armour value. Close combat attacks are not made high or low – there is no modifier to the D6 roll for location. Note that void shields have no effect in close combat, all damage is worked out directly against the Titan itself.

Once the fastest weapon's attacks have been resolved, move on to the weapon with the next highest Swiftness and so on.

IMPROVISED ATTACKS

All Titans have a number of secondary weapons which blast away at short range, and many simply try to use their size to bash the enemy to the ground. An Emperor Titan has D3+2 improvised attacks; a Battle Titan has D3 improvised attacks and a Scout Titan has 1 improvised attack. Titans which charged that turn (ie they moved into base contact with any enemy, as opposed to the enemy moving into base contact with them) gain +1 improvised attack to represent the impetus of their assault. Improvised attacks are Swiftness 1, have no Accuracy modifier and have a Strength of 4.

RALLY PHASE (REPAIRS)

A Titan which has any damage systems may attempt to repair them in the rally phase. A Titan must divert power from its plasma reactor to repair damage, and this severely limits its ability to withstand continual punishment. To see how many systems are repaired, the player rolls a number of D6 for each Titan that has suffered damage (including overloaded void shields). The number of dice rolled depends upon the Titan's class:

Scout Titan: 4 repair rolls

Battle Titan: 8 repair rolls

Emperor Titan: 12 repair rolls

Each dice roll of a 4, 5 or 6 allows the Titan to repair one damaged system. Void shields can be repaired as above. Each successfully repaired void shield is operational from the start of the next turn and can absorb damage as normal. The effect of repairs to other damage is noted on the damage table given earlier. Note that some types of damage may not be repaired.

EXAMPLE: A Warlord Battle Titan has lost six void shields and has superficial damage to its left carapace weapon. The player rolls eight dice scoring 1,3, 3, 4, 4, 5, 6, 6. This allows the Titan to repair five damaged systems. This could either be five void shields, or the damaged weapon and four void shields.

ADVANCED RULES

The following rules are optional, and can be used by players to add extra detail and tactics to their games. You do not have to use all of the advanced rules, you can use some and not others if you wish.

OVERCHARGING ENGINES

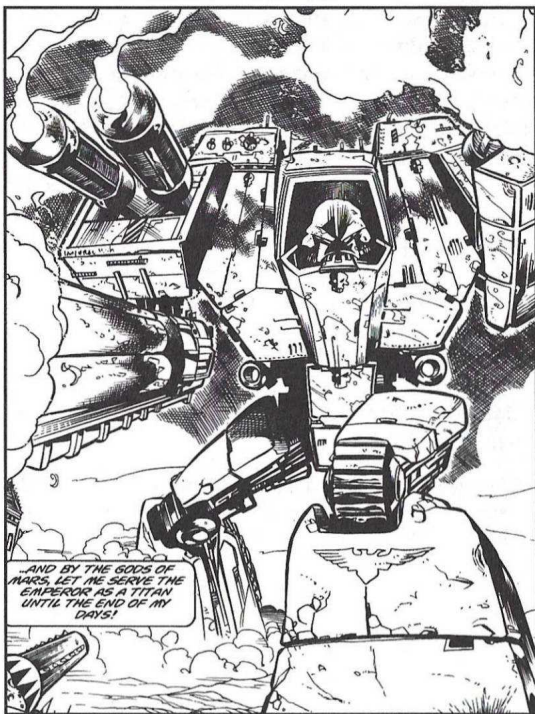
A Titan's commander may opt to forego firing in order to use its reserves of power to gain additional speed. This is called Overcharging. Declare before the Titan moves that it is overcharging its engines. A Titan that has overcharged its engines may double its Speed (note it's MAN stays the same). A Titan which has overcharged its engines may not shoot or use any weapons in the same turn.

MERGING VOID SHIELDS

Titans with void shields can protect each other by merging their shields together. This is a popular way of helping badly damaged comrades in the middle of a firefight. To merge shields, the two Titans must be in base-to-base contact with each other. Simply add the number of remaining void shields each Titan has together to see how many void shields are protecting them. If all the void shields are knocked down then the Titans can be targeted individually as normal.

SHOOTING INTO CLOSE COMBAT

Normally shooting into close combat is not allowed. However, some reckless commanders have been desperate enough to try this tactic to help an outmatched ally. Titans in close combat count as having their shields merged as above. If you wish to shoot into a close combat, roll to hit



as normal. However, for each hit scored, randomise which of the combatants is hit (i.e. two Titans fighting, 1-3 is the enemy Titan, 4-6 the friendly Titan) then resolve damage as normal!

DAMAGE CONTROL

A Titan commander can divert power from the weapons to the damage repair systems, thereby increasing the chances of recovering. The Titan may not move or shoot but may re-roll any failed repair roll that turn - no roll may be re-rolled more than once, even if the second roll is also a failure.

POINT BLANK FIRING

Shooting at enemies at extreme close range calls for a cool head and confidence more than real accuracy. If a Titan is firing at a target within 15cm, use the Titan's CCS to resolve the to hit roll needed, rather than its Gunnery value. The weapon's accuracy and other modifiers apply as normal. You may point blank fire at a close combat opponent if you are in contact with an enemy in the shooting phase. Note that this is an exception to the normal restriction on shooting whilst in close combat, and like close combat attacks void shields do not protect the target.

OVERWATCH

A Titan can go onto overwatch to wait for an enemy to present itself, directing all power to the

weapons so that they can fire at a moment's notice. At the end of any turn a Titan can go onto overwatch for the next turn. During the next turn the Titan cannot move or turn at all in the movement or assault movement phases, but can fire during any part of the turn, rather than in the shooting phase. You can even interrupt your opponent's turn to fire. This means that the Titan could target an enemy as it moves from cover to cover, or wait until after close combat to see if there is an available target. However, you cannot interrupt your opponent once they have started rolling dice to resolve an action – for example if your enemy has made successful to hit rolls for a Titan you cannot try and destroy it before damage rolls are made!

OVERLOADING VOID SHIELDS

It is possible for a Titan's princeps to direct more power to the void shield generators to sustain them against a determined attack. While this can greatly increase the Titan's chances of survival, the Princeps also risks burning the VSGs out completely. Whenever a void shield is knocked down you may choose to overload it. Roll a dice. On a roll of a 3 or more the void shield remains operational, on a roll of a 1 or 2 all of the Titan's VSGs are blown for the rest of the battle, just as if they had suffered catastrophic damage.



INTERGRATING ADEPTUS TITANICUS INTO EPIC 40,000

The new Adeptus Titanicus rules have been designed to be intergrated quite straightforwardly into normal games of Epic 40,000. The following rules explain how to do it!

THE SEQUENCE OF PLAY

The normal Epic 40,000 sequence of play is modified as shown below:

I. Movement Phase

1. Declare flyer missions
2. Determine initiative
3. Players alternate moving Titans
4. First player moves remaining detachments
5. Second player moves remaining detachments

II. Shooting Phase

1. Determine initiative
2. Shoot with vehicles and infantry
3. Determine initiative again!
4. Shoot with war engines (including Titans)

III. Assault Phase

1. Determine initiative
2. Players alternate moving Titans
3. Resolve Titan vs Titan close combats
4. Resolve the first player's remaining assault moves, close combats and firefights
5. Resolve the second player's remaining assault moves, close combats and firefights

IV. Rally Phase

1. Roll to remove Blast markers
2. Roll to rally broken detachments
3. Repair war engine damage and shields
4. Check scenario victory conditions

ORDERS & BLAST MARKERS

When using these rules Titans cannot be given special orders, and are not effected by blast markers in any way. In other words, don't place blast markers or order dice on Titans.

THE MOVEMENT PHASE

In the movement phase Titans move as described above, while other units use the rules in the Epic 40,000 rulebook. Note that Titans are moved first on an alternating basis, and then each player takes it in turn to move their remaining detachments 'all together' as described in the Epic 40,000 rulebook.

THE SHOOTING PHASE VEHICLES & INFANTRY

Detachments of vehicles and infantry can shoot at Titans in step 2 of the Shooting Phase. They shoot at Titans using the ATII rules. The AT II weapon chart shows what values Epic weapons have when using the ATII rules. All non-Titan detachments have a gunnery value of 4+.

THE SHOOTING PHASE TITANS

Titans shoot at the same time as other war engines, in step 4 of the Shooting Phase. Titans shoot at other Titans using the ATII rules described above. They shoot at vehicles and infantry using the shooting rules from Epic 40,000 - that is why the weapons for ATII include a Firepower value! Future articles will incorporate other war engines into the ATII rules, but until then you shoot at them using the rules in the Epic 40,000 rule book.

THE ASSAULT PHASE TITANS

Titans move and fight each other in steps 2 and 3 of the Assault Phase, using the ATII rules described above. They may ignore infantry and vehicles as they move; just push the units out of the way to make room for the Titan's stand if necessary. Alternatively a Titan may choose to use up its improvised attacks on vehicles and infantry stands as it moves over them (i.e. the Titan moves into base contact and the vehicle or infantry are not in impassable terrain for the Titan). The attacking Titan rolls to hit using its CCS, and if a hit is scored the vehicle or stand is destroyed - STOMP! Improvised attacks used up in this way may not be used against another Titan or war engine later in the turn.

THE ASSAULT PHASE OTHER UNITS

Vehicles and infantry make their assault moves after Titans have made their assault moves and attacks. Vehicles and infantry may NOT assault a Titan though they can enter into a Firefight with



it. Firefights are resolved using the normal Epic 40,000 rules (the weapon chart lists the Firepower values of any Titan weapons).

Designers Note: Some players may be shocked that vehicle and infantry can no longer assault Titans. However, if you think about it makes a lot of sense. Even something as powerful as a Dreadnought is going to have about as much chance of winning a close combat against a Titan as a five-year old would against Mike Tyson. Bearing this in mind I've decided to make assaults a purely Titan vs Titan, or Titan vs War Engine, affair.

Future articles will incorporate other war engines into the ATII rules, but until then they close assault in the same manner as vehicles or infantry, and move and assault at the same time as them. The only exception to the vehicle and infantry rules is that war engines armed with close combat weapons may assault a Titan. Resolves the attack using the Epic 40,000 rules, and using the CCV values from the Epic 40,000 Armies book; the loser is destroyed and removed from play, the winner stays in place. Use the same method to determine the winner if a Titan decides to assault a war engine. Remember that this method of determining close combat between Titans and other war engines is a stop gap, and no longer applies once we've published the full ATII rules for other types of war engine.

POINTS VALUES

For the time being, the points values of Titans remain the same as in the Epic 40,000 Army book.

