

GRAND FROMAGE
Andy Jones

COMPILED BY
Warwick Kinrade
Steve Hambrook

TECH-ADEPTS
Ian Pickstock
& Marc Gascoigne

ADDITIONAL
MATERIAL
Carl Woodrow and
Project Dropship

FIREPOWER 2

CONTENTS

Same Millenium	2
Carl Woodrow, the man behind Project Dropship, introduces himself.	
Supreme Warriors	4
Gav Thorpe's detachment cards for non-codex Space Marine chapters.	
On the Wings of Death	14
Deathwing detachment card by Thomas Denney.	
Blood Angels Detachments	15
Alternative rules for the Death Company by Kevin Kelly.	
For the Emperor	17
Warwick and Gav give some advice on commanding the Armies of the Imperium.	
Last Stand at Glazers Creek	24
Francois Bruntz converts Jervis Johnson's scenario into Epic.	
Firepower Scenario Competition	26
Win a Forgeworld Space Marine by writing a cracking Epic 40,000 scenario for Firepower.	
Questions and Answers	27
Rules questions from the Epic mailing list answered by Andy C and Jervis.	
Write for Firepower	36
Some guides to help you contribute to the next issue of Firepower.	
Sword of the Eldar	39
Emil Kartalov's instructions on how to crush the enemies of the Eldar.	
Big Guns Never Tire	46
Carl Woodrow on the virtues of war engines.	
Titan Battle Honours	47
Experience for War Engines by Neil Hunt.	
Legio Tormentum	50
Alberto Ramallo Lucini tells us about his own Titan Legion.	
Abominatus	58
Adrian Wood's monstrous Chaos Titan updated for Epic 40,000	
Modelling Workshop	61
Adrian's instructions on making Abominatus.	
Green is Meaner	66
Characterising your Ork detachments, by Gav Thorpe.	
Terror and Death	72
The ever helpful Gav tells Chaos players how to put the boot in.	
The Hand of Fate	79
Some suggestions for using the new fate cards on the back cover.	

Product Code: 6004 0399 002

LEGAL STUFF (COPYRIGHTS AND TRADEMARKS)

All subject matter in The Citadel Journal is Copyright © Games Workshop Ltd 1999. All artwork in all Games Workshop products, and all images contained therein have been produced either in-house or as work for hire. The exclusive copyright in the artwork and the images it depicts is the property of Games Workshop Ltd. Copyright © Games Workshop Ltd 1999. All rights reserved.

Registered Trademarks belonging to Games Workshop

Armageddon, Blood Bowl, Chivalry, Citadel, the Citadel castle, Confrontation, Dark Angels, Dark Future, Deathwing, Dungeonequest, Easy Metal, Eldar, Eldar Attack, Epic, Games Workshop, the Games Workshop logo, Genestealer, Necron, Stormcast, Space Hulk, Space Fleet, Space Marine, Tabanus, Tyrant, Warhammer and Warhammer.

Trademarks

The following are all trademarks of Games Workshop Ltd: Aspect Warrior, Attila, Avatar, Banna Wave, Black Library, the Black Library logo, Blood Angels, Bloodletter, Bloodthirster, Cadan, Cacchan, Cawdor, Daemonette, Dark Eldar, Dark Reaper, Delaque, Echer, Ego-Armour, Exarch, Eye of Terror, Falcon, Farsteer, Fire Dragon, Fresh Hound, Freshbooter, Gargant, Gobbo, Goliath, Gorkamorka, Great Unclean One, Gretzlin, Grey Knight, Haemonculus, Hunter-Slayer, Incubus, Keeper of Secrets, Journal, Khorne, Knights Panther, Knights of the White Wolf, Leman Russ, Lichenslayer, Lightning Claw, Lord of Change, Madboy, Marauder, Mighty Emper, Necromunda, Nurgle, Nurgling, Ogryn, Old World, Ork, Orlock, Painboy, Plaguebeaver, Mandrake, Pyjler, Badkin, Ravenwing, Redemptorist, Scarvy, Scourge, Sueret, Suzzesh, Sunn, Strolling, Space Wolves, Spyder, Squat, Squig, Suctubus, Sustained Fire Dice, Sweeping Hawk, Striking Scorpion, Taldari, Terminator, Thunder Hammer, Troll Slayer, Tyrant, Tzeentch, Ultramarines, Van Saar, Warmaster, Weirdboy, White Dwarf, the White Dwarf figure, Worldleer, Wyck and Yord.

Scatter dice are UK registered design No. 2017484.

SAME MILLENIUM



BY CARL WOODROW

Before I start let me introduce myself. I started gaming back in the 80's, but really got hooked on Adeptus Titanicus. I have played all versions of Epic and it remains my favourite scale. I started the Project Dropship website in mid 98, and was overwhelmed by the amount of Epic enthusiasts using the Internet as a way of sharing ideas. Dropship was designed to help give gamers a free forum to air their Epic thoughts so to speak. My current gaming projects include ways of linking all three 40K systems, some Epic Titan conversions and a scratchbuilt Gothic ship at Epic scale! (which I'm keeping close to my chest for the moment).

I'm living in Gloucester with a fiancée who stubbornly refuses to be converted to the side of the Emperor, and insists on calling my Space Wolves 'cute' (curse her heretic soul).

It is not every day that I get invited by the Black Library to rant about my favourite subject, namely Epic, so suffice to say I grabbed the opportunity with both hands. Those of you fortunate (or unfortunate possibly) to have access to the Internet most likely know that there is a pretty healthy Epic following online who devise and share all manner of gaming ideas. Unfortunately tracking them all down can be quite a chore, not to say pretty expensive when it comes to paying the phone bill.

It was for that reason that about a year ago I came up with the idea of a free electronic magazine, an E-Zine if you like, which can be downloaded and read offline without incurring those nasty telephone costs. Thus Dropship was born, a free forum through which Epic gamers can share their experiences and ideas with other gamers no matter where they are in the world. Most if not all of the articles in each issue of Dropship are written by gamers such as yourself and just like Firepower those articles and ideas are the lifeblood to ensuring Epic continues to grow.

Since then I am pleased to say that Dropship has teamed up to help deliver some of those ideas to Firepower and ensure that Firepower continues to be the forum for new stuff in Epic.

As I mentioned at the start Epic is my favourite system, quite simply because it lets me field absolutely massive armies, however that is not to say that I don't also like a good game of Warhammer 40,000 or Battlefleet Gothic. Now I know what you are thinking, he's going to start rambling on about that 'other' games system the heretic. Well in truth I don't see any difference between Epic and 40,000 other than scale, but let

me explain before you start sending for the Inquisition.

Both Warhammer 40,000, Epic and Gothic are all set in the same background universe, that of the 41st Millennium. Ok yeah, I know that is pretty obvious, but having the same armies and background, both Epic and WH40K are effectively the same gaming scenario, they just deal with different scales of conflict. A small part of an Epic battle can be focused in on to provide a WH40K battle in more detail. Likewise a WH40K battle can be scaled up to provide a tactically bigger picture in Epic. Other than scale the battles are the same.

There are some historic re-fights such as Stalinvast that need Epic scale to really do them justice, however equally a fight to take a bunker gets a bit lost in the bigger picture unless you are playing WH40K. Call me greedy, but I like to use all three different systems when playing a campaign simply because it tells a much wider story, with the added bonus that I get to play lots of different games.

There are many ways in which the other two systems can be linked with Epic and I hope to give you just a sample of a few here.

HEROIC ACTIONS

Nearly every Epic game I have played has had at least one moment when the unexpected happened, such as a small detachment of Guardsmen defending against repeated attacks by a larger detachment of enemy, or a successful Space Marine incursion by Thunderhawk Gunship whilst surrounded by enemy forces. All of these small incidents can be played out as a WH40K scenario in its own right. In this way Epic does not

just help generate ideas for scenarios, but also provides a wider context to which that battle was fought in. Issue One of Firepower has a particularly good example with the 'Evac' rules for flyers from Gav Thorpe. Why not build a WH40K scenario around extracting a smaller defending force by Gunship from deep in hostile territory. The list is endless.

SCALING UP

The reverse can be applied to a Warhammer 40,000 scenario. Take for example the suggestion of an Imperial Guard army with a Leman Russ support tank. The whole of that army can be 'scaled up' to include squadrons of Leman Russ and hundreds of guardsmen, all pushing forward with the support of Imperial Navy fighters and Legio Titans.

PUTTING IT ALL TOGETHER

The real 'holy grail' for myself and Dropship has been to try to combine all three systems in one campaign in a practical fashion. In order for this to work a couple of important things need to be taken into consideration however. Firstly keep it simple, the more complex the rules you create for linking the games the more likely it is that the campaign will fold after just a single engagement. Again the inaugural issue of Firepower covers this in some detail so I won't ramble on about it here.

The system I chose to link the three games together was Andy Chambers tree campaign structure. This is by far the most flexible and the easiest to manage without having to worry about such things as territory gains and supply lines. Whereas each 'node' on the tree originally represented a game of WH40K, they now can be used to represent either a Gothic fleet engagement, an Epic scale battle or 40K skirmish. The trick is to make sure that the background storyline follows the same path down the tree regardless of which game system you choose to use.

The second consideration is to give some thought as to the overall purpose of the campaign. Randomly selecting scenarios and armies is fine for a one off game, but if you want to link the different systems together some thought needs to be given to what the overall storyline and goals are. How will the Gothic fleets be involved in the Epic/40K land war? Will they be trying to break a blockade to bring in reinforcements or will they be providing naval support such as bombers and bombardments? These are the kinds of things that will help pull all the different systems together into a single background. One of the hardest parts to get right when linking the different games this way is to maintain the points balance between the players. It is very easy to end up with one side

facing near impossible odds half way through the campaign because of a loss earlier on, a situation that few gamers would want to play under. A good way to avoid this imbalance is to ensure the results from subsequent games only effect the next game within reason, advantages gained from an earlier win should be slight not overwhelming.

Let me give you an example, the first battle of the campaign is a Gothic engagement where a Chaos fleet is attempting to break through Imperial defences and invade a planet. If the subsequent planetary assault is to be played using Epic then the Chaos player could divide his army up between the various ships in advance, the results written down on a scrap of paper. For each ship that makes it through the defenders lines the Chaos player can deploy that detachment in the next game as normal. For each ship lost or crippled the Chaos player could deploy the transported detachment as a reserve. This would represent the extra time needed for more ships to break through with reinforcements.

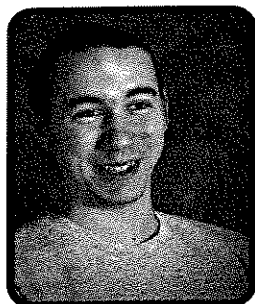
Another method would be to use a points systemsuch as the one given in the Gothic rules book where each assault point in the Gothic game is worth 400 points in Epic. At the end of the day the idea is to see the campaign through to its conclusion which means you should be prepared to be flexible to imposing or lifting restrictions if one side or the other is gaining a huge advantage for the next game.

Initially linking the different games may look to be fiendishly difficult, but it is really rather rewarding as the campaign unfolds and you get to play from different perspectives. I hope that I have demonstrated here that scenarios and campaigns need not be restricted to just one games system, but that others such as Battlefleet Gothic and Warhammer 40,000 can add a new dimension when linked to Epic. As long as you follow the two golden rules of keeping at simple and making it interesting how you link the games is limited only by your imagination as all three systems can form part of a single 41st Millennium gaming system.

AND FINALLY

If you fancy a bash at putting together some rules for a 41st Millennium linked campaign, then why not send your ideas to Firepower so we can all have a go. Dropship will be releasing more details on linked games in future issues so keep an eye out on the web for more info. You never know, if I speak nicely and offer a big enough bribe Firepower may even be persuaded to revisit this very topic in a future edition. Happy gaming, whatever the scale.

SUPREME WARRIORS



BY GAV THORPE

Gav has some ideas about personalising your Epic 40,000 Space Marine detachments. To supplement the Ravenwing Detachment card in this article we have also included a Deathwing Detachment card by Thomas Denney at the end of this article. So there is no excuse not to characterise your Dark Angels Epic detachments. We have also included an alternative approach to the Blood Angels Death Company by KEVIN KELLY.

Amongst the armies of the Imperium, the Space Marines of the Adeptus Astartes form an elite fighting force. There are roughly a thousand Chapters of Space Marines spread through the Imperium, each with its own particular style of organisation and fighting. The majority of Chapters adhere quite closely to the doctrines of the Codex

Astartes, an immense tome of organisational, strategic and tactical information which was written after the Horus Heresy by Roboute Guilliman, Primarch of the Ultramarines. The knowledge within its many volumes form the basis of the Ultramarines Chapter and their successors, while many other Chapters, such as the Dark Angels and Blood Angels, vary from its text in only minor ways. There are a few completely unorthodox Chapters, foremost among them being the Space Wolves, whose organisation and style of war bear no resemblance to the Codex Astartes.

Each of these Chapters is fiercely proud of its heritage and will defend its traditions against all arguments. A Space Marine Chapter's organisation, battle tactics, uniforms, banners and all other aspects will reflect the character of its leaders, founding planet (or planets) and Primarch. Even events within the Chapter's history will continue to have a lasting effect. For example, in one particular battle, warriors from the Dark Angels Deathwing (the first company of Terminators) saved one of the Chapter's founding worlds from a Genestealer cult. Following the rituals of their home, the Space Marines repainted their green armour white, which is their colour of death, and did battle with the Genestealers. From that point on the Deathwing has always worn white armour, a homage to the sacrifice of the brave warriors who died many millennia ago.

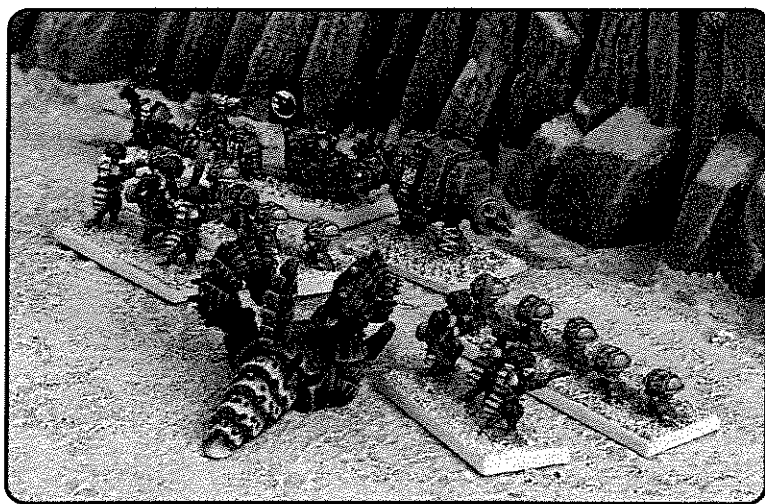


FIELDING THE ARMY

For extra information concerning the background and organisation of the many Space Marine Chapters, you can look at the range of Warhammer 40,000 Codex books. Codex Ultramarines details the organisation of the Ultramarines Chapter itself, and many of the other Chapters that were raised in subsequent foundings using the gene-seed of Roboute Guilliman, the Ultramarines Primarch. Details of the Dark Angels and Blood Angels Chapters (and their successors) can be found in Codex Angels of Death, while the Space Wolves also have their own book.

White Dwarf also regularly runs articles on the Space Marines, and we hope to give more information on other Chapters in the future (particularly the Imperial Fists, White Scars and other remaining First Founding Chapters). Not only do all these sources provide information for some of the better known Chapters, but they will also spark off ideas for you to invent your own.

Most of these forces can be represented within the existing Army of the Imperium list, as I'll show. The list has enough flexibility to allow a wide variety of different formations and detachments, which can be used to emphasise the character and temperament of the Chapter you are fielding. As well as just choosing your army and detachments in an imaginative manner, you can take your army one or two stages further. Firstly, you can invent new detachment lists to choose from, restricting certain troops and allowing a greater choice or numbers of others. Secondly, you can invent totally new troops, whether from the ground up with their own profile or, more straightforwardly, by inventing a new special rule or



Space Wolves are assaulted by a swarming mass of Tyrannids.

using the existing specialist abilities and upgrades in a new way.

BATTLE ORGANISATION

As well as the character of the Chapter itself, most Space Marine armies have their own individual style and tactics. Depending on the nature of the campaign, warriors from different Companies will be sent to fight. If the Space Marines are responding quickly to a request for help, they will despatch their fastest strike cruisers laden with Thunderhawks, drop pods and fast attack troops such as Bikes, Land Speeders and Assault squads. Once these troops have established themselves in the war zone (sometimes just a single hive city or settlement, but also whole continents, planets or star systems) the

DETACHMENT NAME: FORCE INVICTUS
DETACHMENT TYPE: ULTRA MARINES 1st COMPANY
PSYKER:
COMMANDER: CAPTAIN INVICTUS IN LAND RAIDER
POINT COST: 85

DETACHMENT MAIN FORCE:

UNIT	POINTS
1 TERMINATOR SQUAD	18
2 TERMINATOR SQUAD	18
3 TERMINATOR SQUAD	18
4 TERMINATOR SQUAD	18
5 TERMINATOR SQUAD	18
6	18
7	
8	
9	
10	

DETACHMENT SUPPORT:

UNIT	POINTS
1 LAND RAIDER	35
2 LAND RAIDER	35
3 VINDICATOR	22
4	
5	
6	
7	
8	
9	
10	

EPIC 40,000
 RESERVE SPEED: 20
 HALF STRENGTH: 5
 MORALE VALUE: 8
 TOTAL POINT COST: 272

UNIT PROFILE:

UNIT	POINTS	SPEED	RANGE	POW	ARMOUR	ATTACK	DEFENCE	NOTES
CAPTAIN	10	30	1	3	5+			Hero
TERMINATOR	10	30	1	3	5+			Save

DETACHMENT NAME: FORCE CESARE
DETACHMENT TYPE: ULTRA MARINES 10th COMPANY
PSYKER:
COMMANDER: CAPTAIN CESARE
POINT COST: 50

DETACHMENT MAIN FORCE:

UNIT	POINTS
1 SCOUT SQUAD	16
2 SCOUT SQUAD	16
3 SCOUT SQUAD	16
4 SCOUT SQUAD	16
5 SCOUT SQUAD	16
6 SCOUT SQUAD	16
7 SCOUT SQUAD	16
8	
9	
10	

DETACHMENT SUPPORT:

UNIT	POINTS
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

UNIT PROFILE:

UNIT	POINTS	SPEED	RANGE	POW	ARMOUR	ATTACK	DEFENCE	NOTES
CAPTAIN	10	30	1	3	5+			Hero
SCOUTS	10	30	1	3	5+			Infiltrate, Rapid Fire, Stubborn

These detachment cards represent the 1st company, composed of Veteran Terminators and the 10th company, the Scouts.

The army lists for Space Marine detachments in Epic 40,000 are for those Chapters that adhere to the Codex Astartes, the massive tome which describes the strict rules for the organisation, tactics and doctrines of a Space Marine Chapter. Whilst most adhere to its teachings there are some that do not.

CODEX CHAPTER ORGANISATION

ARMOURY
Technicians
Servitors

HEADQUARTERS STAFF

Master of the Chapter
Senior officers
Administrative staff
Support personnel

LIBRARIUS
Chief Librarian
Epistolaries
Codifiers
Lexicaniums

VETERANS

1st (VETERAN) COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
20 Terminator
or
10 Veteran

Support:
Dreadnoughts
Rhinos
Land Raiders

BATTLE COMPANIES

2nd COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

3rd COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

4th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

5th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
6 Tactical
2 Assault
2 Devastator

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

RESERVE COMPANIES

6th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
10 Tactical

Support:
Dreadnoughts
Rhinos
Bikes

7th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
10 Tactical

Support:
Dreadnoughts
Rhinos
Land Speeders

8th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
10 Assault

Support:
Dreadnoughts
Rhinos
Land Speeders
Bikes

9th COMPANY

Captain
Chaplain
Apothecary
Standard Bearer

Squads:
10 Devastator

Support:
Dreadnoughts
Rhinos

SCOUTS

10th (SCOUT) COMPANY

Captain
Chaplain
Apothecary

Squads:
Scouts

Note: The coloured borders around the various company boxes denote the company colours which are repeated on the Space Marines' armour and banners. In addition to the vehicles and war machines listed, the Chapter has access to a vast range of other military hardware. This includes entire companies of Land Raiders, Predators and the like as well as special artillery and weaponry. Individual armoured vehicles and support gear are supplied to the companies, in appropriate livery, by command of the various captains.

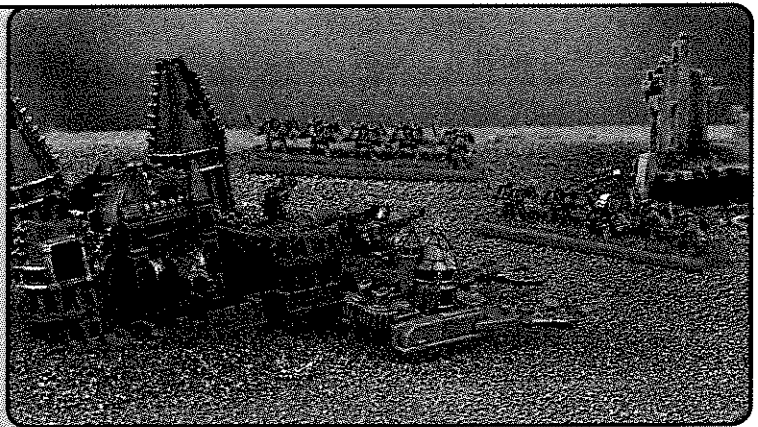
BLOOD ANGELS DEATH COMPANY

The Blood Angels Chapter have a mysterious genetic flaw. The death of their Primarch, Sanguinius, at the hands of Horus has left an eternal, indelible mark upon their souls. On the eve of battle a Blood Angels trooper may be affected by the Black Rage, an all-consuming hatred of his enemies that turns him into a savage killer, able to withstand wounds that would normally fell even a mighty Space Marine. Those afflicted by the curse are assembled into a single company, led by a Chaplain. This is the Death Company.

The following detachment is an addition to the Army of the Imperium list from Epic Warhammer 40,000. You can include up to one Death Company Detachment in your army if you wish.

heavier firepower will be brought in. Tactical squads, Devastators and tanks will be moved to the conflict, boosting the strength of the Space Marines even as the first elements of the Chapter attack the enemy and attempt to sever their lines of supply, breaking up their battle lines and destroying their reinforcements.

Your Space Marine force could reflect this at any stage of its development, and all you have to do is choose the troops from the lists which fit this character. Whether you want to fight a lightning strike, a steady implacable advance, or opt for a more static defence, the Army of the Imperium allows you to choose what you need.



Death Company attack led by a Chaplain.

DEATH COMPANY DETACHMENT

Command

You must choose a Chaplain to lead the detachment.

One Blood Angels Chaplain 51 points

Consists of 1 Space Marine unit (*Hero*)

Extra cost to:

- Mount in a Rhino* +7 points
- Mount in a Razorback* +15 points
- Mount in a Land Raider* +35 points
- Upgrade to jump packs
(*Hero, Jump Packs*) Free

(* Choose one upgrade only)

Up to one Space Marine Librarian 35 points

Consists of 1 Space Marine unit (*Psyker, Hero*)

Extra cost to:

- Mount in a Rhino* +7 points
- Mount in a Razorback* +15 points
- Mount in a Land Raider* +35 points
- Upgrade to jump packs
(*Hero, Psyker, Jump Packs*) Free

(* Choose one upgrade only)

Main Force

Choose up to 10 squads from the following list.

Blood Angels Death Company squad 20 points

Consists of 1 Space Marine unit (*Save, Assault, Rampage*)

Extra cost to:

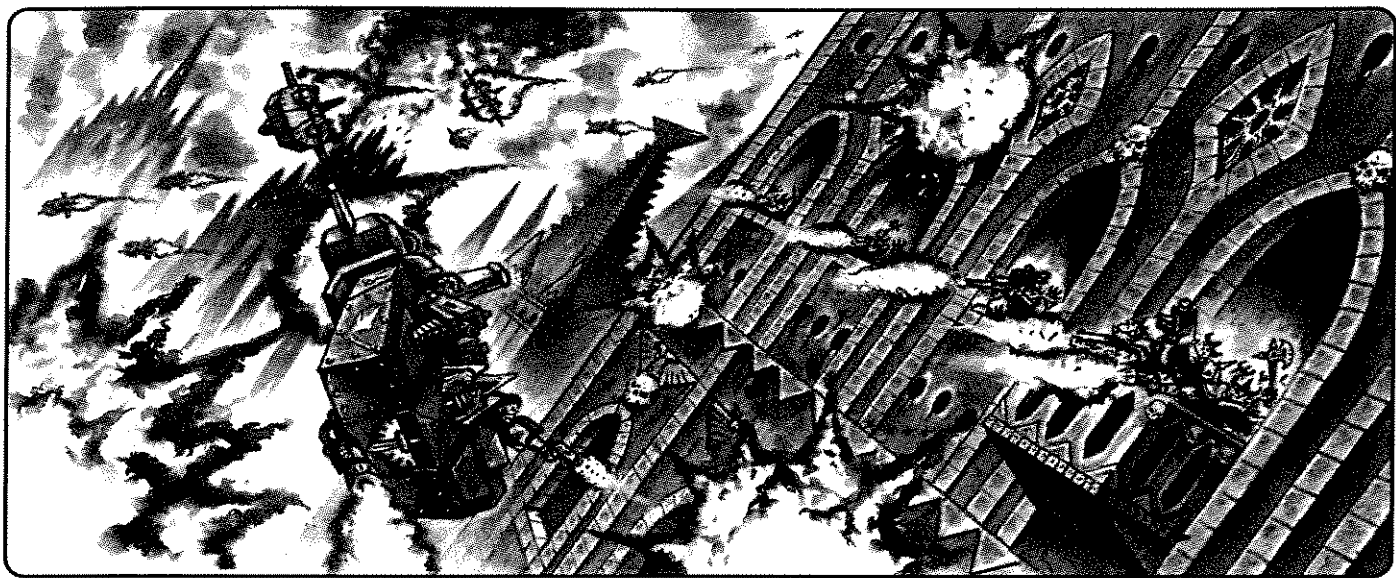
- Mount in a Rhino +7 points
- Upgrade to jump packs
(*Jump Packs*) +2 points



Notes: If a Death Company detachment consists only of infantry units it may be deployed using drop pods. See the Scenario Special Rules section in the Epic 40,000 Battles Book for details of using drop pods. They may always deploy in drop pods, regardless of the scenario being played.

If the original HQ is eliminated the next unit in the chain of command below becomes the new HQ. If the Death Company have no HQ then they automatically go onto Assault orders, rather than being out of command as normal.

Chain of command: Chaplain > Librarian > Any other unit.



THE FIRST AND TENTH

A Codex Chapter (one which follows the Codex Astartes closely) comprises ten companies, each of which is made up of a variety of squads depending on the Company. For example, the fourth Company of the Ultramarines is a Battle Company, comprising 6 Tactical squads, 2 Assault squads and 2 Devastator squads, with attendant support vehicles in the form of Rhinos, Dreadnoughts, Land Speeders and Bikes. The Company is an organisational unit though, and on the battlefield most Companies are usually split into smaller detachments, and often combine with elements of other Companies to fulfil their role on the battlefield. Each Chapter also maintains its own armoury and has a pool of Vindicators, Predators, Land Raiders and other support vehicles which are assigned to squads on a battle by battle basis.

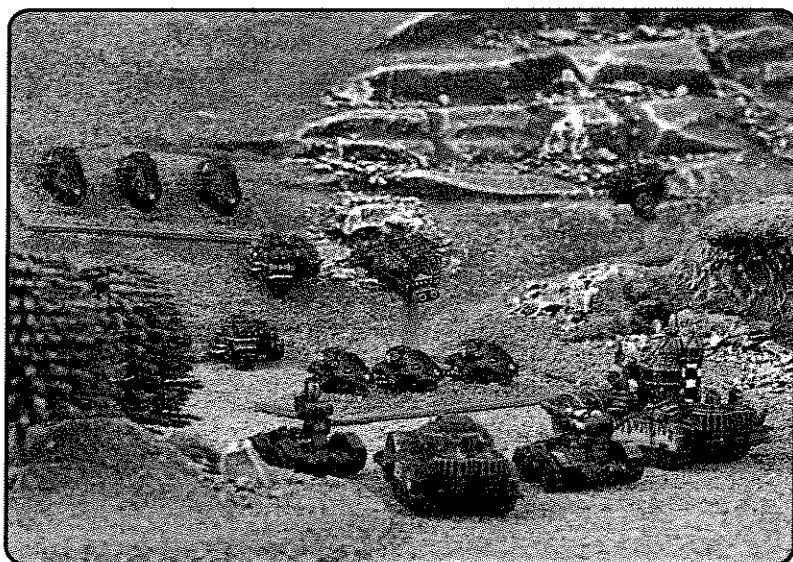
The first Company of a Codex Chapter is the

Veteran Company, from which the much feared Terminators are drawn. If you want to field a first Company detachment in your Epic 40,000 army, it's a simple matter to use the lists to represent this. In terms of the detachment's Main Force, you should limit yourself to choosing Terminator squads, with mainly Land Raiders as support, and some standard Tactical squads to represent the Veterans in power armour. In contrast, the Tenth Company would comprise Scouts (since the 10th Company is the Scout Company) with any support units drawn in from other elements of the Chapter. There's a sample detachment card for each of these below.

OTHER CHAPTERS

Although the majority of Chapters follow the strictures of the Codex Astartes quite closely there are some whose organisation and tactics vary wildly from its doctrines. Some, such as the Space Wolves, have strong traditions from their home planet and Primarch which they revere above the teachings of others. Other Chapters have suffered from horrendous battle losses, such as the Scythes of the Emperor who faced the initial onslaught of Tyranid Hive Fleet Kraken. More still are isolated from the Imperium, out on the Eastern Fringe on millennia-long crusades or cut off by warp storms for centuries, and are forced to adapt and change to survive.

Many of these can be represented with the standard Army of the Imperium lists. All you have to do is impose some restrictions on what troops you take and therefore build more characterful detachments. For example, if you wanted your Army to include Space Marines from the Ultramarines Chapter shortly after the



The Ravenwing launch an assault on an Ork held pass.

THE RAVENWING

The 2nd Company of the Dark Angels Chapter is known as the Ravenwing and is essentially a reconnaissance company. It is made up of Land Speeders and Bike squadrons. Detachments from its ranks are used in a scouting or fast attack role, where speed is more important than armour or raw firepower. The riders and pilots of the Ravenwing are extremely skilled, and the efficiency with which they handle their machines enables them to dodge incoming shots, maximise cover and make it very difficult for the enemy to target them.

To represent this lessened vulnerability, the obvious choice would be to increase the Armour value of the troops involved. However, when a rider or driver is concentrating on enemy fire, their accuracy will obviously be hampered somewhat. Already there was a solution to this though, from the rules for troops on Assault orders. Assaulting troops are dedicating themselves to closing with the enemy, so their Firepower is halved. This seemed a reasonable limiting factor – the Ravenwing are concentrating or making themselves difficult targets so the same penalty doesn't seem unreasonable.

Because of this limiting factor, the Ravenwing's special ability shouldn't really cost them any points at all. After all they are sacrificing one thing to gain another. However, the very fact that they have this skill gives them a greater deal of flexibility and obviously makes them proportionately better in their preferred situation (racing around near the enemy) so some points increase would be needed (nothing comes free!). A straightforward addition of 2 points to all the troops with this skill seemed very reasonable, putting it into a similar area to the *Jump Packs* special ability which generally costs around 2 points per unit too.

The following detachment is an addition to the Army of the Imperium list from Epic Warhammer 40,000. You can include as many Ravenwing detachments in your army as you wish. However, you should note that the Ravenwing is just a single company and can muster a maximum of 50 units (split as you wish). This limit is only possible if the entirety of the Ravenwing is present on one battlefield (a rare occurrence indeed!).

Ravenwing: The Ravenwing may go onto special Dodge orders at the start of the movement phase. The detachment uses all of its speed and skill to make themselves a blur of movement, making it extremely difficult for the enemy to accurately target them. Indicate this by placing the Order dice with the '1' face up next to the detachment. If the Ravenwing is on Dodge orders the detachment may move normally in the movement phase. All units in the detachment may add +1 to their Armour value (up to a maximum of 6) but must then halve their firepower (rounding up).

RAVENWING DETACHMENT

Command

You must choose a commander.

1 Detachment HQ (See notes) +25 points

Up to one Master of Ravenwing 21 points

Consists of 1 Space Marine Bike unit
(*Hero, Ravenwing*)

Extra cost to:

Upgrade to Land Speeder
(*Hero, Ravenwing*) +10 points

Up to 1 Space Marine Librarian 31 points

Consists of 1 Space Marine Bike unit
(*Psyker, Hero, Ravenwing*)

Extra cost to:

Upgrade to Land Speeder
(*Hero, Psyker, Ravenwing*) +10 points

Main Force

Choose up to **10** squads from the following list.

Ravenwing

Bike Squadron 12 points per unit

Consists of 1 to 3 Space Marine Bike units
(*Ravenwing*)

Land Speeder Squadron 22 points per unit

Consists of 1 to 3 Land Speeders (*Ravenwing*)

Attack Bike Squadron 12 points per unit

Consists of 1 to 3 Attack Bikes (*Ravenwing*)



Notes: Any unit that is part of the detachment can be designated as the detachment HQ, subject to the detachment's chain of command. If the original HQ is eliminated the next unit below on the chain of command becomes the new HQ. A Ravenwing Detachment has no support units.

Chain of command: Master of Ravenwing > Librarian > Land Speeder > Any other unit.

WHITE SCARS DETACHMENT

Command

You must choose a commander.

1 Detachment HQ (See notes) . . . +25 points

Up to one Khan 26 points

Consists of 1 Space Marine unit (*Hero*)

The Khan must have one of the following:

- Mount in a Rhino* +8 points
- Mount in a Razorback* +16 points
- Mount in a Land Raider* +36 points
- Upgrade to jump packs
(*Hero, Jump Packs*)* +4 points
- Upgrade to Bike unit (*Hero*)* Free
- Upgrade to Land Speeder (*Hero*)* Free

(*Choose one upgrade only)

Up to one

Brother Priest 36 points

Consists of 1 Space Marine unit (*Psyker, Hero*)

The Brother Priest must have one of the following

- Mount in a Rhino* +8 points
- Mount in a Razorback* +16 points
- Mount in a Land Raider* +36 points
- Upgrade to jump packs
(*Hero, Psyker, Jump Packs*)* +4 points
- Upgrade to Bike unit (*Psyker, Hero*)* Free
- Upgrade to Land Speeder (*Psyker, Hero*)* Free

(* Choose one upgrade only)

Main Force

Choose up to **10** squads from the following list.

White Scars Terminator squad . . . 56 points

Consists of 1 Space Marine unit (*Save*) in Land Raider

White Scars Squadron 30 points

Consists of 1 Space Marine units

The White Scars squad must have at least one of the following:

- Mount in a Rhino +8 points
- Upgrade the unit to Assault troops
(*Assault, Jump Packs*) +8 points

White Scars Bike squad . . 11 points per unit

Consists of 1 to 3 Space Marine Bike units

White Scars

Land Speeder Squadron . 21 points per unit

Consists of 1 to 3 Land Speeders

White Scars

Attack Bike Squadron . . . 11 points per unit

Consists of 1 to 3 Attack Bikes

White Scars Scout Squad 17 points

Consists of 1 Space Marine unit (*Infiltrators*)

Support

Make up to **10** choices from the following list, but you may not exceed the number of choices made on the main force list.

White Scars Land Raider 35 points

White Scars Predator 27 points

White Scars Razorback 15 points

White Scars Whirlwind 26 points

White Scars Vindicator 22 points



Notes: If a Space Marine detachment consists only of Space Marine infantry units it may be deployed using drop pods. See the Scenario Special Rules section in the Epic 40,000 Battles Book for details of using drop pods. Space Marines may always deploy in drop pods, regardless of the scenario being played.

Any unit that is part of the detachment can be designated as the detachment HQ, subject to the detachment's chain of command. If the original HQ is eliminated the next unit below on the chain of command becomes the new HQ.

Chain of command: Khan> Brother Priest> Terminators > White Scars > Any other unit.

WHITE SCARS DETACHMENT

The White Scars Primarch, Jaghatai Khan, was raised on a primitive planet inhabited by tribes of nomadic warriors. His superior physical abilities and strategic genius allowed him to weld together a coalition of tribesmen to fight against the growing power of a Chaos cult that was spreading through the east of the major continent. In a final battle on the Lon-Suen plains, Jaghatai led fifteen thousand horsemen in a gallant charge against the crude gunpowder cannons of the Chaos cultists. Despite horrendous losses the charge smashed the enemy. The fierce Mathuli tribesmen cut down the cultists as they tried to flee, butchering every last one of them. In the following decade Jaghatai Khan went on to conquer much of the planet, before the Emperor arrived and, eventually, the Primarch was welcomed back into the Imperium. When the White Scars were founded it was from the fiercely proud Mathuli that they drew their first recruits.

The White Scars are famous for launching lightning fast hit-and-run attacks against their enemy – they are masters of lightning warfare. There were a few possibilities available to represent this, such as allowing a second move in the assault phase when on special orders, or allowing them to double their Speed at a cost of firepower. However, I thought that this didn't capture the character of the White Scars, since really the detachment should get involved in a close quarter fight at some time (ie a firefight or assault). The following special rule captures the feel of these rapid strikes and nicely complements the mobile White Scars detachments. Like the Ravenwing, this enables the White Scars to excel at particular types of attacks, but it is useful rather than powerful.