TITAN GUNS

Weapon	Range	Firepower/Type	Accuracy	RoF	Str
Gatling Blaster	45cm	8	-	4	5
Inferno Gun	30cm	10	+2	1	5 ¹
Laser Blaster	45cm	8	-	6	4
Melta- cannon	30cm	10	-	2	8
Plasma Blastgun	45cm	8	-	2	6 ²
Turbo-lasers	60cm	6	-	2	6
Vulcan Mega-bolter	30cm	8	-	8	4
Volcano Cannon	60cm	counts as Death Ray	-	1	9
Quake Cannon	90cm	counts as Mega Cannon	-	1	7 ³
Plasma Destructor	45cm	8	-1	2	8 ⁴
Rocket Launcher	90cm	counts as Heavy Barrage	-1	D6	5 ⁵
Support Missile ⁶	Unlimited	-	N/A	1 per battle	-
Vortex			Vortex Missile		6+D6 ⁷
Plasma			Vortex Missile		6 ⁸
Haywire			No Effect		Special ⁹
Warp			Vortex Missile		8 ¹⁰

TITAN CLOSE COMBAT WEAPONS

Weapon	Swiftiness	Accuracy	Attacks	Str
Chainfist	6	+1	1	7
Powerfist	3	-	1	9 ¹¹
Wrecker Ball	2	-1	2	9
Laser Burner	4	-	3	6
Power Ram	3	-	2	7
Power Saw	5	-	1	8

EPIC 40,000 WEAPONS

Weapon	Range	Accuracy	RoF	Str
Firepower Value	As in Epic	-	Firepower value ¹²	3
Super-Heavy Weapons:				
Anti-Tank	As in Epic	-	1	5
Barrage	As in Epic	+1	1	4
Death Ray	As in Epic	-	1	9
Disrupt	As in Epic	-	1	1 ¹³
Distortion Cannon	As in Epic	-	1	7 ¹⁴
Heavy Barrage	As in Epic	+1	2	4
Mega Cannon	As in Epic	-	1	7 ¹⁵
Pulsar	As in Epic	-	D6	6
Super Lifta Droppa	As in Epic		<i>See Epic Magazine 2</i>	

¹ An Inferno gun inflicts an additional D3 hits if it hits its target

² Plasma Weapons may be overloaded, add +2 strength for each point of RoF sacrificed

³ Against a Titan itself a Quake cannon always inflicts a minimum of an Armour cracked result

⁴ Plasma Weapons may be overloaded, add +2 strength for each point of RoF sacrificed

⁵ Roll a D6 every time you fire a rocket launcher, to determine the weapon's RoF

⁶ Support Missile have unlimited range, always hit on a 2+ but can only be fired once per battle

⁷ Vortex missiles add 2D6 to their strength when working out damage

⁸ A Plasma missile inflicts D6+2 hits if it hit its target

⁹ Haywire missiles automatically inflict D3+1 hits, each hit will automatically knock down a void shield or inflict superficial damage on a Titan with no shields left

¹⁰ Warp missile ignore shields and inflict damage on the titan itself

¹¹ If you roll a 6 to hit with a powerfist it makes a tear attack and adds +D3 to its strength

¹² The RoF is equal to the unit's Firepower value, as shown in the Epic Armies book

¹³ Remember blast markers are not placed on Titans; that's right disrupt weapons are useless against Titans aren't they!

¹⁴ Distortion cannon ignores shields and inflicts damage on the Titan itself

¹⁵ Against a Titan itself a mega-cannon always inflicts a minimum of an Armour cracked result

SCENARIOS

EPIC BATTLEFIELD MISSION SCENARIO GENERATOR

Designers Note: The following scenario system can be used instead of the scenario system in the Epic 40,000 Battles book if you wish. Either system can be used; the Battle book system tends to be better for large 'set piece' battles involving large contingents of vehicles and infantry, while the Titan Mission systems tends to be better for games involving mainly Titan Battlegroups supported by small contingents of other units.

Titans don't just fight each other for the hell of it (well not usually!), they will have specific battlefield objectives which must be achieved. This may simply be the destruction of the opposing Titans, or the force may have to punch through the enemy lines or secure a certain battlefield position. These are represented by objectives which the players randomly select before the start of the battle – the players only know their own objectives, they will have to use their experience and judgement to deduce what their opponent's plan is and attempt to thwart them!

As well as objectives, the way the Titans meet in battle will be determined by the engagement type. At the start of the battle, after you have selected your objectives, determine an engagement type by cross-referencing the two objectives on the table below. Each objective is split into one of three types (Mobile, Static, Divided) so that you do not have to reveal your objective.

FORCE LEVEL

Before a battle the players agree what size battle they want to play, represented by the number of points each player can spend on their Titans. This is the base force level (BFL). Each player then picks an objective card. Each objective card specifies a force level (I, II or III). Cross-reference the base force level with the objective's force level on the chart below to see how many points the player can spend on their Titans.

BFL	Force Level		
	I	II	III
1,000	750	1,000	1250
2,000	1,500	2,000	2,500
3,000	2,250	3,000	3,750
4,000	3,000	4,000	5,000

ENDING THE BATTLE

A battle continues until there are only operational units from one side left on the tabletop. Titans can move off the tabletop during the battle and may not return to play (see the victory points rules below). At the start of any turn you may declare that one or more of your Titans are disengaging, in which case its Speed is doubled but it may not shoot at all or make any attacks in close combat.

WINNING THE GAME

At the end of the game, each player totals up victory points. Destroyed units are worth 100% of their points value. War engines operating under the old Epic rules are worth their points value times whatever % of their damage capacity they have lost (i.e. a war engine that had lost 75% of its damage capacity would be worth 75% of its points value to the opposing player).

Titans with damage are worth 5% for each superficial damage inflicted on it, 10% for each Major damage suffered and 20% for each non-fatal catastrophic damage (on a weapon, for example). You can only score once for each location, you don't score for superficial and major damage, for example, just the 10% for major damage. A Titan which leaves the table other than as part of its objective is worth any damage it has suffered plus another 10%.

Example, a 500 point Titan which ends the battle with superficial damage to its head and legs, and Major damage to one of its weapons is worth 100 victory points (25+25+50).

There are eight results a player can achieve: heroic victory, major victory, minor victory, stand-off, heroic defeat, minor defeat, major defeat and total defeat as outlined below.

VICTORY CHART

Achievements	Own objective?	Victory Points?	Enemy objective?
Heroic Victory	Achieved	Scored more	Denied
Major Victory	Achieved	Scored less	Denied
Minor Victory	Achieved	Scored more	Achieved
Stand-off	Denied	Scored more	Denied
Heroic defeat	Achieved	Scored less	Achieved
Minor Defeat	Denied	Scored less	Denied
Major Defeat	Denied	Scored more	Achieved
Total Defeat	Denied	Scored less	Achieved

DEPLOYMENT

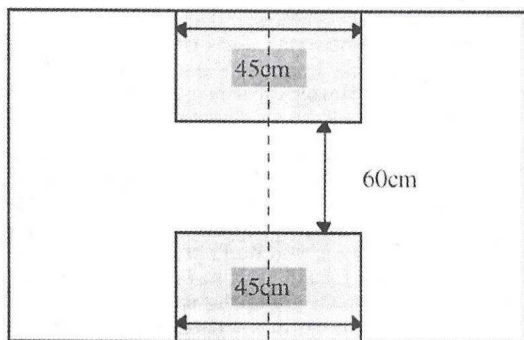
Cross-reference the two engagement types on the chart below to see which deployment map to use.

Engagement Type	Mobile	Static	Divided
Mobile	A	B	C
Static	B	D	E
Divided	C	E	F

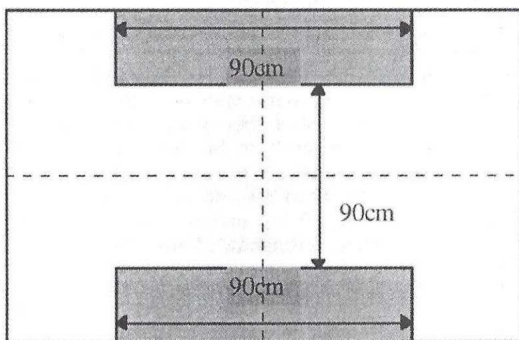
Both players roll a dice each, lowest score sets up a Titan first and then the players alternate deploying their force. As with movement, lowest Man Titans must be deployed first.

DEPLOYMENT MAPS

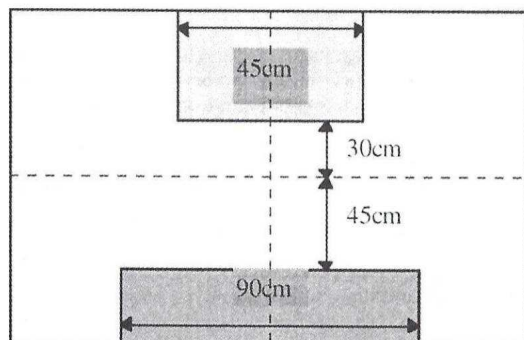
A



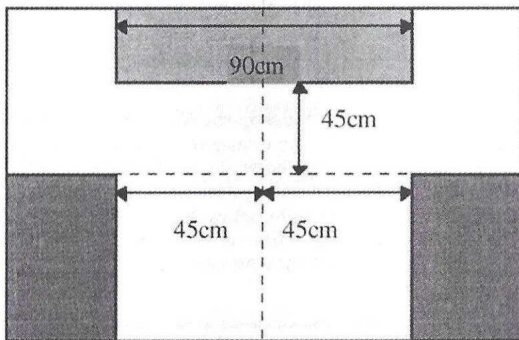
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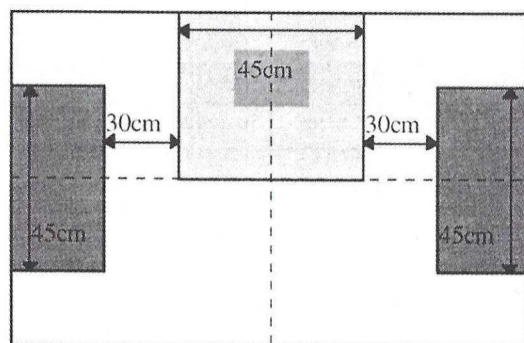
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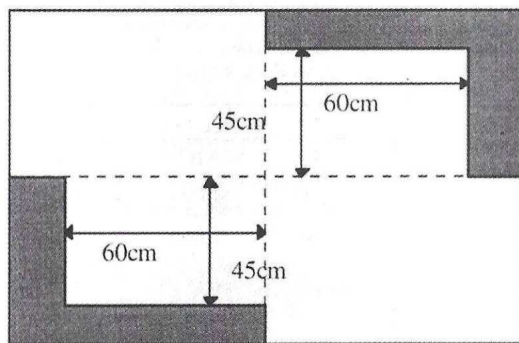
E



C



F



OBJECTIVE CARDS

You will find the objective cards printed on the back cover of this magazine. You should cut them out or photocopy them for use in your games.



WARHOUND SCOUT 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 or close combat weapon.

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

HIT LOCATIONS

FRONT		
Roll	Location	Armour
0-2	Legs	10
3	VSGs	10
4	Head	11
5-7	Arm Weapon*	9
*Hits weapon closest to attacker		

SIDE		
Roll	Location	Armour
0-3	Legs	10
4	Head	10
5-7	Arm Weapon*	9
*Hits weapon closest to attacker		

REAR		
Roll	Location	Armour
0-2	Legs	10
3	VSGs	10
4	Plasma Reactor	10
5-7	Arm Weapon*	9
*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 ☐

REAVER BATTLE TITAN

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

WEAPONS

General: Not Plasma Destructor 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
0-1	Legs	10	0-1	Legs	9	0-1	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
6-7	Carapace Weapon*	9	6-7	Carapace Weapon*	9	6-7	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 ☐

WARLORD BATTLE TITAN

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

WEAPONS

Carapace: Not close combat weapon. **Arm:** Not support missile.

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

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
0-1	Legs	11	0-1	Legs	10	0-1	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 Weapon*	10	4-5	Arm Weapon*	10
6-7	Carapace Weapon*	10	6-7	Carapace Weapon*	10	6-7	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 ☐

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 disc. We can read most formats, so just send in your article on disc 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 games 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 ideas to the following address along with the permission form:

Fanatic Games,
Games Workshop Ltd,
Willow Road,
Lenton,
Nottingham NG7 2WS.
U.K

4. Get rich and famous!

OK, that's a lie, but we will send you a £5.00 gift voucher for each published page if we use an unsolicited article or other material that you have sent in. More importantly we may consider commissioning you to write a 'briefed' article on a specific subject, enabling you to become one of our select band of regular out-of-house writers and contributors. So what are you waiting for? Get writing!



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Name of the Article:.....

Author:.....

Signature:.....

Date:.....

EPIC 40,000

FIREPOWER

INTRODUCTION

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 photo-copied versions for a small fee, and/or you'll be able to find electronic versions of the rules at our web site. We also plan to periodically consolidate any new rules together into supplements that we'll print for Epic, and when we do this section will refer you to the relevant supplement.

EXPERIMENTAL RULES

Experimental rules is going to be a regular section of Epic magazine where you will find new rules that we are thinking of adding to the game system. These are ideas for rules changes that we've either come up with ourselves, or which have been suggested by Epic players. For the time being these are not official changes to the games rules, and should therefore only be used with an opponents consent. This said, we really do want you to try the rules out in some of your games, and then write to us telling us if the rules work, and what problems, if any, you ran into

when using them. Much more importantly we want you to let us know if you think the experimental rules should or should not be made into 'official' rules that must be used.

We'll also be trying the experimental rules out ourselves, and our own experience of the rules combined with the feedback we receive from you lot will allow us to decide if the rule makes the 'cut' and becomes an official part of the Epic 40,000 game system, or if it fails to do so and ends up being consigned to the bin!

So, try out the rule below, and write to us with your comments at Epic Magazine, Fanatic Games, Games Workshop, Willow Road, Nottingham, NG7 2WS, UK. We'll let you know the results of our deliberations in a future issue of Epic Magazine.

An Alternative Method of Allocating Hits

Our first experimental rule was emailed to us by Mark Mullins, and provides an alternative method of allocating hits from shooting. Although Marks arguments that the rule is more 'realistic' cut little ice with me (Epic 40K is a game not a simulation) I do like the tactical possibilities in terms of unit deployment that the rule may encourage. On the other hand, the change could make allocating hits much more 'fiddly', as you will have to work out which models are closest to the attackers before allocating the hits out. Anyway, give Mark's rules a try, and let us know if you think they work and are worth the extra effort, or if you think that they simply slow the game down for little reward.

Over to Mark Mullins.

EXPERIMENTAL RULES

Here's the general gist of it. I think there are still some problems with the way shooting dice are allocated and the tactics this encourages in Epic 40, 000 players.

You have dealt with the issue of anti-tank

shots excellently by limiting them to the nearest vehicle/infantry unit. However, when allocating firepower dice, there seem to be a couple of problems.

Problem 1

The first is that, after a few turns of receiving fire, it is generally the case that detachments have lost most of their low armour units. While this would be fairly realistic were all units spread out along the same depth of field to their attackers, it does not reflect the experience of armoured (high armour value) and soft (low armour value) detachments when receiving fire. In reality, the positioning of the unit within the detachment should have a great effect on its survivability, something not reflected in Epic.

Most troops tend to blaze away at the most immediate (i.e. nearest) threat, irrespective of their capacity to damage their target. Knowledge of this led the pioneers of Blitzkrieg (such as Liddle-Hart, Fuller, Rommel and Guderian) to advocate 'tanks screens' to protect following 'soft' units from the majority of fire. However, as we also know from Epic experience, it tends to be the case that most commanders in fact place low armour units in front of high armour units in order to soak up hit dice. While this is fair enough in some cases (if you really need to conserve the 'stronger' units), it generally occurs because there is little or no advantage to the player in reversing this arrangement. As long as a 'low armour' unit is within range of at least one element of the attacking detachment, it will still receive a hit as the attacking player 'ignores' stronger units in front of it, which the hit dice cannot affect, when allocating dice. It doesn't matter whether there are ten predators screening one bike unit - the dice that rolled '4' will still get the bike, regardless of the Predators. To me this is not an accurate reflection of real battlefield experience.

Problem 2

The other problem is the cheesy, beardy option of including one low armour ('weak') unit in a detachment purely to avoid overwatch re-rolls. This is annoying as it is a 'rules-play' option and bears no relation to tactical criteria that might be applied to detachment composition.

However, there seems to be a way of allocating hit dice that would ameliorate both of these problems.

Solution

As usual, discard all dice scoring less than the lowest armour value in the target detachment. However, thereafter, all units closer to the enemy must be allocated a dice before moving on to more distant targets. The attacking player can choose in which order this allocation takes place (i.e. doesn't have to go high to low) but, as usual, must apply a dice to the first available target that it can affect.

This modification has no effect on detachment arrangements that stack low armour units closest to the enemy. However, it does allow the operation of Blitzkrieg 'tank screens' when this arrangement is reversed. The following example should serve to illustrate this.

6 Leman Russ' (armour 6) are 'screening' 6 units of Sentinals (armour 4). The detachment comes under fire from another detachment, resulting in 12 dice being rolled. On probability, this should result in two dice for each number (i.e. two 1's, two 2's etc.). So, under current Epic rules fring at our hypothetical detachment, six dice would be discarded (all the 1's, 2's and 3's). Assuming all units within the target detachment are in range, this would result in the following casualties - two Leman Russ (6,6) and four Senitals(4,4,5,5).

However, using the alternative method, no Senitals would be lost because the firing player would be forced to allocate all four remaining dice (4,4,5,5 to the closer Leman Russ (which they can't affect).

Obviously, this will result in more Leman Russ casualties than if the Sentinals were being used as a 'screen' for the tanks. But that's the point.

This method allows commanders to protect units that they consider to be tactically important, like assault troops, by modifying the physical arrangement of their detachments in relation to their opponents. This increases the risk to troops in the vanguard of a detachment and decreasing it for those further back.

Furthermore, when used in conjunction with your excellent rules for troops crouching immediately behind vehicles (Firepower magazine p.32-35), this modification encourages commanders to think far more about the tactical deployment of their forces

than in looking for loop-holes and 'quirks' in the rules that they can exploit.

For example, it will make commanders think twice before forming a detachment with one low armour unit to exploit the 'overwatch' rule (as described in Problem 2) above.

Returning to the hypothetical detachmment mentioned above, assume that a sneaky commander inserts a unit of Imperial Guard Infantry for the purpose of exploiting the overwatch re-roll rule. Now, the two 3's, previously discarded, would be included in the dice to be applied to the target detachment. This would result in two Senitals (or one Senital and the Infantry, depending upon relative proximity to the enemy), being lost where previously there were no losses. This would happen because the attacking commander could now apply these two 3's to two of the Leman Russ, leaving 2 dice (4's or 5's) to be applied to the Senitals/Infantry. So the sneaky commander would lose out, discouraging 'rules-play', which is a good thing.

I propose this modification with a certain amount of trepidation. I don't know whether it will slow play down too much. However, see what you think anyway. I can't see any major problems. Hopefully it should allow commanders to apply a little more thought to the tactical arrangement of their detachments, to exercise more control over the losses suffered by their forces.

Sorry if this is a bit ramby. Cheers for the interest - let me know what you think.

Brother Mugga

AKA Mark Mullins

GETTING STARTED MINI - SCENARIOS

by Chris Such,
from the Liber Imperialis website.

This is Chris Such's article for small, single detachment, fast paced 'mini' games. These are an excellent way to introduce a new-comer to Epic.

The idea of mini battles came about midway through a campaign when we played a small game to try out some new forces. My opponent and I decided to make the battle part of the campaign. We came up with the idea of having small battles between the major confrontations. The small battles would only affect the next major battle (in a minor way) and would have no impact

FIREPOWER RULES BACK LISTING

NEW RULES

Adpetus Titanicus II. New Rules for Titans. Epic Magazine 1

Adeptus Mechanicus Army List. Firepower 1

From the Battlefront . War Engine orders superseded by Adeptus Titanicus II rules. Firepower 1

Air Superiority. Firepower 1

Squat Army Lists. 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

EXPERIMENTAL RULES

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

ERRATTA

From the Battlefront. Firepower 1

Q and A. Firepower 2

Q and A. Firepower 3

Please contact your local Games Workshop Mail Order to get hold of the Firepower magazines with these rules. If the issue is out of stock ask about how to obtain photocopies as part of our archive service.

on the overall flow of the campaign.

If you want to play a mini battle roll on the following table or choose one. Mini battles should be played using about 1000 points worth of troops.

2D6	SCENARIO
2	Missile Command
3	Capture the Commander
4	Take the Bridge
5	Take the Bridge
6	Reinforcements
7	Reinforcements
8	Reinforcements
9	Flank Attack
10	Flank Attack
11	Capture the Airfield
12	Re-supply

Missile Command

Objective: Both sides sent to capture a missile silo.
Forces: 1000 points each.

Setup: As for Escalating Engagement. A single Take & Hold objective is placed in the centre of the battlefield along with a model representing the missile silo.

Special Rules: None.

Victory: The player who reduces his opponent's Morale to zero or less first wins.

Campaign Effect: The winner gets 1d3 orbital bargages (as the fate card) in the next campaign game. A maximum of one per turn can be used.

Capture the Commander

Objective: The location of the defenders commander has been discovered. The attacker has dispatched a force to capture the commander.
Forces: 1000 points each.

Setup: As for Rescue. The defender must include a Supreme Commander detachment in the garrison.
Special Rules: None.

Victory: If the defender moves his commander off the table edge on which his reinforcements entered then he wins. The attacker wins under any other circumstances.

Campaign Effect: If the defender loses then his strategy rating is reduced by 1d3 for the next campaign game.

Take the Bridge

Objective: Both sides are rushing towards a bridge, which will allow them to speed reserves to the front.

Forces: 1000 points each.

Setup: As for Escalating Engagement. A single Take & Hold objective is placed in the centre of the battlefield along with a model representing the

bridge.

Special Rules: None.

Victory: The player who reduces his opponent's Morale to zero or less first wins.

Campaign Effect: The winner can add 1 to all his reserve rolls for the next campaign game.

Reinforcements

Objective: Both sides are rushing reinforcements to the front. Two enemy groups of reinforcements meet and a battle ensues.

Forces: 1000 points each.

Setup: As for Escalating Engagement.

Special Rules: None.

Victory: The player who reduces his opponent's Morale to zero or less first wins.

Campaign Effect: The winner gets a detachment of up to 250 points in the next campaign game.

Flank Attack

Objective: The attacker has discovered one of the defenders reserve routes. A force has been dispatched to disrupt the flow of reserves.

Forces: 1000 points each.

Setup: As for Ambush. The attacker is the one is Ambushing.

Special Rules: None.

Victory: The player who reduces his opponent's Morale to zero or less first wins.

Campaign Effect: If the defender loses then all of his reserve rolls are reduced by one in the next campaign game.

Capture the Airfield

Objective: the attacker has discovered an enemy airfield. A force has been dispatched to capture it.
Forces: 1000 points each.

Setup: As for Escalating Engagement. A single Take & Hold objective is placed in the centre of the battlefield along with a model representing the airfield.

Special Rules: None.

Campaign Effect: If the defender loses then he may not use any aircraft in the next campaign game.

Re-supply

Objective: Both sides munitions expenditure has been higher than expected. Both converge on a nearby supply depot to re-supply their forces.

Forces: 1000 points each.

Setup: As for Escalating Engagement. A single Take & Hold objective is placed in the centre of the battlefield along with a model representing the depot.

Special Rules: None.

Victory: The player who reduces his opponent's Morale to zero or less first wins.

Campaign Effect: The loser must field at least 50% of his forces as infantry (to represent fuel and munitions shortages) in the next campaign game.