An Army of the Imperium may include as many White Scars detachments as you wish. White Scars do not have any Armour detachments.

Hit and Run: The White Scars attack from nowhere, unleash a devastating volley of fire or brief charge into close combat, and then disappear as suddenly as they arrived. To represent this, White Scars detachments can always make a retreat move after a close combat or firefight, even if they win. This enables them to attack the enemy and then withdraw to safety to avoid an unfavourable assault or firefight from other enemy detachments close by. This rule applies to every unit in the detachment, including support. Note that if they choose to make a retreat move they will be destroyed as normal if they end their move within 15cm of the enemy.

Battle of Macragge (during which the First Company was wiped out) you could include a disproportionately large number of Scout squads and hardly any Terminator squads (or maybe even none).

Similarly, you can vary the lists slightly to allow a greater or lesser amount of flexibility. Let's say you've invented your very own Chapter, let's call them... erm... the erm... (takes a quick look at Ian's list of names in issue 197), ah, the War Lions. Right, you've decided the War Lions are pretty Codex apart from the fact that one of their founding planets is also a Forge World of the Adeptus Mechanicus (strange, but possible). So the War Lions like to have lots of tanks and their greater access to the Tech-Priests' technology means they can maintain a large number of Dreadnoughts in comparison to other Chapters.

With me so far? Right. So, one of the things you might like to do is allow the Chapter Master to have a Dreadnought bodyguard, instead of Space Marines. Also, you could allow the War Lions to field Dreadnoughts in a Space Marine detachment as main force units, rather than in support. Although you can already incorporate the Space Marines and Dreadnoughts in the same detachment, taking Dreadnoughts as main force units leaves more space for other support

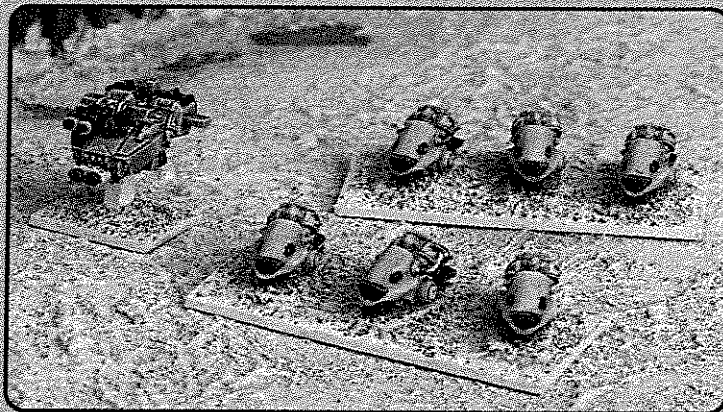
such as Land Raiders and Whirlwinds. With even this simple change, the character of the Chapter is already evident.

All of this is possible without having to write a single new rule. It is simply manipulating the detachment army lists in the desired way. Of course, if you're going to do anything even slightly wacky you'll have to sort this out with your opponent first. Remember that you're not creating a Chapter to make an unbeatable army, but to provide your own troops with extra character and personalisation. Being able to field a force which is uniquely yours is very rewarding and can lead onto all sorts of ideas for scenarios and campaigns.

GETTING MORE EXTREME

All I've talked about so far is manipulating the organisation of the detachment lists to achieve a desired result. In many cases this may well be all you need to do. However, one thing that can make a Chapter really stand out is having a detachment or troop type which is uniquely theirs. For example, the Dark Angels have the highly skilled Ravenwing, the Blood Angels have their frenzied Death Company and the Space Wolves squad organisation is wholly different to any other Chapter.

Space Wolves are renowned for their ferocity and skill in close combat. Even the heavy weapon squads of the Long Fangs are fearsome opponents in the thick of close quarter fighting. Rather than having ten standard Companies, the Space Wolves have twelve Great Companies, each of which comprises Long Fangs heavy weapon squads, Grey Hunters and Blood Claws. Each Great Company is a self-contained fighting organisation, with its own transports, armoured vehicles and support.



Space Wolves fast attack units speed across the ice.

The Space Wolves are excellent fighters in close combat and the best way to represent this is by an increase in their Assault value. First of all I considered giving everybody the Assault special rule, but decided against this for two reasons. Firstly, the Assault rules not only increases a unit's Assault value, but also reduces their Range to 15cm. For certain troops, most notably the heavy weapon-armed Long Fangs, this seemed inappropriate. Secondly, if everybody had the assault specialist ability, how would you differentiate the dedicated assault troops of the Blood Claws squad? In the end it seemed reasonable to create the new Space Wolves special rule, just like the Ravenwing rule.

An Army of the Imperium may include as many Space Wolves detachments as you wish. Space Wolves Armour detachments are chosen from the normal Space Marine Armour detachment list (note that Space Wolves tanks do not benefit from the following special rule).

Space Wolves: Space Wolves are renowned for their ferocity in close combat, and any unit with the Space Wolves ability adds +1 to its assault value (this can be combined with assault for total bonus of +2). Note that you add this +1 to their Assault value *after* doubling for the Hero ability or halving for Heavy Weapons, not before.

This rule only applies to Space Wolves infantry and Bikes, Attack Bikes and Land Speeders. Space Wolves armoured vehicles, including Dreadnoughts, gain no additional benefit.

In this article you will see various new detachments which you can include in your Army of the Imperium. Although they have undergone slightly more drastic changes than the ones I've talked about so far, they are still pretty straightforward. As well as altering the composition of the detachments, I've added a simple special rule which further emphasises their character. For the Space Wolves, White Scars and Ravenwing this is a completely new rule, but for the Death Company I've simply used some of the special abilities that already exist, namely *Assault*, *Save* and *Rampage*. You will also notice that their organisation, such as access to Support units, has been changed from normal too. You will find that even these fairly minor tweaks strongly influence their role and effect on the battlefield, enabling you to create specific detachments fairly easily.

Adding a special rule to certain troops, or for the detachment overall, is by far the best method for creating specialised troops. Epic has great scope for this kind of individual characterisation. There's

no reason why you should limit yourself to whole detachments either. For example, you may like to have Commander Dante, Chapter Master of the Blood Angels, with his jump pack and Veteran Assault squad bodyguard. You can look at existing options and upgrades for an idea of any change in the points cost needed, and this shouldn't normally be more than two or three points per unit. Changes which are worth more than this should be given some serious consideration first.

You can take a look at the detachment lists I've devised for the Blood Angels Death Company and the Dark Angels Ravenwing. Both of these are specific to their own Chapters and show how you can make a Chapter even more individual with a few simple additions or minor adjustments.

Anyway, that's just a few ideas for you to ponder over. Remember, there's no harm in experimenting if you want to. After all, it's your army and as long as your opponent agrees it's up to you what you want to do with it.

SPACE WOLVES DETACHMENT

Command

You must choose a commander.

1 Detachment HQ (See notes) . . . +25 points

Up to one Wolf Lord 27 points

Consists of 1 Space Marine unit (*Hero, Space Wolves*)

Extra cost to:

Mount in a Rhino* +7 points

Mount in a Razorback* +15 points

Mount in a Land Raider* +35 points

Upgrade to Bike unit

(*Hero, Space Wolves*)* Free

(*Choose one upgrade only)

Up to one

Space Wolves Rune-Priest 37 points

Consists of 1 Space Marine unit

(*Psyker, Hero, Space Wolves*)

Extra cost to:

Mount in a Rhino* +7 points

Mount in a Razorback* +15 points

Mount in a Land Raider* +35 points

Upgrade to Bike unit

(*Psyker, Hero, Space Wolves*)* Free

(* Choose one upgrade only)

Main Force

Choose up to **10** squads from the following list.

Wolf Guard

Terminator squad 21 points

consists of 1 Space Marine unit (*Save, Space Wolves*)

Extra cost to:

Mount in a Land Raider +35 points

Upgrade to heavy weapons

(*Save, Space Wolves, Heavy Weapons*) . . . +6 points

Grey Hunter squad 34 points

Consists of 2 Space Marine units (*Space Wolves*)

Extra cost to:

Mount in a Rhino +7 points

Blood Claws squad 36 points

Consists of 2 Space marine units (*Assault, Rampage, Space Wolves*)

Extra cost to:

Mount in a Rhino +7 points

Upgrade to jump packs

(*Assault, Rampage, Jump Packs, Space Wolves*) +4 points

Long Fang squad 22 points

Consists of 1 Space Marine units (*Space Wolves, Heavy Weapons*)

Extra cost to:

Mount in a Rhino +7 points

Blood Claws Bike squad . . 10 points per unit

Consists of 1 to 3 Space Marine Bike units (*Space Wolves*)

Wolf Scout squad 16 points

Consists of 1 Space Marine unit (*Space Wolves, Infiltrators*)

Support

Make up to **10** choices from the following list, but you may not exceed the number of choices made on the main force list.

Blood Claws Land Speeder

squadron 22 pts per unit

Consists of 1 to 3 Land Speeders (*Space Wolves*)

Attack Bike squadron 12 pts per unit

Consists of 1 to 3 Attack bikes (*Space Wolves*)

Support Weapon battery . . 13 pts per unit

Consists of 1 to 3 support weapons

Dreadnought 27 points

Land Raider 35 points

Predator 27 points

Razorback 15 points

Whirlwind 26 points

Vindicator 22 points

Notes: If a Space Wolves detachment consists entirely of infantry units it may be deployed using drop pods. See the Scenario Special Rules section in the Epic 40,000 Battles Book for details of using drop pods. Space Marines may always deploy in drop pods, regardless of the scenario being played.

Any unit that is part of the detachment can be designated as the detachment HQ, subject to the detachment's chain of command. If the original HQ is eliminated the next unit below on the chain of command becomes the new HQ.

Chain of command: Wolf Lord > Rune Priest > Wolf Guard > Space Wolves > Any other unit.



ON THE WINGS OF DEATH

BY THOMAS DENNEY

Deathwing: Members of the Deathwing are known for their unwillingness to back down in the face of horror. To represent this the Deathwing special ability allows detachment members to automatically pass ALL leadership tests, and remove 1D6 Blast Markers in the Rally phase (Note the difference from the normal 1D6-1).

You may include as many Deathwing detachments in your army as you wish. However, you should note that the Deathwing is a single

company and can muster a maximum of 20 units, not including command units (i.e.: Deathwing Master and Librarian), Land Raiders, or support units. No matter how many Deathwing detachments you have there can only be 1 Master of the Deathwing. Each detachment, however, is allowed to take a Librarian. If you do have other Deathwing detachments just follow the chain of command to see who is in control of each detachment.

DEATHWING DETACHMENT

Command

You must choose a commander

1 Detachment HQ (See notes) . . +25 points

Up to 1 Master of Deathwing 30 points

Consists of one Terminator Unit
(Hero, Deathwing)

Extra cost to:

Mount in a Land Raider +35 points

Up to 1 Deathwing Librarian . . .40 points

Consists of one Terminator Unit
(Psyker, Hero, Deathwing)

Extra cost to:

Mount in a Land Raider +35 points

Main Force

Choose up to 10 squads from the following list.

Deathwing Terminator Squad . . . 24 points

Consists of 1 Terminator unit (Save, Deathwing)

Extra cost to:

Mount in a Land Raider +35 points

Support

Make up to 5 choices from the following list, but you may not exceed the number of choices made on the main force list.

Space Marine Dreadnought 27 points

Notes: Any unit in the detachment may be designated as the Detachment HQ, subject to the detachment's chain of command. If the original HQ is eliminated then the highest unit in the chain of command below becomes the new HQ. Robots cannot be the commander any time.



Chain of Command: Master of Deathwing > Librarian > Terminator > Any other unit.



BLOOD ANGELS DETACHMENTS

BY KEVIN KELLEY

Although Gav has already given us his rules for Blood Angels Death Company detachments here is an alternative set of rules for the same unit by Kevin. It's up to you and your opponent to agree on which rules you prefer. He has also included some new units to keep the Epic army lists up to date with the new 40K Codexes.

With the release of the new Blood Angels Codex this set of optional rules allows Epic players to give their Space Marine armies not only a very colorful detachment but one reflecting the special abilities and flaws of what is arguably the most well known Space Marine Chapter in the Warhammer40K universe.

The Blood Angels are in many ways the most tragic of the First Founding Chapters. The death of their Primarch at the hands of the traitor Horus and the subsequent flaw in their gene-seed has turned the Blood Angels into terrifying beserkers in battle. Some believe that they are still tainted by Chaos.

BLOOD ANGEL DETACHMENTS

Special Rule: To reflect the Blood Angels eagerness to close with the enemy, all Blood Angel Detachments on Assault orders add +1 (in addition to the +1 for more than 15 units) to their Leadership roll for movement in the assault phase.

DEATH COMPANY AND THE BLACK RAGE

Any Army which includes a detachment of Blood Angels must include a Chaplain stand. The Chaplain costs the same number of points as a Space Marine Captain and has all the options of a Captain. The Chaplain is the sole commander of the detachment that will eventually become the Death Company. If by chance no models succumb to the Black Rage the Chaplain can join any Blood Angel detachment. This does not change that detachments half strength or morale value nor count against it if he is killed.

To form the Death Company roll a D6 for every

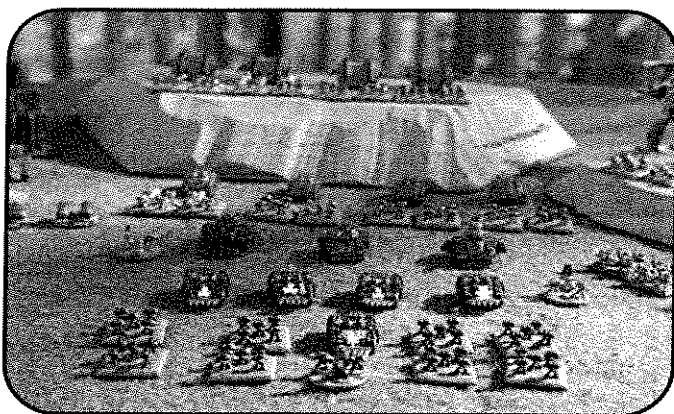
Blood Angel Tactical, Devastator, and Assault stand in the army. On a roll of 6 on a D6 the stand is possessed by the Black Rage and must join the Death Company. Roll 2D6 for every Dreadnought in the army. On a roll of 2 or 12 the Dreadnought also succumbs to the Black Rage.

Squads which are forced to join the Death Company immediately assume the profile of 'The Lost', given below. Devastators lose their heavy weapon ability. Assault Marines joining the Death Company retain their jump-packs. The correct number of black painted Assault or Tactical stands must be used to represent the Lost. Any that cannot be represented are assumed to have succumbed to the Red Thirst and are removed permanently. The Dreadnought also has the new stat line given below.

Tactical and former Devastator stands that join may either be equipped with jump-packs or sufficient black-painted Rhinos to transport them for free.

The loss of units from their parent detachments joining the Death Company is treated as if the afflicted squads were casualties. It is possible, although unlikely, for enough squads to succumb from a detachment that the detachment goes below half-strength before the game starts, with the corresponding loss of morale.

	Speed	Range	Firepower	Assault	Armour	Special
Chaplain	10cm	30cm	1	3	5+	Hero
The Lost	10cm	15cm	1	3	5+	Assault, Rampage
Dreadnought	15cm	15cm	3	4	6+	CloseSupport, Rampage
High Priest	10cm	30cm	1	3	5+	Hero
Baal Predator	30cm	30cm	3	1	6+	Close Support



Kevin's Blood Angels detachments. Note the Death Company Chaplain stand mounted on a round coin as a base.

The Death Company may never be given Overwatch orders.

If the Chaplain is killed the Death Company goes on permanent assault orders and moves at full speed toward the nearest enemy.

The Death Company detachment does not effect army morale since the stands are already "lost". In addition the Death Company does not accumulate blast markers and therefore never rolls for leadership tests. Except for the single stand lost, the Death Company is not effected by loosing in a fire-fight. It is not broken and does not have to retreat, units within 15cm of the enemy are not destroyed.

If the Death Company loses a Close Combat and all the rampage units are lost, because they cannot withdraw then the Chaplain and any surviving Rhinos are removed from the board as well as the Death Company is totally annihilated.

SANGUINARY HIGH PRIEST

The Sanguinary High Priest serves as the Apothecary for the Blood Angels. He is equipped with an Exsanguinator which allows him to revive battle casualties at some risk to himself. Each Blood Angel detachment may include one High Priest stand which takes up one of the blank command slots on the detachment card. In the rally phase, the Sanguinary Priest may attempt to revive any one stand of Space Marine infantry in his detachment killed during the current turn. To do so the High Priest rolls a Save for the stand to be revived. If successful the stand is revived but the Sanguinary Priest must then roll a dice. On a 6 it is killed in the attempt, remove the stand. His Hero save is not allowed.

OVERCHARGED ENGINES

All Blood Angel vehicles have supercharged engines to allow them to close with the enemy quickly. Any Blood Angel vehicles (except Dreadnoughts) in a detachment on assault

orders may move an extra 15cm in the assault phase if they pass a dangerous terrain test and did not shoot in the preceding shooting phase.

BAAL PREDATOR

The Baal Predator is a special non-STC version of the Predator unique to the Blood Angels. It is armed with two heavy flamers in each side sponson and twin assault cannons in the turret. It is specially designed as a fast vehicle able to accompany and support rapidly moving Blood Angel assault squads. A Baal Predator costs 30 points and can be taken instead of a regular Predator by Blood Angels detachments or Blood Angel Armoured detachments.

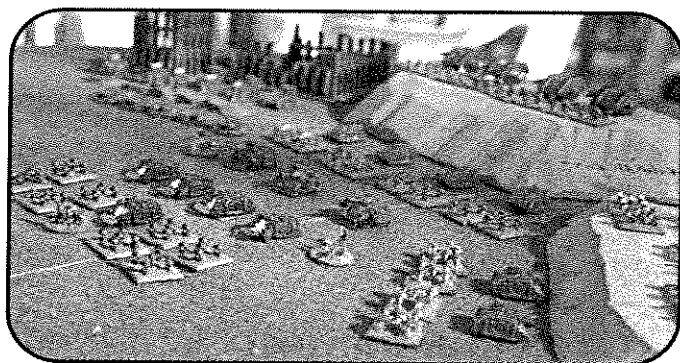
DESIGNER'S NOTES

(1) Death Company is an out and out assault unit but you cannot rely on them. Before a battle you will never be sure quite how large your Death Company detachment will be. As an assault unit their main draw back is the lack of psykers, but there ability to never acrew blast markers, not be broken by fire fights and free access to overcharged Rhinos or jump packs should make up for this.

(2) I changed my mind several times on the range for the Baal. I know most (if not all) close support vehicles have range 15cm but the Baal does have the twin assault cannons which are medium range weapons in 40K.

The current Epic Predator model has flamer side sponsons available and the variety of annihilator turrets come close to substituting for assault cannons. It would be really cool to have a turret with twin assault cannons. I tried to make one from an annihilator turret and two dreadnought arms but it looked pretty bad, my modelling skills are rather meagre I'm afraid.

(3) I excluded Terminators, Scouts, Captains, Librarians, bikes and support weapons from succumbing to the Black Rage for simplicity's sake. If these stands were to succumb then I assume they would be replaced before the battle anyway.



Kevin's Blood Angels arrayed for battle.

WARHAMMER EPIC 40,000

FOR THE EMPEROR!

BY WARWICK AND GAV

The might of the Imperium is split between several fighting forces. Although each of these military arms is a formidable foe in its own right, it is in combination with each other that they are most deadly. Imperial Navy aircraft pour from the hanger bays of massive battleships in orbit to provide air support to the massed ranks of the Imperial Guard. Immense war engines of the Titan Legions stride across the battlefield dealing death with their massive weapons. Around them the sky is filled with speeding Thunderhawks and the howl of falling Drop Pods as the Space Marines launch their lethal assaults.

The Epic 40,000 Army of the Imperium list enables you to field all of these elements in one force. Whether all of these forces are deployed together is up to you, but you will find that an Army of the Imperium is the most flexible army you can field. Each force in the Imperium can stand by its own merits, but together they are a lethal combination. It is this diversity which can also throw you as an Epic 40,000 commander – there are so many options and variations it's hard to work out what to do! To command an Army of the Imperium successfully you must know the strengths and weaknesses of each of these

forces in detail, but your greatest asset is the knowledge of how to assimilate these disparate elements into one army which can sweep all before it.

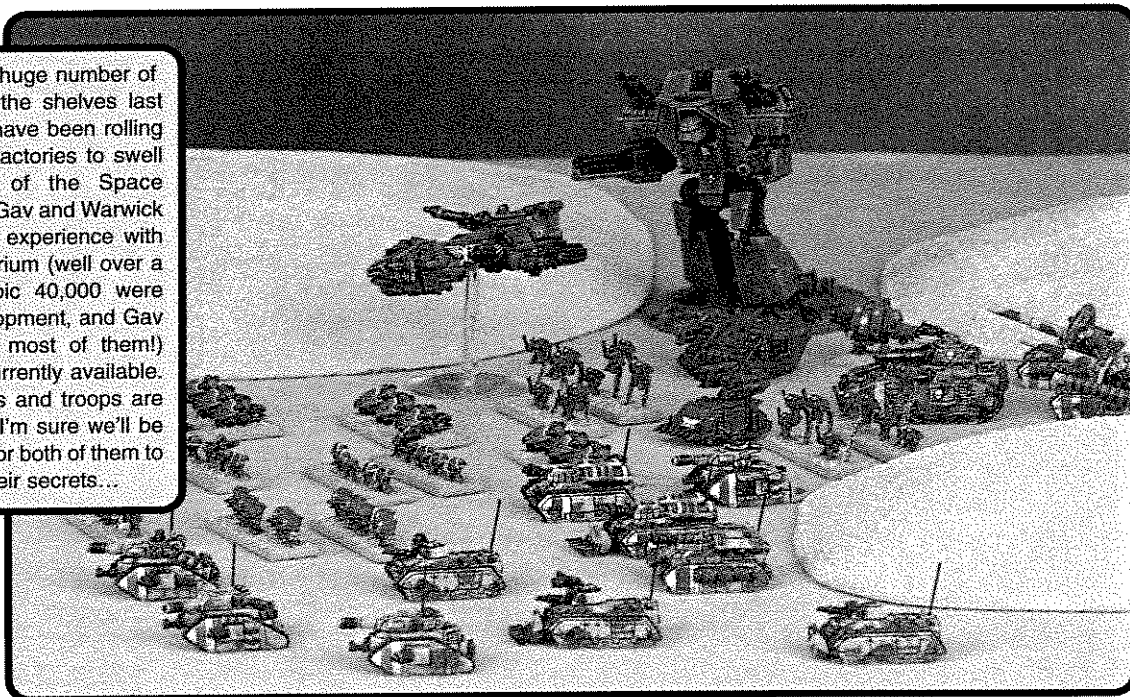
SPACE MARINES

Firepower can stop you losing a battle but it is mobility that will win it. The ability to deliver your firepower to the right place at the right time is crucial. The Imperial Guard have lots of firepower but it is the Space Marines that provide the real mobility. The Emperor's battle-brothers are the fast-moving spearhead of Imperial attacks: strong in defence, unstoppable in assault. They are fearless warriors whose unswerving loyalty will carry them through any hail of enemy fire.

The advantage of Space Marines over most other forces in the Imperial army is their speed. They can be provided with cheap transport vehicles, Rhinos and Razorbacks, and a battle tank that can also carry 2 units – the deadly Land Raider. Add Thunderhawk Gunships and Drop Pods and there is no reason why any Space Marine should have to footslog it across the battlefield!

The Space Marines are the Imperium's rapid

Following on from the huge number of Epic releases that hit the shelves last month, more vehicles have been rolling out of the Imperium's factories to swell the armoured might of the Space Marines. In this article, Gav and Warwick pass on some of their experience with the armies of the Imperium (well over a hundred games of Epic 40,000 were played during its development, and Gav or Warwick played in most of them!) using the miniatures currently available. When even more tanks and troops are released in the future, I'm sure we'll be able to "persuade" one or both of them to let out even more of their secrets...



An Imperial army made up of Imperial Guard, Space Marine and Titan forces.

deployment forces, capable of reacting to enemy attacks instantly, able to get to the most crucial objectives quickly and taking the battle to the enemy when and where they least expect it.

Use the Space Marines mobility to get them into cover quickly, or snatch objectives early in the battle. Once they are in a good position get them onto overwatch. All Space Marines, except Devastators, can rapid fire, meaning they can double their firepower whilst on overwatch, in addition to the usual re-rolls. This makes for a devastating hail of fire.

Space Marines on overwatch and ensconced in cover become a very tough nut for any enemy to crack – the enemy rolls fewer dice and needs 6's to hit because of the cover's armour bonus. In the face of the Space Marine's overwhelming and accurate firepower, any assault launched by

the enemy is always going to be hard-pressed. These abilities turn Space Marines into the ideal troops to hold ground and objectives. With their speed, they can reach almost any point on the battlefield you choose. There will never be many of the Emperor's finest, but used correctly they can be relied upon to hold on until relief, in the shape of the slower moving Titans or the Imperial Guard's heavy armour, arrives to secure the objective.

An alternative method of deploying is Drop Pods. These do not suffer the same vulnerability to enemy fliers as Thunderhawks, as they cannot be intercepted, but they are not as precise a tool either. Troops in Drop Pods always count as reserves, so you'll have to wait for them to become available, which is risky. Several turns without your reserves and things can start to get

THUNDERHAWK ATTACK!

One of the greatest strengths of the Space Marines is their Thunderhawks. A Thunderhawk on a transport mission is an effective way of deploying troops into good positions quickly but be wary, enemy fliers with intercept missions will make transport missions very hazardous, as will opposing flak units. This is not much of a problem for the Thunderhawk with its Armour of 6, but it will burn you if you get too cocky.

Each Thunderhawk can carry 6 units of Space Marines, be they Tactical, Assault, Devastators, Terminators, Librarians, Commanders or whatever. This means you can tailor your rapid deployment troops for any mission you like. For holding an objective deep in enemy territory Devastators or Tactical troops are perfect, for launching a lightning attack against enemy positions take Assault troops or Terminators, perhaps accompanied by a Librarian and a Captain, or even the Supreme Commander for that all important re-roll during any subsequent assaults and firefights.

When used carefully these troops can turn a battle, by breaking an enemy detachment or war engine or taking otherwise inaccessible objectives. However, dropping Space Marines into the heart of the enemy, unsupported by the rest of your army, is a recipe for disaster. The blast markers will invariably build up very rapidly until the detachment is useless, or destroyed. One good tactic is to use your Thunderhawk deployed Space Marines to surround an enemy detachment you are about to assault, blocking their escape routes. When the enemy are broken by the assault they will be unable to withdraw outside of 15cm from your units and will be automatically destroyed. It is also worth remembering that whilst on a transport mission your Thunderhawk can still fire its weapons at ground targets using half its firepower.

Heed the advice of Robin Dews, the Studio Manager, whose Blood Angels have access to three Thunderhawks usually carrying eighteen units primed for close combat (Assault squads and Terminators): "Hit 'em hard and fast. Forgive no one, and more importantly, forget nothing!"



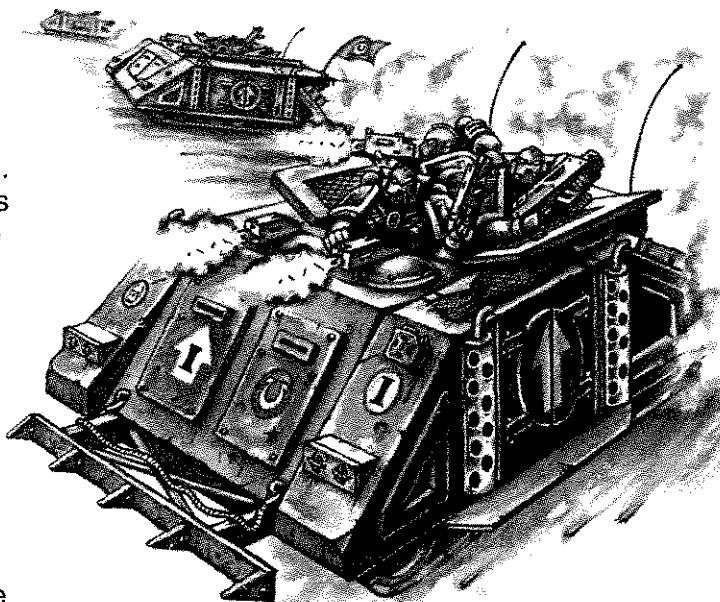
very tight. And then once they do arrive, their method of deploying is very random.

The risk of enemy flak remains the same so avoid it, and don't get too close to the enemy or they will snap fire at your newly landed troops. Also don't get too close to the board edge, troops which miss the table are destroyed. These restrictions make using Drop Pods difficult. The way to avoid these problems is to only deploy fast moving troops in Drop Pods. You can't deploy your vehicles in Drop Pods so Assault squads are the obvious solution. With their jump packs they can avoid terrain and double their move, or triple it if they are assaulting the enemy. You can now afford to drop your troops a safe distance away from the enemy and they will still have enough time to move forward and get involved in the battle. Another riskier solution to the problem of only having infantry deploying from Drop Pods is to March the detachment when it drops in. This is risky because Marching troops are vulnerable to enemy fire and you can bet every enemy detachment that can will fire at them, but such bold moves have been known to win battles on more than one occasion.

Detachments of Space Marines are the most flexible detachments in your army, easily capable of meeting any threat. A word of caution here though. Because Space Marines are flexible it gives you the opportunity to tailor each detachment for a specific battlefield role, but don't expect one detachment to be able to do everything. You'll find you're much better off picking a detachment to do one job very well than a generic unit which is jack-of-all-trades yet master of none.

SPACE MARINE ARMOUR

Space Marine armour detachments give the Space Marines real teeth. From these detachments comes the massed firepower of tank columns and close support vehicles like Whirlwinds and Vindicators. When putting together an armour detachment remember that they are best used in one of two ways. Firstly, they can be fast moving reconnaissance and assault detachments, with lots of Land Speeders supported by Attack Bikes and Bike squads. These are all very mobile vehicles, which can be held in reserve to launch fast counter-attacks, speed around an exposed enemy flank, or exploit gaps in the enemy lines. They do not have the armour to survive a protracted fight, or the firepower to stall enemy detachments, but when used for lightning assaults or surprise strikes at



ABLATIVE RHINOS

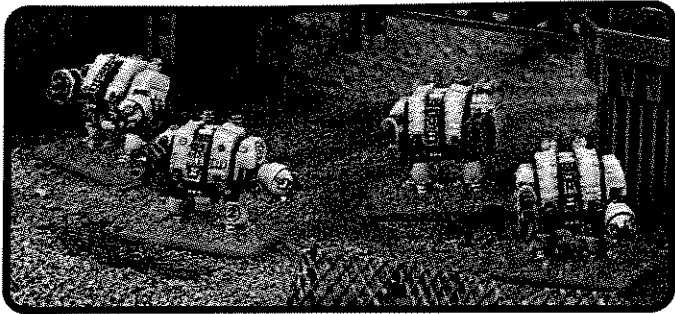
As well as giving the Space Marines lots of mobility, the humble Rhino is also great for absorbing damage. When your Devastators or Tactical troops are in position, especially when they're not in cover, make sure that the Rhinos that got them there are moved to the front of the detachment. Because Rhinos and Space Marines in the open have the same Armour value, any hit inflicted will take out the closer Rhinos, leaving the troops with better guns alive to fire back!

unguarded objectives they can still have a decisive effect on the battle.

The second option is to use your armoured detachment as a sledgehammer. Detachments made up of Land Raiders, Predators and Vindicators can pack a lot of punch and are slightly faster than their Imperial Guard equivalents. The mainstay of these detachments is the Land Raider. With its two anti-tank shots and good armour the Land Raider is a frighteningly powerful foe. The concentrated fire of massed Land Raiders on Overwatch can make any war engine's life difficult. You will find their anti-tank shots most valuable against well armoured enemies, like Chaos or Tyranids. Against the Eldar or Orks their anti-tank weapons will be less useful – the Orks and Eldar do not field many troops with the high armour ratings that make anti-tank weapons so effective.

The Eldar on the other hand do have a lot of anti-tank weapons of their own, which will make short work of your expensive armour. Before you go mad and make up a detachment of twenty Land Raiders a word of caution: because they only have special weapons, each blast marker that a detachment of Land Raiders takes means they

loose one shot – this can rapidly cripple a detachment even though they have good armour. What good is an expensive tank that can't fire?



Space Marine Dreadnoughts.

Land Raiders are also vulnerable to close assaults, so it is worth protecting them with either supporting Vindicators or a screen of Tactical troops. The infantry can also bear the brunt of any damage and the effects of blast markers. You could mount the infantry in Rhinos or Razorbacks, but as the Land Raider can transport a couple of squads it does seem a little extravagant.

Razorbacks are a tricky vehicle. You need to buy two in order to transport a single Space Marine squad, which means mixed detachments of infantry and vehicles start to get expensive. They are probably most useful in small numbers giving some extra firepower to your infantry detachments because they are fast enough to keep up with the Rhinos. If Land Raiders seem like too big an investment of points then Predator

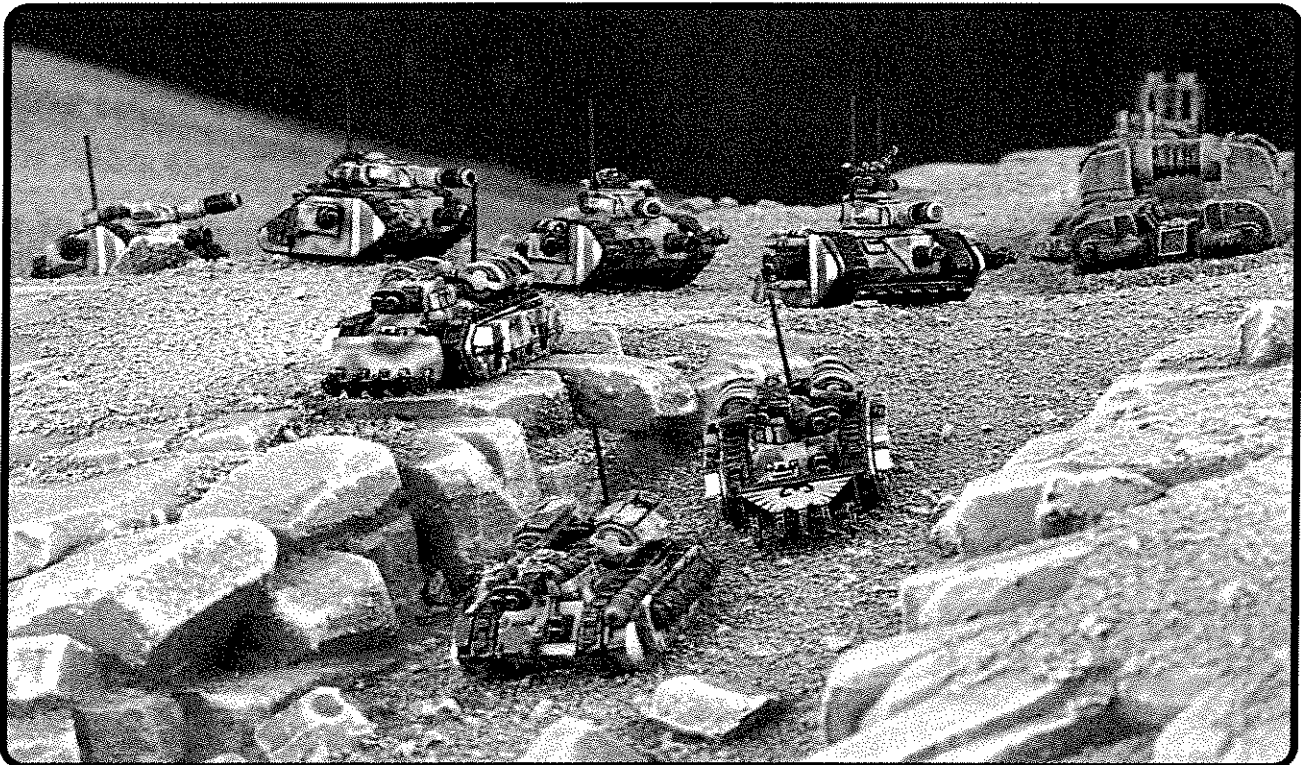
tanks make a viable alternative. Their firepower is more suited to dealing with less heavily armoured targets than the Land Raider's anti-tank shots, and is also less vulnerable to the effects of blast markers.

Next come the notorious Dreadnoughts. These are good in most roles but are restricted by their low Speed, which I find makes them best used defensively. If you include them in fast moving detachments then they are just going to slow everybody else down horribly, or get left behind. I would only include Dreadnoughts in defensive detachments, alongside Devastators, which will be hunkered down on Overwatch most of the game. With their high firepower and assault values, they make an enemy's task all the more difficult should he attempt to assault your troops.

Finally come the Whirlwinds. The main advantage of the Whirlwind is its speed. They are exceptionally fast for an artillery unit and can keep up with your Rhinos. A supporting squadron of Whirlwinds is most useful against numerous lightly armoured foes such as Orks. They do not have the longest of ranges but their speed allows them to move into firing position quickly and loose off a couple of shots before withdrawing to a safe distance. Being artillery they can also use preparatory barrages.

IMPERIAL GUARD TANK DETACHMENTS

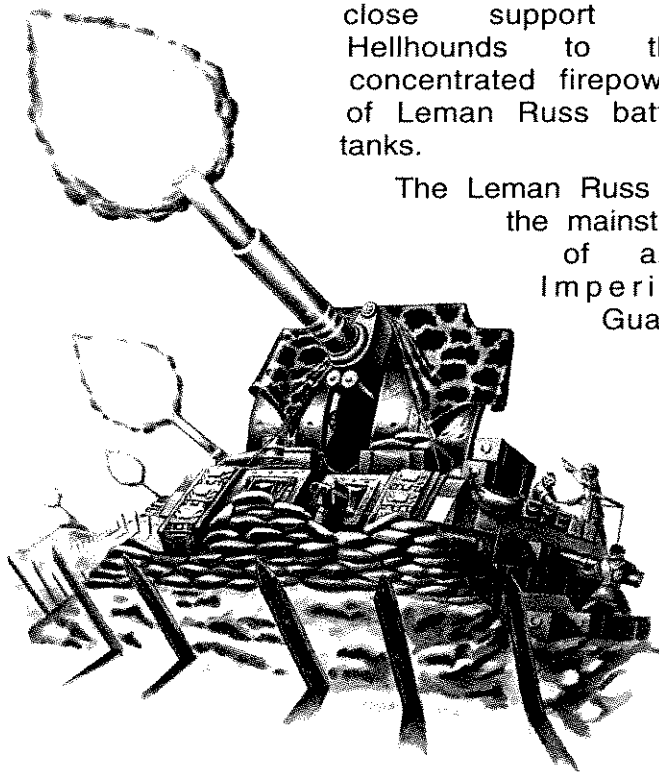
The hammer-blow of the Imperial army is provided by its columns of Imperial Guard armoured fighting vehicles. These provide a



A column of Imperial Hellhounds and Leman Russ battle tanks mobilised for war.

number of options, from the close support of Hellhounds to the concentrated firepower of Leman Russ battle tanks.

The Leman Russ is the mainstay of any Imperial Guard



attack. It combines a moderately high speed with a truly impressive amount of firepower. The punch of a Leman Russ force can smash through weaker foes and send even enemy war engines toppling. Like all tank detachments, however, Leman Russ squadrons are vulnerable to enemy attacking them in close combat, and each one lost is a major blow to their overall effectiveness. To compensate for this you should provide at least a nominal amount of support.

This is especially important if the terrain is quite dense, since this often creates ideal sites for enemy infantry to ambush your tanks. Keep a detachment of Assault Space Marines or Tactical

Space Marines close by (preferably with Rhinos so that their "armed response" covers a wide area). When the enemy threatens your tank detachment(s) just bring up the Space Marines from reserve and either deter the foe from assaulting or give them a good kicking if they try anything!

Hellhounds provide close support which is of equal value to infantry and tank detachments. They can provide additional punch to assaulting infantry, while they give a degree of protection to your tank columns should they be attacked in close combat. These close support vehicles are most useful against Chaos or Tyranid armies, who have a number of very specialised close combat troops who would otherwise tear your big armoured vehicles to little bits (*extremely* little bits).

You must remember that your Hellhounds will only be useful if at least one model in the detachment involved in the combat is in base contact (only war engines can lend supporting fire to a combat they are not directly involved in). This may mean sacrificing a Leman Russ or Hellhound for the cause, but when those inferno cannons start rolling back the enemy, the risk will seem worth it!

ARTILLERY – The Basilisk

Perhaps the most feared weapons in the game, Imperial Guard artillery has a reputation for being immensely destructive. A classic example of this long range firepower is the awesome Basilisk assault gun. Imperial Guard artillery has an immense range, which means it can lend its vital fire support to wide areas of the battlefield. This is combined with its ability to fire at targets outside its normal line of fire – you can hide behind a hill or building and still bombard the



An Imperial Baneblade heads up a column of Basilisks on their way to the front line.

enemy with an equally devastating effect. Use your artillery to target the enemy detachments which pose the most threat at the time, not necessarily just the ones that are the most closely packed. Just because a particular detachment might make a more inviting target does not mean it is the best one to fire at (don't be distracted by fast moving enemy on march orders – this may be a decoy, so think things through first!). Always keep your overall plan in mind and use the artillery barrages to destroy and suppress the enemy where they are putting up a tough resistance or threatening to break through your line. Alternatively, you can send a thundering salvo of shells onto enemy detachments which have already been drastically weakened by the rest of the army, dealing them a final killing blow.

Preparatory barrages should not be underestimated as a tactic to pin an enemy detachment in place before it gets a chance to move. Being able to shoot before the enemy moves enables you to place blast markers on the foe before they can escape. This can pin an adversary in place for other parts of your army to assault, or stop them assaulting your own army or capturing an objective.

You will lose the benefit of re-rolls for being on overwatch when you use a preparatory barrage, but the advantage of stopping an enemy from escaping your assault or preventing a fast moving enemy, such as Eldar Jetbikes, from getting into range will sometimes outweigh the advantages of the extra damage caused by re-rolls. This is especially true against very mobile enemies who would otherwise escape your grasp or be able to move into range of their weapons

and start blowing your troops apart, building up blast markers on your detachments and generally making life miserable. You'll have to let the battlefield situation dictate your decision on this one, but all good bombardiers should bear it in mind.

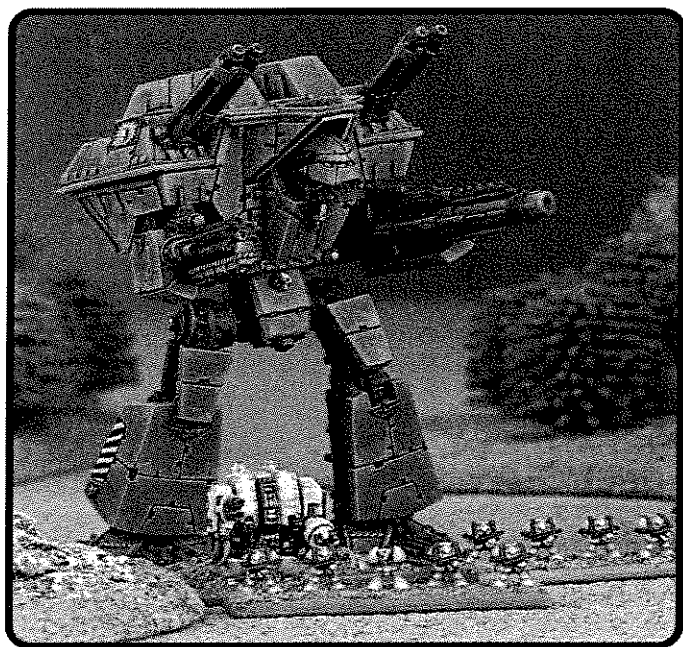
SUPER HEAVY TANKS – The Baneblade

The combined forces of an army of the Imperium offer Space Marine commanders a huge amount of tactical flexibility with the use of Imperial Guard war engines. Baneblades, with their awesome heavy weapon battery of lascannons, battle cannons and heavy bolters, are very flexible and can usually make some impact in whatever situation they find themselves in. They are particularly useful against numerous foes – a squadron of three Baneblades has the same firepower as a Reaver Titan with three heavy weapon batteries! You will find them especially useful during firefights, should the enemy reach your lines. The super heavy tank will not be forced to withdraw if you lose an assault or firefight, because it is a war engine. This will mean the enemy end up in a firefight with it but, fortunately for the Imperial forces, the Baneblade is exceedingly good in this situation. Use Baneblades as bastions in your lines, blasting the assaulting enemy and forcing them to withdraw. Holding up the enemy like this will give broken troops time to rally and start firing again, while your other troops pour on even more pressure.

Super heavy tanks may have a hefty amount of armour and guns, but they have their weaknesses too. Anti-tank and death ray shots are particularly effective (watch out for Eldar armies, they have lots of these!) because they ignore all those thick armour plates. Also watch out for the super lifta-droppas of the Orks, as a roll of 5 or 6 is enough to destroy your expensive war engine! Attacking flyers can also cause lots of damage, so a screen of troops or tanks to snap-fire at them as they come in would be a sound (and pretty cheap in comparison to the cost of a Baneblade) investment.

TITANS – The Warlord

The Titan Legions supply the armies of the Imperium with their mightiest war engines, of which the Warlord is probably one the best examples. Titans are huge, they have good armour, can take lots of damage, and carry the biggest weapons going, not to mention the added protection of void shields. Titans, because of their size and the threat they represent to the enemy, are always magnets for enemy fire. They take a lot of damage, and can deal out a lot of damage over the course of a battle. Imperial



The Imperial Warlord Titan.

Titans are actually surprisingly quick. Moving in the movement and assault phases they can cover up to 30cm a turn, and still unleash their full firepower. This will easily outpace infantry and most tanks. Although they are quick Titans are not very manoeuvrable. They are only allowed a single free 45° turn each phase.

Keep this in mind when using a Titan. If it rushes forward then it will be unable to retreat as quickly, which may mean it runs into trouble from which it cannot escape. Keep your Titans with the bulk of your force. A Titan that strays too far on its own becomes a huge target, and once the blast markers build up it will be stranded, a sitting duck which will cost you heavily in army morale should it be destroyed. A Titan that gets itself into severe trouble like this can easily cost you the game. Think hard before you incorporate your Titans into your battleplan.

Titans are useful as firepower magnets. Because of their void shields and good armour they have very a high survivability, and all the time the enemy is blasting your Titan your other troops are getting on with the business of breaking the enemy detachments unhindered. If the enemy foolishly opts to ignore the Titan in favour of other targets then you can really make him pay. One turn of shooting, assaulting and then firefighting can often swing the battle in your favour!

When deploying your Titan keep its restricted manoeuvrability in mind. A Titan in the centre of your lines can only concentrate its entire firepower ahead of it, and with limited turns and arcs of fire then you could find your Titan having to shoot at unworthy targets with its devastating weapons. If you put a Titan out on the flanks then it can turn to face the entire length of the enemy line – it will never be short of targets and can begin rolling down the line, assaulting and firefighting any detachments which get into range. Beware of leaving your flank open to fast moving enemy detachments which may scoot round your Titan. Your mighty war machine will be slow to turn and stop them, leaving them to pile into your unprotected detachments beyond. Infantry support mounted in Rhinos or Chimeras is invaluable in a covering role, behind the Titan's advance, to block the route around the flank.

COMBINED ARMS

The Army of the Imperium consists of the Space Marines, the Imperial Guard and the Titan Legions, as well as the fliers of the Imperial Navy. The Space Marines provide speed and steadfast troops. They are superbly suitable to high speed flank attacks, deep penetrating assaults and for capturing ground before the Imperial Guard can move up in support. When the Imperial Guard

have settled into range, the Space Marines can either stay with them using their rapid fire to lend firepower, or re-deploy rapidly to another part of the battlefield.

The massed armoured columns of the Imperial Guard, supported by their super heavy tanks and artillery are not the most mobile of forces, but the tanks carry a lot of firepower. These troops form the backbone of the force. The Imperial Guard will cause a lot of damage and occupy much of your opponent's attention. Their sheer numbers should dominate the battlefield. Your Space Marines should provide the first hit, and while the enemy is still reeling, the might of the Imperial Guard moves into range and pounds the survivors into oblivion!

Titans, in fact most war engines, are the masters of the assault. As war engines can lend support to an assault they are not actually involved in, the presence of a Warlord Titan in the middle of your Space Marine or Imperial Guard detachments will deter all but the most aggressive or foolhardy of adversaries. Although Titans can mount a huge amount of Firepower, their super-heavy weapons provide a solution to problems that other troops cannot overcome easily. For example, a Death Ray is perfect for cutting down enemy war engines (after any shields have been depleted by the Imperial Guard or Space Marines' fire, of course), while a Mega-cannon is great for softening up the enemy in preparation for an assault – no armour bonuses for cover and an additional blast marker.

As well as deploying your Space Marines, Thunderhawks can provide the air support your army needs. They can shoot down enemy flyers, and make long-ranged ground attacks on enemies outside the prodigious range of your artillery (or take them instead of artillery altogether).

When you formulate your plan, take into account these factors. Come up with a grand strategy that exploits each of the elements' strengths and hopefully does not expose their weaknesses. Remember that over the coming months the Epic miniature range will continue to expand. In the fullness of time you will be able to incorporate mighty Imperial Guard Leviathans or Shadowswords in your force, while the Thunderbolts and Marauders of the Imperial Navy will rule the skies in the Emperor's name! However, for now the Army of the Imperium with its Space Marines, Baneblades, Warlord Titans, Basilisks, Leman Russ battle tanks and Hellhounds can provide everything you need for a hard-hitting attack or a solid defence, regardless of the enemy's intentions.

WARHAMMER EPIC 40,000

REFIGHT: LAST STAND AT GLAZERS CREEK

BY FRANCOIS BRUNTZ

When I first read Jervis's scenario 'Last Stand at Glazers Creek' in White Dwarf 222, I immediatly wanted to adapt it. The idea of a little force trying to survive against a huge mass of enemies is not new and I have tried to make such a scenario before, called "the Last Bastion". But the rules of Last Stand at Glazer Creek were so good that I thought it would be great to be able to play the scenario with Epic forces.

Last Stand at Glazer Creek is in fact a series of battles where an outnumbered force of Imperial Guard try to resist successive waves of hostile Orks (?!). This scenario was originally inspired by a famous battle which took place during the 19th century called Rourke's Drift and by the movie Zulu! which re-tells the battle. If you can watch the movie before playing do. This will help bring you the whole atmosphere of the battle. In this scenario Imperial defenders are heavily outnumbered and must hold back the unceasing Ork assaults. The Imperial Guardmen also hold a very good defensive position and may be able to benefit from the undisciplined nature of Ork attacks. The attackers have a large number of boyz and know they will sooner or later overrun the enemy. The following rules explain how to choose your army and how to play the game with Epic 40K. The Ork horde should be easy to assemble (you will need a lot of boyz or gretchins). The Imperial Guard army list is very specific and indicates all the units required.

OBJECTIVE

Objectives for both sides are very simple. The Imperial Guardmen must survive and Orks must destroy all the humies (just forget the traditional victory conditions of Epic 40K for this battle). If at the end of an assault there is no defender alive the Orks win. If there are any defender alive at the end of the final assault, then the Imperial Guard win.

TERRAIN AND DEPLOYMENT

Last Stand at Glazer Creek can be played on any reasonable surface. A 4'x4' table is enough. It's the Imperial player who sets up the terrain. A farm composed by at least one or two building and surrounded by a wall. Other terrain is optional. The Imperial player doesn't have to provide covers for the Ork player.

The Ork deployment zone is up to 15cm from the random table edge they arrive on. The rest of the battlefield is the Imperial Guard deployment zone.

N.B. Please note that the wall surrounding the farm is not very high. It can provide cover for the defenders, but doesn't prevent the movement of the attackers.

Injured guardmen are placed in the farm building which has been converted into an hospital.

The Imperial Guardmen must deploy first, and can re-deploy before each assault.

Once the Guardmen have deployed, number each side of the table from 1 to 4. The Ork player can choose two adjacent sides and number them as 5 and 6. Roll 1d6 for each Ork detachment and deploy it up to 15cm from the table edge indicated. The Ork player can re-choose sides 5 and 6 before each assault.

ORK ASSAULTS

You will have to play several battles in this scenario. Each battle represents one assault against Glazers Creek.

The Orks forces are randomly determined for each assault. The Imperial Guard can only use the survivors of the previous confrontation.

Before the first assault, the Ork player writes on a paper the total number of assaults he will launch against the Imperial defenders. This number must be kept secret until the final assault. Choosing to launch a lot of assaults will give more time to defeat the defenders but will

Assaults	Reinforcements
	Rolls
3	+4
4	+2
5	+0

also limit the reinforcements for the final assault.

THE ORK ARMY

The Ork army is randomly composed by rolling twice for the leaders and six times for the troops.

D6	Leaders	Troops
1	Shooty Stuff	Kult of Speed
2	Nobz	Boyz
3	Nobz	Boyz
4	Nobz	Boyz
5	Nobz	Boyz
6	Boss	Nobz or Boarboyz

Kult of Speed: 6 Bikeboy stands

Boyz: 10 stands of Goffs (Ork boyz + Assault) or 10 stands of Gretchins led by a Boss

Nobz: 4 stands of Nobz or 1 Bikenob + 3 Bikeboyz

Nobz or Boarboyz: 4 stands of Nobz or 6 Boarboyz

Shooty Stuff: 2 Palsa Rockets, 3 Dreadnoughts and 2 Stompas

Boss: 1 Big Boss, 1 Battlewagon and 4 Nobz

Units may form together to make detachments. Chain of Command rules are still valid.

THE IMPERIAL GUARD ARMY

The Imperial Guard forces remain constant throughout the game.

Detachment Tyus

Captain Tyus, 2 command units, 8 tactical stands

Detachment Calius

Captain Calius, 2 command units, 8 tactical stands

Detachment Cyrius

Captain Cyrius, 2 command units, 5 stands of guards with heavy weapons, 2 stands of Ratling Snipers and 3 Support Weapons Batteries.

Detachment Noctius

Commissar Noctius, 2 command units and 4 tactical stands

Supreme Commander Agrypius

Colonel Agrypius and 2 tactical stands

Note: Because of their desperate situation the Imperial Guard get an additional +1 close combat modifier in all assaults and firefights.

THE ASSAULT

Once the two armies have been deployed, you are now ready to launch the first assault. Initiative is drawn as normal. The battle goes on until there is no more Imperial Guards alive, in which case it is an Ork victory, or until at least half of the total Ork stands have been destroyed.

Important: This is a battle to the death for both side. The normal Army Morale rules are ignored. If half the Ork forces have been destroyed, the green skins must retreat immediately and the assault (not the whole battle) is won by the Imperial Guard. If it was the final assault, then the Guardmen have won the battle. Otherwise, the Imperial Guard have to treat their injured and redeploy for the next assault.

FINAL ASSAULT

At the start of the second turn of the final assault, the Ork player can make additional rolls on the troops chart. The number of rolls is determined by the total number of the Ork assaults (see the Ork Assaults chart).

DESTROYED VEHICLES AND THE HOSPITAL

Vehicles which have been destroyed during an assault shouldn't be removed from the battlefield. They will provide covers and make the battlefield more interesting after each assault.

Infantry stands of the Imperial Guard which have been "killed" during an assault must be kept until the end of the battle. If the Orks have been pushed back, roll 1D6 for each stand of injured Imperial Guard. Seriously injured men are placed in the hospital, you will be able to roll again for them at the end of the following assaults.

D6	Result
1-2	Dead. Remove from play
3-4	Serious Injury. Go to the hospital
5-6	Light Injury. The unit can fight as normal

One of the buildings of the Glazer's farm has been converted into a hospital. Seriously injured men can be sent there as described above.

In addition, it is assumed that seriously injured men keep their weapons close to them, so they can get up and fight if Orks become too dangerous. Roll 1d6 for each seriously injured stand if an Ork unit approaches within 10cm of the hospital. On a 4+, the unit gets up and returns to the battle (add +1 to the dice roll if the assault is the final one). A wounded unit has its assault value reduced to 0, but otherwise can act normally. Deploy these units close to the hospital door.

Once activated, these units will fight until the end of the assault but they will have to roll a die on the injuries chart at the end of the battle.

SPECIAL EVENTS

If you think that the Ork forces are not strong enough, why not use some special events to spice-up the game? At the start of each assault, roll a die on the chart on the next page.

Roll 1D6

1 All is quiet.

2 Lack of Ammunition. A detachment is lacking ammunition. It suffers a -1 to hit during the rest of the battle. Determine which detachment randomly.

3 Mutiny! Some desperate Imperial Guard are trying to mutiny against Colonel Agrypius. Fighting to re-establish order results in some injuries among the defenders. 1D3 Imperial units randomly chosen (not the command sections) are considered to be seriously injured and are sent immediately to the hospital.

4 Sand Wind. A sand wind is rising. Units can't see anything at more than 30cm during the next assault.

5 Ork Intrusion! 4 Boyz units have eluded the Imperial sentries. Place them at the centre of the farm and make them charge the closest Imperial units. Resolve the close assault immediately (if some of the boyz manage to survive remove them from the battlefield anyway. They've been shot by other guards units whilst escaping).

6 All is quiet.



SCENARIO COMPETITION

Write an Epic scenario and win this cool 70mm Space Marine from Forgeworld.

The best of these scenarios will also be published in future issues of Firepower, and the overall winner will get this very rare model.

SOME HINTS

The Battle Book contains everything you need to write a great Epic scenario. The scenario's in the Battle Book are a good format to copy, but don't feel you have to.

Your scenario could be a historical refight, like 'Gogars's Last Stand!', in which case we want to see some background history, and historical force lists. Or it could be a general scenario like the 'Meeting Engagement' or 'Ambush'. Feel free to use the Scenario Special Rules from the Battle Book, and make up your own scenario-specific special rules if you like (like the hospital in Last Stand at Glazers Creek above). A good scenario should include a map (hand drawn will be fine), and details of any special terrain features, victory conditions and some sound tactical advice.

You should also feel free to use innovative deployments and set ups if you like.

We have compiled some sample titles you might like to consider for your scenario, or just use them as inspiration to get the creative juices flowing:

Rearguard

Terror from the Skies

The Lost Patrol

Raid on Tynan III

Battle of Annihilation

Relief of Castra Septus

Crossing the Valkyrie Line

Retreat to the Ndeir River

Send your entries to:

Firepower Scenario Competition

The Black Library

Games Workshop Ltd

Willow Road

Lenton

Nottingham

NG7 2WS, UK



The judges' decision is final. No correspondence will be entered into. Competition closes October 31st, 1999.



QUESTIONS AND ANSWERS

Questions compiled by the Epic 40K Mailing list. Answers by Jervis and Andy Chambers.

STRATEGY RATING

Q: May an army's strategy rating change in mid-game, or is it fixed for the duration at the start of the game? For example, a Space Marine force would have a strategy rating of 5, but this decreases to 4 if they included any Imperial Guard units or Titans in their army. Would the rating increase to 5 again if all Guard units and Titans were destroyed in the midst of a game?

- a) The strategy rating is fixed for the duration of the game, regardless of casualties.
- b) The strategy rating may change if casualties reduce a "mixed" force to a "pure" force. (Change the rating at the beginning of the next turn, or the beginning of the next phase?)

A: *This is a question I can't honestly remember coming up during playtesting. This makes me think that if it did ever occur (and I think it must have), then we didn't notice and kept on playing with the same strategy rating we'd been using since the start of the battle. However, players that prefer to come up with their own house rules for such situations should feel free to do so, as I can see no good reason why the strategy rating should 'not' change from turn to turn depending on the composition of the army.*

MOVEMENT PHASE

Q: If a unit of infantry dismounts from its transport in the assault phase then it loses 5 cm from its move when it charges into combat. Players are unsure, however, if this 5 cm is subtracted from the unit's move before or after it is doubled if such doubling will allow the infantry to get into Close Combat. Which case is correct?

- a) The infantry may charge up to $(10-5) \times 2 = 10$ cm if this will place them into base contact.
- b) The infantry may charge up to $10 \times 2 - 5 = 15$ cm if this will place them into base-to-base contact.

A: *b is correct.*

SNAP FIRE

Q: Page 15 of the rule book (SNAP-FIRE) Second Paragraph: "The unit can move no further - the sudden burst of enemy fire cause it to halt. In addition the attacker rolls a D6 to see whether they get a hit. Note, you always roll 1D6, no matter what the Firepower of the attacker. If the D6 roll equals or beats the moving unit's

Armour value it takes a hit in addition to being halted. The effect of hits is explained in the Shooting Phase."

When a unit with an anti-tank weapon elects to snap-fire, does it:

- a) Roll to beat the targets armour value.
- b) Roll to score a hit on a 4+.

A: *a is the correct answer.*

SPECIAL MOVES

Q: When the rules call for a value to be halved, eg. the firepower of units with assault orders during the shooting phase, do you:

- a) Round up.
- b) Round down.

A: *Up to you, but be consistent!*

[Note: I would suggest following the standard mathematical convention of rounding 0.5 and higher up, and rounding 0.49 and lower down, in all cases when fractions come into play]

Q: A detachment on Assault orders shoots with only 1/2 of its firepower in the firing phase. Should it's firepower be halved before or after you subtract for blast markers? (Eg.: A detachment with 12 Firepower has two blast markers. On assault orders, would it shoot with 5 or 4 firepower?)

A: *After (that's 5 firepower in your example).*

FIRING PHASE

Q: The EPIC 40K rules, on p. 16 of the Rules Book, now allow players to pass during the firing phase if they wish to wait for a better opportunity to shoot. (A change from the old rules that I like very much!) What happens if both players want to pass in the shooting phase?

- a) The phase ends.
- b) The player who initially passed must fire a detachment. Play then continues.
- c) The player who initially passed must fire a detachment or declare that a detachment will not fire this turn. Play then continues.
- d) Discuss it with your opponent. If you have reached a point where neither will fire unless the other fires first, then the firing phase ends.

A: *a.*

ASSAULT PHASE

Q: When one detachment engages another in an assault or a firefight, it is quite possible for one of these two detachments to have a total assault or firepower value of zero. (Consider a detachment that has nothing left but Rhinos). For the purposes of determining the die roll modifiers, should the superior side automatically be considered to have 4 or more times the assault/firepower of the side with zero (and thus get +4 to the die roll), or should some minimum value be assigned to the inferior side?

A: *It automatically gets a +4 modifier. Theoretically this can lead to some strange situations, i.e. one stand of Gretchin getting into a firefight with 25 Rhinos and ending up with a +4 modifier!, but in practice the rule works just fine. Players that have a problem with this should come up with their own house rules, for example assuming that a detachment always has a value of at least 1 for firefights or close assaults, even if all the units involved have a factor of '0'.*

Q: During shooting, the rules specifically state that a unit needs a line of sight to at least part of the target detachment in order to participate. There is no such statement in the rules for lending assistance in an assault or firefight.

a) Does a unit need to have LOS in order to participate in a firefight, or does it only need to be within 15cm of the enemy detachment?

b) Does a unit need LOS in order to lend support to an assault, or just satisfy the 15cm criteria?

A: *NO LOS is required in either case. For firefights and assaults we assume that there is considerable movement going on which is not represented on the tabletop, and that if a unit wants a shot, it will get one!*

Q: If an infantry unit can get into Close combat but is not allowed to (ie the enemy unit in question is already being attacked by two units) can the infantry unit still double its movement to get into range to help with supporting fire?

A: No.

SUPER HEAVY WEAPONS

Q: During the shooting phase, what is the effect of blast markers upon detachments containing super heavy weapons? Most particularly, detachments that contain only super heavy weapons?

a) Each super heavy weapon should be treated as having a firepower of one; each blast marker thus causes the loss of one death-ray or anti

tank shots in the above detachments.

b) Super heavy weapons are only considered to have a firepower of 1 during firefights. There is no mechanism by which blast markers affect their shooting, thus titans or land raiders may accumulate blast markers while still firing at full effect.

A: *a is correct. Each blast marker stops one super heavy weapon from firing.*

BARRAGE

Q: Can you overlap barrage templates if your currently firing detachment can place more than 1 (eg. loading up several templates on a particularly juicy target), or are you required to spread out the templates over the target detachment?

a) You are free to overlap multiple barrage templates, as you see fit, in order to get the most enemy units under your templates.

b) You may not overlap templates until all other units of the target detachment have been covered.

c) You may not overlap templates under any circumstances.

d) You may only overlap templates under the following conditions: (Please specify)

A: *The answer is 'a', but as the question implies people are still confused by the way barrages work, I'll explain how to use them in a bit more detail. When a detachment fires a barrage, take the barrage template, and place it over some of the target detachment. You can place it anywhere you like as long as all of the template is in range of all of the units that are joining in with the barrage (you can leave some units out if you want, but they can't fire a separate barrage). The number of enemy units from the target detachment that are under the template determine the firepower value of all of the units from the attacking detachment that are firing barrage weapons.*

Add up their firepower, add in the firepower of any other units from the detachment that are shooting with their 'ordinary firepower', and then carry on with the attack as normal. Hits are allocated normally, and don't have to be used against the units that were under the template. Note that you only use the barrage template once, and that all it does is work out the firepower of the attacking unit, and that it does NOT dictate who is hit by a barrage. I say again: The template is ONLY used to work out the barraging units firepower!

Q: Barrage is listed under the heading of Super-Heavy Weapon. By the sequence of play listed in the rules, Barrage also has added its Firepower

to your total pool of Firepower before you begin calculating how your blast-markers diminish your fire. Should a blast marker prevent the entire amount of Firepower from a barrage unit, or should it merely subtract a point of Firepower from your total pool of FP (including that from the barrage)?

A: *Each blast marker stops one barrage weapon (i.e. it prevents the entire amount of firepower).*

VORTEX MISSILES

Q: The rules for the Vortex Missile state that all units under the template suffer '1D6 Death Ray hits'. I have interpreted this to mean that the unit suffers 1D6 hits, not 1D6 chances of being hit. In White Dwarf however, Andy Chambers discusses his displeasure with the way Deathstrikes have proven to work in the game and suggests that you either limit them to 1 per detachment, or change the rules so that units only suffer 1D6 Anti-tank hits. Once you remove the automatic critical that War Engine's suffer from Death rays, a hit would seem to be a hit. Why say 1D6 Anti-tank hits, rather than just 1D6 hits? OR!! Should the rules state that units under the template suffer 1D6 [weapon] shots? Thus AT 'hits' would only happen on a 4-6 rather than a 2-6 for the Death Ray, and therefore a unit under the template has a chance of not being hit at all.

- a) As stated in the rules, 1D6 hits from the appropriate weapon.
- b) You should roll for the success of each 'hit' using the appropriate odds.

A: *a) is correct.*

CLOSE COMBAT WEAPONS

Q: When one War Engine (hereafter referred to as "WE") defeats another WE in close-combat, there is a chance that both will inflict hit(s) upon the other using the Close Combat Results Table. Should a damaged WE have a holo-field, then the rules indicate it is allowed to make a holo-save for each hit thus suffered. If the winning WE is equipped with a Close Combat Weapon, however, the Rules Book states (p. 32) that the loser automatically suffers Catastrophic Damage. No direct reference is made here to "hits", and it appears that the loser suffers Catastrophic Damage whether or not the winner would actually score any hits using the Close Combat Results table. What is the effect of a Holo-Field upon this "automatic" Catastrophic Damage?

- a) None. The loser automatically suffers Catastrophic Damage, regardless of whether any close combat hits are scored.
- b) The holo-field grants a 2+ chance to save from the Catastrophic Damage.
- c) The WE suffers Catastrophic Damage only if

all the hits it suffers from are not saved. (Would WE's without a holofield suffer Catastrophic Damage if they suffer from no hits?)

A: *a*

MEGA CANNON

Q: Question - how many blast markers are placed when a mega cannon is fired? Rules state (p34) "each mega cannon attack places one Blast marker on the target detachment in addition to any other blast markers that would normally be placed."

Example - a Warlord Titan is armed with four mega cannons. It is shooting at a detachment of twelve Ork Boyz. It can fit three stands under a barrage template, can do this four separate times, and can hit a different group of three with each template. The Warlord fires all four mega cannon at the Orks. The first two cannon kill one Ork each, and the second two kill two orks each. Does the Warlord place:

- a) 2 BMs - 1 because there are 4 Super Heavy Weapons firing, plus 1 additional marker because a mega cannon(s) was fired
- b) 5 BMs - 1 because there are 4 Super Heavy Weapons firing, plus 1 additional marker for each mega cannon that fired.
- c) 7 BMs - 1 because there are 4 Super Heavy Weapons firing, plus 1 additional marker for each hit on the Orks (with a total of 6 hits).
- d) 13 BMs - 1 because there are 4 Super Heavy Weapons firing, plus 1 additional marker for each attack die rolled (and each mega cannon rolled to hit 3 targets for a total of 12 rolls).
- e) something else?

A: *The correct answer is b.*

PULSAR

Q: An Eldar pulsar fires 1d6 AT shots. For the purposes of placing blast markers, does this count as 1 or 1d6 Super Heavy Weapons?

A: *It counts as 1 Super Heavy Weapon.*

Q: An Eldar Pulsar fires as D6 Anti-Tank shots. How many blast markers shut down a Pulsar?

- a) A single blast marker will prevent a Pulsar from firing.
- b) Roll D6 for the number of shots the Pulsar gets. This is the number of blast markers required to completely shut down the Pulsar.

A: *a.*

Q: What is the Firepower rating of a Pulsar in Close Combat? One, as it is a single Super-Heavy Weapon, or D6?

A: *One.*

SUPER LIFTA DROPPA

Q: If an Ork fires his Super Lifta Droppa at an Eldar Titan with an active holofield, and rolls high enough to beat the Titan's speed, does the Titan get a chance to use his holofield save?

A: Yes (re-read the the Eldar Holofield rules in the army book where it actually says this!).

SPECIAL ABILITIES

INFILTRATE

Q: Infiltrators are allowed to add 30cm to their first move if they do not start the game on the tabletop. Several commanders have lately taken to using scouts in drop pods, or placing infiltrators into transports which begin the game in reserve. When their reserve units show up, they drop the pods or move the transports (on march or assault) then dump the infiltrators out and give them their initial move and the +30cm bonus (suffering -5cm for dismounting, of course). The letter of the law seems to show this being legal. Should it be?

a) Yes.

b) No. If infiltrators want to infiltrate, they must slog it out on foot.

A: a.

RAMPAGE

Q: Page 37 of the rulebook states "Rampage units are so berserk that they may not retreat from combat. This means rampage units are always caught by enemy and destroyed if they lose a close combat." Does this refer only to those units within fifteen centimetres of the enemy, or all rampage units within a detachment that loses an assault action?

a) All rampage units within 15cm from the enemy will be destroyed. This destruction is because they are not allowed to retreat and will thus remain within the 15 cm "death zone."

b) All rampage units within a detachment that loses an assault action are destroyed, regardless of their distance from the enemy.

A: Actually, it's only Rampage units in base contact with an enemy that can't retreat, though I have to [say] that this point could have been made more clearly in the rule. The idea is that you get to roll two 'to hit' dice if you win, but you die if you lose!

Q: Your last answer [Editor's note: see the answer to the immediately above question!] went a long way towards clearing up our under standing of Rampage units. However, your last sentence left us with another question.

Suppose a detachment including Rampage units

loses a close combat with an enemy detachment. When you are rolling dice to determine casualties from the assault, every unit in base to base contact from both detachments gets to roll to cause casualties. Do the losing units with Rampage:

a) get to roll two dice as normal, then die.

b) get to roll one die, like a standard unit, then die.

c) just die.

A: a.

Q: Are the Rampage rules quoted above also intended to penalise Rampage units who lose a firefight?

A: No, it only applies to close combat (like it says!).

Q: Thanks to your previous Q&A responses, we've mostly worked out the rules for Rampage units. Rampage units roll twice to score hits when in Close combat, but can't retreat and are captured if they lose. However, if they are in contact with all enemy units within 15 cm then it is possible they may lose the combat and have no one close enough to capture them. Are they still destroyed in such a case?

A: Yes.

SAVE

Q: When a transport carrying an infantry unit with the save ability is destroyed, what happens to that transported unit:

a) The infantry unit is destroyed on a roll of 1, 2 or 3 as per page 15 of the rules.

b) The infantry unit is destroyed on a roll of 1, 2 or 3 only if it also fails its saving throw with a second 1, 2 or 3.

A: b.

SKIMMERS

Q: Have you ever considered or will you ever consider, a maximum pop-up height for skimmers?

A: No, but players that want to make their own house rules should feel free to do so (just don't ask us to use them!)

Q: At what point during the turn are skimmer war engines, such as the Eldar Engines of Vault, eligible to pop-up?

a) At the start of the shooting phase, allowing them to be shot at by vehicles and infantry.

b) At the start of the war engine shooting phase.

- c) When the owning player decides to shoot with their detachment (effectively preventing all but other war engines yet to shoot from shooting back)
- d) At some other time?

A: c.

FLYERS

Q: If you first place your flyers on the board within range of your own flak units, and then your opponent places his interceptors on the board next to your flyers, may your flak units fire at the interceptors?

- a) Yes
- b) No. Complete all intercept actions before considering your flyers to be "on the board."

A: The correct answer is b.

Q: The rules state that Flak units may roll 1 die for each of their points of Firepower when firing at flyers, and score a hit if they roll equal to the flyers armour or more. The Eldar Fire Prism, however, has one anti-tank shot rather than a Fire-Power rating. While it certainly rolls one die when shooting at flyers, players are unsure if it should score a hit if it rolls 4 or above (as Anti-Tank) or if it scores armour value or above (as 1 Super Heavy Weapon = 1 FirePower). Which is the case?

A: The Fire Prism hits on a 4+.

Q: When an interceptor squadron is placed on the table next to its target detachment, must each flyer shoot at the closest enemy unit or may it choose to fire at any unit in the target detachment? (My opponent always always goes straight for my Harridan [in the centre of my flyer detachment], and unsurprisingly drives it off).

- a) Resolve casualties by removing the nearest enemy flyers first, just like in ground combat.
- b) Each interceptor may shoot at whichever flyer it likes.

A: The correct answer is b.

Q: When members of a flyer detachment become damaged, that detachment has two elements that finish rearming/refueling on differing turns. Which element(s) of this flyer detachment may fly missions, and when may they fly them?

- a) Both elements of the detachment may fly missions whenever they become rearmed and refueled. The element of the detachment that does not include an HQ should select one flyer to act as its HQ.
- b) Both elements. It is not necessary to choose an interim HQ for element that does not have one.

c) Only the element of the detachment which includes the HQ may fly missions when rearmed and refueled. When the other element is rearmed/refueled, it must still wait to join its brethren with the HQ.

d) Only the bigger element of the detachment may fly independent missions, regardless of which element the HQ is in.

e) Neither element may fly a mission until the other is also rearmed and refuelled.