EPIC QUESTIONNAIRE

You've probably already seen the news pages we've printed in this issue of Epic magazine about the changes that will be taking place at Fanatic. If you haven't, what are you waiting for, read them now, they are on pages 28 to 29. To help us decide what miniatures, rules and stuff we should make for Epic, we've put together this questionnaire for you to fill in and return to us. Alternatively you can email your answers to us at fanatic@games-workshop.co.uk. We thought about having a prize draw for people that filled in

the questionnaire and sent it back to us, but decided in the end that would be cheesy – we see this a chance for all you serious Epic players to let us know the way that you want the game to develop in the future, and we don't want the feedback corrupted by people that just filled in the questionnaire to get a free prize. All of which is a long-winded way of saying, please fill in the questionnaire and send it back, as we really want to know what you think!

1. What sort of new miniatures do you want to see?
(Please tick as appropriate)

☐

a. New Titans, or their equivalents for other races (i.e. new Eldar Titans, Ork Gargants, etc.)

Please specify which race most needs new models:

☐

b. New vehicles or vehicle variants.

Please specify which vehicle models you'd most like to see:

☐

c. New infantry stands.

Please specify what infantry you'd most like to see:

☐

d. New flyers.

Please specify which flyers you'd most like to see:

2. If we could only do one of the above, which should it be? (I.e. if you think that the most important thing to make were new Titans you should write down 'a').

3. Should we make resin terrain pieces for Epic (i.e. like the ones that ForgeWorld make).

Yes / No

If yes, write down anything you would specifically like made :

4. Are there any rules from Epic Firepower 1-4 that should be made official 'new rules'?

Yes / No

If yes please specify which one below:

5. Are there any rules from Epic Firepower 1-4 that should not be made official 'new rules'?

Yes / No

If yes please specify which one below:

6. Which of the following things would you like to see rules for?
(Please tick as appropriate)

☐

a. Epic Aerial Combat (detailed Epic aerial combat rules that can be used instead of the

current Epic flyer rules, or as a game in their own right)

☐

b. The Horus Heresy (campaign pack containing background, new rules and scenarios for Epic games set during the Horus Heresy)

☐

c. Battle for Armageddon (campaign pack containing background, new rules and scenarios for Epic games set during the second and third battles for Armageddon)

☐

d. Epic Strategy (map based campaign system for fighting strategic Epic campaigns)

7. If we could only do one of the above, which should it be? (I.e. if you think that the most important thing to make were rules for Epic aerial combat you should write down 'a').

8. If you have any other suggestions for new miniatures, rules, terrain, or anything else for Epic, please write them below:

Return to: Fanatic Games, Games Workshop Ltd, Willow Rd, Nottingham, NG7 2WS, UK.
Or e-mail your answers to fanatic@games-workshop.co.uk

WELCOME to FANATIC!

New material for Blood Bowl,
Mordheim, Necromunda,
Battlefleet Gothic, Warhammer
Quest, Warmaster & Epic 40,000

* * * *

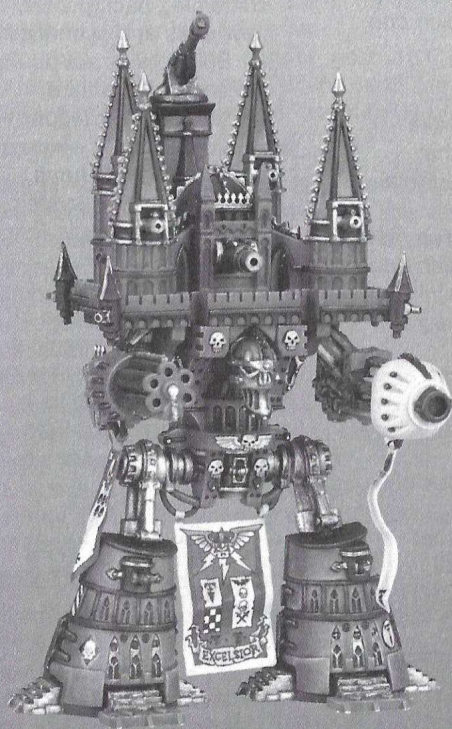
Regularly produced magazines
for each game!

* * * *

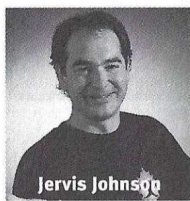
New gaming supplements!

* * * *

New miniatures!



If you thought Warlord Titans were big, wait until you see the Emperor Titan! A re-release of the original Emperor Titan model, but with brand new metal 'add-on bits' that will convert it into the War Monger version.



Jervis Johnson

Sounds rather exciting doesn't it? And believe me, it is. My name's Jervis Johnson, and for the last few months I've been working with Andy Jones on a top secret project code-named 'Fanatic'. The aim of this project has been to set up a little bit of Games Workshop that is dedicated to looking after some of the great games GW has already produced, but which have been side-lined after release because of the overwhelming success of

Warhammer and Warhammer 40,000. Games like Warhammer Quest, Blood Bowl, Necromunda and Epic, and more recently Battlefleet Gothic, Mordheim and Warmaster. None of these games deserve to drift into the ether, and Fanatic Games has been set up to make sure that that doesn't happen. So, starting this month, we'll be bringing out new magazines, new supplements, and, most important of all, new miniatures for you to use with these games. A new era has begun – the age of Fanatic – and things will never be quite the same again.

How will this all work? Don't worry, all is explained below...

FANATIC QUESTIONS & ANSWERS...

Why was Fanatic set up?

Fanatic was set up because we were unhappy with the level of support we could generate for games other than Warhammer and 40K. These games deserved proper support, but the success of our two main games made it very hard for us to provide it. So we decided to set up a separate venture whose only job is supporting the games other than Warhammer and 40K.

Which games will Fanatic cover?

It will cover Blood Bowl, Warhammer Quest, Necromunda, Epic 40,000, Battlefleet Gothic, Mordheim and Warmaster. If the Studio produces any new games then Fanatic will provide on-going support for these as well.

What will Fanatic do?

Fanatic will bring out magazines, gaming supplements and new miniatures for all of the games it supports. In addition Fanatic will act as a 'champion' for the games, making sure that they are available all of the time, all round the world. If you have difficulty getting hold of any of the games or miniatures that Fanatic supports, then get in touch with us and we'll tell you where you can find them or we'll supply them ourselves. If a game ever goes out of print, we'll make sure that the rules and other things you need to play remain available, either by reprinting them ourselves in a new 'Fanatic Edition', or by making the rules available to download off the internet.

Will you keep making new stuff for these games forever?

As long as you guys are playing then we'll keep on supporting the games and bringing out new material for them. We will, however, have to 'cut the cloth to fit', because when all is said and done, Fanatic is a small operation running on a shoe-string budget. All of the material we produce will be made on short runs, in some cases literally to order (i.e. when you place an

order we'll go off and spin the mould to make the miniature!). All of our resources will be concentrated on making sure we can get you the best support we can – in other words, as long as the content is fantastic we'll be willing to cut corners on the usually high standard of presentation.

Can you tell us more about the magazines?

Each of the games that Fanatic covers will have its own magazine. These will come out on a regular basis, though the frequency will vary from between two and six issues per year depending on the popularity of the game. Each issue of a magazine will provide new rules, articles, details of new releases, news and gossip, designers' notes, a contact section and an events calendar. Our aim is to make the magazines a 'must-have' item for dedicated players of the game that the magazine covers.

What about the magazines Fanatic currently produces, like Firepower and Gang War?

Don't worry, they haven't gone! Instead they will all be incorporated into the new magazines we'll be producing. So, for example, the new Epic 40,000 magazine will carry on in the footsteps of Firepower magazine, and will carry on the traditions set by it. We just wanted to start all of the magazines off at issue 1 to make it clear that a new era has begun, and to underline that the material which appears in the magazines from now on is all official support material approved by GW for use with their games.

Tell me more about the supplements!

From time to time we plan to bring out supplemental material for the games that Fanatic covers. These will vary widely in terms of size and content, but to give you some idea of what we have in mind, things planned for the first year are: a new scenario pack for Warhammer

WEB: www.fanatic-games.com



The Fanatic fanatics!

Quest, a rule supplement for Epic adding super-detailed Titan rules, an army pack for Warmaster covering the new armies we'll be releasing for the game, a supplement for Battlefleet Gothic adding the Tyranids to the game, and new buildings for Necromunda and Mordheim.

Can you tell me more about the miniatures?

Fanatic will produce new metal miniatures and resin models for all of the games that it covers. In the pipe-line are three new armies for Warmaster, two new fleets for Battlefleet Gothic, a new Blood Bowl team, new gangs for Mordheim and Necromunda, new Titans for Epic and new characters for Warhammer Quest. Those nice Forge World people have also promised to make us some resin terrain pieces and resin 'add-on bits' to convert existing miniatures into exciting new models.

Will the stuff Fanatic produces be 'official'?

Although I really hate the term, yes, all of the stuff Fanatic produces will be 'official' additions for the games we cover. The Studio games development team will be fully involved in the project, so players can know that the original designer has either written or approved all of the material that Fanatic produces.

How do I get hold of Fanatic stuff?

We thought you'd never ask! One way or another, if you want Fanatic stuff, then we will get it to you. First port of call should be your local GW Mail Order service (see their address and phone number at the back of this issue of this issue).

If that doesn't work then you can get in touch with us direct at the address, phone number or e-mail address shown at the bottom of this page. Alternatively you can order 'on-line' via the Fanatic web site, see below for the URL.

What's that about web sites?

You can order on-line and find out about new releases by visiting our website at <http://www.fanatic-games.com>. We're (slowly) adding community sites for each of the games that Fanatic supports, which will include archives, links to cool fan sites and other bits and pieces.

I haven't got internet access. Is there a postal mailing list I can join to be kept up to date as to what is going on?

Write to the address below and we'll bombard you with regular postings keeping you fully up to date on what we're up to at Fanatic. Just fill in the form below!

Do you want feedback?

We certainly do! If you have any thoughts, comments, ideas or criticisms about Fanatic, then please write to us at Fanatic Games, Games Workshop Ltd, Willow Road, Nottingham, NG7 2WS, UK, or e-mail us at fanatic@games-workshop.co.uk. All we ask is that you don't expect a personal reply, as we just get too much mail to be able to try and answer it all. However we do read every single letter and e-mail we receive, and everything that's said will be added to the melting pot.

JOIN OUR MAILING LIST...

If you want to be kept up to date on all of the stuff that Fanatic is bringing out, you really need to join our mailing list. Just fill in the form below and send it to **Fanatic Mailing List, Games Workshop Ltd, Willow Road, Nottingham, NG7 2WS, UK** and we'll start bombarding you with news and details of all our new releases.

Name: Age:

Address:

Postcode:

Phone:

E-mail:

Please send me news by:

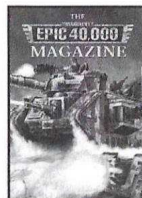
☐ Post

☐ E-mail

COMING THIS MONTH FROM FANATIC...

Epic 40,000 Magazine • Issue 1

The new incarnation of Firepower, the magazine for serious Epic 40,000 players everywhere, includes part one of Adeptus Titanicus Revisited by Gav Thorpe & Jervis Johnson, an official rules supplement for Epic that adds more detailed rules for Titans and War Machines. The issue also includes rules for the new Emperor Titan model released this month.



Battlefleet Magazine • Issue 1

The first issue of Fanatic's magazine for Battlefleet Gothic players is something of a 'Tyranid Special'. Included are rules by Andy Chambers for using the new Tyranid ships released this month, and John Lambshead provides background, fleet lists and ship details for the Imperial battlefleets which fought against Hive Fleet Kraken.



Warmaster Magazine • Issue 1

Rick Priestley has been burning the midnight oil ensuring that the first issue of Fanatic's Warmaster Magazine is very special. Included are scenarios, questions and answers, experimental rules and details of the official Warmaster website, plus rules, army lists and background for the new Warmaster Kislev army.