A: A flyer that is damaged can't fly missions on its own (unless it is all that remains of the detachment, of course!). If the rest of the detachment flies a mission while the damaged flyer is being refueled, it simply remains for an extra turn at the refueling stage in order to catch up with them.

SCENARIO SPECIAL RULES

RESERVES

Q: At the beginning of each turn after the first you roll on the reserve chart to determining how many (if any) of your reserve detachments show up. If a reserve detachment is determined to show up, are you permitted to wait and have it enter on a later turn? (This question brought to you by those who use flyers and drop pods).

A: Reserves must enter play on the turn the dice roll is made, you can't wait for a later turn.

ARMY MORALE

Q: If a detachment consists of 3 units, is morale lost when one unit has been destroyed, or two units? The examples in the book show that half strength is calculated by rounding up, but this wasn't true in the old Epic.

- a) A 3 unit detachment loses morale when one unit has been destroyed.
- b) A 3 unit detachment loses morale when two units have been destroyed.

A: Judging by the examples in the rules, we decided to round odd numbers down for Studio battles, but to be honest I can't really remember, and I'm not sure whether all the different play-testers did it this way (for example, Andy and myself might have decided to round down, while Robin and Paul may have decided to round up in the games they played). In other words, you should feel free to round up or round down as you wish, but try and be consistent during the same game!

CHOOSING AN ARMY

Q: How many "Supreme Commander" detachment may you take?

- a) One, except for Tyranids who are limited by the over-all size of their army as to the total number.

- b) As many as you want, except for 'Nids who are limited by the over-all size of their army as to the total number.
- c) Some other number.

A: a.

Q: Many units, especially commanders, may be "upgraded" to become units of a different type. Often, this new unit type has many stats that are inferior to those of the original unit. (Eg. Eldar Harlequin units can be "upgraded" to Jetbike units. A Harlequin has an assault value of 4, whereas a Jetbike has an assault value of only 2). When making such an upgrade, do you:

- a) Take the higher of each stat.
- b) Use only the stats of the new units (plus the special abilities noted on the force list for the new unit).

A: b.

Q: Under the command structure for Chaos War Engines and Imperial Titans it is possible to buy multiple Scout Titans, yet no chain of command is specified. Does this mean that:

- a) War Engines without a chain of command can enter the board at separate locations, essentially as separate detachments.
- b) War Engines without a chain of command must enter the board as a single detachment, but may separate and ignore the 30cm unit coherency rule.
- c) War Engines should have a chain of command. Choose one unit to be HQ, and proceed as normal.

A: c.

Q: The Battles Book tells us which armies may ally with each other, but give us no guidance as to how we should determine the overall strategy rating of the allied force when they do so. This can get especially complicated when various combinations of Marines/Imperial Guard/Eldar fight together. Are there any simple formulae that can be recommended for determining an allied strategy rating?

A: Use the lowest strategy rating. (Note that 'Imperial Armies' work out their strategy rating using the rules in the Battle Book, then compare it to other allies to see who has the lowest).

Q: The Battles Book tells us that Orks may ally with Chaos. However, Orks are allowed to replace their initiative counters in the cup before the Assault Phase, while Chaos is not. What happens when these two armies ally, as it is the

joint force that is drawing initiative counters?

- a) They do not replace initiative counters.
- b) They do replace initiative counters.
- c) They only replace initiative counters if the Orks make up over 50% of the army.
- d) Something else.

A: a.

Q: Many army lists allow you to pay +25 points and nominate one of your main force units as your HQ rather than forcing you to buy an HQ unit. When you do this, does the main force unit move up to the command slot on your detachment sheet and thus free up a main force slot?

- a) No. Paying +25 points merely pays the Hq cost for the detachment. You cannot, for example, move one of your Imperial Guard artillery pieces up to the command slot and thus have eleven artillery pieces in a detachment.
- b) Yes it does. To cite the example above, you could then have 11 Heavy Artillery units in an Imperial Guard detachment.

A: a.

IMPERIAL GUARD

Q: The rules seem to have been written with the general idea that a detachment has only one HQ unit at a time, with units lower on the command chain taking over as their superiors are killed. The Imperial Guard infantry, however, seems to have an unusual command structure in that you are required to purchase three command units, and pay the 25 points for each, in order to field a full strength detachment. Does this purchase grant the Guard infantry three simultaneous command units, and thus perhaps allow them to spread out a little more and take better advantage of cover, or is only one of these units at a time considered to be the detachment HQ?

- a) All three units are simultaneously considered an HQ unit. All Guard units within the detachment are considered in command so long as they are within 30 cm. of at least one of these units.
- b) Only one of these three units at a time is considered the HQ unit for the purposes of judging which detachment units are within command.

A: Nominate one of the HQs to be the command HQ at the start of the battle. This HQ is used until (or if...) destroyed, then one of the other HQs takes over as the next in the chain of command.

Q: Rough Riders are not mentioned as having the Assault ability in the charts within the Imperial Guard section of the armies book (p. 15), or in

the Imperial Guard Summary Chart on p. 30. They are shown in both these places as having only the Cavalry ability. In the detachment chart on p. 33, however, Rough Riders are shown as having both the Assault and Cavalry abilities. Can you confirm that p. 33 is correct, and that Rough Riders should have the assault ability?

A: *Page 33 is correct, Rough Riders should have the assault ability.*

Q: In the Imperial Guard infantry detachment sheet (Armies Book, p. 33), Rough Rider units are listed in the Main Force section but not the Support Force section. The notes state: "Rough Riders may only be chosen as main force squads if the detachment includes at least one Rough Rider Command squad, otherwise they are chosen as support units." If, however, the detachment does include a Rough Rider Command squad, may Rough Rider squads still be purchased as support units?

a) Yes. You may always choose them as support units.

b) No, they may only be chosen as support units if you do not have the requisite commander.

A: *a.*

Q: As the rules are written, Rough Rider HQs are excluded from being able to take a Captain or, more importantly, a Psyker. Is this correct? It seems strange to exclude from a dedicated close-combat force a unit whose primary purpose is to give +1 to the roll in a close-combat or firefight.

A: *Yes, it's correct.*

Q: On p. 33 of the armies book, the Imperial Guard squad is listed with a cost of +6 pts. to "Include a Commissar (Hero) in one unit." Should be this line be taken to mean that a Commissar may be included within both units for 12 pts, or may *only* one unit include a Commissar?

A: *Only one unit may include the Commissar.*

Q: List members find it odd that the stats and cost of the Imperial Guard Colonel and the Imperial Guard Commissar-General are identical. The only difference seems to be that the Colonel unit may include a psyker, whereas the Commissar-General stand may not. Should there be any other differences between these two units? The Commissar-General currently seems redundant.

A: *You've missed out the most important difference - a Commissar-General just looks much cooler than a boring old IG Colonel, especial as the former gets the chance to ride around in a jet-black Leman Russ! In other words, we've included options in the army lists for aesthetic reasons, rather than just game reasons.*

SPACE MARINES

Q: What was the rationale behind making Terminators marines with a save, as opposed to marines with hero status (particularly as ork nobz now outclass terminators in close combat)?

A: *We felt it better reflected their abilities (Terminators are primarily shooters, Ork Nobz primarily assault troops). Also Terminators just aren't as good in close combat as Space Marine Assault squads, while Nobz are amongst the most effective assault troops in the Ork army. As a house rule, allowing players to upgrade Terminators to assault troops would be fine, but converting the miniatures to show the Thunder Hammers etc might be rather fiddly!*

Q: How many stands of terminators can a land raider or rhino carry? The rules list them as transport (2), therefore 2 units, even of terminators (as there are no special exceptions for them). However, in Warhammer 40k there is only enough room for 5 models of terminators in either.

A: *Strictly by the rules, two stands can be carried. As a house rule for those willing to put up with the extra complexity, only allow one stand, as per Warhammer 40K.*

Q: List members are still having trouble figuring out how to buy commanders for their armies. For each of the forces below, please indicate whether any and or all of the options are legal to purchase as the detachment's original commander.

A: Lots of people have asked me this question in lots of different ways, but basically I think the issues come down to whether you can purchase any unit as a commander for +25 for the marines, and do the Eldar have to add 25 points to their Farseers if they want to use them as HQ units or is this already figured in? I can understand the confusion, and it has to be said that the army book could have been clearer on this subject. The problem seem to have come about because late in playtesting we decided to allow any units to be HQs (so that players didn't *have* to field Captains, etc), and although the army lists were changed, not all of the examples were updated. This is one of the major problem with writing

rules, because at the time of writing you don't have one rulebook, you have a whole bunch of computer files on several different computers. Making sure that every single file gets updated is a complete nightmare, and things like this always seem to slip through (though you should see the number of errors we do catch). But I digress; on to the specific questions...

Q: Space Marine Detachments:

- a) Any marine unit at +25 points to the basic cost.
- b) Captain at 25 points.
- c) Captain at 25+25=50 points.
- d) Librarian at 35 points.
- e) Librarian at 35+25=60 points.

A: a.

THE ORKS

Q: Orks seem to be the only army with a chain of command that does not end in "any other unit." Is this a typo, or are Ork detachments intended to fall out-of-command more easily than other armies? Note that an Ork Warband will be out-of-command if reduced to only Battlewagons, Buggies, and Gretchin (Not that I could ever envision Gretchin or Squiggoths taking charge of anything!) while a Kult of Speed will be out of command even if it has Ork Boyz left.

- a) The Ork Chain(s) of command should end in "any other unit."
- b) The Ork Chain(s) of command is correct.
- c) The Ork Chain(s) of command is mostly correct, but needs a little tweaking (please specify).

A: b.

Q: Orks may hitch a lift on Battlewagons. This seems clear enough. Look at your unit list and if the unit is entitled 'Battlewagon' then your infantry may hitch a lift upon it. Look on page 47 of the Armies Book, however, and read the last paragraph of the section entitled 'Da wagonz'. This paragraph gives the definite idea that Dreadnoughts, Stompas, Squiggoths, Speedstas, and Flakwagons are considered battlewagons. Which 'Battlewagons' may Orks hitch a ride on?

- a) Only units specifically entitled battlewagons.
- b) Battlewagons, for the purpose of hitching a lift, included everything listed on page 47 in the 'Da Wagonz' section.
- c) Some subset of units listed on page 47. Please define which?

A: a.

Q: The stats for the Mega-Gargant's Kruz

Missiles says that it has 2x Kruz missiles, and that only one may be fired per turn. Should this be taken to mean that each Kruz missile is a one-shot weapon, as is the Vortex Missile?

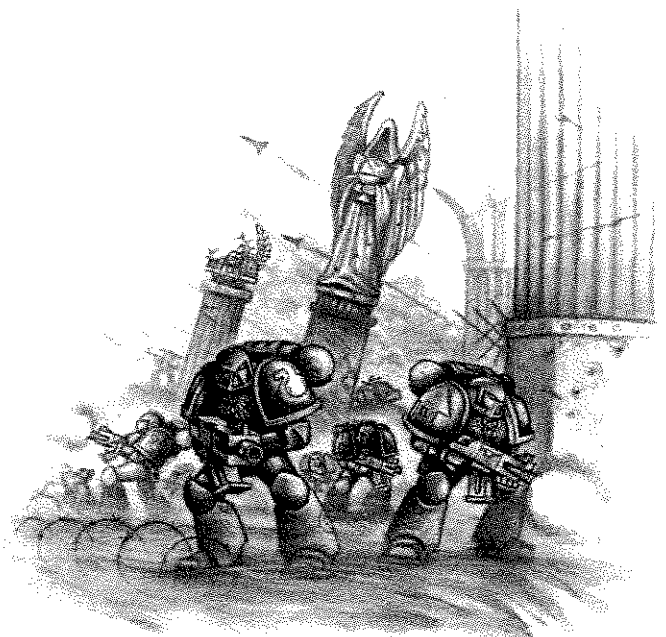
A: Yes, Kruz missiles are one-shot weapons.

THE ELДАР

Q: Was the Eldar Farseer used as a detachment HQ designed to cost 75 points, or was this price an unforeseen consequence of last minute changes in the structure of the army lists? He seems to cost only 50 points when purchased as a supreme commander.

A: Initially all Eldar War Hosts were led by a Farseer that cost 50 points (you had no choice, you had to take him). In the end, however, we decided this was a bit silly as there simply aren't that many Farseers around, so we made using a Farseer an option at a cost of 50 points. (We know that nearly all 40K Eldar armies are led by a Farseer - we hope to be able to remedy this at some point in the future...) Then we found that at 50 points all detachments ended up being led by a Farseer anyway, so we added in the +25 point mark-up. On the other hand using a Farseer as a Supreme Commander seemed highly appropriate, so we left him at 50 points in this case. (Hope that makes sense!).

Q: The rules for Eldar Exarchs are also causing confusion. Can they only be added to basic Aspect Warrior stands, conferring the assault skill, or can they be added to a stand of Swooping Hawks? What is the effect of adding an Exarch to a Dark Reaper squad? Is the unit's range 15cm or 45cm, assault value 3 (4 divided by 2, plus 1; or 4 plus 1 divided by 2), firepower 2?



A: *The following was the revised answer we gave in WD211: Add the following to the end of the Assault Special Ability description: "If combined with the heavy weapon ability, change the range to 45cm and add +1 firepower, but halve the unit's assault value before adding +1." There are some alternative Aspect Warrior stats you might like to try below.*

Q: An Eldar pulsar fires 1d6 AT shots. For the purposes of placing blast markers, does this count as 1 or 1d6 Super Heavy Weapons?

A: *It counts as 1 Super Heavy Weapon.*

CHAOS

Q: On p. 90 of the armies book, the Chaos cultist detachment is listed as being able to purchase a support weapon battery of 1 to 3 units. What are these weapons? Are they the same as the Imperial support weapons?

A: *Wooops! Good question, and one that got past us. They are the same as the Imperial support weapons.*

Q: Nurgle Daemon engines have two different prices listed for them in conflicting places. In one place they are listed as 31 points, and in another

as 45 points. Which is correct?

A: *The right value is 31 points. We're coming up on the first reprint now and we will be fixing the most tricky problems there.*

Q: The Slaanesh Questor titan seems much more useful than the Subjugator, yet it is the Subjugator that costs more. Is it possible that these two scout titans have their costs reversed in the Armies book?

A: *No - the Subjugator has a Titan CC weapon.*

HIVE FLEET KRAKEN

Q: There has been some concern about the abilities of Tyranid bio-titans, given that they have no shields or special saving throw. Part of the background information says that the Tyranid titans have regeneration. Is this:

- a) Some special, otherwise undocumented feature;
- b) A reference to the ability of all war engines to repair damaged systems.

A: *The ability of Tyranid Bio-Titans to regenerate is represented by their high armour value and number of wounds.*

HIGH GROUND by JAMES MANTOS

Hills, ridges and other elevated terrain have always been an extremely important feature of battlefields. From the top of a hill troops can see farther, shoot over obstacles and spot for artillery. With the development of firepower, hills became an important source of cover. During the napoleonic Wars the British army under Wellington developed the 'Reverse slope defence'. Most of the army deployed on the back side of the hill away from the enemy, so that they were sheltered from enemy artillery and musketry until he got close enough to blast at short range.

With the advent of armoured warfare a standard tank tactic is to go 'hull down'. This is a way for a tank to take up a defensive position on a hill with most of its hull covered by the ridge line. When engaging the enemy only the turret and main gun are above the ridge, making a smaller target. Often a tank will fire, back down the hill, move sideways a few yards then move back up the hill to fire again. By continuously shifting position the enemy gunners cannot get an accurate shot.

The Rule

In our game we give every vehicle on a hill a 4+ save when fired at from a lower elevation. Vehicles are hull down against fire from another hill, because we assume that they have moved back behind the ridge to hide or are taking advantage of folds in the ground. Skimmers, flyers and units on a higher elevation negate this advantage. Attacks from indirect fire weapons like artillery barrages also ignore any hull down status. The 4+ save is good against all attacks, even Death rays and Anti-tank shots that normally ignore cover. We assume that the shot has impacted into the hill in front of the tank, rather than hit the tank itself.

We also let infantry consider hills as cover, with +1 armour bonus, for the same reasons.

Conclusion

Adding this rule will make hills more important to your Epic 40K games. Holding the high ground will give a distinct military advantage to a defender, rather than just blocking lines of sight.

WRITE FOR



Firepower is written *for* fanatical Epic gamers *by* fanatical Epic gamers. You (yes, YOU!) make Firepower the hobby magazine that it is – a forum for *every* collector, painter, modeller and army commander of Warhammer Epic 40, 000 miniatures.

1. What do we need?

- **We need to know who you are.** In order to get your article in print, we need to know all about *you*, the Hobbyist. Not just your name and address, mind, but which games you play, which armies you have painted and what, if any, conversions that you've done. And yes, no matter what sort of mutant you are, we need a photograph of you in all your glory!

- **We need a publishable article.** The basic outline of an idea extending to only a few paragraphs will not constitute a usable article. If we receive good, original ideas that are incomplete or too vague (and we do receive a lot of 'em), then we will send you an encouraging reply, asking you to work your article to a finished state. The other BIG factor in what makes an article publishable is whether it is a REAL hobby article, or just words on a page. Anyone can sit down and write some rules, but a true Hobbyist will playtest them or do that figure conversion he's telling us about and show us the photographs and the battle-report. Firepower isn't about theory, it's about what's really happening in the Epic 40, 000 hobby.

- **We don't need flowery prose** - we leave that to the INFERNO! boys.

- **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. Alternatively, if you're on the Internet, why not e-mail your article to us.

- **Send us photographic evidence.** We want to SEE what you've been up to. If you have some funky new rules for some new troop type, show us your models, show us your gaming area, show us your mates gaming with you etc.

- **This point is so important we'll write it again! We want REAL Epic material from REAL Epic hobbyists! This is your mag!**

2. Decide what article you want to write

For example:

- A scenario for the Epic game system
- The house rules that you use in your games
- Ideas for collecting, modelling, converting and painting Epic miniatures
- Tips and tactics
- A review of a tournament/convention you have attended
- Your Games Club

Whatever your article is about, you should have **playtested** it at least once. Always send in **photographs**, of yourself, your miniatures, your terrain, your games club, your mates testing out

your hot new rules, etc. If necessary, you can send in your miniatures to us, here in the bunker, to photograph and return to you!

Remember, your figures needn't be to studio standard and we certainly don't expect your photography to be either. Firepower is supposed to be a fanzine!

3. Get writing!

As a guide there are three kinds of submission that we can work with:

- An article that has the nucleus of a great idea. These we will send back with a copy of our writer's guides, so that you can re-work it into a publishable format.

- A good article with some sound ideas which needs moderate editing. Generally these are acceptable but sometimes we will return them for re-working.

- An excellent article which is also typed with photographs, maps, conversions, etc. where necessary, and supplied on disc as a text document. This needs very little editing and is our favourite kind of submission!

We are more than happy (delirious even) to read all your ideas, no matter how weird and wacky, but, if you really want to get into print, there are a couple of areas to try:

- **Scenarios, Detachment Cards and Modelling articles.**

4. Check your work

Everything that goes into the Journal is carefully checked but it makes our lives a lot easier if you check your work over - or, better still, get a friend to check it for you!

Things to keep in mind are:

- **Is it Warhammer Epic 40, 000** Your article has to be based on this game in some way.

- **Does it read well?** Will the reader be able to understand the ideas you are trying to present.

- **Is it interesting?** Try and make it original and innovative.

- **Spelling and grammar.** You don't need to be a language professor, but it should be spell-checked.

- **If you use someone else's ideas** within your article (for example from an Internet website, mailing list, etc.) please contact them first and, you never know, they may even have a few more ideas to help your project.

5. Send your work to us

The Journal Bunker has been relocated deep in the secret fastness of the Black Library at our Head Office in Lenton.

Send your ideas to: Firepower, Games Workshop Publishing,
Games Workshop Ltd,
Willow Road,
Lenton,
Nottingham NG7 2WS
UK

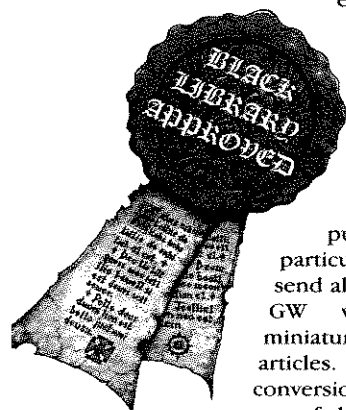
Or, if you're on the Internet,

why not E-mail to us at:

journal@games-workshop.co.uk

Please title any submission 'Firepower Submission'

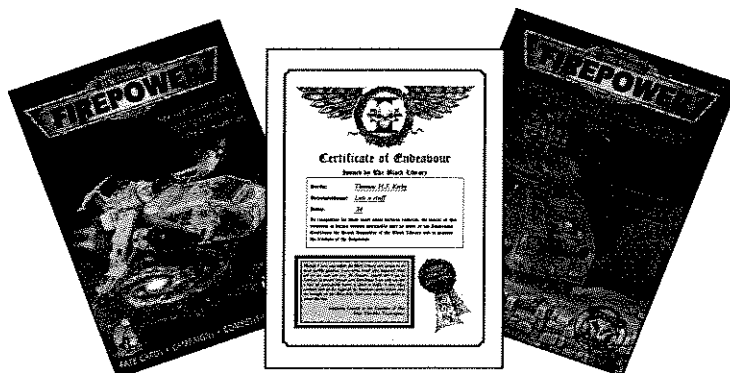
6. See your name in lights!



Firepower is read by thousands of Epic enthusiasts worldwide, so there is no better way to share your views and ideas with the global gaming community. In exchange for your article appearing in the only Epic magazine in the Multiverse, we'll send a copy of Firepower featuring your article, upon publication. At our discretion, for particularly good submissions, we may send all manner of other goodies, such as GW vouchers and complimentary miniatures. Also, for any utterly blinding articles. Be they scenarios, letters, model conversions, or what-ever... we'll send out one of these very prestigious Black Library

Approved Certificates to the most noble scriptor and have the said article stamped with a Purity Seal to show our admiration.

So what are you waiting for? Don't just sit there foaming... Get writing!



THE LEGAL BIT

All material submitted to us for publication is only accepted on the assumption that the copyright in it is, by the very act of submission, unconditionally assigned by the author as beneficial owner and with full title guarantee to Games Workshop Limited. We also reserve the right to edit and/or amend all material as we see fit. So, if you do not wish to assign copyright in this way, please do not send us your submission. We're afraid we cannot work in any other way.

PERMISSION FORM

This form is to acknowledge and confirm that in exchange for the consideration described below, the copyright and all other rights of a like nature in the Work described below are hereby assigned to Games Workshop.

(If you are not happy with this arrangement then you should not sign this form)

Short description of the Article:

Contributor's name and address:

Consideration to Contributor: A copy of the Citadel Journal that the Contributor's article appears in.

In addition, the Contributor hereby waives all his so called moral rights (as defined in chapter 4 of the Copyright, Designs and Patents Act 1988) and all analogous rights he may enjoy under the laws of other countries in relation to the Work.

By signing this letter the Contributor confirms that the Work submitted is original and does not infringe anybody's intellectual property rights.

Signed by:

SUBSCRIBE TO THE CITADEL JOURNAL

The following offer applies to new subscribers, re-subscribers and those of you wishing to extend an existing subscription. Included in the subscription price, we'll deliver the next 6 issues plus the following FREE:

* One Inferno! and Warhammer Monthly back issue.

* In addition, we'll also send a voucher for 25% off your next order with Imperial Armour!

£24.00 (UK & BFPO)

£36.00 (Overseas)

New subscriptions will start with the next issue published. Unfortunately we cannot include back copies in subscriptions as they are in limited supply.

(Please Note: We cannot guarantee which back issues will still be in stock and may have to send an alternative choice of issue).



Games Workshop Mail Order, Willow Road, Lenton, Nottingham. NG7 2WS
or call: 0115 - 91 40 000

START MY JOURNAL SUBSCRIPTION WITH NUMBER _____
I WOULD ALSO LIKE THE FOLLOWING FREE DEAL :

Name: _____

Address: _____

Country: _____ Post Code: _____

Telephone: _____

I am paying by: Cheque ☐ Postal Order ☐ Visa ☐ Mastercard ☐ Switch ☐

Card Number:

□□□□ □□□□ □□□□ □□□□ □□□□

Switch Card Issue No. _____ Card Expiry Date _____

Cardholder Name _____

Cardholder Signature _____

Cardholder Address _____

SWORD OF THE ELDAR

This tactical note is brought to you by EMIL KARTALOV, and is the first in a (hopefully) continuing series of treatise on general-purpose army tactics (if you gamers out there write them). Emil has proven himself to be an Eldar general of the highest order, and has agreed to share some of his best ideas with all of you.

Through my experience as an Eldar player in Epic 40K I have developed some new tricks or have accommodated old ones from my time playing Epic 2nd edition. I have mostly played in games of 2000 points per side in Epic 40K.

ENCIRCLEMENT

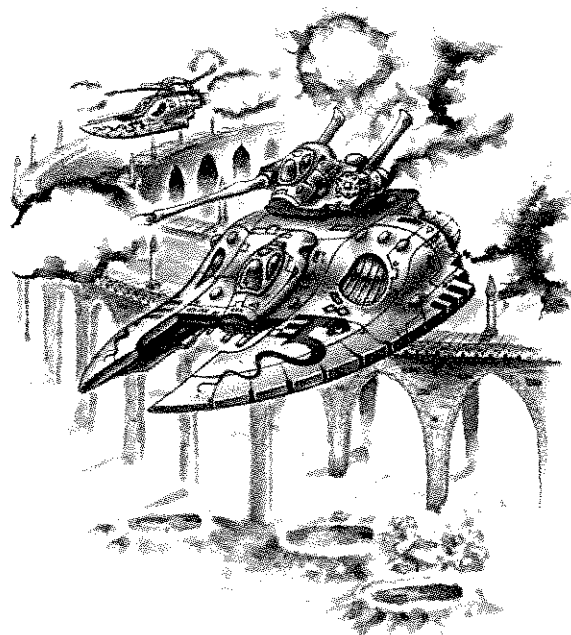
In many battles against Chaos I have continually faced the problem of a mob of high-assault value opponents rolling down the field towards my thin line of precious Eldar troops. In response to that menace I developed the ideas of combining my high speed units of jump-packed aspect warriors and bikes.

For example, suppose you are facing two slow daemon detachments of about 15 units each and you have a detachment of 10 Swooping Hawk units and two detachments of 10 jetbikes. Put both of your detachments on assault orders. Win initiative in normal movement. *[Right! that's easy enough to ensure! -Editor]* During your normal movement phase, pull back the aspects to just outside of 30cm from the demons, but retain direct apposition with them. Pull the bikes away to the left and to the right of the aspects at about the same distance, barely outside 30cm from the demons.

At this point, your line should look like a crescent open towards the enemy. The aspects are in the base, the jetbikes are in the horns, and the demons are between the horns. If the Chaos player wins the initiative in the assault phase, he can get a little bit closer to you but cannot engage because you are outside of 30cm. The demons cannot double their movement rate of 15cm in the assault phase unless this will put them into base-to-base contact with your units. During your assault phase you assault the demons frontally with the aspect warriors. Try to place two of your aspect units into contact with each demon you engage. You do not need to cause casualties from hits; all you need is to win the assault. Remember, a demon supports with 1, but fights with assault value 4.

The bike detachments should engage with one or two bikes of each so that you can count the rest of the bikes as support. The unengaged bikes should position themselves about 10cm away from the demons so that they can both support the assault and prevent the demons from retreating. Ideally, you should be able to close the crescent into a circle, hence the title, Encirclement. Winning the assault should not be difficult with the support of so many bikes and engage two-on-one with the Aspect Warriors. All the daemons within the circle of death should be unable to withdraw far enough and be destroyed. An added bonus of this maneuver is the ability to score all blast markers you have just inflicted immediately of the enemies army morale total (denying the opponent the chance to recover them in the rally phase). If you think that some enemy stands will manage to retreat outside the 15cm gun-down range, then choose them as the casualties in the assault.

If you can execute this manoeuvre next to a table edge all the better, you will only need one



detachment of bikes, because the table edge does half the work for you.

If you lose the initiative in the movement phase and you are made to move first, you just need to pull back, keeping in mind the most daemons can move on assault is 30cm. If they move their maximum distance, very little changes. If they don't, you still win, since your superior firepower will have more turns to shoot before the daemon detachment finally hits.

One thing to remember is that sometimes it will be beneficial to engage with more bikes at assault penalty, if that will allow other bikes to move further and close the circle.

The example given above is against Chaos, since the plan was originally developed to be used against Chaos. However, the general idea and geometry are applicable against all armies.

2.CONTAINMENT

Encirclement is a fine thing, but you should not expect to succeed for long singly by it, especially if you have such worthy opponents as the ones in my gaming group.

An expensive but effective countermeasure is to have a long solid line of troops stretching from one end of the board to the other, since then the bike horns cannot flank the enemy and close the circle. The aspects can hit a segment of the line, but its neighbours can encircle the aspects to avenge their comrades.

An easy solution to that problem presents itself against high-assault zero-firepower units like the demons. By careful positioning and choosing your target of jump-packed aspect hit, you can

assault and break the central detachment and firefight and break its neighbours - the aspects do have a gun. That makes sure the demons do not counterattack in the same turn. Iterate next turn.

This little thing will only work against a dense demon line of single detachment depth. A Chaos player quickly learns to echelon his wave. You hit the front echelon but the second demon line will jump out from in-depth to stomp your aspects. Additionally, Chaos will start taking engines/silver towers/cultists to protect himself from firefights.

Thus I have become much more careful with the aspects and I have developed the containment trick. It involves two different strategies applying to different constitution of the enemy echeloned wave.

Suppose the enemy wave contains only two lines of demons. Then I do the Glorious Sacrifice of the Lonely Bike. Take a detachment of 10 bikes. Put them on assault. In the assault phase, a lonely bike separates from the group, jumps right in front of the demon line guns-ablaze, and firefights the entire demon line back. The second line comes in and vengefully rips the bike to pieces, which results in one BM for you and a broken detachment, which retreats a little bit to recover BM and rally. To recapitulate, Chaos loses its entire assault move, since the two lines have effectively exchanged place at the cost of one bike per turn. That buys more time for your shooty units. Just do not roll snake-eyes for BM/rally.

Suppose the enemy wave contains a sandwich - anti-firefight line between two demon lines. Then hit the front demons with the aspects. Put the bikes right behind the aspects and engage with one or two bikes so that all bikes support. That breaks and drives away the front demons. Together bikes and aspects should win the firefight with the anti-firefight line, break it and drive it back. Now if you are lucky, the second demon line may be close enough to be firefought and broken too. If not, they will jump on your aspects, kill some and break them, but then they will lose the firefight with the bikes, who are assault-shielded by the aspects. To recapitulate, you kill a bunch of demons, you break the entire wave and drive it back 15cm, at the expense of several aspects. That does buy a lot of time for your shooty units.

3.REDEPLOYMENT

In many cases, against slow armies which fail to form an edge-to-edge assault wave, it pays to sacrifice a turn of shooting to redeploy your entire



shooty defence line to the other side of the map by putting most units on march. That buys you several more turns of shooting, before the closeness of the enemy assault wave necessitates a new redeployment. You simply move in a big circle, whereas the opposing army mostly tries to follow you along a path in the shape of an expanding spiral concentric with your circle. If you manage to gun the down or reduce them to assault-manageable amount before the spiral crosses the circle, you win.

4. MONOFILAMENT

The Eldar lost all barrage weapons. Fortunately, they seem to have the best disrupters in the game. Use Night Spinners on detachments you want to pin down, so that they do not move or go on assault; on war engines, so that you shut down death rays and megacannons; on enemy artillery, so that you shut down artillery pieces; on detachments you are going to wipe out, so that you score the BM; on shooty detachments, so that they do not go on overwatch.

5. MORALE HARVESTING

This works against armies which have trouble taking ground. Distribute a detachment of 10 scouts in a 60cm-radius semicircle centered at the HQ. If skillfully done, that should ensure 4 to 5 capture-and-holds, with all scouts still in command. The enemy has to divert precious firepower to the scouts to pick them out one by one, or let you soak up the morale bonus every turn. *[Just note that you can only gain morale from your Take and Hold objectives, not the enemy Take and Holds that start on your side of the board. -Editor]*

6. TERRORIZATION

If you play enough, you will discover that some units have considerable psychologically terrorizing effect on the opponent. In many cases, what they threaten to do and the opponents' panicky countermeasures are much more valuable than what the units can really do. Good examples of Eldar terrorizers are the Warlock Titan, the jump-packed Aspect Warriors, and the Night Spinners. Exploit that psychological factor to the full by preserving such units until as late in the battle as possible.

7. DISRUPT COHESION

Many armies need to advance in a strict formation to protect themselves against tricks like encirclement or containment. Use that to your advantage. Let him advance, while shooting him from afar and bombing him. The opponent must make a choice - he has to advance cohesively,

i.e. in formation, at the speed of the slowest unit, or he has to lose cohesion to move at full speed. You win in both cases - you either shoot/bomb him longer or take advantage of the exposed formation weaknesses.

THE ELДАР STRATEGY IN EPIC 40K

The Eldar army is made up of fast, high-quality, expensive, highly-specialized units. This predestines that at the core of Eldar strategy is severe customization, profound planning, a high degree of discipline, and very flexible and mobile field behaviour. The Eldar come unexpectedly from nowhere, deliver a backsnapping lightning attack, and retreat as fast as they have arrived before any retaliation can hit.

In my opinion, an Eldar general must feel and act like a raider and a terrorizer, rather than an old-school field-bureaucrat, a religious zealot, or a bloodthirsty beast! The moment an Eldar general gets any stupid ideas into his head, e.g. staunchly holding his ground, gallantly engaging in an artillery duel, or heroically charging with his handful of Aspect Warriors into the enemy hordes, is a moment of great grief and bloody levy for his Craftworld.

The Eldar strengths are high speed, good firepower, decent cannon range, profuse anti-tank weapons, the best space fleet, the best jump-packed assault infantry, the best disrupters, a lot of skimmers, a lot of psykers, good walkers, and indestructible Titans - if the dice are with you.

The Eldar weaknesses are low infantry and bike ranges, bad tank armour, bad war-engine armour, small damage capacity, automatic Titan criticals, lame and expensive command units,



ridiculous flak, no cheap transport vehicles, annoying detachment structure, seriously overpriced tanks, no drop pods, severe wipe-out penalty, small detachments, no barrage weapons, no mega-cannons, no Death Rays.

Some enemy-specific musings follow.

STOMP CHAOS!

Troop choices are as follows. Jump-packed aspects are your best troops. Bikes encircle and fire whilst night spinners pin down the daemons. Use anti-tank shots on support platforms and Scorpions to kill that annoying Supreme Commander that keeps prodding the Chaos horde forward and the Daemon Engines and Silver Towers that protect the daemons from firefights, and those scary Chaos Space Marine Land Raiders. Nightwings must instill Chaos flyers with unholy awe. Phoenix Bombers allow you to play a waiting game and hit the Chaos artillery. A Dark Reaper Exarch is Chaos's nightmare, he has long-range, profuse firepower and high assault in one. Be a sport, never ever take big Titans. Chaos really struggle to kill them without taking lots of Land Raiders. I took a Warlock Titan once and felt terrible afterwards!

The strategy is this. Give ground slowly but steadily; be ready to sacrifice your bikes now and then. Preserve the jump packed Aspect Warriors as long as possible, but sacrifice them if you can save your Dark Reapers, Scorpions, or Artillery. Buy your time at the expense of these troops. Be ready for redeployment using march moves if need be. Try to deny double assault moves to the enemy as much as possible. If you think your Nightwings have splashed enough Doomwings in

the past for Chaos to get the message, try gambling, take only Phoenix Bombers some day. Ignore cultists, beastmen, and Chaos Space Marine bikes in favour of better targets.

STOMP IMPERIAL GUARD!

Troops choices are as follows. Jump-pack Aspect Warriors and fleet are valid as usual. Dreadnoughts are great since the Imperial Guard does not have many anti-tank shots and has bad assault values. War Walkers are downsized Dreadnoughts. Definitely a Warlock Titan as a deterrent against Imperial Titans and Super Heavy Tanks. Take Falcons only as means to get more walkers. Night Spinners are a gamble, since Siege Artillery has a bigger range. Maximize on troops with good armour and range. Imperial Guard struggle to take ground. Assign Scout units to morale harvesting.

The strategy is this. Hope that your maximized armour and the Imperial Guard anti-tank deficiency will decisively increase your longevity. Hope that the Titan does not fail its holo save too often. Load up on 45cm ranges units and shoot those 3+ guardsmen/ 4+ rough riders dead before they get in range. When they are close, assault them with the Dreadnoughts and the Aspect Warriors. Bomb his artillery into oblivion. Pulsarize the Leman Russ and anti-tank support weapons. Keep pressing him with your Aspect Warriors. There is no point in holding back since his artillery range is too big and you can jump on his infantry from outside their range. You can really push him off the board if you try hard enough. And, most importantly, for Vaul's sake, spread out! He will find his barrage artillery next to useless when he can get only one unit under a template. The Eldar are a few, they can do it. If you gamble with Night Spinners then mostly try to shut down or keep from overwatch his artillery pieces and Leman Russ. If he is silly enough to arm a Titan with Death Rays and Mega-cannons only, use the Night Spinners to shut it down completely with blast markers. I bet that is a lesson he will not forget quickly!