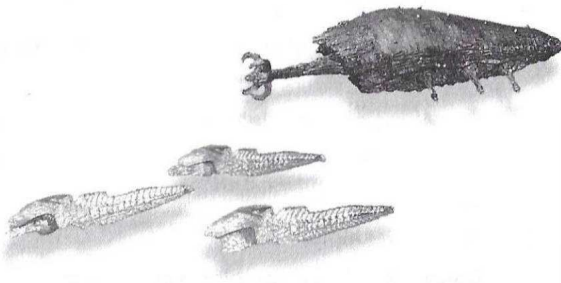
Warhammer Quest – Traps & Pitfalls

An expansion for

Warhammer Quest that adds all kinds of nasty traps and pitfalls to kill off unwary adventurers. All-new floor plans and templates are included, along with all the rules you'll need to add these to your games.

IN THE PIPELINE...

- Warmaster Seige Equipment
- Warmaster Kislev Army
- Battlefleet Gothic Tyranid Hive Fleet
- War Monger Titan
- Averland Mordheim Warband
- Amazon Blood Bowl Team



Work in progress: part of the Hive Fleet takes shape

TEL: 0115 916 8177 E-MAIL: fanatic@games-workshop.co.uk

PITCHED BATTLE

SCENARIO by TIM BARTON

INTRODUCTION

One of the best bits of the Epic 40,000 system is that mass of scenarios that came with it. From Gogard's Last Stand to the Fog of War, each has a set of different challenges to it, and each requires different tactics to win. However, whilst Fog of War can be played almost indefinitely, there are only so many variations on these and the other scenarios. This article aims to help solve that, providing a new scenario for Epic 40,000 players: The Pitched Battle

SCENARIO

Two opposing armies have ground down to a stalemate opposite each other in no man's land. Evenly matched, with no time to dig in, both need to inflict a defeat on the enemy here and both have decided to attack immediately and, as dawn breaks, the scene is set for a truly epic clash.

The following Special Rules are used in this scenario: *War Engine Missions, Victory Points, Reserves*

SET UP

1. Set up the terrain in a mutually agreed fashion and pick armies to an agreed points total
2. For each 500 points or part of 500 points in each player's army, draw one objective counter at random and deal a Fate card, giving both to that player. The player with less points in his or her army also gains an extra Fate card.
3. Place all objectives. The rules for using the objectives are slightly different to normal and are given later. A note should be made of who placed each objective.
4. Deploy forces in the zones shown on the map. Each player should deploy in a different zone.
5. After objectives have been deployed, each side should deploy its war engines, starting with the side with the lowest strategy rating. After all war engines are deployed then other troops should also be deployed, again starting with the army that has the lowest strategy rating. The Fate card Brilliant Strategy can be used to gain the advantage of deploying second, and any detachments may be kept in reserve using the usual rules.
6. Fight the battle as normal for between 4 and 6 turns. I've found that less than 4 turns gives too short a battle, and more than 6 turns gives too long a battle. If you can't decide on a game length then roll a D6: 1-2 gives 4 turns, 3-4 gives 5 turns and 5-6 gives 6 turns.

OBJECTIVES

Objectives are placed before deployment and can be placed anywhere in the battle zone, subject to the following rules:

- 1 No objective should be closer than 15cm to another objective.
- 2 No Take and Hold, Capture or Rescue objectives should be within 30cm of your deployment zone.
- 3 None of your Cleanse objectives should be closer than 65cm to your deployment zone.
- 4 Your Bunker objectives must be within 15cm of the enemy's deployment zone.

In battle, the following objectives can be taken by either player, regardless of who placed them: Take and Hold, Capture and Rescue.

Bunker and Cleanse objectives are only applicable to the player that placed them.

VICTORY POINTS

At the end, count up victory points as described below and the player with the most Victory points is the winner. If players are equal on points then the battle has ended in a draw.

There are two methods of gaining victory points. The first is to damage your opponent's force and the second is to secure objectives.

Victory points gained for causing casualties are worked out in the following way:

Detachment at half strength/Damage Cap	Detachment wiped out or destroyed
Add detachment's morale value to your Victory Point total	Subtract detachment's morale value from your opponent's Victory Point total

Note that detachments which are broken at the end of the game or retreat off the table whilst broken count as being wiped out for the purpose of victory points. Also note that victory points for casualties are cumulative. When you wipe out a unit in one go then add the unit's morale value to your VP total and deduct it from your opponent's VP total.

Victory points are awarded for objectives as follows. Note that 'you' refers to the player that placed the objective. This is why it is important to remember who placed which objective.

Objective	Victory Points
Take and Hold	If you have a unit within 15cm when victory conditions are checked and there are no enemy units closer to the objective then you have the objective and gain 1VP. If the objective is under your control at the end of the battle then you gain 5 VPs.
Rescue	Moving onto the objective picks it up, and it moves with the unit from that point on as described on page 8 of the Battles book. If a player has a unit carrying the objective when victory conditions are checked then 1VP is awarded. If a player can get the objective off-board then 5 VPs are given to that player. Note that the unit that took the objective off the board may return in the next movement phase and measures its movement from the table edge and, if a player gets a Rescue off the board, then they can no longer count the 1VP per turn for possession.
Capture	If either side has a unit in base-to-base contact with the objective when victory conditions are checked, then 5VPs are awarded to that side and the objective is removed.
Cleanse	As long as the enemy has no troops within 15cm of the objective when victory conditions are checked then you gain 1VP per turn. If the objective is clear at the end of the battle then 5VPs are awarded.
Bunker	Destroying the Bunker (which uses the rules described on page 9 in the Battles book) gains you 5 Victory points

WAR ENGINE MISSIONS

When a detachment of War Engines is committed to battle, it usually has a specific objective in mind, and is not just along for the ride. To represent this, each War Engine detachment is given a mission at the start of a battle, which it can gain extra victory points for completing.

There are two ways of determining missions. One is to go through each detachment and randomly assign a mission. Many players like doing this because it provides a challenge, but it can throw up some near impossible tasks. The alternative method is to determine enough missions for your war engines, then assign missions from that selection yourself. This represents you being told what has to be done and what is available to do it, then being given free rein to get the job done. This is a matter for agreement, but use the Hand of Fate if you can't. Either way, the missions are determined randomly, so the table below will be needed. It also shows what has to be done.

D6 Roll	Mission	Mission Goal
1	Engage and Destroy	The detachment gains double victory points for each detachment it reduces to half strength.
2	Delaying Action	If the detachment ends the battle at more than half its total damage capacity, you gain its worth in VPs. If it survives completely intact, you gain 5 extra VPs.
3	Blitzkrieg	If the detachment is in the opponent's half of the table by the end of the battle then 5VPs are awarded. Get to the enemy deployment zone and 15VPs are awarded.
4	Guerrilla War	The detachment gains triple VP value if it reduces a detachment to half strength or less in a close combat or firefight.
5	Take and Hold	Randomly select 1 Take and Hold objective. If the detachment ends the battle in control of the objective then an extra 10 VPs are awarded. Reroll this if there are no Take and Hold objectives present
6	Hold the Line	If there are no enemy troops present in your deployment zone at the end of the battle and the detachment has not been wiped out, then 5 VPs are awarded. If there are no enemy troops in your half of the table and the detachment has not been wiped out, then take an extra 10 VPs over and above this.

VARIATIONS

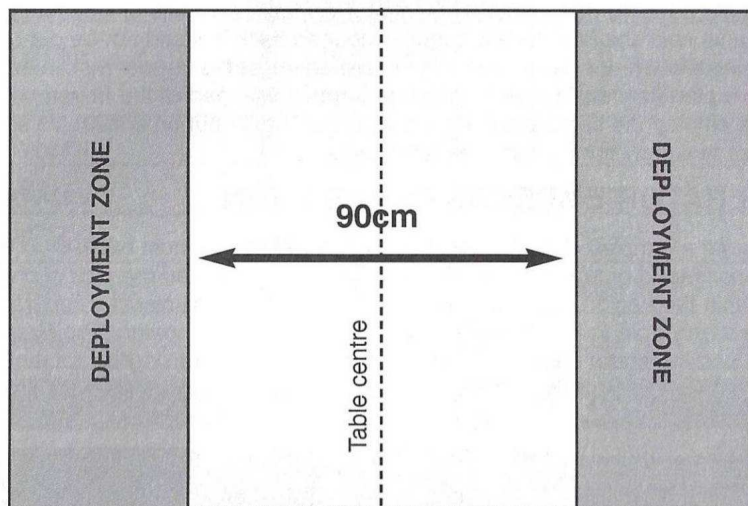
1. The armies could have dug in, allowing the use of Fortifications. Alternately only one could have dug in. Both of these provide a situation reminiscent of the 'Over the Top' battles during World War I.
2. Altering the points available to each side (which don't have to be the same - all is not fair in love and war) or the game length can provide a different set of challenges, as does restricting the objectives available. This also allows for more detailed briefings, such as bailing out spies, recovering plans, capturing fire positions and so on.
3. I left out Gav Thorpe's rules for secret objectives and scouting but you can include them if you want

to. They can be found in the article Mission Briefing (White Dwarf 196).

4. Play down the length of the table to give more effectiveness to long ranged units such as siege artillery and missiles such as the ones mounted on Ordinatus Golgotha, rather than the assault style battles that the standard setup tends to produce.

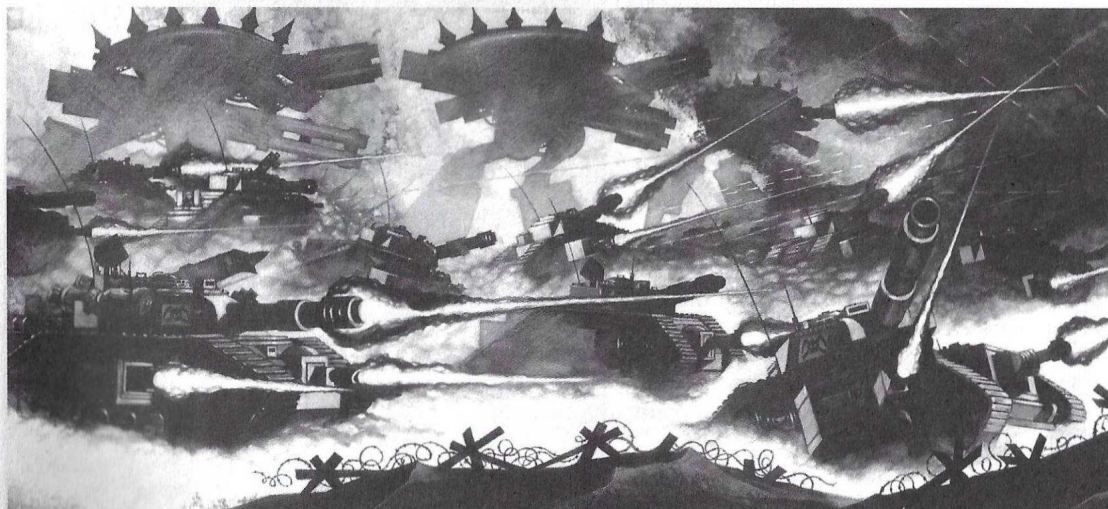
5. Alter the victory point values given for the various objectives and War engine missions if you think that the rewards are insufficient compared to the difficulty of the objective or mission

MAP



DESIGNERS NOTE

In a game of 2,000-4,000 points victory by anything less than 5 points is marginal and probably tactically disputable. A 6-15 VP margin is a respectable win, 16-30 is a major victory and anything more than 30 is a complete and utter whitewash. Equally, anyone with a negative VP total should start looking at their tactics. Otherwise, what happened to Adrian Wood in the Reign of Fire battle report (White Dwarf 197) will probably happen to you before too long.