STOMP SPACE MARINES!

Troop choices are as follows. Jump-pack Aspect Warriors and space fleet are valid as usual. Night spinners are nice unless you play with a cheeseball who takes Imperial Guard artillery companies as allies. Definitely take a Warlock Titan. Dark Reapers also seem a good idea. Scorpions are very good in skillful hands. High armour value units are pointless against those Land Raiders. Jet Bikes may be useful for encirclement and defence if your opponent



prefers to use the Ravenwing rather than Terminators. I like including anti-tank support platforms in my Night Spinner detachment to discourage drop pods full of assault troops. I'd stress Nightwings heavily to splash those incoming Thunderhawks. Do not bother with bombers unless you feel lucky.

The strategy is. Make sure those Land Raiders are silenced by the Warlock Titan and the Scorpions popping up. Once the Land Raiders are burning, move in with the Titan and the Aspect Warriors and assault the Space Marines detachment by detachment. If the Land Raiders get too close do not be ashamed to turn tail and run even with the Titan; you can still shoot backwards due to good firing arcs on both the Titan and Scorpions. Dark Reapers seem an excellent choice since anti-tank shots do not have any advantage against them and they are cheaper than tanks. They have 45cm range to pick out the Tactical Marines and Terminators safely. Anti-tank support platforms in the Night Spinner detachment will spoil the fun of the drop pod assaults any day of the week. Scorpions require cold blood and skill to use since two Land Raiders on overwatch will destroy one every turn if you venture within range. Spread out to reduce Whirlwinds effectiveness. Hold back the Aspect Warriors until the Land Raiders are destroyed and the Space marine assault troops have arrived via Drop Pods or Thunder Hawks.

STOMP SQUATS! (JUST BEFORE YOU DIE OF TEDIUM)

Troop choices are as follows. Squats are a dull army, so you need to play dull and boringly to win against them. Try picking two Warlock Titans, thirty jump-packed Aspect Warriors, a Scout detachment and two Phoenix Bomber detachments.

The strategy is as follows. Use your Scouts for morale harvesting. Phoenix bombers take out the support weapons and artillery. Your Titans lead the advance, hopefully making their holofield saves and pulsarize everything around them. Aspect Warriors hold back out of range of megacannons *[A hundred and twenty-five cms. (with the artillery ability) is a lot of range to hold back from! -Editor]* until the Titans are about to hit the enemy line. Then the Aspect Warriors join the festivities. You will ALWAYS stomp them as long as the dice are with you. You will always get vaped if you start rolling 1's. This is so dull it makes me weep! You might just as well roll 30d6 at the beginning of the game. If you roll less than five 1's, you claim victory. If you roll above five

1's, you concede the game. I must stop before I die with dehydration due to weeping.

STOMP TYRANIDS!

Troop choices are as follows: Titans, jump pack Aspect Warriors, anti-tank support weapons and Night Spinners are your best friends. Use Jet Bikes for encirclement. Phoenix Bombers and Dark Reapers are next to useless against the Tyranids high armour values. Your Nightwings may shoot down the Harridan but the flocks of Gargoyles will then victimize them. You'd be better trying the Eldars lamest new unit - the Fire Prism - neither a Prism Cannon nor a Firestorm, but a little bit of both. Just too little though, and in my opinion, way too expensive. In this case though, they seem useful since they are flak when the bombing Harridan comes in and can use its anti-tank shots in the other turns. Most obviously, target your anti-tank shots at the synapse creatures. You might consider a Distortion Cannon, since it causes an automatic critical and no save is allowed if you hit (Except for the Dominatrix! But she's easy to shut down with blast markers). If you manage to protect the Scorpions, they can be worth the points. Tyranids may be susceptible to disruption of cohesion depending on how many mycetic spore detachments and assault spawns they have.

STOMP ORKS!

No information available. I'm afraid I have not fought them in Epic 40K yet.

STOMP ELДАР?!

Eldar do not kill Eldar, you heathen outworlder!



More Tales From the Black Library™

• FIREPOWER 1

The best Epic 40,000 articles from
White Dwarf, the Citadel Journal plus loads
of new rules and modelling ideas...

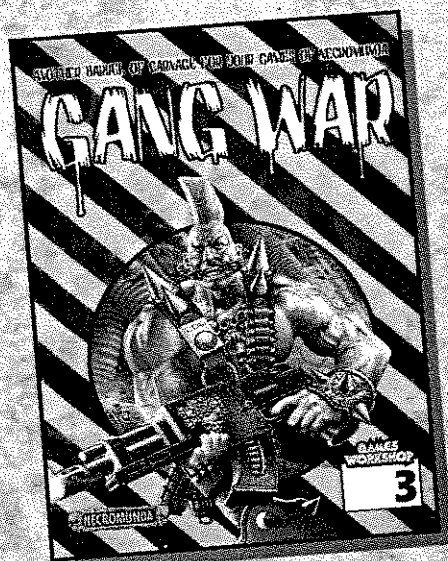
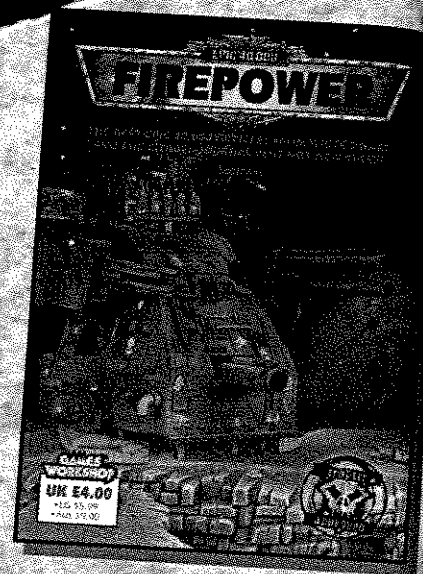
Firepower is the irregular magazine for Epic 40,000 players.
Miss it at your peril!!

Issue 1 was packed with rules for Adeptus Mechanicus detachments and Adeptus Arbites detachments for the Armies of the Imperium, as well as extra rules suggestions and amendments, compiled by Andy Chambers and Jervis Johnson. There is also Adeptus Arbites conversion tips, a complete Squat army lists, Gav Thorpe's rules for Princes of Chaos and Titan weapon conversions, modelling articles and tactical hints on using Flyers.

If you missed out on this excellent first issue, then fear not, for it is still available from UK Mail Order. Give them a call on 0115-91-40000 and they will be only too glad to help!

Issue 1 still available

Price £4.00 (UK) \$8.00 (US)



• GANG WAR 3

Gang War is the essential Necromunda supplement which brings you house rules, new gangs and scenarios, and it's written entirely by fanatical Games Workshop fans!

Totally cool new stuff: In this issue, we're going 'Deeper Underground', with this brand new campaign set against the backdrop of a sinister and abandoned spire of Necromunda which has laid dormant for centuries – until now, when a new evil has awoken...

Things turn 'Ultraviolent' when the blood sucking menace of Vampyre gangs hits the Underhive. Full rules for Vampyre gangs and special undercover Inquisition agents, to get the blood really flowing.

We bring you more 'Hired Guns' in the shape of: the Defence Force Deserter, the Guild Assassin and the manic Crazy Doc

to offer a new blend of violence and madness to you gangs.

The very best of: Gary James's incredible 'The Underhive Workshop' from Citadel Journal 23 makes a comeback, giving you a complete modelling guide to the buildings and structures of the Underhive for use in your games.

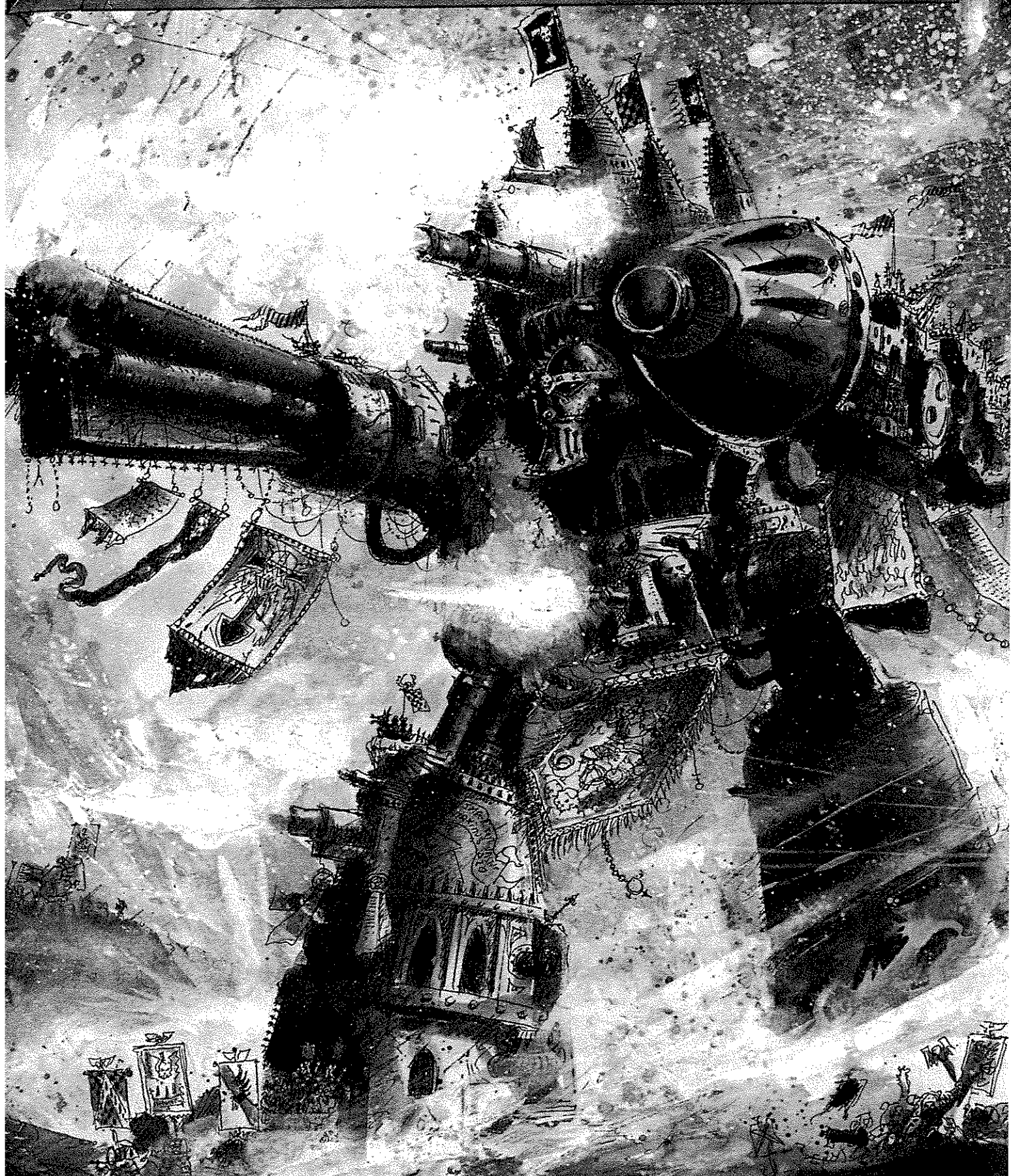
Available 12th July

Price £2.75 (UK)

\$4.99 (US)

For the very latest information see our website at <http://www.blacklibrary.co.uk>

COLLEGIA TITANICUS





BIG GUNS NEVER TIRE

BY CARL WOODROW

They are big, powerful and rule the battlefield. What am I talking about? War Engines of course, especially Titans. Since I started playing Epic way back in 1991 when it was 'Adeptus Titanicus', I have noticed a subtle shift away from the original theme of huge war engines slugging it out over a barren landscape, to a more overall feel of a large land based war.

Now don't get me wrong, I am more than happy to see rows and rows of infantry and tanks crushed under the might of my steel shod foot (*He's lost it. Ed*), but I can't help but wonder what happened to the Titan during this shift in power. There was a time when it was the Titan that was the focus of attention, the infantry merely decoration to emphasise just how big these machines were. Now it is the Titans role to support the 'ground pounders', relegated to the role of 'fire-magnet', the once magnificent Titan is now nothing more than an expensive target or is it?

Titans are blessed with a number of assets which, when used appropriately, can be devastating on the battlefield. Firstly their size gives them a good visibility hence low terrain is less of a cover bonus to the enemy. This alone gives a Titan a relatively long reach. Secondly Titans can soak up a lot of punishment before going down. This generally makes them a highly survivable unit, or at least they would be if it weren't for the third point ... Titans cause fear.

The mere presence of a Titan on the battlefield is enough to make your opponent think carefully about his/her strategy. If they concentrate on bringing the Titan down, they may do so at the cost of ignoring other ground units, which can in turn return the gesture relatively unscathed. If on the other hand they are foolish enough to ignore the Titan in favour of a more vulnerable foe, then the average Titan has enough firepower to make them regret this very quickly. So, if Titans are so good, why is it that they are not fielded more often?

In a nutshell it is cost. Quite apart from the fact that you can buy three boxes of Marines to one Warlord, it is the cost in points of fielding one. In the games industry it is called 'bangs-for-bucks', but whatever you call it the result is the same. Simply put there are other units that are simply more cost effective whilst delivering the same punch. It is for this reason that you will more often

than not see Engines of Vaul as opposed to a Phantom Titan, or Shadowswords in the place of a Warlord.

It does not seem to matter whether or not these units fit in with the overall army, just that they deliver the most efficient volume of firepower per point cost. Now I for one am all for choosing the most appropriate army selection to fit the task in hand, but not too the point of spoiling the enjoyment of the game. To me one of the key reasons for playing a game in Epic rather than Warhammer 40,000 is in the 'Grande scheme' feel that commanding vast numbers of troops gives. Without at least one Titan in the army it loses this feel of 'grandness' for me. Don't get me wrong, I am not advocating the use of Titans indiscriminately, nor inappropriately (namely two stands of infantry and one Imperator = well-balanced army). What I am saying is don't discount the humble Titan just because there are more cost effective (read cheesy) alternatives ... there is no better sight on the battlefield than a huge Warlord/ Phantom/ Gargant/ Hierophant striding purposefully across the table, crushing trees and shouldering aside buildings. If you don't believe me try imagining what the Battle for Hoth (The Empire Strikes Back) would have looked like without the AT-AT's. Exactly!

Titans also produce many more opportunities for originality in the painting. Although all Warlords initially look the same out of the box, that is not to say they have to look the same once painted. Out of all of the models in the Epic scale collection, Titans offer the greatest opportunity for personalisation. In the same way that Space Marine Chapters have their own history and background, Titan Legions equally have theirs with the addition of more surface area to display it.

Consider adding campaign banners to your Titans, especially Imperial and Eldar. Ork Gargants can display great banners honouring their patron Warlord, or show a 'glyph' storyline telling the history of the Gargant. Campaign markings and icons can also be added to the large surface areas such as armour plating and legs. All of these banners and markings go towards creating a part of your army that has a background and it's own individual history of countless campaigns on countless worlds.

TITAN BATTLE HONOURS

BY NEIL HUNT

(with a little help from the Epic Mailing List)

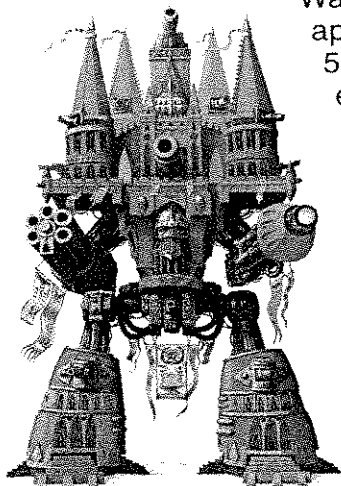
This is a translation of the Titan Legion Titan experience system into Epic 40K terms. It is meant to be used in conjunction with Andy Chamber's experience system, which was in Firepower 1 and White Dwarf 215.

Each time a War Engine accumulates enough experience points to raise a level then roll on the Titan Honours table below. When an experienced Titan becomes a Veteran then roll on the table.

All honours are only available once per War Engine. Those that specify "Titan" in the description are only available for Titans (including Gargants and Bio-Titans and also applies to Lords of Battle). Honours apply to an entire detachment, but are applied only once for each honour.

For example: Fast and Tactical Genius effect all units in the detachment. Marksmanship effects one weapon system per honour, and may only be taken once per unit. (a detachment of 3 Shadow Swords could have this honour 3 times - once per tank).

Lucky may be used once by the entire detachment per battle. Crew and Commander honours still apply as long as 50% of units survive the battle. Upgrades apply as long as the War Engine they are applied to survives (or 50% if applicable to the entire detachment).



If a War Engine is eligible to receive a new honour, roll 2D6 and consult the table below to determine what type of honour the War Engine gets. The player then rolls again on the appropriate table to determine which honour it will get.

TITAN HONOURS TABLE

- | | |
|-------|--|
| 2-3 | Player's Choice. |
| 4-5 | Crew Skill (<i>Hive Mind for Tyranids</i>). |
| 6-7 | Commander Skill (<i>Hive Mind for Tyranids</i>). |
| 8-10 | Upgrade (<i>Bio-Engineering for Tyranids</i>). |
| 11-12 | Player's Choice. |

IMPERIAL WAR ENGINE HONOURS

Imperial Crew Skills

- 1-2 **Damage Control.** +1 to all repair rolls (including void shields).
- 3 **Lucky.** War Engine reroll one die per battle (may be taken more than once).
- 4 **Marksmanship.** One nominated weapon system causes criticals on 5+ instead of 6. Death Rays get +1 to the critical damage roll.
- 5 **Accurate.** Choose one weapon system - weapon with Fire Power (including heavy weapons batteries and barrages) get +4 Firepower. Death Ray gets +1 to critical rolls. Other weapons get +1 to hit.
- 6 **Fast.** +5 cm movement.

Imperial Commander Skills

- 1-2 **Berzerker.** The War Engine may reroll close combat or firefight die once per battle.
- 3 **Damage Limitation.** Ignore the first critical. (applies only once to an entire detachment per battle).
- 4 **Legend.** War Engine detachment gains the Command special ability.
- 5 **Lightning Reflexes.** May always fire first (counts as firing action)
- 6 **Tactical Genius.** The War Engine may always choose to move first or last.

Imperial War Engine Upgrades

- 1-2 **Heavy Armour.** (Roll again for Scout Titans) +4 Damage Capacity, +8 for Imperator, +2 for Super Heavy tanks.
- 3 **Ejection Pods.** The crew survives the war engine's destruction on a 2+.
- 4 **Turbo Weapon.** One nominated weapons system counts as being on Overwatch.
- 5 **Extra Shielding.** Titan gains 1 additional void shield.
- 6 **Castellan Head/Devotional Bell.** (roll again for Scout Titans) Titan gains the Psyker special ability.

ELDAR WAR ENGINE HONOURS

Eldar Crew Skills

- 1-2 **Bonesinger** +1 to all repair rolls.
- 3 **Lucky** War Engine may reroll one die per battle (may be taken more than once).
- 4 **Guided Gunnery** One nominated weapon system causes criticals on 5+ instead of 6. or gets +1 to the critical damage roll if the weapon is a Death Ray.
- 5 **Fast** +5 cm movement.
- 6 **Hip Shooting** War Engine may fire during the vehicle fire phase, but all Super Heavy Weapons have -1 to hit.

Eldar Commander Skills

- 1-2 **Damage Limitation** ignore first critical (applies only once to an entire detachment per battle).
- 3 **Lightning Reflexes** may always fire first (counts as firing action).
- 4 **Tactical Genius** War Engine detachment may always choose to move first or last.
- 5 **Farseer Commander** gain extra fate card (one per detachment).
- 6 **Agile** War Engine may make an extra 45 degree turn each move.

Eldar War Engine Upgrades

- 1 **Gate** The crew survives the War Engines destruction on a 2+.
- 2 **Turbo Weapon** One nominated weapons system counts as being on Overwatch.
- 3 **Mandi-Blasters** Titan gains 4 fire power at 15cm range (applies to one Titan per honour).
- 4 **Reinforced Wraithbone** -1 on all critical damage rolls taken.
- 5 **War Cry** The Titan may reroll a close combat or firefight dice once per battle.
- 6 **Psychic Conduit** War Engine detachment gains the Command special ability.

ORK WAR ENGINE HONOURS

Ork Warboss Skills

- 1-2 **Dirty Fighter.** The War Engine may reroll close combat or firefight die once per battle.
- 3-4 **Very Shouty.** War Engine detachment gains the Command special ability.
- 5 **Low Cunning.** The War Engine may always choose to move first or last.
- 6 **Escape Plan.** The Warboss, crew and their skills survives the Gargant's destruction on a roll of 2+

Ork Krew Skills

- 1-2 **Super Riggers** - +1 to all repair rolls.
- 3 **Lucky** - War Engine may reroll one die per battle (may be taken more than once).
- 4 **Shooty Boyz** One nominated weapon system causes criticals on 5+ instead of 6. Death Rays get +1 to the critical damage roll.
- 5 **Speed-Freek Mekboy** +5 cm movement.
- 6 **Mek Shieldboy** - The Gargant automatically has maximum number of shields at the start of the battle. A Warboss Gargant gets the maximum number +1

Ork War Engine Upgrades

- 1-2 **Heavy Armor.** The War Engine gains +4 Damage Capacity, or +8 for Mega-Gargants, +2 for Battle Fortresses.
- 3-4 **Big Gunz.** One nominated weapons system counts as being on Overwatch.
- 5 **Extra-Sturdy Bitz/Fire Hoses.** -2 to first critical roll (once per detachment per battle), gargant also immune to fires
- 6 **Spotting Platform.** Choose one weapon system. Weapons with Fire Power (including heavy weapons batteries and barrages) get +4 Fire power. Death Ray gets +1 to critical rolls. Other weapons get +1 to hit.

CHAOS WAR ENGINE HONOURS

Note: Chaos Titan Honours can easily be modified to reflect the individual nature of Chaos gifts. Here are some examples: Soporific Musk for Slaanesh or Plague Shroud for Nurgle could be the Chaos names for the Berzerk honour. A Tzeench Titan with wings might be Fast. You get the idea.

Chaos Crew Skills

- 1-2 **Damage Control.** +1 to all repair rolls (including void shields).
- 3 **Lucky.** War Engine reroll one die per battle (may be taken more than once).
- 4 **Marksmanship.** One nominated weapon system causes criticals on 5+ instead of 6. Death Rays get +1 to the critical damage roll.
- 5 **Accurate.** Choose one weapon system -weapon with Fire Power (including heavy weapons batteries and barrages) get +4 Firepower. Death Ray gets +1 to critical rolls. Other weapons get +1 to hit.
- 6 **Fast.** +5 cm movement.

Chaos Commander Skills

- 1-2 **Berzerker.** The War Engine may reroll close combat or firefight die once per battle.
- 3 **Damage Limitation.** Ignore the first critical. (applies only once to an entire detachment per battle).
- 4 **Legend.** War Engine detachment gains the Command special ability.
- 5 **Lightning Reflexes.** May always fire first (counts as firing action).
- 6 **Tactical Genius.** The War Engine may always choose to move first or last.

War Engine Upgrades

- 1 **Heavy Armor.** (Roll again for Scout Titans) +4 Damage Capacity.
- 2 **Daemon Weapon.** One nominated weapons system counts as being on Overwatch. Or a close combat weapon gains +5 assault and 2 fire power.
- 3 **Extra Shielding.** Titan gains 1 additional void shield.
- 4 **Daemon Possession.** (Roll again for Khorne Titans). Titan gains the Psyker ability
- 5 **Chaos Tail.** Titan gains +5 assault value.
- 6 **Chosen of the Gods.** The Titan gains the ability of it's patron God listed below.
 - * **Chosen of Nurgle.** -1 on all critical damage rolls taken.
 - * **Chosen of Slaanesh.** War Engine may make an extra 45 degree turn each move.
 - * **Chosen of Tzeench.** Gain one extra fate card per battle.
 - * **Chosen of Khorne.** War Engine may nullify the effects of one fate card per battle.

TYRANIDS WAR ENGINE HONOURS

Bio- Engineering Upgrades

- 1 **Improved Regeneration.** +1 to all repair rolls (including void shields).
- 2 **Fast.** +5 cm movement.
- 3 **Heavy Armor.** +6 Damage Capacity.
- 4 **Intelligent Weapon.** One nominated weapons system counts as being on Overwatch.
- 5-6 **Endo-Skeleton.** -1 on all critical damage rolls taken.

Hive Mind Skills. Roll 2D6

- 2 **Lucky.** War Engine may reroll one die per battle (may be taken more than once).
- 3 **Accurate.** One nominated weapon system causes criticals on 5+ instead of 6. Death Rays get +1 to the critical damage roll.
- 4-5 **Berzerk.** The War Engine may reroll close combat or firefight die once per battle.
- 6 **Damage Limitation.** Ignore the first critical. (applies only once to an entire detachment per battle).
- 7 **Lightning Reflexes.** May always fire first as if it had won the initiative (counts as firing action).
- 8 **Animal Cunning.** The War Engine may always choose to move first or last.
- 9 **Agile.** War Engine may make an extra 45 degree turn each move.
- 10 **Self-Awareness.** (Roll again for Dominatrix) Titan gains the Psyker special ability.
- 11 **Warp-Sight.** gain extra fate card (one per detachment).
- 12 **Improved Hive-Mind Nexus.** Hive mind improvements will survive the War Engines destruction on a 2+

POINTS COST FOR ONE-OFF GAMES

If you are not playing in a campaign but still want to use Battle Honours in your games pay the points listed below, and randomly generate the Battle Honours in the presence of your opponent.

Small War Engines. (Super Heavy Tanks, Battle Fortresses etc). Up to the value of 150 pts.

10 points per Battle Honour per unit in the detachment.

(So a detachment of 3 Baneblades with Fast and Legend honours would cost 390 points. 330 points for the unit, plus 10x3=30, for the Fast honour and 10x3=30 for Legend).

Medium War Engines. (Scout Titans). Up to the value of 250 points.

20 points per Battle Honour per unit in detachment

Large War Engines. (Warlord/ Phantom Titans). Up to the value of 600 points.

40 points per Battle Honour per unit in the detachment.

Extra Large War Engines. (Imperator and Mega-Gargants). Above the value of 600 points. 80 points per Battle Honour per unit in the detachment.



LEGIO TORMENTUM

BY ALBERTO RAMALLO LUCINI

Being a dedicated gamer of Epic since the dawn of time, the release of Epic 40K was one of the best things to happen last year (two years ago now!). In my opinion (which is shared by almost everyone in my gaming group) it is the best gaming system published yet by Games Workshop. Although a bit lacking in background, it has the best working rules yet. I specially admire the blast markers system and the two movement phases, togetherwith the simultaneous turn sequence, which is a classic.

GULLIVER GOES TO WAR

My last months have been spent working almost safely in the development of a Titan Legion: Legio Tormentum, of which you can see photos here and there all around this article. My first intention was that of creating the whole host of rules needed whenever you want to play an army of your own. Although I had lots of ideas, soon I realized it was not even worth trying. The truth is everybody can come up with some rules of his own, including a whole range of weapons based in the old Space Marine rules, some different ways of purchasing the Titans (remember those take-three-pay-two Titan groups that could be used some years ago) and special rules covering blast markers and how they affect War Engines.

Soon I realized it was not what I wanted. I didn't want to have to hear, as not long ago happened to a guy I know: Oh God, so I have to face your Tyranid horde think I'd rather begin reading those 52 pages of special rules and new troop types. And by the way, Manuel, are you going to include any of your 25 special characters, or this will be a simple game?" No, the real challenge would be creating a whole new army that could be played against newcomers (that means not adding a word to the rulebook), but also against my group of friends (all veteran and very able players, who will spot any weakness in my army composition and tear it apart).

First things first, I had to invent a story, a reason for Legio Tormentum existing, and for Grand Magister Albertius being in command of it. This took me no longer than a week, and when finished most people enjoyed reading it, and it will provide me with a reason for fighting against most foes (including Imperial Armies). It also gave me some time to think about what my Legion should look like.

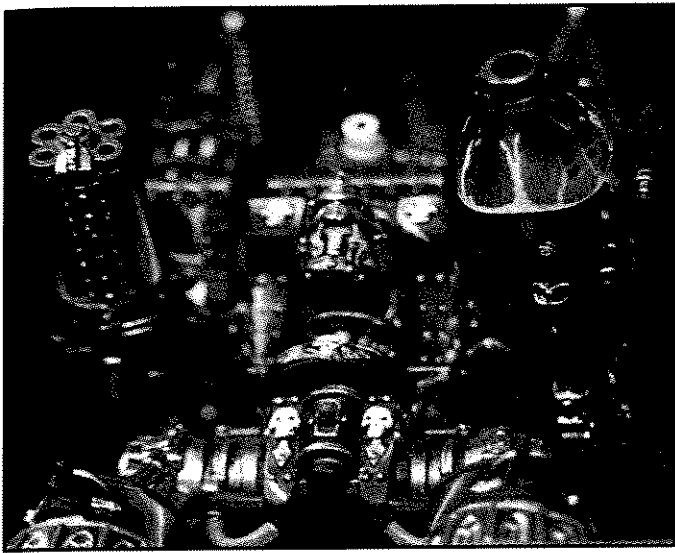
So now I was facing the most difficult part: The

rules. Before doing anything, I imagined how Legio Tormentum should appear to my enemy's eyes.

'Night, storm, lightning. The fears of men, nightmares, a dreadful force of godlike monsters surging from the horizon, riding thunder and sailing tempests. Immense beasts of metal, whose blood, flowing rhythmically through its veins, was human flesh; a maremagnum of vast proportions, thundering with the noise of huge, blazing cannons'.

One night I woke up at midnight, turned on my computer, and began writing. I had had a dream, a vision! When some minutes afterwards, I remembered to also turn on the screen, things were even better. In half an hour I had everything done. The only limitation I would choose were troop type limitations. I took the Armies Book and had a quick go at the Imperial Army list. The result were the following limitations.

1. No Imperial Guard Super Heavy Tank Companies. It is the simplest of logic. I already have enough war engines. Whoever heard of a Titan Legion requesting the miserable help of a few tanks?
2. No Imperial Guard Artillery detachments may be chosen. I picture a Titan Legion as a group of Titans advancing against innumerable foes, helped by some Techguard whose only mission is to take control of the places that Titans are unable to control: like woods and villages. There is no massed artillery supporting the advance of the Titans, whether you like it or not. They are the artillery!
3. No Space Marine detachments (unless you use them as allies). Their role in the battlefield is just opposite: Space Marines are the first to arrive, they attack with lightning speed, and then they go. Titan Legions need large, slow,



Alberto's Emperor Titan, 'Thunderchild'

cumbersome transport space ships; when they arrive to the battlefield they secure the perimeter and then begin the destruction, area by area, slowly, methodically, unstoppably. In the more usual campaigns, they don't fight together.

4. Only one entry from the Supreme Commander may be chosen: the Imperial Guard Colonel, whose name must be changed to Grand Magister (or any other name which you find suitable).

5. If possible, take only Imperial Guard Tank detachments and Titan Legion detachments. I think spending some 2/3 of your total points pool on Titan Legion detachments and the rest in Tank detachments is about the right proportion. What's wrong with Imperial Guard Infantry detachments? Well, I think there several reasons not to take them. First of all, the different troops available. No serious Techguard detachment, loyal and extremely faithful to the Emperor, will accept fighting alongside some strangely mutated Ogryn, whose poor intellect and therefore inability to understand the simplest of mysteries of the Machine God cult, make for despicable companionship.

Not only Ogryns, but also Rough Riders are very rare troops in a Titan Legion. For rather obvious reasons, I wouldn't accept these in the Legio Tormentum. Perhaps if they rode Cyberhorses (yeah, like Orks do!).

I imagine Techguard troops are much better equipped than the average Imperial Guard trooper. Even if coming up with a whole host of new rules for laser batteries is not very difficult, I didn't want to do anything like that, as I have already said. I believe the IG tank detachment list allows to represent their better equipment, the

sheer amount of tanks meaning less, better prepared infantry. Only, when choosing this option, try to remember not including any Artillery.

As for Ratlings, well, it's hard to tell. They are alien, mutated aberrations, and not real sons of the Emperor. Still, they seem the kind of troop Techguards would be willing to use. Now I am not including them, but in a future, who knows?

This is all I managed to write before falling asleep. However, when I saw it again next morning, I liked it so much I decided to use it as the basis for my own Legion. These are very simple rules. In fact, I'm not taking advantage of any rule, I'm actually restraining myself in the selection of troops. This army could participate in a Tournament, because it is by no means 'cheesy' or 'beardie', the Emperor be praised.

With all this sorted out, I was really looking for a chance of using Legio Tormentum. I had already painted an Emperor Titan, called Thunderchild. It was followed by a Warlord, then a Warhound, and lastly a Reaver. When I had painted one of each, I added some infantry (mainly Heavy Weapons squads, which I think add great taste to the Techguard units). Then I painted lots and lots of tanks, of which you can see some featured here. When painting an army like this, it is very easy to go to town with the Titans and to forget about the tanks and the infantry.

I can proudly say I've painted both to an equally low level (did you think the photos intended to show off my army? Not at all. I have taken them so that you realize I haven't invented anything). If you can still look straight into my face now the terrible truth has been revealed, and accept my advice, I would suggest you always go for the simplest of schemes when painting an Epic army. You can do like a friend of mine, who plays Ultramarines (and several other armies), and began almost one year ago painting his army with the squad number on every shoulder pad, and the army symbol in every left knee pad. He has so far painted just thirty stands!

TO BATTLE...

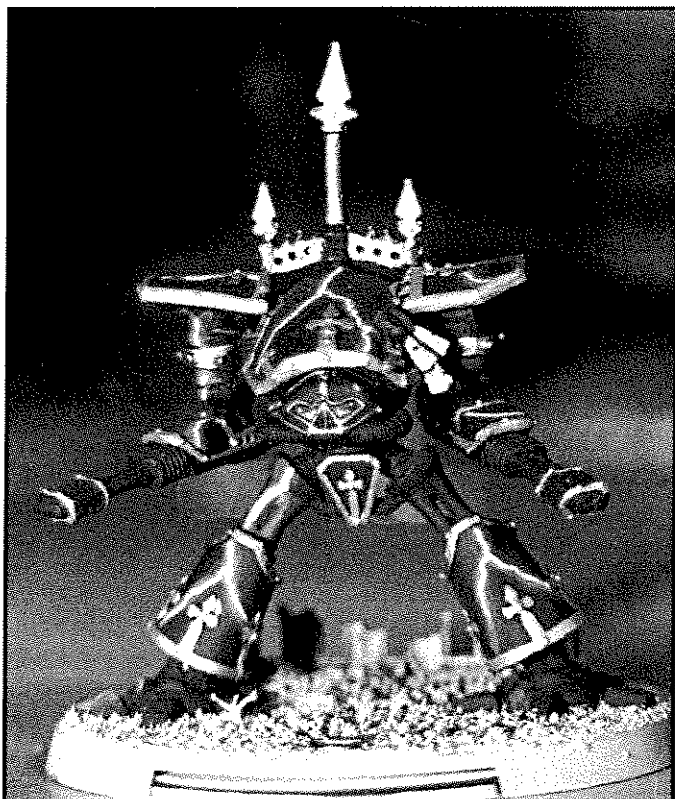
So, having painted my army, and having developed a set of rules for it, I just felt I had to play some battles. The first battle I played was, how I can put it? It was a very, very grievous defeat. I ended the battle with no miniatures left. Sad, sad, sad day. Perhaps if I had prepared some tactics...

However, with this my first defeat, I learnt many things about playing with Titans. First of all, Titans are not the invincible war engine, neither

the indestructible foe. Far from that, a Titan is very easy to knock down, and War Engines, whatever their type, are very, very sensitive to blast markers. Second, never choose a combination of weapons like four Death Rays: you will be making your enemy's work easy. And last, and most importantly, for the Emperor's sake, never ever in your life spread your Titans all around the battlefield! Your enemy will simply surround your Titans, one by one, and easily finish them off. It's the best recipe for a big defeat.

For my second battle, I would be facing a force of Space Marines (Legio Tormentum's story allows me to face any enemy, be it alien or human, without spoiling the background. I find this to be very important, since there is no point in confronting two armies with no real reason to do so). For this 2000 points battle I chose my Emperor Titan, 'Thunderchild', a Warlord, and some infantry. I kept them together, using the infantry and tanks to attract incoming fire. Thus ensuring the survival of both Titans. My enemy was so disheartened at the sight of the Emperor that he did not even try to destroy it. In brief, I won.

So, what are the basic tactics to use with a Titan Legion? So far, I have only mentioned what you shouldn't do, not what you should. There are a couple of things everybody should keep in mind:



Reaver Titan

1. A Titan Legion is not only Titans. It needs its infantry, it needs its Techguard. Without it, you won't be able to move freely, to take objectives, or to do any of those things that need being done.