EMPEROR CLASS TITANS

"How like a God He is, that ancient Machine, primal of all His Kind, the Emperor! His mighty Fists, massive like two Towers of Destruction, laden with the Doom of Mankind's bitter Foes."

In this article you'll find all the rules you need to include Emperor Class Titans in games of Adeptus Titanicus II (see earlier in this magazine). Two variants of the Emperor Titan, the Emperor and the Warmonger are available from Fanatic, for details see the Mail Order pages at the back.

Emperor class Titans tower some 25 to 40 metres tall. They mount veritable arsenals of weaponry and are protected by up to twelve void shield generators and armour so thick it would not be out of place on a planetary defence installation. Emperor Class Titans are amongst the largest mobile battle units that can be deployed on a planetary surface and each one forms a vital part of the Imperium's strategy. Emperor class Titans employ the same technologies as Battle Titans but on a massive scale, featuring huge plasma reactors to supply their colossal requirements.

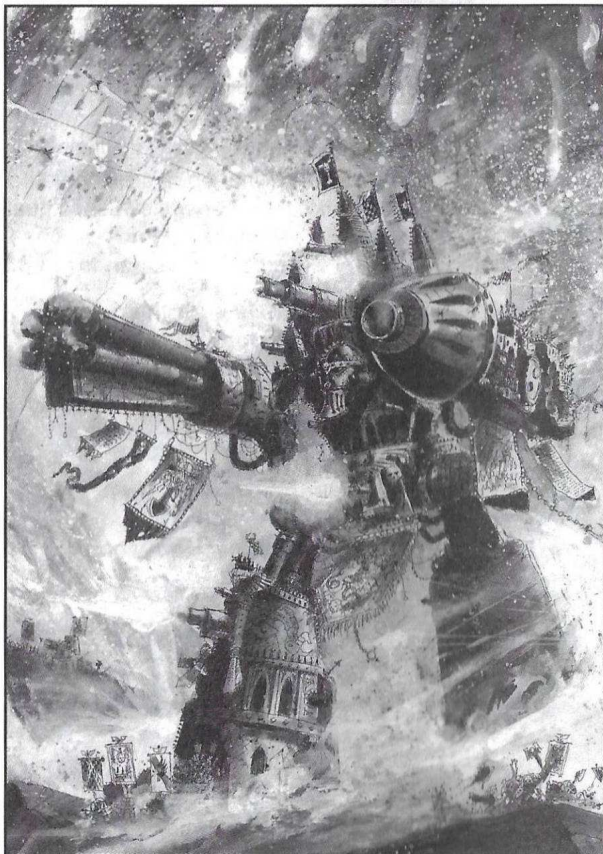
IMPERATOR EMPEROR CLASS TITAN

The Emperor is one of the larger examples of an Emperor class Titan. Only the most battle-hardened Princes are given command of an Emperor titan and they are permitted the pick of crew members from other Titans within the Legion. In comparison to Battle Titans of all classes Imperators are rare with most titan Legions only able to field three of four Imperators in a campaign. The Grand Masters of Titan legions often use Emperor Titans, modified to a greater or lesser degree, as mobile head quarters. From here they issue commands to the whole legion or even lead vital assaults personally if the situation warrants it.

Imperators spend much of their time employed as vast mobile fortresses to strengthen vulnerable sectors of the battlefield or to act as a reserve force behind the front-line. When a major offensive begins Emperor Titans spearhead massive assaults of men and machines, their terrifying firepower blasting a path through enemy lines.

The defences of the Emperor are impressive to say the least. Twelve void shield generators and metres-thick armour ensure that only the most concentrated salvos have a chance of damaging it. A complete company of infantry plus supporting troops can be housed on board the Emperor to guard it against infantry assault or be transported to a vital objective.

The Emperor titan is configured to deliver salvos of devastation at all ranges, the fire intensifying as the Emperor closes with its target. However, Imperators are not normally equipped to fight other Titans in close combat. Instead they rely on their deadly firepower to smash opponents apart before they get too close.



IMPERATOR EMPEROR TITAN

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
10cm	1	4+	4+	12

Location	Arc	Weapon	Range	Acc	RoF	FP	Str
Towers	F	Quake Cannon	90cm	-	1	SHW	7
Towers	AR	Volcano Cannon	60cm	-	1	SHW	9
Towers	F	Gun Tower 1	45cm	-	1	3	6
Towers	F	Gun Tower 2	45cm	-	1	3	6
Towers	F	Gun Tower 3	45cm	-	1	3	6
Towers	F	Gun Tower 4	45cm	-	1	3	6
Left Arm	LA	Plasma Annihilator	45cm	-1	6	24	8
Right Arm	RA	Hellstorm Cannon	90cm	-	3	3x SHW	7
Bastions	F	Secondary Weapons	30cm	-	-	12	-

HIT LOCATIONS

FRONT		
Roll	Location	Armour
0-1	Legs	10
2	VSGs	12
3-4	Arm Weapon*	10
5	Head	12
6-7	Towers**	8
*Hits weapon closest to attacker		
** Hits random weapon		

SIDE		
Roll	Location	Armour
0-1	Leg	10
2	Plasma Reactor	12
3-4	Arm Weapons*	10
5	Head	12
6-7	Towers**	8
*Hits weapon closest to attacker		
** Hits random weapon		

REAR		
Roll	Location	Armour
0-1	Leg	10
2-3	Plasma Reactor	11
4-5	Arm Weapon*	10
6-7	Towers*	8
*Hits weapon closest to attacker		
** Hits random weapon		

DAMAGE

Quake Cannon	Armour Cracked	☐ Superficial	☐ Major	☐ Catastrophic
Volcano Cannon	Armour Cracked	☐ Superficial	☐ Major	☐ Catastrophic
Gun Tower 1	Armour Cracked	☐ Superficial	☐ Major	☐ Catastrophic
Gun Tower 2	Armour Cracked	☐ Superficial	☐ Major	☐ Catastrophic
Gun Tower 3	Armour Cracked	☐ Superficial	☐ Major	☐ Catastrophic
Gun Tower 4	Armour Cracked	☐ Superficial	☐ Major	☐ Catastrophic
Plasma Annihilator	Armour Cracked	☐ Superficial	☐ Major	☐ Catastrophic
Hellstorm Cannon	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

Imperator Special Rules and Weapons

Tower Weapons: Hits on Tower Weapon are allocated randomly. Roll a D6, a roll of 1-4 hits the tower weapon of that number, a 5 hits the Quake Cannon and a 6 hits the Volcano Cannon.

Bastions: The bastions are located on the Titans legs and manned by squads of troops. They may not shoot at Titans but can fire at vehicles or infantry with the firepower shown. Each hit on the Titan's legs reduces the bastions firepower by 1 point in addition to any other damage that is inflicted.

Weapon	Range	Firepower	Acc	Rof	Str
Volcano Cannon	60cm	Death Ray	-	1	9
Quake Cannon	90cm	Hvy Barrage	-	1	7 ¹
Gun Tower	45cm	3	-	1	6
Plasma Annihilator	45cm	24	-1	6	8
Hellstorm Cannon	90cm	3 x Hvy Barrage	-	3	7 ¹
Bastions	30cm	12	n/a	n/a	n/a

¹ Against a Titan, these weapons always inflicts a minimum of an Armour cracked result

WARMONGER EMPEROR CLASS TITAN

The Warmonger is very similar in structure and appearance to the Imperator Titan, and most of the comments that apply to the Imperator apply to the Warmonger also. Which was designed first is now lost to the mists of time, and all that is known for certain is that both Imperator and Warmongers have served in the Titan Legions since well before the Horus Heresy. However, while the two types of Emperor Titan are similar, they perform different functions of the battlefield. The Warmonger's weapon fit is configured to provide long range fire rather than the more flexible configuration of weapons found on the Imperator. In battle Warmongers will usually be held back to provide long range support, bringing down devastating salvos of missiles and defence laser fire upon the enemies heads while other units forge ahead and drive into the heart of the enemy.

Warmonger Special Rules and Weapons

Tower Weapons Hit Location: Hits on Tower Weapons are allocated randomly. Roll a D6, a roll of 1-4 hits the flak battery of that number, a 5 hits the Lysander and a 6 hits the Sensorium.

Bastions: See Imperator Titan above.

Head Weapons: The weapons located in the Warmonger's head are destroyed and will no longer work if the head suffers major or catastrophic damage.

Sensorium: The Sensorium is a sophisticated sensor array located at the top of the tallest tower on the Warmonger. As long as it is still function then the range of all of the Warmonger's weapons (apart from the bastions) is increased by 30cm. The Sensorium is disabled and will no longer work if it suffers minor damage or worse (major or catastrophic damage have no additional effect).

Lysander Targeting Craft: The Lysander is a flyer used by Warmonger Titans to spot enemy troops that are hidden behind blocking terrain and such like. As long as the Lysander is intact, then once per battle the Warmonger can shoot a support missile as if it was artillery, i.e. no line of fire is needed. This function can no longer be used if the Lysander suffers superficial damage or worse (major or catastrophic damage have no additional effect).

Weapon	Range	Firepower	Acc	Rof	Str
Flak Battery	45cm	4	-	2	4 ¹
Gun Head	45cm	6	-	2	6
Doomstrike Battery		see note ²			
Devastator Cannon	90cm	2 x Death Ray	-	2	9
Bastions	30cm	12	n/a	n/a	n/a

¹ Counts a flak specialist unit (see page 47 of the Epic 40,000 rulebook). However, special orders are not required for the flak batteries to shoot at flyers. Instead, if a flak battery shoots at a flyer then it may not shoot again that turn.

² Pick eight support missiles from Titan weapon chart. Up to one support missiles may be fired per turn.

WARMONGER EMPEROR TITAN

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
10cm	1	4+	4+	12

Point	Arc	Weapon	Range	Acc	RoF	FP	Str
Towers	AR	FlakBattery 1	45cm	-	2	4	4
Towers	AR	Flak Battery 2	45cm	-	2	4	4
Towers	AR	Flak Battery 3	45cm	-	2	4	4
Towers	AR	FlakBattery 4	45cm	-	2	4	4
Left Arm	LA	Vengeance Cannon	90cm	-	2	2xSHW	9
Right Arm	RA	Doomstrike	write details of missiles on back of sheet				
Bastions	F	Secondary Weapons	30cm	-	-	12	-
Head	F	Gun Head	45cm	-	2	6	4

HIT LOCATIONS

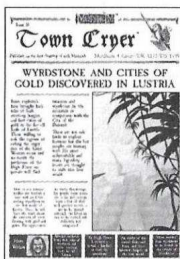
FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
0-1	Legs	10	0-1	Leg	10	0-1	Leg	10
2	VSGs	12	2	Plasma Reactor	12	2-3	Plasma Reactor	11
3-4	Arm Weapon*	10	3-4	Arm Weapons*	10	4-5	Arm Weapon*	10
5	Head	12	5	Head	12	6-7	Towers*	8
6-7	Towers**	8	6-7	Towers**	8			
*Hits weapon closest to attacker			*Hits weapon closest to attacker			*Hits weapon closest to attacker		
** Hits random weapon			** Hits random weapon			** Hits random weapon		

DAMAGE

Sensorium	Armour Cracked	☐ Superficial	☐ Major	☐ Catastrophic
Lysander	Armour Cracked	☐ Superficial	☐ Major	☐ Catastrophic
Flak Tower 1	Armour Cracked	☐ Superficial	☐ Major	☐ Catastrophic
Flak Tower 2	Armour Cracked	☐ Superficial	☐ Major	☐ Catastrophic
Flak Tower 3	Armour Cracked	☐ Superficial	☐ Major	☐ Catastrophic
Flak Tower 4	Armour Cracked	☐ Superficial	☐ Major	☐ Catastrophic
Vengeance Cannon	Armour Cracked	☐ Superficial	☐ Major	☐ Catastrophic
Doomstrike	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

Great NEW stuff for these great games!

Fanatic has been set up to support Blood Bowl, Warhammer Quest, Necromunda, Epic 40,000, Battlefleet Gothic, Mordheim and Warmaster. Every month we'll be bringing out new magazines, new supplements and, most important of all, new miniatures for you to use with these games. This page shows our first set of releases, and there'll be much, *much* more in the months to come. And remember that all the models ever released for all these systems are still available from Fanatic. If you like any of these games and want to know more about them, then check out our web site and if you have any thoughts, comments, ideas or suggestions about Fanatic, then write or e-mail us - we'd love to hear from you.



TOWN CRYER 10

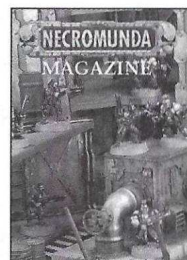
In line with all of the other official Fanatic releases, Town Crier has now reached the approved 'official' status. This issue features a move away from the City of the Damned and follows the exploits of treasure hunters in the mysterious jungles and temples of distant Lustria - in 'Cities of Gold'. New rules, warbands and a setting with a distinctly 'lost world' feel.

TOWN CRYER 10 £3.50/ \$6.95

NECROMUNDA MAGAZINE 1

Following on from the phenomenal success of the Gang War series comes the first official Necromunda magazine. In this 48 page magazine you'll find new rules, scenarios and details of the new Fanatic miniatures range. You can also find out about our plans to start taking GW's premier 40K skirmish game out of the Hive.

NECROMUNDA MAGAZINE 1 £3.50/ \$6.95



Also available Warmaster 1, Epic 1, Battlefleet 1, WHQ Pits & Traps. Ring for details.



New Mercenary Warband for Mordheim - Averlanders

Averland lies to the south-west of Ostermark and the dreaded City of the Damned. It is a land of thick pine forests and few cities and is only sparsely populated at best. Nevertheless, the men of Averland are a very hardy breed indeed, for to the south lies the Black Fire Pass, the favoured invasion route of the Greenskins. These men have been hardened from a lifetime of fighting the savage Orcs and Goblins of the Black Mountains and mercenary bands are very common in these parts. Despite their fearsome reputation, the Averlanders are renowned for their flamboyant if slightly outlandish dress sense - huge floppy hats and baggy sleeves and trousers. It is often commented that Averlanders really stand out in a crowd and that's just the way they like it when looking for hire as mercenaries. Rules for using an Averland warband in Mordheim can be found in Town Crier issue 10. They also make great characters and champions for a Warhammer Empire army!



Averlander 1
FMDM001



Averlander 2
FMDM002



Averlander 3
FMDM003



Averlander 4
FMDM004



Averlander 5
FMDM005



Averlander 6
FMDM006

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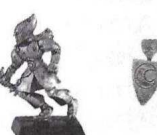
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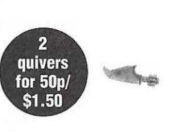
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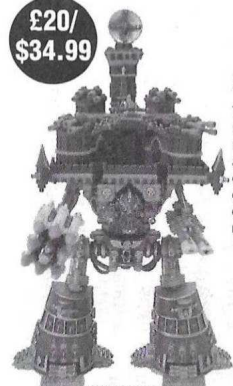
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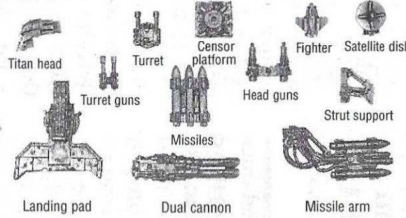


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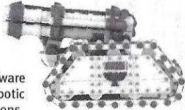
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MISSING THE POINTS

In Firepower 4 the points value of the new Imperial units are missing. Please let all Epic fans know the value of these units.

Andrea Canonico

Oops! OK we'll come clean on that one, we missed them out. Then again, there is also no indication of how to include these units in your army.

If anybody has any bright ideas then let us know.

For now try including a single scout car, engineer vehicle, bridger, ambulance, ARV, medic or engineer unit as support in the Imperial Guard Infantry detachment and the Imperial Guard Tank detachment.

For points try:

Scout Car 11 pts

Engineer Vehicle 15pts

Bridger 12pts

Ambulance 12 pts

ARV 15 pts

Engineer 13 pts

Medic 10 pts

To further illustrate my point I added a new level, Phoenix Lord and gave him the 'Hero' ability, and limited their numbers by making Eldar players chose him as one of his army commanders - thus limiting him to a maximum of 2 per army.

Finally what have you got

Howling Banshee Exarch with an assault factor of 10, ouch!

against the short, bearded ones huh? It is bad enough that we have to live with a name like "squat" (which brings to mind an unpleasant mental image), but they also have no airforce either. I believe that there is a Squat underground out there. If you could reintroduce them, but with a better name, they would get a good following, especially if you played up the tunnellers and got away from the bikers image. Thanks for listen to my rant.

Greg Bak

you start with the closest target again and carry on until all of the hits have been allocated. This is explained in more detail below.

i. Each dice must be allocate against the nearest unit in the detachment which it can affect (e.g. you couldn't use a hit dice that rolled a 4 against a unit with Armour of 5). You can allocate the dice in any order you like. Remember that targets in cover can't be hit unless you used the Cover row 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 detachment.

iii. You may only allocate one hit to each unit in the 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.

Stage 8 is Remove Casualties. As you allocate the hits remove

mean you couldn't allocate more than one hit to each unit as the initial paragraph and (iii) seem to suggest, barring Save or War Engines.

Units in cover behind units in the same detachment are a problem. Are they invulnerable to one enemy detachment firing (as one batch of firing can only kill the unit they are hiding behind), or can one volley kill the shielding unit and the unit that was hidden?

I 'phoned Mail order, and was assured the following was correct and official: You MUST allocate each die against the nearest target (in the target detachment) which it can affect. So if you have a Gretchin unit, that one unit and nothing else will die if it is closest to the shooting enemy detachment. Applies to War Engines, so ignore the bit on p41 about hits distributed evenly.

The 'Gogards Last Stand' battle report (WD 208) says 'As the incoming fire will obviously hit the closest Orks first, the three hits [a 4, 5 and 6] have to be allocated to the nearest

course leaves the question of why there are the rules about spreading hits.

The 'Directors Cut' with the armour bonus adds further to this issue. The example given is that, from one detachment's shots, it is possible to destroy a tank and then the unit behind it that couldn't have been hit had the cover bonus still applied.

So what is the correct procedure (I suppose it might be different for War Engines and other detachments, although it didn't say so in the rulebook)?

a) Ignore (i) completely, you complete stage 7 before going on to stage 8. This leaves us with: '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 detachment. Dice are allocated to the closest target first then the second closest and the third closest and so on, skipping targets that the dice can't affect. You may only allocate one hit to each unit in the target detachment that can

Trucks would be a transport option for Imperial Guard Infantry Squads, costing 8 points.

COMMENTS ON FIREPOWER IV

I just read Firepower IV. I loved it, the best one yet. I did want to respond to Ryan Micks letter about Eldar Aspects warriors. Overall I loved his rules, and agreed 80% with them. However Ryan did leave out the rules for two aspects, the Dire Avengers and Fire Dragons, and I was abit concerned with his Exarch rules, and have a slight modification to them. Below I list my version of the Eldar Aspect warriors.

As for the Exarchs I felt that being heroes made them too powerful in close combat (Howling Banshee Exarch with an assault factor of 10, ouch!). I believe Andy Chambers wanted them to be a bonus in close combat without tipping the balance to greatly. Therefore I gave them 'Rampage' instead.

LOVE IT!

I have loved Epic since the new game came out, and now there is a magazine devoted to it. I didn't even know about some of the stuff you have covered, like Adeptus Arbites. I'd also like to thank you for making it possible for us to order old stuff.

Andrew Couley

QUESTION OF THE MONTH HOW DOES SHOOTING WORK?

How do stages 7 & 8 (allocating hits and removing casualties) of shooting work, particularly when it involves units with Save/war engines/units hidden behind other units/ cover bonus form friendly vehicles?

Stage 7 is Allocate Hits. 'Dice are allocated to the closest target first then the second closest and the third closest and so on, skipping targets that the dice can't affect. Once all of the units in the target detachment have taken a hit

the destroyed units from the table.'

The main problem is (i). Saying that each die must be allocated against the nearest unit seems to contradict the initial paragraph and (iii). The only way that (i) and (iii) can seem to fit is if the 'unit in the target detachment that can be affected' has to be the closest as specified in (i), then the hits will be evenly distributed amongst any targets that are equally close to the attackers.

This fits the example in the 'Getting Started'. The Space Marines in example 2 kill two Battlewagons, but the Battlewagons are equally close to the Space Marines.

The comment about 'as you allocate hits remove the destroyed unit' has us wondering. If stages 7 and 8 happen at the same time rather than one after the other (we don't think this is the case, as 1-6 happen one after the other), then the closest unit will be a different one each time. However, this would then

enemy units. The closest one is a Battlewagon (armour 5) so Jervis allocates one of his sixes to this, destroying it. The next closets target is and Ork Nobz unit (armour 4) Jervis allocates the 4 to this. Nobz have the Hero special ability, giving them a 4+ saving throw to

The main problem is (i). Saying that each die must be allocated against the nearest unit seems to contradict the initial paragraph and (iii).

avoid being destroyed. Andy fails this save and the Nobz are killed. The next closest target is a Battlewagon on the road, and Jervis' final 6 [it was a 5] destroys it.'

This directly contradicts what I was told by Mail Order. It also seems to say that stages 7 and 8 do happen simultaneously, and units with save are rolled for as soon as they take a hit. This of

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.'

b) Follow the instructions from Mail Order, doing stage 7 then stage 8.

(Say you have 10 Boyz furthest, 1 Gretchin, then 1 Boy closest to the opposition. Your opponent rolls 100 fours and 100 threes. The closets Boy and the closest Gretchin will die.)

c) Follow the procedure in the battle report. Pick the closest target you can affect, allocate a die to it, rolling any Saves/Critical damage etc. and remove the unit if it dies. Then repeat.

d) Stages 7 and 8 happen at the same time. You allocate the lowest die to the nearest unit it can affect (possibly the same unit if it had Save/was a War Engine). Then take the next lowest die and so on.

e) Stage 7 and 8 happen at the same time. You allocate the

Mailbag

lowest die to the nearest unit it can affect, rolling any Saves/Critical damage etc., and remove the unit if it dies. Then take another die and allocate it to the nearest unit it can affect (possibly the same unit if it had Save/ was a War Engine). Then take the next lowest die, and so on.

f) Follow the procedure in the battle report. Pick the closest target you can affect, allocate a die to it, rolling any Saves/Critical Damage etc, and remove the unit if it dies. Then repeat. However, if one hit has been allocated to a unit and it survived, then you'd move on to the next unit, and only come back to the unit that survived if all other units have taken a hit, and so on for two or more hits per unit. This means that, if your opponent scores lots of hits, all the one-hit-and-they-die units will go in he first pass; the remaining shots will be spread amongst the units with Save or War Engines.

g) Stages 7 and 8 happen at the same time. You allocate a die to the nearest unit it can affect, rolling any Saves/Critical

per unit. This means that, if your opponent scores lots of hits, all the one-hit-and-they-die units will go in the first pass; the remaining shots will be spread amongst the units with Save or War Engines.

i) Something else (please specify).