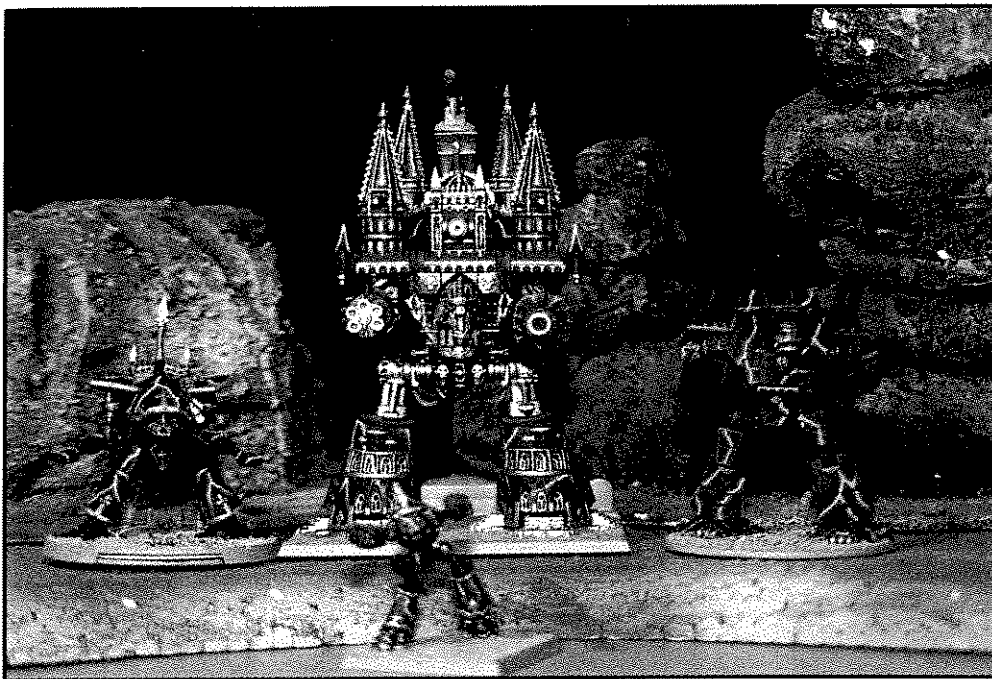
2. Always keep in mind what your Titans are truly worth. As I discovered in my second battle (yes, the one I won), by keeping two or three Titans together you are concentrating 1000 or even more points in only twenty or thirty centimetres square. It means the enemy can only attack you with one or two detachments at a time, therefore being in absolute disadvantage. I will keep this one to myself (mind you, surely Juan and Paco will read this, and I don't want to lose even more games).

3. These are the 3 (well, two) things you should always keep in mind. They are mere suggestions, not real tactics. These are what I will discuss now.

First of all, I think I would like to take this chance to explain the difference between tactic and strategy. The strategy is (of course, when referring to a wargame like Epic 40K) what we usually call the plan. The general troops, the tasks to which every detachment is being committed, the way, in broad terms, you are going to use your army to achieve victory in the game. The tactics, on the other hand, are those little tricks used with ever detachment or unit. Whether to overwatch or move and shoot with one unit, this is tactics. Whether you will be attacking or defending with that unit, that is strategy. Old Weirde's tactics, published long ago in White Dwarf, were indeed strategy. In this article, I am not going to talk about strategies, but about tactics (the strategy is something which must be different for each game, depending on the terrain, the enemy, your troops and objectives).

When playing with lots of War Engines, your playing style must be flexible, yet you must follow an initial plan. Here are some tactics which will help you defeat your foes.

Diagonal advance: Let's imagine you have deployed your Titan on one corner of the board, and the enemy has deployed on the table edge opposite. The way to advance over there is by turning (freely) at the beginning of the assault phase, then moving at full speed (usually 15 cm), moving once again in the movement phase, and, at the end of this second movement, turning (freely, of course) to face your enemy in the shooting phase. After this, you can turn again, and go on moving in the assault phase.



The Titans of Legion Tormentum, with Lightning Strike colour scheme.

Fear is the word. They shall fear us, tremble before us, pray we don't look at them. They shall flee when they sense the ground trembling, and despair when they realise what awaits them. Fear is the word, our word, our work, the difference between victory and defeat. Remember this when you are alone on the battlefield, oh impetuous one, and may the Emperor be with you.

From the speech
Commander Mellre
addressed to Cadet O'
Thorto before the Battle
for Nothill.

Rotating: this is my favourite. You need three Titans. At the beginning of the battle you should deploy them so that they form a triangle, one of them advancing at the front and thus creating a shield for the other two. When it begins receiving damage, the blast markers will slow it down. Then you don't move it for one turn, one of the other Titans advances past it and takes the position at the front. Next turn it will be this war engine who receives most of the damage. Behind it there is the third, which has also been advancing, and behind it there is the first, which will soon recover both from blast markers and damage to its void shields. Next turn, the Titan in the middle takes the front position, the one in front stays unmoving, so that it can repair as much damage as possible, and the third one, having already repaired almost everything, advances as fast as possible.

Next turn it will take the position of shield again, and so on. This way you can advance suffering lots of hits, taking lots of blast markers, and not receiving a single point of damage to the structure, since you go on repairing shields and eliminating blast markers. This makes for really unstoppable war engines, the stuff of great deeds. It is a, very difficult technique to master (I haven't yet), and not only useful for Imperial War Engines.

WEAPON SELECTION

Always keep in mind who is your enemy and how many Titans you have got. Since you are taking your Titans as a group (if you aren't, stop reading), you should prepare them as

complementary pieces, not as individuals. Every Titan should have at least two Heavy Weapon Batteries, usually three (for Reavers and Warlords). Then you can go for Death Rays and Megacannons. Against Tyranids you should consider a Vortex Missile, so you can get rid of nasty Hiero-bugs and Hiero-roaches. When shooting Mega-cannons, go for the blast markers, not the killing (that is, put the template over the basic 3+ or 4+ infantry, not the 6+ tanks; this way you get the blast marker of the Megacannon, plus the blast marker for a Super Heavy Weapon scoring a hit). When allocating the weapons, remember your basic tactic: that is, where every Titan is going to be deployed and how it is going to advance. If it will be advancing on the right side of the army, put the Death Ray on the left arm (it is very embarrassing having only Megacannons to shoot to the right, only Death Rays to shoot to the left, and the Weapon Batteries all shooting together at the detachment in front).

When deploying, go for one of the corners, you don't want your enemy to surround you under any circumstances. Advance like roaches in the bathroom, always keeping your back against the side of the field (see the first point for more instructions on this). If at any time you risk fighting it out in the open, make sure there is at least one detachment of infantry behind you.

Forget about objectives, except perhaps for Cleanse; they are usually too far away, too few points, and far too well defended.

Forget any silly ideas about sending Scout Titans



*The rest of the Legion.
Techguard Leman Russ
and Chimeras in the
same colour scheme
as the Titans.*

off alone: they will just die. If you want to scout, you can do it 15cm ahead of your main group, so that daddy, mommy, and grandpa Titan can take care of the little one!

If you are taking any Ordinatus with you (and I strongly suggest that you do), keep them behind your main Titan group. Remember they are very slow, and extremely fragile. If you are not very careful, by turn three they could be up to 30cm behind the main group, trying to catch up with them. They risk being ambushed and easily wrecked by some Ork thugs on flatulent boards! If the whole group is slowed down, well, I guess you will have to play an extra turn, but, for your own good, don't try to rush things. I really love the Ordinatus with the Sonic Cannon, which always places one blast marker for 6 Super Heavy Weapons shooting, plus as many others as 4+ you can get on 6 dice. Against Tyranids the one with 6 Vortex Missiles is also very helpful. You should use it to target the Bio-Titans your opponent will be using as Titan-hunters. Use the Vortex Missiles to just kill them outright and then follow your main battle plan.

The detachments of more than 1 Titan should be avoided at any cost. If you only purchase single Titans, your enemy is going to need twice as many blast markers as the other way round to immobilise them. The theoretical advantage of a group is that they last longer; however, the sad truth is that such groups tend to be easily stopped from moving with blast markers, then surrounded and assaulted. You should use your Titans as a tight group of individuals.

Artillery Titans can be useful in very large battles, staying separate from the main group, but I would suggest only in 3000 points or larger games.

These are some of the tricks I have come up with when playing against the guys in my group. Theoretically, it should also apply to other players, but it is almost impossible to know. I hope everybody sees something useful or inspiring here. And a final thing...

Apart from the tactics, there are some tricky situations which have arisen when playing with so many War Engines. I know the game was originally designed so that War Engines should act like any other detachment. However, their special nature implies there are always going to be problems with them, usually concerning the measurement of ranges.

The solution with which I have come up is this: for close combat and firefights, for supporting in close combats, and when the war engine explodes, use the base if it has one; if not, the shape of the miniature looking from above. In the shooting phase, you have to clearly touch the miniature, and vice-versa (some time ago I used to say that you had to reach the head and vice-versa: one day it happened that some Aspect Warriors standing at the back of a Dominatrix (!! *Doing what?* - Ed) couldn't hit the head, but were in range for a firefight. However, the best thing you can possibly do is talk to your friends, decide before the battle how you will measure ranges, and then stick to it whatever happens. Next battle you can always change it again.

Another question quite often brought up, with no apparent solution, is whether close combat weapons can be used to both sides or not. That is, my Titan has a close combat weapon on its left arm, can it use it when attacked from its right side? Our answer is NO, but you should also decide this with your friends (think of close combat weapon not only as powerfist, but Ripper Tentacles, or Hellslicers). Of course this is OUR rule, it is not in the book and none of my fellow gamers is called Andy Chambers.

And that is all I can think to say for now. It is four in the morning, so I think I'd rather try to sleep a little bit. If only I did not have those dreams of war... If I could rest for a few hours, at least... If those scary voices didn't disturb me so often... if I had a sister and not a brother... more friends...

Tales From the Black Library™

• WARHAMMER MONTHLY 20

Warhammer Monthly is the action adventure comic set in the dark and gothic worlds of Warhammer and Warhammer 40,000. If you are looking for gothic science fiction and fantasy loaded with bucketloads of carnage and mayhem then look no further!

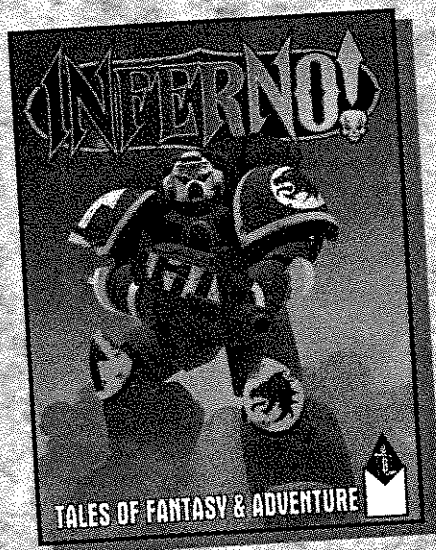
Warhammer Monthly's superb summer special continues unabated with the second issue of the Redeemer Special. The Second Epistle of this awesome three part mini-series sees the Redeemer chasing after the heretic and deviant known only as the Caller. The Caller has the ancient Bloodmare stone and using its power he intends to incite rebellion amongst the native Ratskins and bring the Hiveworld of Necromunda to its knees. In the depths of the Underhive, the Redeemer finds carnage and chaos, where Ratskin colonies have revolted and turned upon the populace, but even worse, the Redeemer comes face to face with Ferron Voor, zombie-master and ally of the Caller. The Redeemer and his followers must battle through Ferron and his hideously mutated, half-dead minions, all while the Caller gets closer to the Hive-city.



Available: AUGUST

Price £2.00 UK

\$2.95 US



• INFERNO 14

Inferno! is Games Workshop's anthology set in the grim and dark worlds of Warhammer and Warhammer 40,000. Every issue is packed full of short stories, artwork, illustrated features and comic strips that are no-holds-bar action and mayhem for all fans of the Warhammer and Warhammer 40,000 universe.

Another fantastic issue of INFERNO! hits your shelves, loaded with short stories, artwork, illustrated features, comic strips and much more. INFERNO! is the place where GW fans can learn more about the world of Warhammer and Warhammer 40,000 and immerse themselves totally in Games Workshop mythos. This issue includes four rivetting, action-packed stories including a tale from Gav Thorpe featuring The Salamander Space Marines.

Available AUGUST

Price £5.00 UK

\$6.95 US

For updates on all Black Library releases check out <http://www.blacklibrary.co.uk>

FIREPOWER

Issue 2

FEED BACK

WE WANT YOU to enjoy reading FIREPOWER as much as we do compiling it. Your opinions are very, very important to us. So if you have something to tell us, please send in this Feedback form. We read every single one of them as they come in, and we may well feature the best of them in FIREPOWER.

As always, if you don't want to mutilate your copy of FIREPOWER, feel free to photocopy this page or write your answers on a different sheet of paper.

This many *other* people read my copy 0 ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5+ ☐
of FIREPOWER

I bought it at I'll buy the next one? Yes ☐ Maybe ☐ No ☐

I would like FIREPOWER to become a regular quarterly magazine? Yes ☐ Maybe ☐ No ☐

I want to see More Same Less

I want see

More Same Less

Tips n' Tactics ☐ ☐ ☐

Modelling ☐ ☐ ☐

Battle Reports ☐ ☐ ☐

Mail Order Deals ☐ ☐ ☐

Stories ☐ ☐ ☐

House Rules ☐ ☐ ☐

Scenarios ☐ ☐ ☐

Bitz N' Tipz ☐ ☐ ☐

Letters ☐ ☐ ☐

Artwork ☐ ☐ ☐

Other (insert)

Other (insert)

I want to contribute. Please send me your Writers' Guidelines ☐

I have so many other things to tell you about FIRE OWER that I'm going to use this box:

.....
.....
.....
.....

(Out of room? Use a separate sheet of paper!)

I am Age

I live at

.....

.....

.....

.....

..... Post Code

Return this form to:

FIREPOWER feedback,
The Black Library,
Games Workshop Ltd,
Willow Road,
Nottingham
NG7 2WS · UK



CONTACTS

SOME USEFUL EPIC WEBSITE ADDRESSES

Over the past year or so it has come to our attention that there is a flourishing community of Epic players on the internet, with loads of good websites. Here are just a few you might like to visit.

PROJECT DROPSHIP

The Epic 40K E-zine, out quarterly (sometimes!)
<http://www.soft.net.uk/dropship>

LIBER IMPERIALIS

Chris Pinsons page with new rules and army lists.
<http://www.portents.net/liberimp/safeindex.html>

LAITUS PRIME TRIBUNE

Loads of new army lists, rules, battle reports etc, from Francois Bruntz.
<http://www.geocities.com/TimeSquare/Dungeon/2370/index2.html>

EPICentre

<http://www.geocities.com/BourbonStreet/1353/epicentre.html>

ULTIMATE GW LINKS

Links to hundreds of GW related sites including many Epic 40K ones.
<http://www.geocities.com/TimeSquare/Battlefield/6003/frames.html>

FIVE RINGS

Some nicely painted models and a cool campaign system.
<http://www.openix.com/~rutin/fwar.htm>

THE ROCK

Homepage of the Dark Angels.
<http://www.geocities.com/Area51/Dimensions/8705>

TERRAGENESIS

Loads of terrain making ideas.
<http://www.altdorf.com/terragenesis/>

THE GW GATEWAY

Links to hundreds of GW related sites including many Epic 40K ones.
<http://www.flareup.dk/gw/gateway/>

BARTERTOWN

A chance to trade in second hand miniatures and armies.
http://members.tripod.co.uk/Bartertown_UK

LOONEY'S EPIC 40K PAGE

<http://www.spellbooksoftware.com/epic/>

ANDY SKINNERS EPIC 40K PAGE

<http://www.geocities.com/TimeSquare/Battlefield/9180/minis.html>

THE EYE OF TERROR

All things Chaotic.
<http://home.earthlink.net/~sshupe/EPIC>

EPIC 40,000 ONLINE CLUB

<http://clubs.yahoo.com/>
Subscribing to this site could not be easier. The service is provided by Yahoo and is completely free (except for the usual online costs), and is a great location to discuss your hobby with other enthusiasts and exchange house rules, tactics or modelling tips.

Please note that the above URLs are not official Games Workshop Ltd websites. As a result, Games Workshop Ltd cannot accept responsibility for the contents, linked contents or continuing existence of these sites. If in doubt, stick to the official Games Workshop and Black Library websites.



ABOMINATUS

BY ADRIAN WOOD

Way back in Citadel Journal 13 Adrian presented us with his awesome Abominatus conversion and rules for Titan Legions. Well since then Epic has under gone some radical changes, so we thought we'd update the rules for this 'mother-of-all war engines', and give all those who missed out the first time round a chance to see it. Should the Gods of War call you to imitate Adrians creation we've also included his instructions on how to make it.

These are the basic parts I used to make Abominatus:

- 1 complete Imperial Titan plastic kit
- 2 Lord of Battle Spiked Shield
- 2 Cauldron of Blood Tower
- 1 Mighty Empires Necropolis
- 2 Grom's Chariot Skull Yoke Head
- 4 Liche King's Chariot Yoke
- 1 Scorpion Cannon
- 1 Blood Reaper Battle Scythe
- 2 Ork Weapons Sprue
- 4 Titan Weapons Sprue
- 2 Space Marine Bike Skull Gear Stick
- 4 Chaos Heavy Weapon Sprue
- 1 Skull Hammer Turret
- 2 Reaver Banner pole
- Innumerable horns, spikes and knives from my bits box.

Abominatus is one of the most terrifying of all the servants of Khorne. When it walks the ground shakes beneath its steel shod feet and the enemies of the Blood God quail in fear. The Chaos Titan wields fire and steel against its foes, with flames and gun smoke flickering from each casement and embrasure in its massive body, its soul burns with the unquenchable fire of a Daemon's hate. Abominatus is the hellish union of an Emperor titan and a Greater Daemon of Khorne.

In other respects, Abominatus moves, shoots and fights in close combat like an Imperial Emperor class Titan. It should be noted that Abominatus can carry 8 stands of Chaos troops but these will have to be from a different Chaos detachment.

THE MARK OF KHORNE

In Addition, Abominatus has special rules of its own which reflect its allegiance to Khorne, the Blood God.

Furious Advance: The Titan must always move towards the enemy if it can, it cannot remain stationary and (if using the optional rules in Firepower 1), it may never choose to immobilise itself to go onto Overwatch orders.

Khorne's Shield: Abominatus is part Daemon and part machine, and this makes it particularly resistant to psychic attack. If an enemy uses a psychic attack Fate card against the war engine then Abominatus always receives a saving throw of 2+ on a D6 against the effects.

War Howl: As it stalks across the battlefield Abominatus growls menacingly and lets out a terrifying bellow of rage and anguish. Any enemy detachment that wishes to move within 15cm of Abominatus must immediately pass a leadership check, if it fails it cannot approach the war engine this turn.

ADDITION TO CHAOS WAR ENGINE DETACHMENT

Abominatus900 points

WEAPONS

Abominatus carries a veritable arsenal of weapons built onto its body. Its main armament, the Hellstorm Cannon and Plasma Annihilator along with its main battery function in an identical fashion to its imperial counterpart. However the weapons on its main fighting platform are quite different.

MANGLERS

The Manglers are huge battle claws which can sweep aside battle tanks and flay enemy Titans to twisted metal.

The Manglers are a Close Combat Weapon. This doubles the Abominatus Assault Value when fighting other war engines to a massive 72! In addition to this if Abominatus wins it automatically inflicts Catastrophic Damage against the enemy war engine.

HEAVY WEAPONS BATTERIES

Abominatus bristles with weaponry to keep enemy assault troops at bay. On Abominatus cannons and heavy bolters controlled by automated systems lurk in blister-turrets and firing slits all over the bastions and carapace fortress. Abominatus's Daemonic origins allow it to pick up any movement close to the Titan and identifies its origin; friendly troops are ignored but enemy troops are shredded by volleys of explosive bolts.

HELLSTORM CANNON

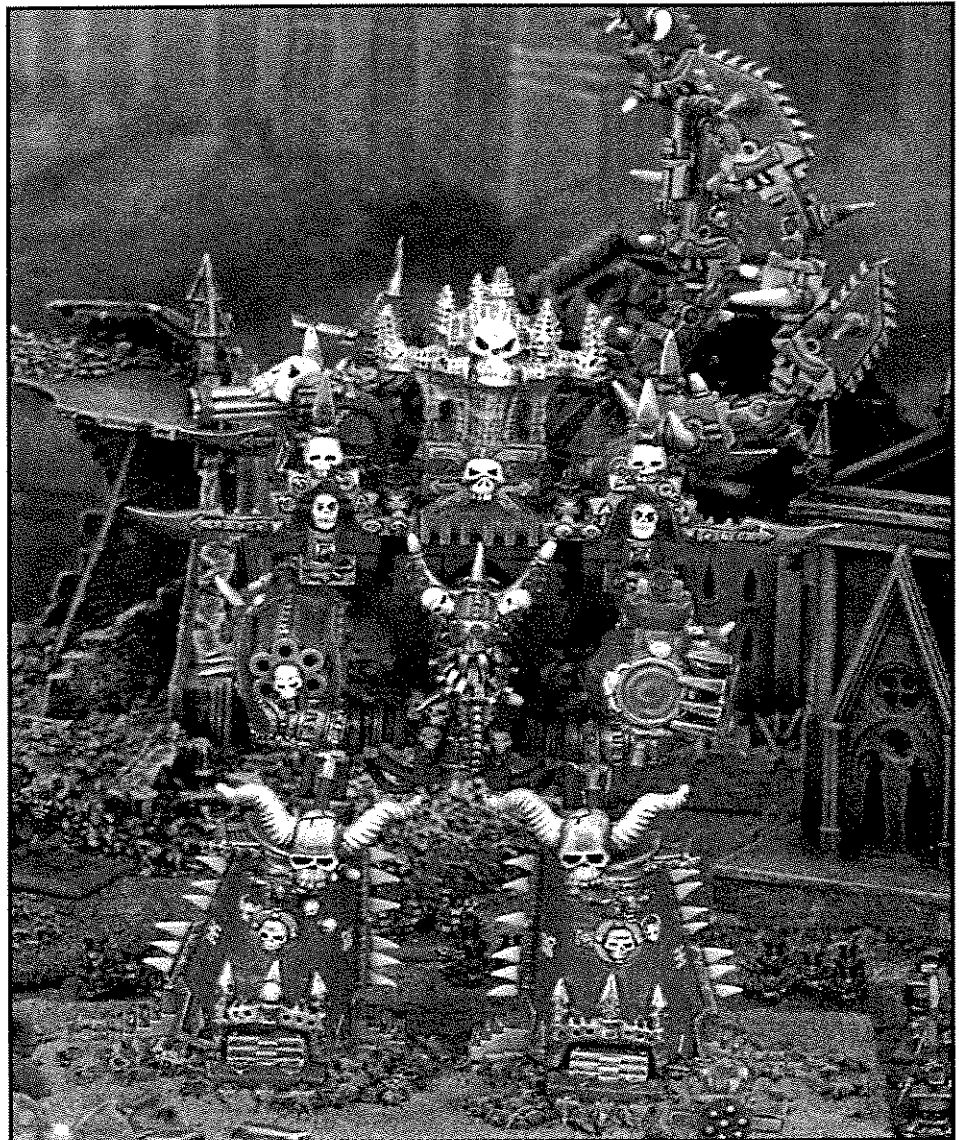
The Hellstorm cannon is a huge gun with six rotating barrels. Seen from a distance the barrels seem to turn at an almost leisurely rate but the giant shells they spew out quickly rend the target apart in storm of fiery explosions and scything shrapnel. Such is the weight of fire laid down by the Hellstorm cannon that whole swathes of the battlefield turn into an inferno of smoke and flames. The Hellstorm counts as 3 megacannons.

The Hellstorm cannon is often mounted in

combination with a Plasma Annihilator on Emperor class Titans. This provides the Titan with a deadly area fire capability combined with the point effect devastation of plasma weaponry.

PLASMA ANNIHILATOR

The Plasma Annihilator is amongst the deadliest weapons fitted to a land-based fighting machine. It takes raw, seething plasma directly from the Titan's reactor, accelerates it through a series of electro-magnetic fields and fires it as blinding, white hot bolts of destruction. As well as a rapid rate of fire the Plasma Annihilator has phenomenal range and accuracy. Indeed the high-pitched whine of the Annihilator's electro-magnetic coils building up for discharge has been known to send whole enemy formations fleeing in terror before battle is even joined. The only limitation on the Plasma Annihilator's destructiveness is its requirement for plasma from the reactor chamber. The Plasma Annihilator counts as 2 Death rays, all firing at the same target.



ABOMINATUS

Abominatus is one of the most terrifying servants of Khorne. When it walks the ground shakes beneath its steel shod feet and the enemies of the Blood God quail in fear. The Chaos Titan wields fire and steel against its foes, with flames and smoke flickering from each casement and embrasure in its massive body, its soul burns with the unquenchable fire of a Daemon's hate. Abominatus is the hellish union of an traitor Imperator Titan and a Greater Daemon of Khorne.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	5+	12	24	36	8

CARAPACE WEAPONS		WEAPON TABLE			NOTES
	FIRE ARC	RANGE	FIREPOWER		
2 x Hvy Weapon Batteries	All Round	45cm	10 each	-	
Mangler	All Round	-	-	Double Assault value vs other war engines. Causes Catastrophic Damage on war engines	
ARM WEAPONS		FIRE ARC	RANGE	FIREPOWER	NOTES
Plasma Annihilator (3 x Death Ray shots)	Left Side	60cm	(3)	Always roll 1 dice, needing a 2+ to hit. Hits always cause critical hits on war engines.	
Hellstorm Cannon (3 x Mega Cannon shots)	Right Side	60cm	(3)	Place Barrage template. Roll to hit all units under template ignoring Armour bonuses for cover. Each attack places +1 Blast marker on the target.	

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Heavy Hit	+0 Points	The Abominatus is immobilised for the rest of the turn.
3	Heavy Weapon Battery Damaged	+1 Point	A weapon battery may not be fired until repaired.
4	Annihilator Damaged	+2 Points	The weapon may not be fired until repaired.
5	Hellstorm Damaged	+2 Points	The weapon may not be fired until repaired.
6	Systems Damage	+3 Points	The Abominatus is immobilised for the rest of the turn. Speed and Firepower are halved until the system damage is repaired (each super heavy weapon shot requires a 4+ to lock on).
7	Shield Dome Fracture	+4 Points	The war engine is immobilised for the rest of the turn and its void shields may only be repaired on a 6+ for the rest of the game
8	Flashback	+4 Points	The Abominatus takes +4 damage points, as shown. Roll again on this chart and apply that result as well. If a second Flashback is rolled, it takes an extra D6 damage (for a total of D6+8).
9	Bastion Damaged	+5 Points	D6 random units being transported suffer a hit. The Imperator is immobilised until the damage is repaired and it has its transport capacity permanently reduced to 4. Any excess troops currently carried must disembark next turn.
10	Head Damaged	+5 Points	The Abominatus is immobilised for the rest of the turn and its Assault and Firepower are halved until the damage is repaired (4+ lock on is required for each super heavy weapon shot).
11	Multiple Explosions	+2D6 Points	If a double 6 is rolled when rolling 2D6 for additional damage, roll on the Catastrophic Damage Table.
12	Catastrophic Damage	See table below.	

1D6 ROLL	DAMAGE	NOTES
1-4	Body Shattered	Wrecked
5	Internal Explosions	Destroyed
6	Reactor Meltdown	Destroyed

The Abominatus is rocked by a powerful blast. It crashes to the ground, scattering wreckage over a wide area. All crew and troops on board are killed. Units within 5cm take D6 hits.

The Titan is destroyed by huge internal explosions. All its crew and transported troops are destroyed as well. Any unit in contact takes an automatic hit. Roll to hit any other units within 2D6cm.

The Titan is destroyed by a huge meltdown explosion. Any units in base contact take D6 hits. Any other units within 4D6cm take a hit.

MODELLING WORKSHOP

WARHAMMER
EPIC 40,000

ABOMINATUS CHAOS TITAN

BY ADRIAN WOOD

As you may know I am an Epic fanatic and have commanded the armies of the Imperium through countless battles. Recently, however, I have been lured by the call of Khorne the god of bloodshed and war! I like the powerful, warlike look of Khorne's Chaos Space Marines and the strong militaristic code that characterises the Blood God. Over the summer I converted a Reaver Battle Group into Khorne Titans. Everyone in the White Dwarf bunker thought they looked great and I began to think about putting together a complete Chaos army with Titans.

KHORNE TITAN

I wanted something huge and nasty to lead the Reavers instead of a Bloodthirster or a Lord of Battles. I thought about making a Khorne Warlord Titan, but it would be difficult to make a model that would live up to the tremendous power of the Banelord. John Blanche's drawing of a mighty Khorne Titan really inspired me and I realised that the Titan was in fact a Chaos Emperor class Titan.

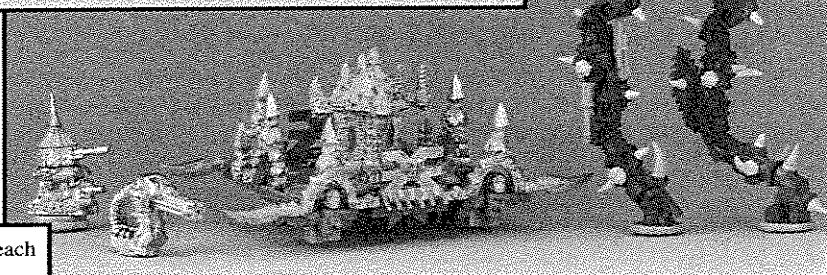


John Blanche's illustration of a Khorne Titan was a major inspiration.



I had my answer. I would convert an Imperator into *Abominatus*, *Despoiler of Worlds*: a veritable close combat monster that would strike terror into the hearts of all my foes!

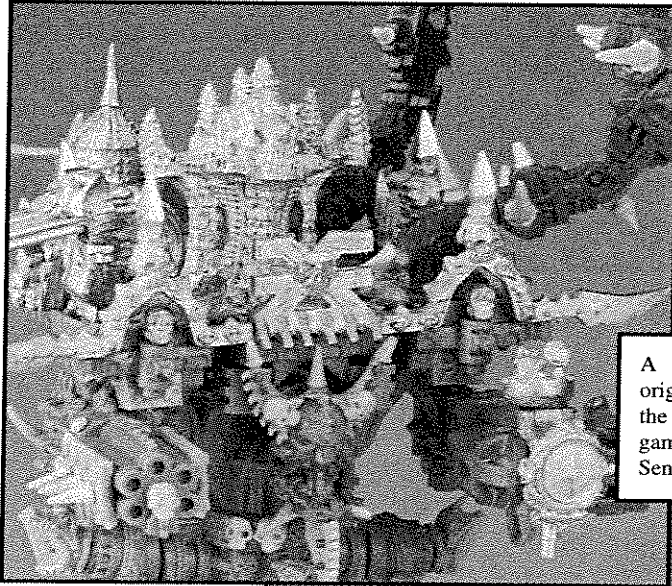
Abominatus was assembled in 11 separate pieces so that each part could be detailed and individually converted.



Having decided that my Khorne Titan wasn't going to be just a display piece, and I'd want to use it as part of my new Chaos army, I considered the Titan in gaming terms. Most importantly, I thought very carefully about the selection of weapons it would carry. The Plasma Annihilator and the Hellstorm Cannon would remain the same, but I decided to alter a lot of the smaller armament on the fighting platform itself.

WEAPONS PLATFORM

I decided not to use the original Sensorium Dome or the Gun Towers from the Imperator. Instead, taking John's drawing as my inspiration I filled one side of the weapons platform with short ranged guns such as the Brass Scorpion's Cannon. The other side I adorned with huge scything arms, ready to flay enemy Titans to shreds. In battle *Abominatus* would advance quickly, softening up the opposition as it approached with its main armament. At close range it would open up with all its short range weapons and then smash the enemy Titans in close combat. After I had decided on a rough weapon fit I scoured all the Citadel Catalogues for parts and sent a huge list to Mail Order.

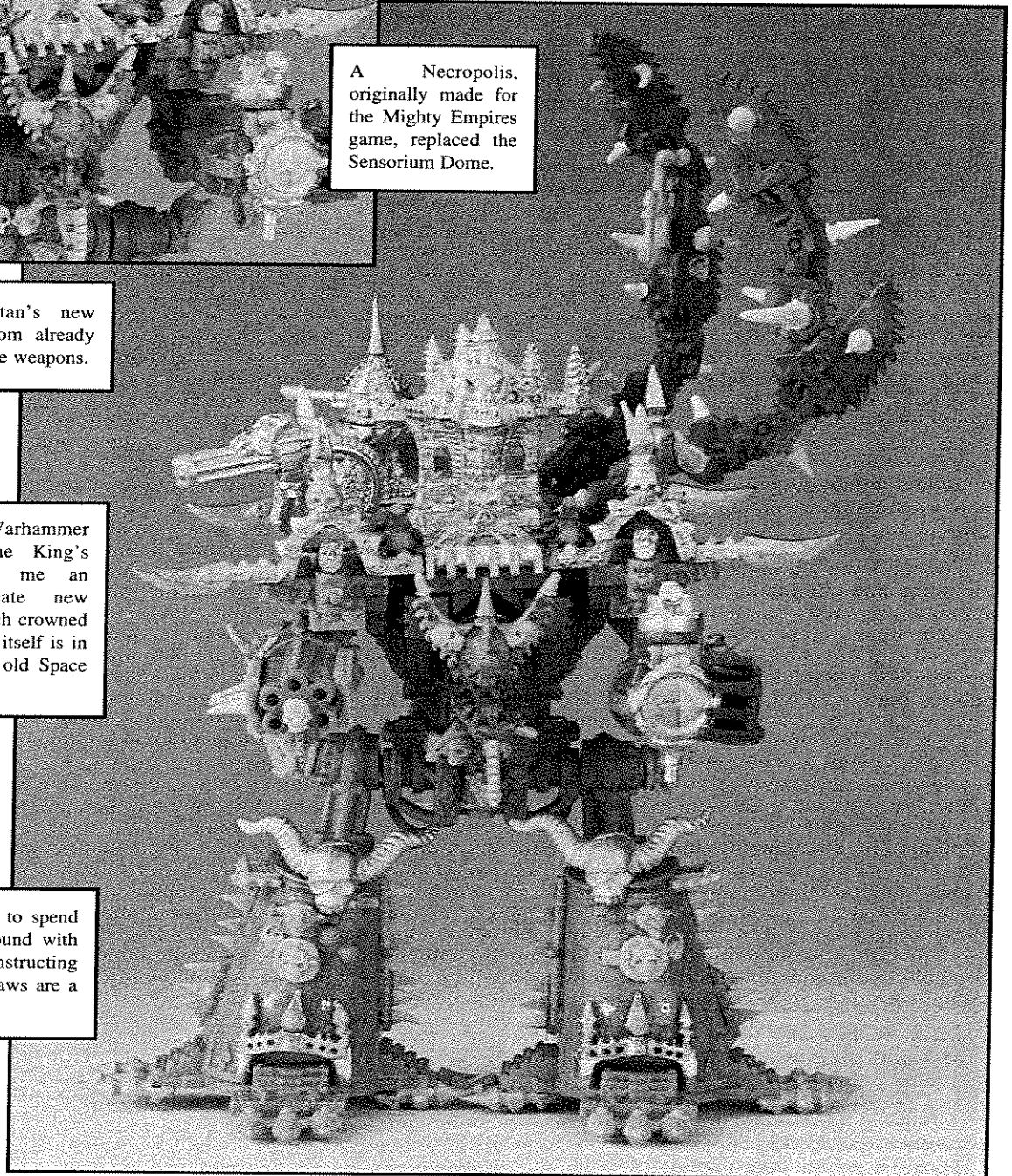


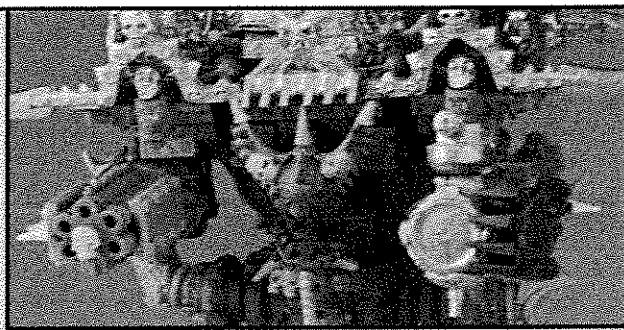
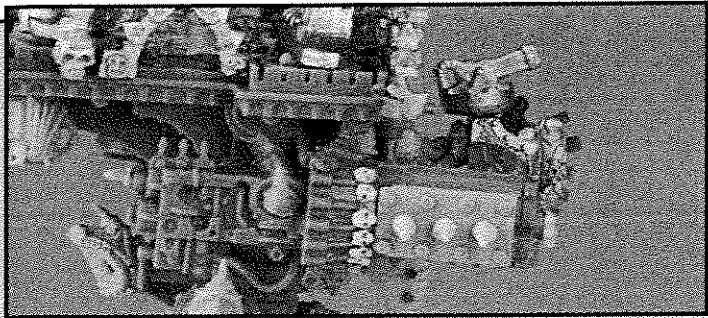
A Necropolis, originally made for the Mighty Empires game, replaced the Sensorium Dome.

Most of the Titan's new armament came from already existing Epic Khorne weapons.

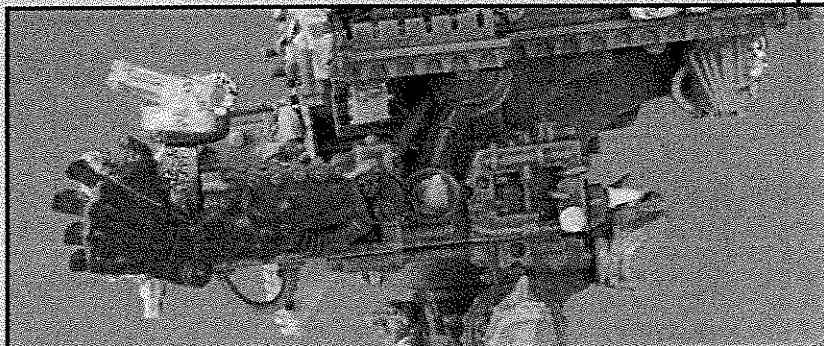
The arches in the Warhammer Undead army's Liche King's Chariot yoke gave me an opportunity to create new secondary weapons, each crowned with a skull. The skull itself is in fact a gear stick from an old Space Marine bike.

I found it quite useful to spend some time playing around with different ways of constructing weapons. The battle claws are a good example of this.





I decided to leave the Hellstorm Cannon relatively untouched, I simply added a large skull and two metal plates from the Ork Battle Wagon together with more skulls, horns and spikes cut from plastic Goff Orks I had spare. The Plasma Annihilator was more heavily converted, the nozzle being replaced by a Cauldron of Blood crowned by a Titan Carapace Multi-laser. A plastic Titan Power Fist was glued to the side of the Annihilator grasping the gun's nozzle and completing the finished effect.



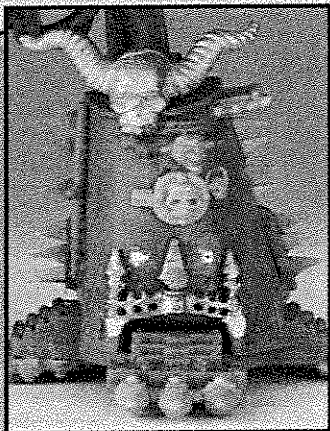
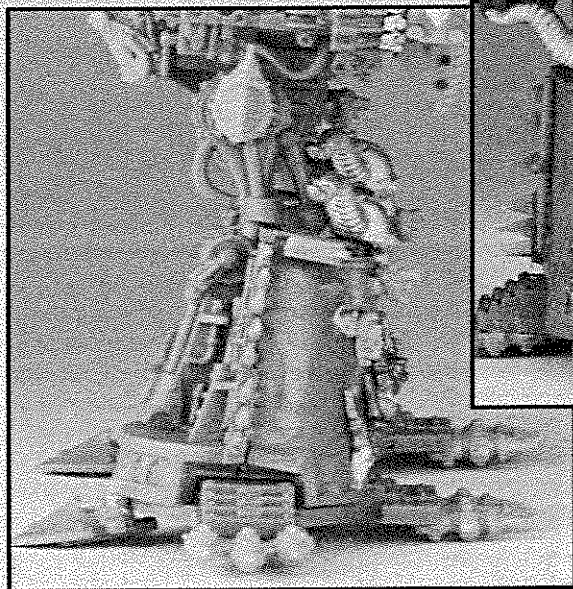
CONVERTING ABOMINATUS

The conversion was made up using a wide range of new plastic and metal parts, as well as the original Imperator model. The various parts came not only from the Epic range but also the Warhammer and Warhammer 40,000 miniature ranges. As long as a part looked interesting it didn't matter what it was originally! I also emptied my bits box in order to scavenge any odd skull or spiky bit to glue onto the Imperator. Khorne icons, Chaos stars, horns, spear-tips and skulls would create an ancient, highly detailed and Gothic look to the model. I could easily imagine

the huge number of skulls *Abominatus* has dedicated to Khorne over the millennia...

A good example of using unusual parts came in the form of the rune-encrusted yoke from the Liche King's Chariot. I carved this up to create an ornate battlement for the weapons platform that crowns the monster. The arches create natural weapon ports for the new guns, taken from an Ork Mega Gargant. A Necropolis model replaced the sensorium dome and the main battery whilst new weapons replace the original gun towers.

I found it much easier to convert each individual leg, the body, the weapons, etc separately,

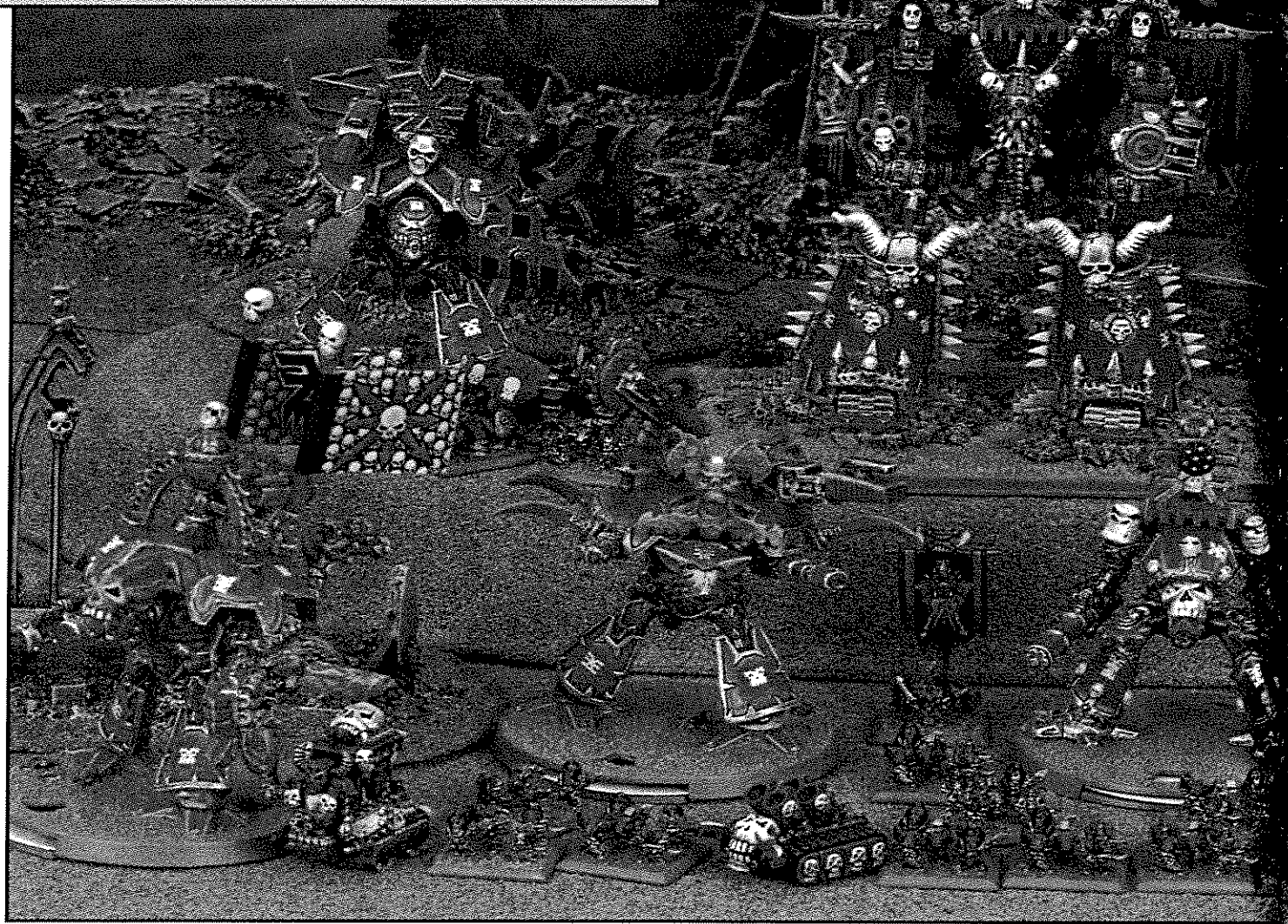


The legs proved to be the most extensive conversion on the whole model. Some of the original detail, like the windows on the bastions, was filed flat so that new Chaos detail could be added. The guns built onto the leg were also replaced (with the muzzle from a Chaos autocannon) and above it I attached a horned skull from Grom's Chariot.

The daemon head of a Chaos missile launcher was glued to the hip and more detail was added all over. The row of spikes running down the bastions were made by cutting the tips off a couple of dozen Space Marine knives (although you could use cocktail sticks). The spiked toes were originally part of an Ork Battlewagon I had lying about. One of the best sources of interesting detail was the Chaos heavy weapons sprue with the daemon heads on the both the missile launcher and the autocannon.

Abominatus, Despoiler of Worlds leads the Chaos horde to victory. This photograph shows my entire Chaos Titan Legion together with a few of the Studio's smaller Chaos miniatures to show just how big the Titans are!

The original part of this army was the Khorne Reaver Battle Group. I experimented with lots of ideas and techniques on the Reavers, some of which I used on *Abominatus*, as well as developing new ones as well. Over Christmas I completed a Khorne Warlord battle group including a slightly modified Banelord! This time I added a load of the myriad Titan weapons you can mail order to glue to the basic model. The plastic Warlord Titan is perfect for modelling and adding metal and plastic parts too. Maybe I'll finish off my Traitor Legion by making some Warhounds next!

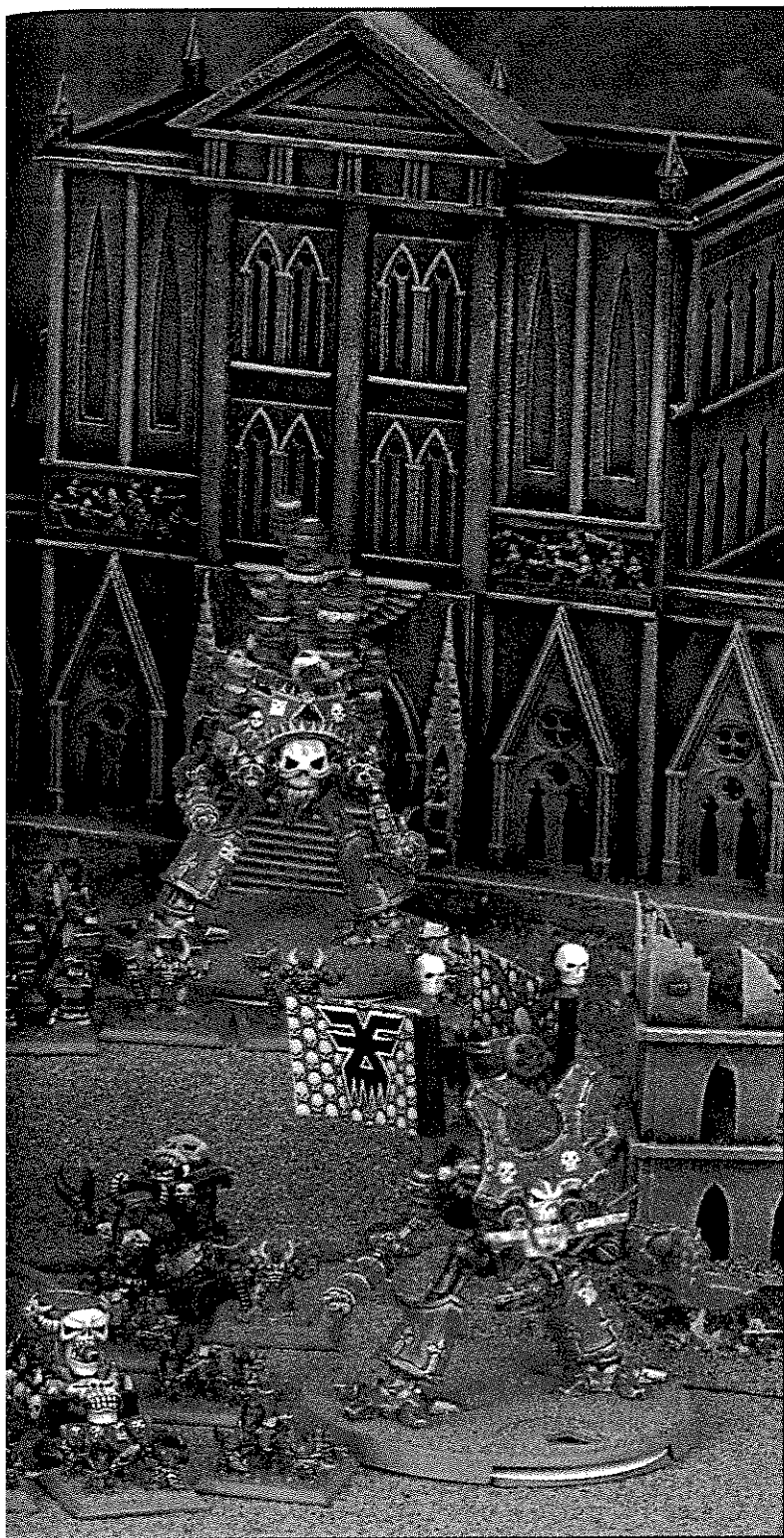


The task of painting a Chaos Titan is quite a daunting prospect. When I originally made up my Reaver Battle group I used the traditional Chaos red and gold colour scheme which looked excellent. I applied the same techniques to *Abominatus*, painting base colours on the entire model whilst it was in separate pieces. I then glued and pinned it together and superglued it to a strong card base for extra stability and strength. With the model assembled and painted in flat colours I could see where I needed to apply highlighting and shading.

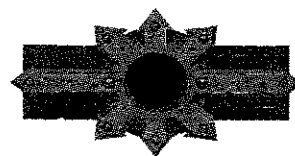
Abominatus was finished off with a little highlighting and shading with ink washes. I painted the armour in two or three thin coats

of Blood Red. Two thin coats of paint is always better than one thick coat as it doesn't obscure any detail. The red was highlighted with Fiery Orange to keep the red looking bright. The gold areas were painted in Burnished Gold, one of my favourite colours, shaded with Flesh Wash and highlighted with Mithril Silver. The skulls were painted in Bleached Bone, shaded once again with Flesh Wash and highlighted with Skull White. Any pipework was picked out in Ultramarine Blue and highlighted. The model was finished off with some transfers.

The additional claws on the Titan's legs raised it off its base and looked a little strange. I haven't tried to make a scenic base



breaking up a large model into smaller, more manageable sections. For inspiration I constantly referred back to John Blanche's original drawing as I fitted more stuff in place. It took quite a while to figure out how I was going to make the gigantic battle claws. I played around with the idea of using a Lictor's arms but they would have looked too biological compared to the mechanical look of the rest of the machine. Eventually, after some experimentation, a couple of old Warlord Titan chain fists, detailed up with more horns, spikes and skulls from my bits box, gave me just the effect I was looking for. *Abominatus'* head was based original Titan kit's head and then detailed beyond all recognition! Some unlikely parts were used to add detail. Not only were more skulls and spiky bits added, but a completely new lower jaw was made from a Space Marine shoulder pad with teeth cut from a Titan Chainfist (as you can see, I got through a lot of these). A huge pair of horns were made from two Ork chainswords glued onto the head and more details added from my bits box.



FINISHED AT LAST!

Abominatus, Despoiler of Worlds is now complete and stands ready to take on all comers at the head of my Chaos horde! All told, this modelling project took up about three months of my spare time, but the final product was well worth the effort. Watching this monstrous Titan slowly taking shape, and finally painting the finished conversion was immensely satisfying and is something I want to do more of in the future – creating a unique model for your army is a difficult, but really exciting challenge.

before but this looked like a perfect opportunity to have a go. I built up the base around the feet with some all-purpose filler, using an old paintbrush to push the filler around. I let the filler dry and began to build up the base again, being careful not to obscure the feet. Eventually the Titan began to look as if it had sunk into the ground under its great weight.

I added tiny pebbles and fine sand to create a rocky effect. Flock is usually used to texture epic troop stand bases, but I think that Titans look better with a sand textured base. Once the whole base was covered in sand I painted the base Goblin Green, drybrushed with Rotting Flesh to create a pleasing grass effect.

The rocky areas were picked out in Chaos Black and repainted in Elf Grey. The rocky effect was finished off by shading with Brown Wash and drybrushing the final highlights with Skull White. The finished result looked as if *Abominatus* had crushed an Imperial building under foot which was quite pleasing, and fits in with the whole character of the model.

Constructing *Abominatus* over a number of months has certainly stretched my modelling and painting skills to their limits. Some of my old, tried and tested techniques had to be abandoned, whilst I also had to try out techniques that I hadn't used before in order to get the effects I wanted on the final model. What's next?

WARHAMMER EPIC 40,000

GREEN IS MEANER!

BY GAV THORPE

Gav lets us in on how to pick Epic 40,000 Ork armies based on the Ork clans. Theming your Ork detachments to be part of an Ork clan gives them their own character and really makes them stand out on the battlefield.

Orks are the scourge of every race in the galaxy of the 41st millennium. Their constant raids and attacks have plagued the Imperium since its founding, and over the millennia the Eldar have lost innumerable warriors to the green-skinned hordes. Across the whole galaxy the Orks can be found, slowly growing in power on some isolated planet or sweeping through entire star systems in a massive war-frenzy.

Orks are brutal, direct fighters who have no concept of mercy. Those who do not fall to their crude cannons and mobs of savage fighters are enslaved and put to work in the most dire fashion, building more armour and weapons for their cruel masters. Orks must fight to live and they live to fight.

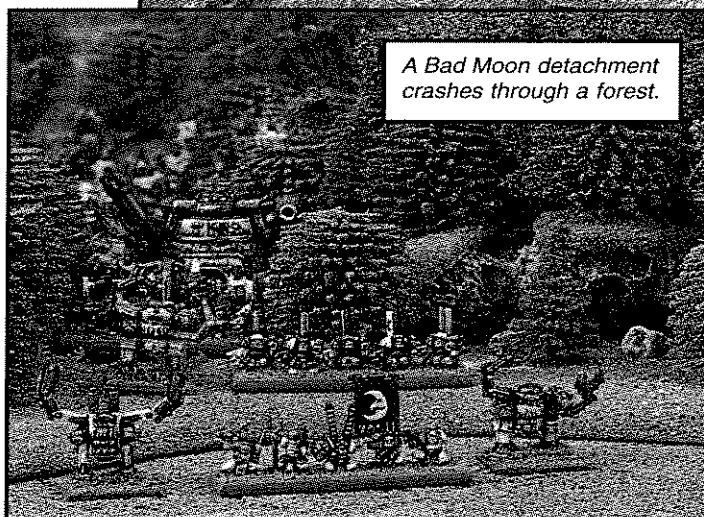
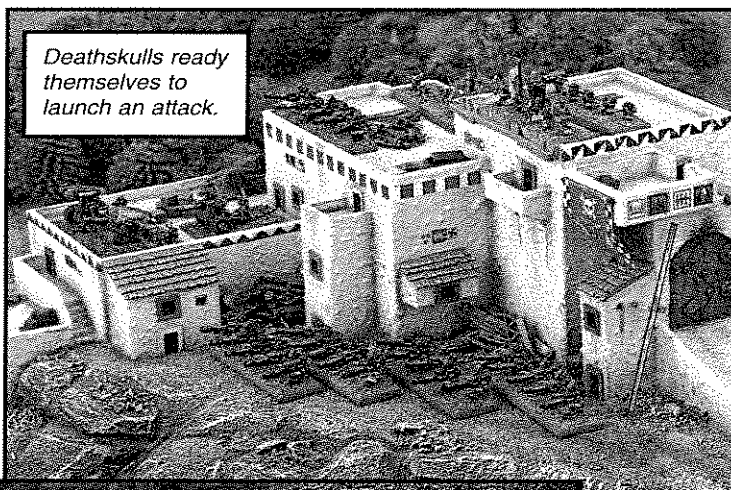
ORKS IN EPIC 40,000

In Epic 40,000 the Orks have a wide mix of different vehicles and warriors and one Ork army is unlikely to be exactly the same as another. The flexibility of the Ork detachment lists means that you can very easily characterise your army and emphasise the aspects of Ork warfare that you find the most aesthetically appealing and suitable to your tactics. You can choose massive armies of foot troops pouring across the battlefield, or you might like to put your faith in the huge Gargants and Battle fortresses, backed up by swarms of Buggies, Bikes and Battlewagons. You can have batteries of Big Gunz with mobs of Nobz and Shooty Boyz, or you may prefer to get stuck in with the vicious Goff Skarboyz, Snakebite Boarboyz and other close combat specialists. Whatever your favourite style of fighting, the Orks can suit the role. In this article I hope to show just a few of the ideas that make the Orks so characterful and exciting to command.

DA CLANZ

Ork society is divided up into different clans. Although each Ork clan has its own outlook on life and war, they are rarely found in total isolation of each other. An Ork's adherence to a particular clan's philosophy is genetically imprinted on the individual, and like-minded Orks will band together out of natural association. This means it is very straightforward to create a colourful, characterful Ork army by simply choosing appropriate troops for your detachments.

When assembling your army, by bearing the





Bad Moon Warboss

DETACHMENT NAME	BAGBY'S PLATON							EPIC 40.000
DETACHMENT TYPE	DISPATCH KATAPAL			WAVE COST				
POSITION	LAWY INDEPENDENT LITTLE WAGON			20				WEAPONS SPEED
COMMANDER	WARRIOR BULLSET ROBTMAY			80				HALF STRAIGHT
COMMANDER								MOBILE VALUE
COMMANDER								TOTAL POINT COST
COMMANDER								300

DETACHMENT MAIN FORCE				UNIT
1	ADD 2 UNIT	4		25
2	ADD 2 UNIT	4		25
3	ADD 2 UNIT	4		25
4	ADD 2 UNIT	4		25
5	SHOOT 2 UNIT	17		25
6	SHOOT 2 UNIT	17		25
7	SHOOT 2 UNIT	17		25
8	SHOOT 2 UNIT	17		25
9				
10				

DETACHMENT SUPPORT				UNIT
1	SHOOT 2 UNIT	4		25
2	SHOOT 2 UNIT	4		25
3	SHOOT 2 UNIT	4		25
4	SHOOT 2 UNIT	4		25
5	SHOOT 2 UNIT	4		25
6	SHOOT 2 UNIT	4		25
7	SHOOT 2 UNIT	4		25
8	SHOOT 2 UNIT	4		25
9				
10				

UNIT	SPEED	RANGE	ACCS	ASSAULT	ARMOR	NOTES
WARRIOR	100	250	1	2	4	None
DISPATCH	100	250	1	2	4	None
ADD 2	100	250	1	2	4	None
SHOOT 2 UNIT	100	250	1	2	4	None

UNIT	SPEED	RANGE	ACCS	ASSAULT	ARMOR	NOTES
WARRIOR	100	250	1	2	4	None
DISPATCH	100	250	1	2	4	None
ADD 2	100	250	1	2	4	None
SHOOT 2 UNIT	100	250	1	2	4	None

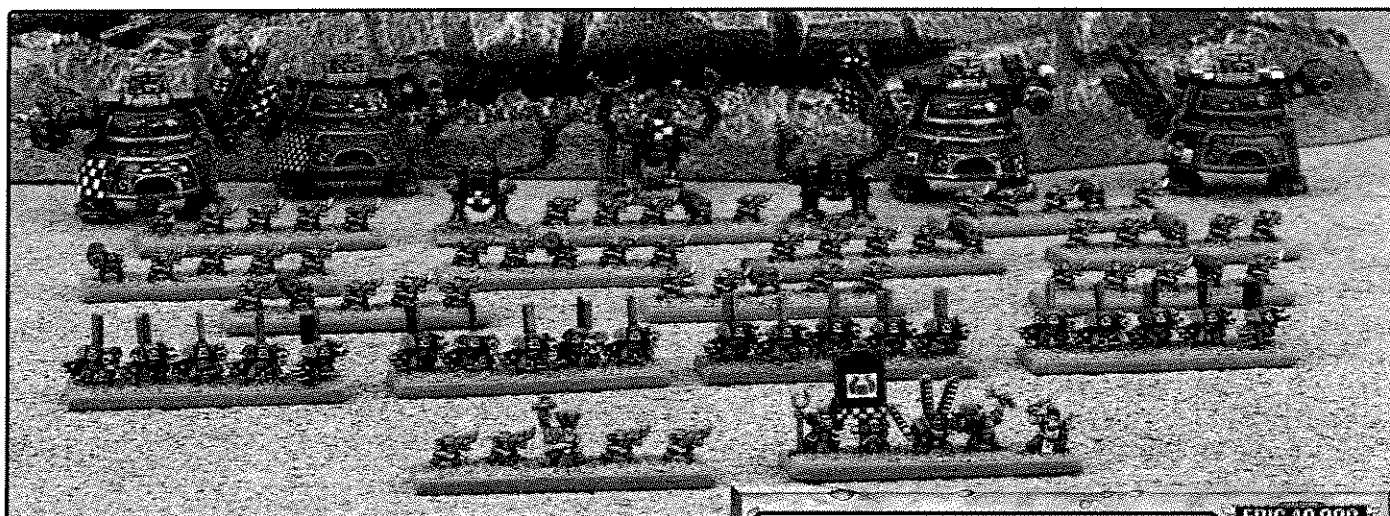
Orks of the Bad Moon clan grow their teeth faster than other Orks. As Orks use 'teef' as their currency this means Bad Moons can afford the most expensive wargear and biggest guns. The Bad Moons like to dress as ostentatiously as possible, just to make sure all the other Orks know who are the richest Boyz around.

For a more mobile detachment, the Bad Moons take lots of Battlewagons; enough for all the Nobz and Shooty Boyz to hitch a lift, and possibly a couple of spares! This allows them to zoom into an ideal firing position before settling down and taking long-ranged shots at the enemy. As one of the most expensive and shootiest vehicles around, the Stompa makes an ideal centrepiece for a Bad Moon detachment, and quite often the Warboss will save up his teef for such a big display of his wealth and power.

Goffs see themselves as the 'ardest Orks in the galaxy and there are few who would argue this to their faces! Goffs respect big guns as much as any Ork, but it is in close quarter fighting, when you can smell the enemy's fear and see their pain, that they really excel.

The bulk of a Goff detachment will be ordinary Boyz. A veritable horde of them, in fact! Since Goffs are suited to assaults, you want them to be able to move under heavy fire, so you really want well over fifteen units in the detachment. This will give you a bonus to your Leadership tests and increase the Goffs' chances of getting into a good scrap! Amongst these troops you should have a fair number of the veteran Skarboyz (perhaps even half of them) to really frighten the enemy in close combat. As Boyz, and especially Skarboyz, are fairly short ranged shooters, it's not unusual for a Goff Warboss to provide them with plenty of Battlewagons to carry them into the thick of the fighting.

67



Stompas are the Goffs' ideal machine – they're just plain 'ard! Depending upon the number of Support choices you have left, you could take three or four of these highly destructive machines of war. To aid them in close combat, the Goffs often drag a Weirdboy with them, and if the detachment as a whole has access to Battlewagons, the Weirdboy will probably be locked up in one too.

DEATHSKULLS

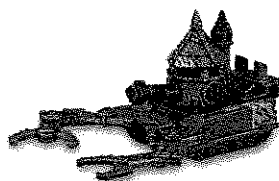
The Deathskulls are infamous scavengers, their Boyz and hordes of Gretchin are well-versed in the art of scouring a battlefield for useful weapons, armour and different bits of technology. Their Meks are perhaps the most inventive of their kind, building

DETACHMENT NAME: GIFFER'S BOYS		EPIC 40,000																																																																																																					
DETACHMENT TYPE: GIFFER'S BOYS	POINT COST: 20	RESEARCH: 20	20																																																																																																				
COMMANDER: GIFFER'S BOYS	RESEARCH: 20	RESEARCH: 20	20																																																																																																				
COMMANDER: GIFFER'S BOYS	RESEARCH: 20	RESEARCH: 20	20																																																																																																				
COMMANDER: GIFFER'S BOYS	RESEARCH: 20	RESEARCH: 20	20																																																																																																				
DETACHMENT MAIN FORCE:		DETACHMENT SUPPORT:																																																																																																					
1. GIFFER'S BOYS	20	1. GIFFER'S BOYS	20																																																																																																				
2. GIFFER'S BOYS	20	2. GIFFER'S BOYS	20																																																																																																				
3. GIFFER'S BOYS	20	3. GIFFER'S BOYS	20																																																																																																				
4. GIFFER'S BOYS	20	4. GIFFER'S BOYS	20																																																																																																				
5. GIFFER'S BOYS	20	5. GIFFER'S BOYS	20																																																																																																				
6. GIFFER'S BOYS	20	6. GIFFER'S BOYS	20																																																																																																				
7. GIFFER'S BOYS	20	7. GIFFER'S BOYS	20																																																																																																				
8. GIFFER'S BOYS	20	8. GIFFER'S BOYS	20																																																																																																				
9. GIFFER'S BOYS	20	9. GIFFER'S BOYS	20																																																																																																				
10. GIFFER'S BOYS	20	10. GIFFER'S BOYS	20																																																																																																				
<table border="1"> <thead> <tr> <th>NAME</th> <th>TYPE</th> <th>POINT COST</th> <th>RESEARCH</th> <th>RESEARCH</th> <th>RESEARCH</th> <th>RESEARCH</th> <th>RESEARCH</th> <th>RESEARCH</th> <th>RESEARCH</th> </tr> </thead> <tbody> <tr> <td>GIFFER'S BOYS</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> </tr> <tr> <td>GIFFER'S BOYS</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> </tr> <tr> <td>GIFFER'S BOYS</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> </tr> <tr> <td>GIFFER'S BOYS</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> </tr> </tbody> </table>		NAME	TYPE	POINT COST	RESEARCH	RESEARCH	RESEARCH	RESEARCH	RESEARCH	RESEARCH	RESEARCH	GIFFER'S BOYS	20	20	20	20	20	20	20	20	20	GIFFER'S BOYS	20	20	20	20	20	20	20	20	20	GIFFER'S BOYS	20	20	20	20	20	20	20	20	20	GIFFER'S BOYS	20	20	20	20	20	20	20	20	20	<table border="1"> <thead> <tr> <th>NAME</th> <th>TYPE</th> <th>POINT COST</th> <th>RESEARCH</th> <th>RESEARCH</th> <th>RESEARCH</th> <th>RESEARCH</th> <th>RESEARCH</th> <th>RESEARCH</th> <th>RESEARCH</th> </tr> </thead> <tbody> <tr> <td>GIFFER'S BOYS</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> </tr> <tr> <td>GIFFER'S BOYS</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> </tr> <tr> <td>GIFFER'S BOYS</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> </tr> <tr> <td>GIFFER'S BOYS</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> </tr> </tbody> </table>		NAME	TYPE	POINT COST	RESEARCH	RESEARCH	RESEARCH	RESEARCH	RESEARCH	RESEARCH	RESEARCH	GIFFER'S BOYS	20	20	20	20	20	20	20	20	20	GIFFER'S BOYS	20	20	20	20	20	20	20	20	20	GIFFER'S BOYS	20	20	20	20	20	20	20	20	20	GIFFER'S BOYS	20	20	20	20	20	20	20	20	20
NAME	TYPE	POINT COST	RESEARCH	RESEARCH	RESEARCH	RESEARCH	RESEARCH	RESEARCH	RESEARCH																																																																																														
GIFFER'S BOYS	20	20	20	20	20	20	20	20	20																																																																																														
GIFFER'S BOYS	20	20	20	20	20	20	20	20	20																																																																																														
GIFFER'S BOYS	20	20	20	20	20	20	20	20	20																																																																																														
GIFFER'S BOYS	20	20	20	20	20	20	20	20	20																																																																																														
NAME	TYPE	POINT COST	RESEARCH	RESEARCH	RESEARCH	RESEARCH	RESEARCH	RESEARCH	RESEARCH																																																																																														
GIFFER'S BOYS	20	20	20	20	20	20	20	20	20																																																																																														
GIFFER'S BOYS	20	20	20	20	20	20	20	20	20																																																																																														
GIFFER'S BOYS	20	20	20	20	20	20	20	20	20																																																																																														
GIFFER'S BOYS	20	20	20	20	20	20	20	20	20																																																																																														

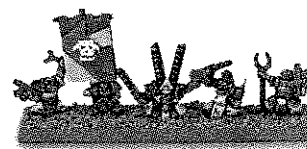
DETACHMENT NAME: GIFFER'S BOYS		EPIC 40,000																																																																																																					
DETACHMENT TYPE: GIFFER'S BOYS	POINT COST: 20	RESEARCH: 20	20																																																																																																				
COMMANDER: GIFFER'S BOYS	RESEARCH: 20	RESEARCH: 20	20																																																																																																				
COMMANDER: GIFFER'S BOYS	RESEARCH: 20	RESEARCH: 20	20																																																																																																				
COMMANDER: GIFFER'S BOYS	RESEARCH: 20	RESEARCH: 20	20																																																																																																				
DETACHMENT MAIN FORCE:		DETACHMENT SUPPORT:																																																																																																					
1. GIFFER'S BOYS	20	1. GIFFER'S BOYS	20																																																																																																				
2. GIFFER'S BOYS	20	2. GIFFER'S BOYS	20																																																																																																				
3. GIFFER'S BOYS	20	3. GIFFER'S BOYS	20																																																																																																				
4. GIFFER'S BOYS	20	4. GIFFER'S BOYS	20																																																																																																				
5. GIFFER'S BOYS	20	5. GIFFER'S BOYS	20																																																																																																				
6. GIFFER'S BOYS	20	6. GIFFER'S BOYS	20																																																																																																				
7. GIFFER'S BOYS	20	7. GIFFER'S BOYS	20																																																																																																				
8. GIFFER'S BOYS	20	8. GIFFER'S BOYS	20																																																																																																				
9. GIFFER'S BOYS	20	9. GIFFER'S BOYS	20																																																																																																				
10. GIFFER'S BOYS	20	10. GIFFER'S BOYS	20																																																																																																				
<table border="1"> <thead> <tr> <th>NAME</th> <th>TYPE</th> <th>POINT COST</th> <th>RESEARCH</th> <th>RESEARCH</th> <th>RESEARCH</th> <th>RESEARCH</th> <th>RESEARCH</th> <th>RESEARCH</th> <th>RESEARCH</th> </tr> </thead> <tbody> <tr> <td>GIFFER'S BOYS</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> </tr> <tr> <td>GIFFER'S BOYS</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> </tr> <tr> <td>GIFFER'S BOYS</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> </tr> <tr> <td>GIFFER'S BOYS</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> </tr> </tbody> </table>		NAME	TYPE	POINT COST	RESEARCH	RESEARCH	RESEARCH	RESEARCH	RESEARCH	RESEARCH	RESEARCH	GIFFER'S BOYS	20	20	20	20	20	20	20	20	20	GIFFER'S BOYS	20	20	20	20	20	20	20	20	20	GIFFER'S BOYS	20	20	20	20	20	20	20	20	20	GIFFER'S BOYS	20	20	20	20	20	20	20	20	20	<table border="1"> <thead> <tr> <th>NAME</th> <th>TYPE</th> <th>POINT COST</th> <th>RESEARCH</th> <th>RESEARCH</th> <th>RESEARCH</th> <th>RESEARCH</th> <th>RESEARCH</th> <th>RESEARCH</th> <th>RESEARCH</th> </tr> </thead> <tbody> <tr> <td>GIFFER'S BOYS</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> </tr> <tr> <td>GIFFER'S BOYS</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> </tr> <tr> <td>GIFFER'S BOYS</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> </tr> <tr> <td>GIFFER'S BOYS</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> <td>20</td> </tr> </tbody> </table>		NAME	TYPE	POINT COST	RESEARCH	RESEARCH	RESEARCH	RESEARCH	RESEARCH	RESEARCH	RESEARCH	GIFFER'S BOYS	20	20	20	20	20	20	20	20	20	GIFFER'S BOYS	20	20	20	20	20	20	20	20	20	GIFFER'S BOYS	20	20	20	20	20	20	20	20	20	GIFFER'S BOYS	20	20	20	20	20	20	20	20	20
NAME	TYPE	POINT COST	RESEARCH	RESEARCH	RESEARCH	RESEARCH	RESEARCH	RESEARCH	RESEARCH																																																																																														
GIFFER'S BOYS	20	20	20	20	20	20	20	20	20																																																																																														
GIFFER'S BOYS	20	20	20	20	20	20	20	20	20																																																																																														
GIFFER'S BOYS	20	20	20	20	20	20	20	20	20																																																																																														
GIFFER'S BOYS	20	20	20	20	20	20	20	20	20																																																																																														
NAME	TYPE	POINT COST	RESEARCH	RESEARCH	RESEARCH	RESEARCH	RESEARCH	RESEARCH	RESEARCH																																																																																														
GIFFER'S BOYS	20	20	20	20	20	20	20	20	20																																																																																														
GIFFER'S BOYS	20	20	20	20	20	20	20	20	20																																																																																														
GIFFER'S BOYS	20	20	20	20	20	20	20	20	20																																																																																														
GIFFER'S BOYS	20	20	20	20	20	20	20	20	20																																																																																														

large eksperimental guns and constantly kustomisin' the weapons and armour of their fellow Deathskulls.