(a) is what seems best to us. It works well with Save and War Engines, you allocate hits before rolling for saves/damage/criticals. This means you don't end up with

Something else (please specify)

one shot on everything that will die in one shot, and lots of shots on units with save.

One other notable thing about (c)-(e) is that units with Save in the front ranks are almost certain to die. Because you keep allocating dice to them until they fail their save, they soak up firepower but will die eventually. With (a), one hit is allocated and then it moves on to the next unit (unless, of

Terminator units. You allocate a hit to the front Terminator, then the rest of the hits to the back Terminator.

6. Your opponent has a Guardian unit, and a Farseer unit further away. You allocate a hit to the Guardian, and the rest of the hits to the Farseer.

7. Your opponent has two Ork Boy units, one out of sight behind the other. You allocate a hit to the front Orks (killing them and revealing the back Orks), then a hit to the back Orks.

What happens if:

1. Boyz are taking advantage of the armour bonus of a Battlewagon. The opponent rolls 5,4.

2. Boyz are taking advantage of the armour bonus of a Battlewagon with save. The opponent rolls 5,4.

3. Boarboyz are taking advantage of the armour bonus of a Battlewagon with Save. The opponent rolls 5,5,5.

Chris Quinn

I'm sorry I don't understand the question...

frequently the depth and breadth of articles would most definately suffer.

I have 2 questions on the new rules. Superheavy Tanks critical hits table. Did you purposely omit the Eldar 'Engines of Vaul' from using this table?

Titan special orders 'Flak' has some wierd side effects. The Mega Gargant becomes the most awesome AA platform as the Krooz missiles have an unlimited range. The Orders should exclude Super heavy Weapons and only apply to the 45cm range FP weapons.

Kevin Kelly

The Eldar super heavy grav tanks where omit from the new Super heavy tank criticals because Eldar vehicles are of lighter construction than Imperial and Ork vehicles and because the Scorpion and Cobra's main advantag lies in their speed and ability to pop up. With these advantages we felt that they didn't need anymore help. As for the War Engine special orders, well those rules

If, to create some variation in troops for different Space Marine Chapters, Aspect Warriors or Ork mobs, or whatever, some new abilities need to be created, I suggest it would do Epic much more good if the necessary abilities were worked out first, and then used for any new troop types. Special abilities made up for specific troops types returns us to the problems we left behind with Space Marine and Titan Legions, as much as I enjoyed those games, that was their major flaw.

These thoughts came about while the Epic mailing list was trying to put together some rules for different Aspect Warriors. We don't want to model every little blip in stats, but if some Aspect Warriors should behave very differently from others, maybe some minor tweaks or abilities (which could be used by other new troop types--we don't want to add new special rules) would work. But we really don't want to add special abilities only useable by, and even named for, a single troop

Damage etc., and remove a unit if it dies. Then take another die, and so on. However, if one hit has been allocated to a unit and it survived, then you'd move on to the next unit, and only come back to the unit that survived if all the other units have taken a hit, and so on for two or more hits per unit. This means that, if your opponent scores lots of hits, all the one-hit-and-they-die units will go in the first pass; the remaining shots will be spread amongst the units with Save or War Engines.

h) Stages 7 and 8 happen at the same time. You allocate the lowest die to the nearest unit it can affect, rolling any Saves/Critical Damage etc., and remove the unit if it dies. Then take another die and allocate it to the nearest unit it can affect (possibly the same unit if it had a Save/War Engine). Then take the next lowest die, and so on. However, if one hit has been allocated to a unit and it survived, then you'd move on to the next unit, and only come back to the unit that survived if all other units have taken a hit, and so on for two or more hits

course, there were enough hits to hit units more than once).

By way of confirmation, which of the following are allowed?

1. Your opponent has a Guardian unit closest, then a Wraithguard unit, then a Farseer unit. You roll a 6 and a 3. You allocate the 6 to the Guardians, and the 3 to the Farseer, thus not hitting the Wraithguard (which is closer than the Farseer).
2. Your opponent has two Hierodules. You allocate a hit to the closest one, it takes critical damage and dies, you allocate the rest of the hits to the other Hierodule.
3. Your opponent has two Terminator units, at different distances. You allocate an equal number of hits to each Terminator.
4. Your opponent has two Terminator units. You allocate hits to the front Terminator until it dies, then allocate hits to the back Terminator until it dies.
5. Your opponent has two

Can anybody else answer this? Help!

WANTED

I would like to see write-ups for units from Space Marine that never made it into Epic 40K such as the Imperial Capitolis Imperialis, Hellbore, Eldar Tempest tank (2d6 FP?), Ork Speedsta with custom cannon (1d6+2 FP, explodes on a 1?), etc.

John Hall

You will find Chris Such' rules for the the Hellbore in Firepower 4. The Eldar Tempest grav-tank has become the Cobra and Scorpion super heavy grav-tanks, and as for the Capitol Imperialis, well watch this space!

DON'T GO REGULAR

I enjoyed Firepower, it shows that GW is still committed to the Epic game system. I don't think you should commit to a definite publication schedule. The first issues where super, lots of interesting material, but if Firepower is published too

become redundant as they are replaced by the Adeptus Titanicus II rules in this issue.

GOOD THINGS ABOUT EPIC 40,000

Hi. I'd like to make a request about Firepower. I don't know how far along the next one is, but I'd ask you to consider this, anyway. Thanks.

One of the good things about Epic 40,000 was the use of general abilities to represent troop types, so we don't have special rules for lots of different troop types. This is central enough to appear to be part of the main spirit of the game.

Some of the White Dwarf articles on Epic 40K introduced special abilities for troop types. Although this wouldn't be bad if they had been general, they were specific for those troops types, and even named for them. This really seems to me to be against the spirit of the game, as presented in the Designer's Notes in the Armies Book.

type.

I've got a scenario idea. Sooner or later, I gotta get in shape and send it in.

Thanks

Andy Skinner

We look forward to seeing your scenario Andy. As for the special rules, the overall philosophy of Epic 40,000 is something Jervis addresses in his introduction. As you can see one of the things gamers have persistantly commented on is the lack of flexibilty in the troop types and army lists, that one Ork Battlewagon is exactly like another. We are taking these comments seriously and looking at address this 'problem', if that's what gamers think it is. After all you are the ones that play the game. Believe it or not we do listen and value gamers comments. That said, take the time to fill in the Epic questionnaire.



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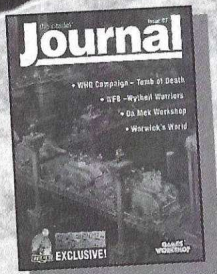
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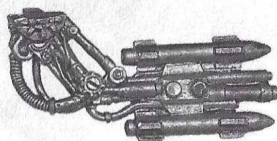
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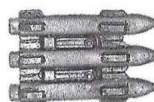
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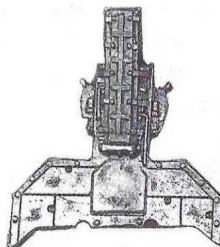
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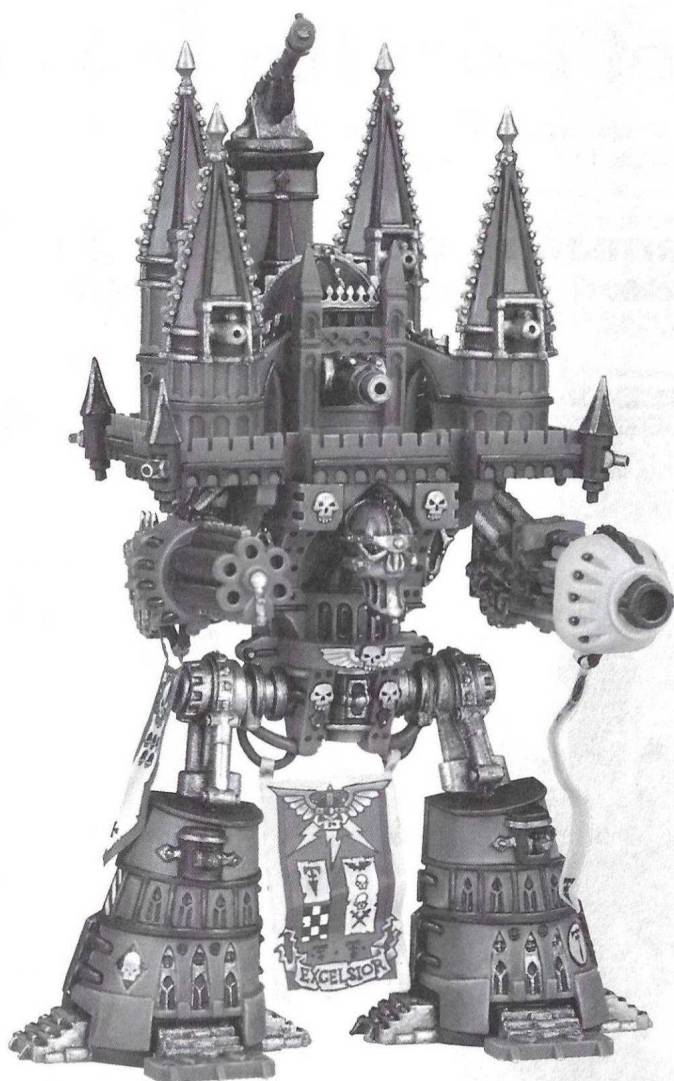
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Current Range

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99060304013L Fire Prism	£2.00/\$3.50
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OBJECTIVES

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MISSION



OBJECTIVE

MISSION



OBJECTIVE

MISSION



OBJECTIVE

MISSION



OBJECTIVE

MISSION



OBJECTIVE

MISSION



OBJECTIVE

MISSION



OBJECTIVE

MISSION



OBJECTIVE

MISSION



OBJECTIVE

Adeptus Titanicus II Mission Objective Cards.

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TAKE AND HOLD

You have been ordered to seize an important battle-field position and hold it against an enemy attacks.

Nominate a piece of terrain at least 45cm from your deployment zone (write it on a scrap of paper). You must have a unit closer to this objective than an enemy unit at the end of the battle.

Force Level: II
Engagement: Mobile

SEEK AND DESTROY

You have been ordered to destroy the enemy at all costs.

You must destroy at least one quarter of the enemy force (worked out by points value).

Force Level: III
Engagement: Mobile

BLOCKADE

You must prevent the enemy from breaking through your lines.

There must be no enemy units within your deployment zone at the end of the battle.

Force Level: II
Engagement: Static

BREAKTHROUGH

You are attempting to get past the enemy lines to attack their supply bases and headquarters.

At least half your force (in terms of points values) must be in the enemy deployment zone at the end of the battle.

Force Level: I
Engagement: Mobile

ENCIRCLE

You are charged with isolating the enemy force from its lines of supply and communication.

The enemy must not have a unit closer to any table edge than your units.

Force Level: II
Engagement: Divided

FLANK ATTACK

Your force has been split in order to catch the enemy unawares.

You must destroy at least one quarter of the enemy force (worked out by points value).

Force Level: II
Engagement: Divided

SPECIAL MISSION

One war engine is carrying a vital cargo that must be protected.

Write down one war engine in your force. This war engine must exit the table edge opposite your deployment zone.

Force Level: II
Engagement: Mobile

HOLDING ACTION

You must make a fighting withdrawal against the enemy offensive.

You must exit at least half of your force (worked out by points value) from your own table edge.

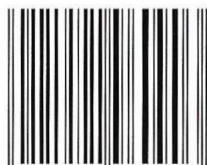
Force Level: I
Engagement: Static

AWAITING ORDERS

You are still awaiting orders from your superiors.

Draw another objective at the start of your third turn. This is the objective you must achieve. The Force Level and Engagement of this mission are ignored, use the ones below.

Force Level: II
Engagement: Static



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