There are two main features to a Deathskull detachment – Looterz and Gretchin, and both should be featured in abundance. Looterz are

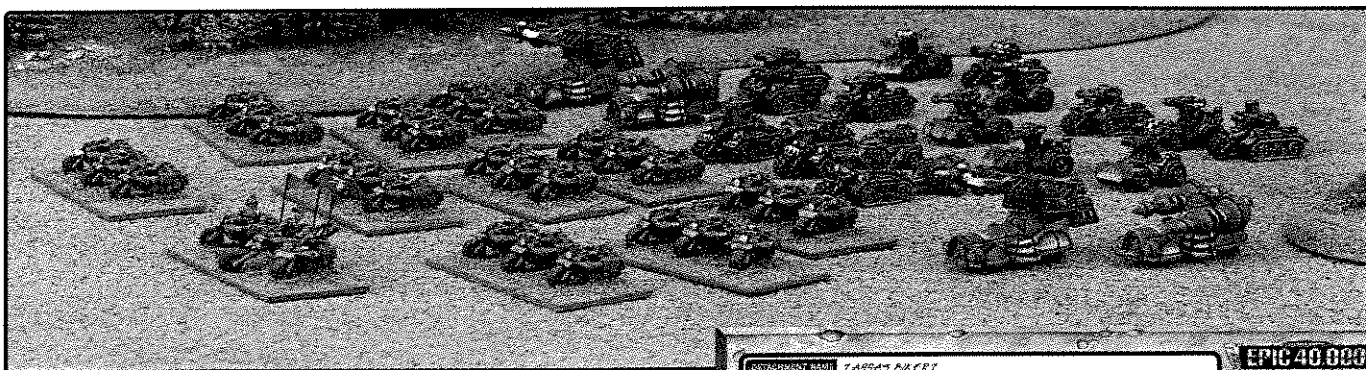


Deathskull Battlewagon



Deathskull Warboss





represented by Shooty Boyz units and Grots are, well, Grots... Grots make a really good screen to absorb casualties and are handy for lending supporting fire in an assault (and are pretty handy in a firefight for that matter) so around 6 to 10 units give you a lot of strength in numbers. As for your Shooty Boyz, the sky's the limit and it wouldn't be over-the-top to have as many as ten or twelve units of them in a detachment. As well as these, the Deathskulls also have lots of ordinary Boyz to pick over the field of war after the battle has finished, eight to ten units being a pretty reasonable number. Other than this, Deathskull detachments could have any mix of troops, with a few Battlewagons for the Nobz and Warboss, and probably a Weirdboy too.



War Buggies



Evil Sunz Smasha Gun

EVIL SUNZ

All Orks love going really fast on Bikes, Battlewagons and any other vehicles they can grab hold of. However, amongst the different clans, it is the Evil Sunz who enjoy going really, really fast.

DETACHMENT NAME		LASSAS BAKKI		EPIC 40,000	
DETACHMENT TYPE		KULT OF SPEED		POINT COST	
COMMANDER		WARRIOR LASSAS BAKKI		40	
COMMANDER					
DETACHMENT MAIN FORCE		DETACHMENT SUPPORT			
1	DEATHSKULL 1 UNIT	20	1	DEATHSKULL 1 UNIT	20
2	DEATHSKULL 1 UNIT	20	2	DEATHSKULL 1 UNIT	20
3	DEATHSKULL 1 UNIT	20	3	DEATHSKULL 1 UNIT	20
4	DEATHSKULL 1 UNIT	20	4	DEATHSKULL 1 UNIT	20
5	DEATHSKULL 1 UNIT	20	5	DEATHSKULL 1 UNIT	20
6	DEATHSKULL 1 UNIT	20	6	DEATHSKULL 1 UNIT	20
7	DEATHSKULL 1 UNIT	20	7	DEATHSKULL 1 UNIT	20
8	DEATHSKULL 1 UNIT	20	8	DEATHSKULL 1 UNIT	20
9	DEATHSKULL 1 UNIT	20	9	DEATHSKULL 1 UNIT	20
10	DEATHSKULL 1 UNIT	20	10	DEATHSKULL 1 UNIT	20
UNIT		SPD	STR	DEF	VAL
DEATHSKULL	100	100	100	100	100
DEATHSKULL	100	100	100	100	100
DEATHSKULL	100	100	100	100	100

Their Meks constantly tinker with their vehicles to get the best performance possible and have long debates about which Squig fuel mix is the best, arguments about different track and tyre combinations and so on.

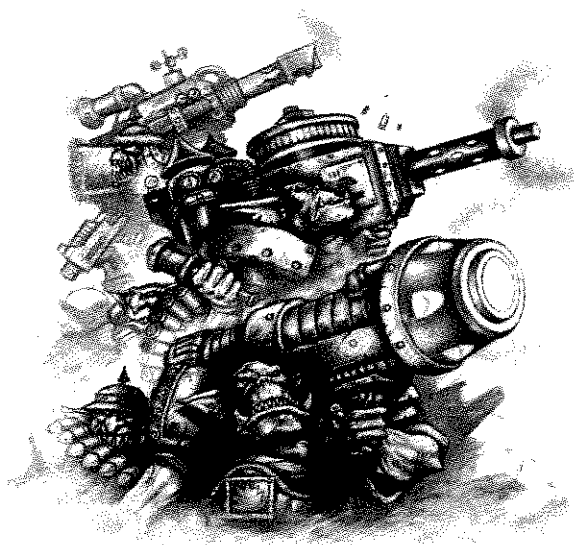
You can represent Evil Sunz with either a Warband detachment or a Kult of Speed. Either way there should be a definite emphasis on Buggies, Bikes and Battlewagons, with a few Nobz and Boyz hanging on as best they can. I can go on about them here, but for a good idea for some Evil Sunz Kults of Speed have a look at the Waa-Grodsnik's Wheelz of Deth boxed set. For a Warband-based Evil Sunz detachment you still want a fair number of Battlewagons, probably more than you have Boyz, just so that nobody will get left behind, plus a mob or two of Bikes and/or Speed Freeks. Oh, and make sure everything has some red on, because as every Ork knows, "Red Wunz Go Fast!"

SNAKEBITES

Snakebites are the hoary traditionalists of Ork society. Any gun more complicated than a barrel and a trigger is frowned upon, and they much prefer to move about using their Boarz and Squiggoths.

To get a useful Snakebites detachment you will have to decide whether you want to have Squiggoths or Boarboyz. If you want to field Boarboyz as the main troops of your detachment, it's preferable to include battlewagons to carry any ordinary Boyz, Grots or Nobz. This will mean the detachment will be pretty fast-moving and can charge into an assault from what seemed like a safe distance to the enemy!

If you're more inclined to take Squiggoths in the detachment, speed isn't as important. Four or Five





DETACHMENT NAME: CHAOS AT 200K 240		EPIK 40,000	
DETACHMENT TYPE: CHAOS AT 200K 240		POINT COST: 44	
POWER: CHAOS AT 200K 240		RESERVE SPEED: 20	
COMMANDER: CHAOS AT 200K 240		HALF STRENGTH: 10	
COMMANDER: CHAOS AT 200K 240		MOVABLE VALUE: 1	
COMMANDER: CHAOS AT 200K 240		TOTAL POINT COST: 200	
DETACHMENT MAIN FORCE			
1	CHAOS AT 200K 240	24	
2	CHAOS AT 200K 240	24	
3	CHAOS AT 200K 240	24	
4	CHAOS AT 200K 240	24	
5	CHAOS AT 200K 240	24	
6	CHAOS AT 200K 240	24	
7	CHAOS AT 200K 240	24	
8	CHAOS AT 200K 240	24	
9	CHAOS AT 200K 240	24	
10	CHAOS AT 200K 240	24	
DETACHMENT SUPPORT			
1	CHAOS AT 200K 240	24	
2	CHAOS AT 200K 240	24	
3	CHAOS AT 200K 240	24	
4	CHAOS AT 200K 240	24	
5	CHAOS AT 200K 240	24	
6	CHAOS AT 200K 240	24	
7	CHAOS AT 200K 240	24	
8	CHAOS AT 200K 240	24	
9	CHAOS AT 200K 240	24	
10	CHAOS AT 200K 240	24	

Squiggoths, with plenty of Gretchin to protect them from enemy fire (at least six to eight units), will give your opponents some nasty moments. Add on nine or ten Boyz units, a few Boarboyz, four or five units of Nobz, and the detachment is looking deadly...

BLOOD AXES

Blood Axes are probably the least traditional of the Ork clans. They favour a very different style of fighting, employing some distinctly un-Orky tactics like sneaking about, formal training and using camouflage. This has led them to develop some very individual vehicles and troops.

Blood Axe detachments feature a lot of Boyz, with strong contingents of their special Kommandos and lots of Stormboyz. A good guesstimate would be to have eight to ten Boyz units with your maximum amount of Kommandos or Stormboyz (or both). A few Nobz units will give the detachment a bit more of a reliable punch, and any detachment benefits from having a few Grots around to act as a screen to enemy fire.

In addition, as Blood Axes often employ kustomised Imperial technology, this gives you a great opportunity to convert different tanks. In game terms, the effect of all this tinkering turns anything into a Battlewagon, but this doesn't stop you sticking extra spikes on an Imperial Chimera, or adding a big gun to a Rhino and so on, for purely visual effect. Of course, not every single Battlewagon should be converted, but a couple of strange vehicles adds to the character of the detachment a great deal.



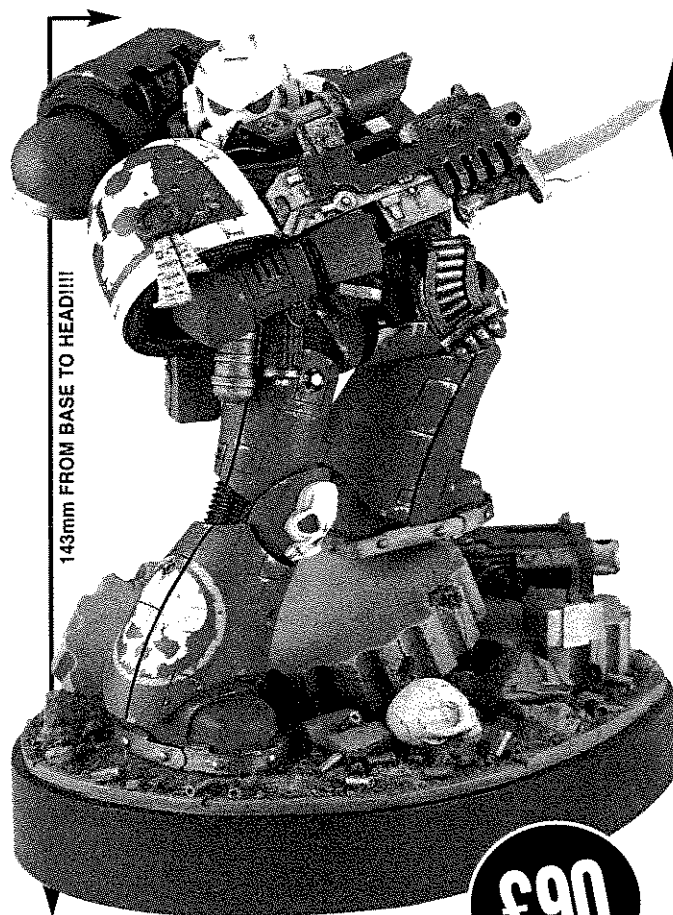
Blood Axe Kommandos

DETACHMENT NAME: BLOOD AXES		EPIK 40,000	
DETACHMENT TYPE: BLOOD AXES		POINT COST: 44	
POWER: BLOOD AXES		RESERVE SPEED: 20	
COMMANDER: BLOOD AXES		HALF STRENGTH: 10	
COMMANDER: BLOOD AXES		MOVABLE VALUE: 1	
COMMANDER: BLOOD AXES		TOTAL POINT COST: 200	
DETACHMENT MAIN FORCE			
1	CHAOS AT 200K 240	24	
2	CHAOS AT 200K 240	24	
3	CHAOS AT 200K 240	24	
4	CHAOS AT 200K 240	24	
5	CHAOS AT 200K 240	24	
6	CHAOS AT 200K 240	24	
7	CHAOS AT 200K 240	24	
8	CHAOS AT 200K 240	24	
9	CHAOS AT 200K 240	24	
10	CHAOS AT 200K 240	24	
DETACHMENT SUPPORT			
1	CHAOS AT 200K 240	24	
2	CHAOS AT 200K 240	24	
3	CHAOS AT 200K 240	24	
4	CHAOS AT 200K 240	24	
5	CHAOS AT 200K 240	24	
6	CHAOS AT 200K 240	24	
7	CHAOS AT 200K 240	24	
8	CHAOS AT 200K 240	24	
9	CHAOS AT 200K 240	24	
10	CHAOS AT 200K 240	24	

DA END

Waaagh! Of course this is only a brief look of the different Ork clans and their individual outlooks on combat and war. Warhammer 40,000 Codex Orks is a useful source of reference for more details of the Ork clans, colour schemes and so on. That's it for me this month, but watch this space for more Orky articles in the future.

Forge World

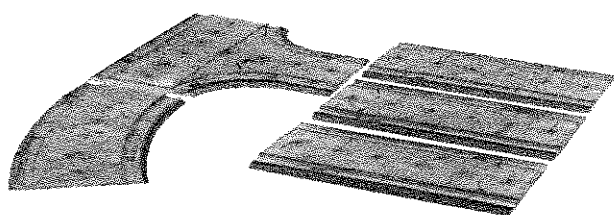


£90

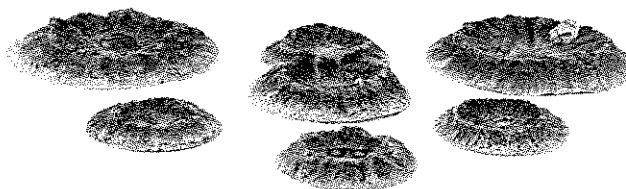
Forgeworld presents the Imperial Space Marine, a hand-crafted finely detailed resin model based upon the supreme fighting force and protectors of Mankind. Available as 143mm tall finely sculpted, dynamically posed multi part figurines. Once assembled, these figures are ideally suited for painting with Citadel paints for a superb finish.

This fantastic bust of an Orc Warlord is hand-cast in the finest resin, for a brilliantly smooth finish. The detail on this model is astonishing and has to be seen to be believed. Whether you're an Orc general or you simply love collecting superb miniatures this Orc bust will be a fine addition to any collection.

£25



WH40K ROAD SET: £30



CRATERS: £16

FORGEWORLD ORDER FORM

Name: Age:
 Address:
 Postcode: Country:
 Tel:
 Payment: ☐ Cheque ☐ Postal/Money
 Order ☐ Mastercard ☐ Visa ☐ Switch
 Card No:
 Cardholder name: Expiry Date:
 Switch valid from: Switch issue no:
 Cardholder signature:
 Send your order together with payment to:

Forgeworld, Games Workshop, Willow Road, Lenton,
 Nottingham, NG7 2WS, UK

DESCRIPTION	QTY	PRICE	P&P	TOTAL
Earthworks		£30	UK:£4; EURO £6.50; ROW£13	
40K Road Set		£30	UK:£4; EURO £6.50; ROW£13	
WH Highway		£30	UK:£4; EURO £6.50; ROW£13	
Space Marine		£90	UK:£4; EURO £6.50; ROW£13	
Craters		£16	UK:£4; EURO £6.50; ROW£13	
Orc Bust		£25	UK:£4; EURO £6.50; ROW£13	

GRAND TOTAL:

Note that all orders are individually hand-cast.
 Please allow up to 28 days for delivery.

*ROW = postage to territories outside of Europe & UK

TERROR AND DEATH

By Gav Thorpe

Gav has already showed how to get the most out of your Imperial forces and Orks, so why not Chaos as well? He did play test the Chaos army lists during the games development.

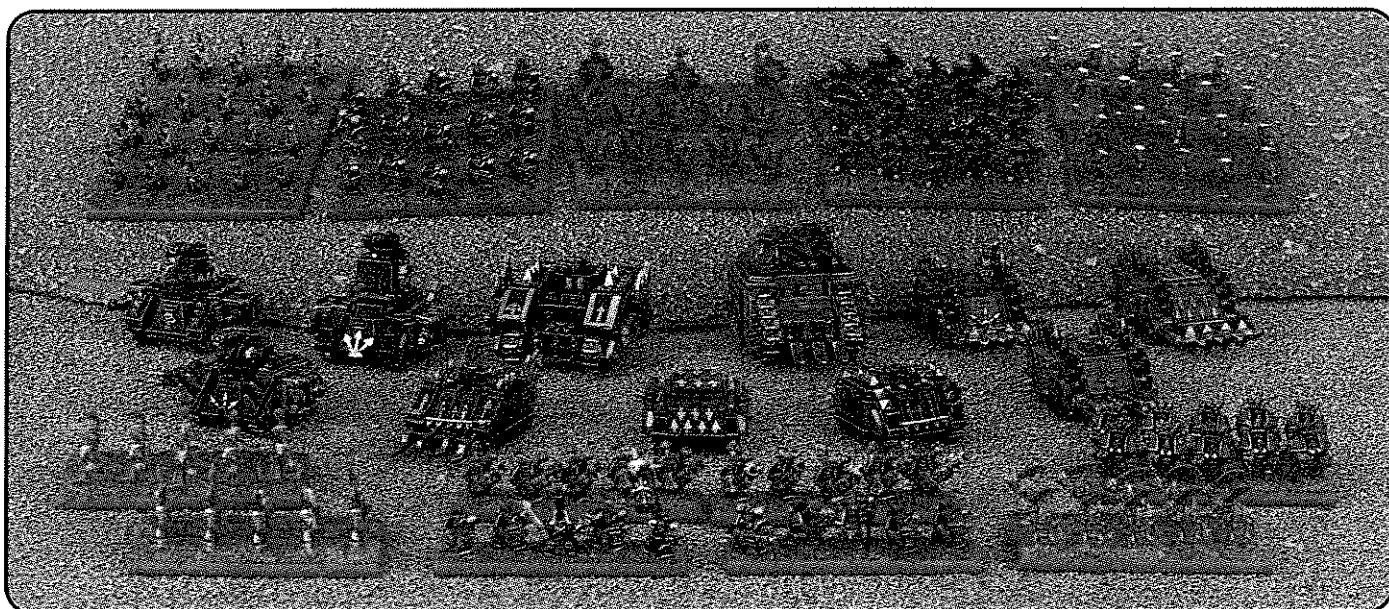
The wild and varied forces of Chaos pour forth from the Eye of Terror to attack and kill, raid and maim the servants of the Imperium. They are a powerful army, fuelled by the hatred of their Warmaster and backed by the unearthly design of their dark gods. However, raw power is never enough, and to quell all resistance to your Black Crusade you must have understanding of the nature of the beast you control. Hopefully the following tactics and ideas will give you some measure of that understanding. Reading this article is only the first step on the road to enlightenment and to truly succeed you must form your own plans and strategies.

CHAOS SPACE MARINES

There are a number of different types of Chaos Space Marine available to a Chaos Black Crusade. From the awesome heavy weapons of the Noise Marines to the deadly close combat hack and slash of Khorne Berzerkers, there's a great deal of scope. This variety can be used in two ways. Firstly, you can include a good mix of different troop types within the same Chaos Space Marine detachment, giving it some

expertise whatever situation it finds itself in. This tactical flexibility will allow you to respond to enemy attacks and moves regardless of what they are. The downside of flexibility is that it makes a detachment a jack of all trades and master of none. It may be able to shoot a little and fight in close combat fairly well, but it will never excel. Also, it is unlikely that the whole detachment will ever be used to the best of its ability at any one time.

Alternatively, you can choose to specialise your detachments, fielding very particular types of troops which all fulfil a similar role. This means that the detachment will be able to bring a great force to bear in a particular type of encounter, whether it is long ranged fighting, close combats or even Titan-hunting. However, this type of detachment can find itself in a sticky situation if it comes across a type of foe it isn't particularly able to deal with. Chaos Artillery, for instance, can pound foes to oblivion from afar but if enemy units can attack the battery into close combat the chances are many of those Cannon of Khorne and Doomblasters are going to be destroyed.



The best mix is probably somewhere in the middle ground between these two extremes. It is a good idea to have a primary role for a detachment, and choose troops which best fulfil that role. However, you must also consider what other problems the detachment will face and try to introduce a few troops who will help to soften the detachments weaknesses, even if you can't eradicate them altogether.

For example, you would like a unit of Chaos Space Marines to smash the enemy in close combat. Well, it looks like Khorne Berzerkers are the obvious choice. Give each squad a Rhino and this will speed them up and also make them a little more resistant to blast markers (if they take the detachment's total numbers over fifteen). However, Khorne Berzerkers aren't very handy in a firefight against something like a squadron or two of Leman Russ tanks or a Baneblade. To at least give them a fighting chance, a few Chaos Space Marine Predators wouldn't go amiss, although if any close combat does start (and you should certainly hope it does!) the Predators are best left out of the main fighting, lending support but not risking themselves

With Epic 40,000 it is important that you start hitting the enemy as soon as possible. For Chaos Space Marines this generally means a detachment of Veterans. When they first appear, get the Veterans as far forward as possible, preferably into some cover such as ruins, woods or buildings. From there the Veterans can settle onto Overwatch orders and any enemy foolish enough to approach too closely will be met by a deadly hail of fire. While your opponent spends time trying to eliminate this threat in his own neck of the woods, the rest of your army can move into position under less threat. If he tries to ignore the Veterans, they'll punish the enemy for every step they take within range of their bolters!

Noise Marines make a good bodyguard for Chaos Artillery, either as support for an armoured detachment or with the Chaos Artillery as support. The Noise Marines can keep up a punishing volley of fire for turn after turn. The blast from a salvo of Chaos Artillery can be totally destructive. When you combine the two together, you can annihilate enemy detachments. The major problem with Chaos Artillery is that it has to take a turn to reload. During this time it is very vulnerable to being attacked by fast moving enemies such as Eldar Jetbikes or Space Marine Land Speeders. With Noise Marines in the detachment, the Chaos Artillery is still given a degree of protection from ranged attacks and the



Chaos Space Marine Rhinos.

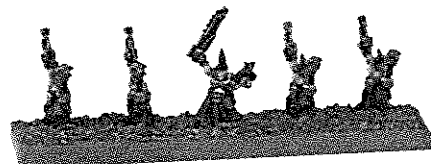
threat of close combat during this weakened period.

CULTISTS

They're dross, but they get in the way. Cultists are a rare thing in a Black Crusade army - they're cheap! For relatively few points, you can field a large detachment of Cultists which can use sheer weight of numbers to destroy the enemies of Chaos. Although one Cultist unit doesn't look particularly impressive, they have a point of firepower each, so fifteen or twenty of them start to earn a bit of respect! Similarly, trying to close combat a monster detachment like this is asking for trouble. No matter how elite the fighters are, too even start countering the support of so many troops, the enemy is going to have spent far more points in his detachment than you.

This becomes even more serious if you invest in a few units of Beastmen and some Champions for them. These savage warriors should be kept towards the rear of the detachment as it moves forward, so that you don't lose them to enemy shooting. As the Cult gets closer to the enemy, move the Beastmen to the front where they can get involved in the fighting. With so many Cultists to lend supporting fire, they'll be able to take on and beat far more than their own points worth. This can be further bolstered with the addition of one or two Hellhound firethrowers or Demolisher siege tanks stolen from the Planetary Defence Force compound!

Actually, you don't just have to field the dregs of a Cult. You can use a small cult (just five Main Force units) and use their ability to take Hydra anti-aircraft guns to protect your Chaos Artillery from flyers. Or you can field Leman Russ battle tanks to get some serious concentrated firepower on your side. Cultists are always a good way of annoying Imperial players. There's nothing that gets them mad quite as much as you



Chaos Cultists with Demagogue



Bloodletters

being able to take the same tanks as them! Make sure you have suitable anti-Imperialist slogans on your banners too!

DAEMONS

Every turn your daemons aren't in close combat, they're being wasted. Although they have their Save ability, you must maximise every available piece of cover as you run them towards the enemy as fast as possible (possibly a March move followed by Assault orders each turn). Most of the tactics for using your daemons properly are covered later when I discuss how to make an assault work.

You will find that your Greater Daemons in particular cause a disproportionate amount of terror in your opponent, and so everything that can fire at them probably will. They are especially prone to being picked off by Death Rays and Anti-tank weapons which can choose their targets freely, so try to make sure they're well hidden behind solid cover such as a building or wood when threatened by a foe armed in this way!

Of course, the best thing about daemons (well, Horrors, Daemonettes and Plaguebearers) is that you can have a phenomenal number of psykers in one detachment, giving you that crucial extra +1 bonus in close combat. The only



Plaguebearers

army likely to give you any problems on that front are Tyranids, and they'd have to invest in a hell of a lot of Zoanthropes to equal the number of Daemons you can field!

DAEMON ENGINES

Daemon Engines can be used either as support for your Chaos Space Marines or in detachments of their own. How you field them is dictated in part by what you want out of them. Generally, Daemon Engines of Khorne work best as support vehicles, providing some firepower for Khorne Berzerkers or standard Chaos Space Marines. As befits their bloodthirsty god, Khorne Engines are no mean fighters in close combat as well,

ripping apart their foes with whirring blades and thrashing spikes. This can prove to be a bit of a dilemma. Do you want your Khorne Daemon Engines to stand back and shoot or charge into the enemy and mow them down in close combat? Since they are suited to either role, the choice is yours to make freely. Whatever type of detachment they are supporting, whether its Khorne Berzerkers or Noise Marines, the Khorne Daemon Engines will be able to lend assistance. In addition, they can partly cover any weaknesses in the detachment, as discussed earlier. The only thing to bear in mind about charging into combat with the Daemon Engines is their Speed, which is slower than a Rhino, so you can accidentally leave them behind if you don't pay attention.

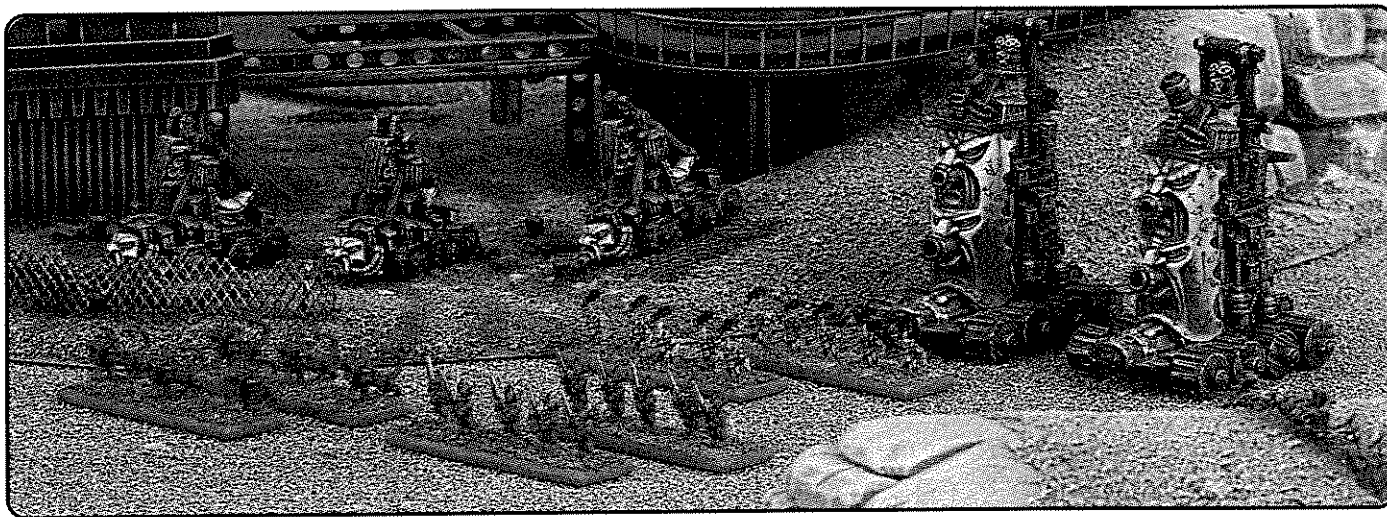
Like Khorne Daemon Engines, Silver Towers are best used in support of other troops. Their ability to rain down heavy fire from above can really help in close combat, however they are quite slow in comparison to troops mounted in transports. For this reason, they are perhaps better suited to more static detachments, protecting Chaos Artillery or Noise Marines from enemy assaults. They make good support for foot-based Chaos Space Marine detachments though, so sending them forward on the offensive isn't totally out of the question.

Slaanesh Daemon Engines are best used on their own rather than in support. This enables them to use their high speed to maximum effect, sweeping down the flank to attack the enemy from behind. Speed is essential in Epic 40,000, and Slaanesh walkers allow you to start harassing the enemy right from the outset. By pinning down the enemy's fast flanking forces, attacking deep into the heart of the opposing army and capturing objectives early in the battle, Slaanesh Daemon Engines can force your opponent to focus his attention on them rather than the slower bits of your army (such as daemons, Cultists

and foot-bound Chaos Space Marines). While your enemy tackles the fast, well-armed Daemon Engines terrorising his battle line, you can move these other detachments into position in more safety.

Nurgle Daemon





Daemons supported by Nurgle Daemon Engines and two huge Plague Towers.

Engines are long range support vehicles. Although they can be very effective if fielded as massed batteries on their own, they can also cause a great deal of mayhem if sprinkled liberally through your army. As your detachments move forward, the Nurgle Engines can accompany them, placing blast markers on whatever enemy detachment poses the most threat at any given time. Spread through the army like this doesn't stop them having cumulative effect if you want them to, they can still combine fire onto a single target from all over the battlefield. Most importantly, by not having one large detachment of Nurgle Daemon Engines it becomes that much harder for your opponent to eliminate them all.

WAR ENGINES

A Black Crusade can include a wide variety of different war engines, from the small but fast Subjugator Titans to the lumbering Plague Towers of Nurgle. Each of these can fit into your overall plan, regardless of what you have in mind.

The Banelord is pretty much a Warlord Titan with one or two changes. It doesn't mount any long range weaponry so it must close with the enemy to unleash its lethal salvoes of fire. Luckily, this is what you probably want anyway. Having a Banelord to accompany your Daemons and Khorne Berzerkers as they charge into hand-to-hand combat is a great bonus. Not only can it soften up foes with a pummelling fusillade of cannon fire, it can lend valuable support in any close combats and firefights that happen close by. Its massive Doomfist is also a pretty sure deterrent for enemy war engines not to interfere with those it is escorting.

The Nurgle Plague Tower is a bit of a strange War Engine. It is very slow, it doesn't have that many

guns and it isn't protected particularly well. So what are its uses then, foolish mortal, I hear you cry. Well, it can carry lots of troops inside, in relative safety (providing you give the enemy other things to worry about at the same time, such as daemons bursting out of thin air and Noise Marines hurling blasts of sonic energy at the opposing war engines). The Plague Tower is especially useful for getting over razorwire, as found in Dawn Assaults and Planetary Assaults. This is because war engines can move over razorwire without penalty, unlike normal transports such as Rhinos who cannot cross the stuff on Assault orders. Using a Plague Tower, you can actually move over the razorwire and launch an assault at the same time. This greatly enhances your chances of establishing a foothold on the far side of the razorwire. Normally you have to walk very slowly across the razorwire, with the enemy dug into position, blasting the hell out of anything that gets too close. With a Plague Tower or two you can rumble over the razorwire and spill Beastmen, Berzerkers or other close combat nasties into the heart of the enemy defence.

Then there are the Slaanesh Titans. Although nominally Titans, these war engines are really more an equivalent of super heavy tanks, though far more mobile. Subjugators are best used in pairs to hunt down enemy war engines. One of them is usually enough to deal with foes such as Warhound Titans or Eldar Revenant Titans and both of them can match a Reaver Titan, or maybe even a Phantom or Warlord if the foe doesn't have its own close combat weapon. The speed of the Subjugator is one of its best weapons, though they are very vulnerable to Land Raiders and other adversaries with Anti-tank shots. Try to use the available cover as much as possible while

you close in on your prey. Avoid a straight shooting match with anything but the weakest enemy detachments, and also watch out for being swamped in close combat by nasties like Genestealers, Carnifexes or Eldar Aspect Warriors with Exarchs. Without the bonus of its close combat weapons, the Subjugator is actually quite fragile. To counter this, they are relatively cheap in terms of points, so you can usually afford two, three or maybe even four for the price of the target you're hunting.

In contrast, the Questor is actually a bit of a firepower monster. It is very good in firefights and although it is no better protected than a Subjugator, its potential to dish out some serious damage should stop all but the hardest foes from trying anything stupid (like duelling at long range). Like the Subjugator, the Questor is quite vulnerable in close combat, though it is still better than the likes of Baneblades or Cobras. It is also very good in firefights and you can use them to support your close combat detachments so that they are less prone to breaking before they can charge. This is explained in more detail later.

FLYERS

Chaos commanders are very lucky, they have one of the best interceptors in Epic 40,000 and one of the most lethal bombers too. As with all interceptors, it is best to use your Doomwings in separate detachments from the Firelords. Always take the maximum five Doomwings in each detachment, and in a 2000 point game I might even be tempted to take two squadrons of Doomwings if I had some Firelords to protect. The only thing that can really worry your Doomwings are those pesky Eldar Nightwings.



With those guys around, don't try a ground attack with the Doomwings, always go on intercept orders. The Eldar player is likely to do the same, since neither of you want your opponent to shoot first (flyers on an intercept mission fire first if fighting with flyers with an equal intercept value).

Firelords are excellent at bombing massed targets and can build up a firepower of six or even eight if the target is foolishly packed close enough. Punish your opponent for clustering his troops to close together. In future turns he will be so paranoid about more Firelord air strikes he will be constantly wary about bunching up his army. This is all for your good, as detachments which are spread over a large area are less effective in firefights and, more importantly, close combats. This is because more of the detachment is



outside that important 15cm 'zone' for lending support in the close combat, while if you are charging you can pack the attackers in really tight.

RIPPING THEIR FACES OFF

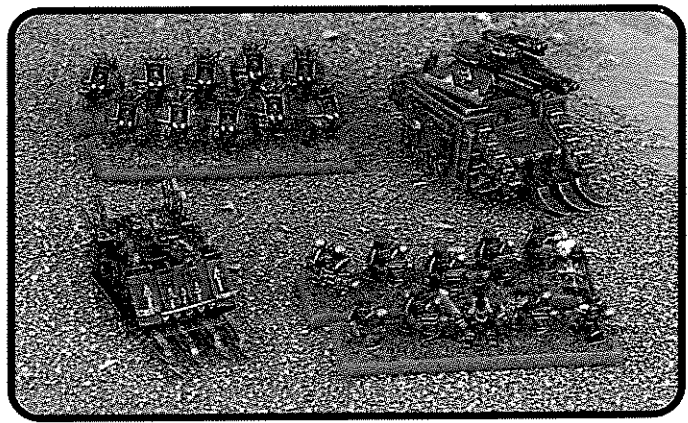
Even with Chaos Artillery, Noise Marines, Firelords, Plague Towers and other weapons of mass destruction, the Chaos army is still mainly directed towards close combat and short range exchanges of fire. Just like their loyal counterparts, Chaos Space Marines are absolutely murderous if they can gain some area of cover and settle onto Overwatch to Rapid Fire any foes careless enough to stray too close. Also, Chaos Space Marines in general, and Berzerkers and Daemons in particular, are very adept at close combat. The long range firepower of your army should be directed towards softening up targets before that final assault comes crashing in to smash aside all opposition. As with any plan in Epic 40,000, the more things you can give your opponent to worry about, the less effective he is going to be on the whole.

As a whole, your plan should be focused towards keeping the enemy under pressure until the close combat beasts arrive and start pulling heads off in pretty short order.

PUTTING THE BOOT IN

Using a Chaos army is about knowing how to send in an assault and make it work. Once you have this basic skill perfected, you can take on any enemy, in any situation. It's just a question of timing mainly, and keeping concentrated on your own plans and not to get distracted by the enemy.

Firstly, pick the target of the assault. In many situations this will have to be a battlefield location, as you won't know what your opponent has in his army as it will either be hidden or off the table (and its unsportsmanlike to sneak a look in



Supreme Commander detachment. Chaos Warmaster and his bodyguard.

his figure case!). Once you find out where the most valuable enemy detachments are you can steer your army towards them.

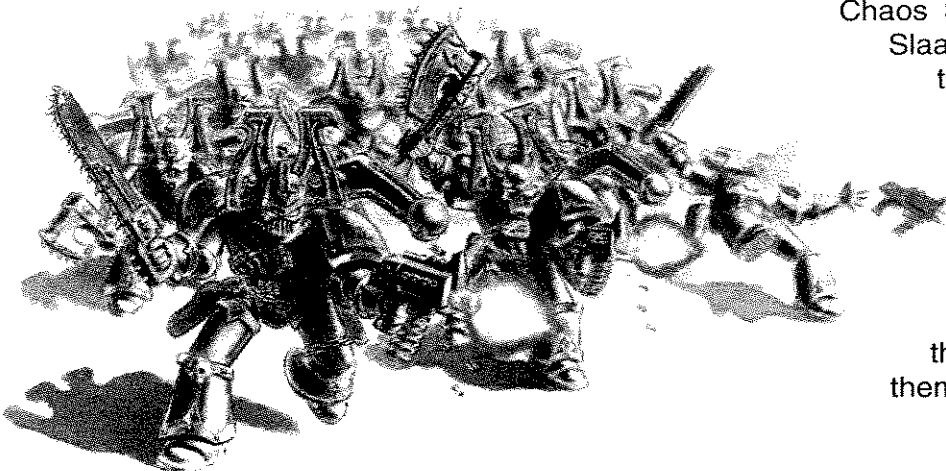
Direct the fire of your heaviest weapons (including Firelord bombing runs) against the intended target. The idea is to give your close combat troops every possible advantage. This not only includes reducing the number of units they have to fight, but also piling up the blast markers (hopefully the enemy will have more than five blast markers on them by the time the assault hits home).

SUPPORT, SUPPORT!

Alongside your assault detachments you should move forward with your tactical troops. These are needed for two reasons. Firstly, their mere presence and the greater threat they present at range will attract some of your foe's fire. The more shots directed towards your Chaos Space Marines, and especially Cultists, the less damage and blast markers being inflicted on the assault troops. Secondly, your close combat monsters will need help in any firefights. If your opponent gets the initiative in that crucial assault phase, he's going to try to break your assault units with a firefight first. With a Cult packing fifteen to twenty firepower, or a detachment of

Chaos Space Marines or perhaps some Slaanesh Daemon Engines close by, this becomes more of a problem for your opponent than you.

Questor Titans are especially good in this role, as their high firepower can stave off enemy firefights while it is large enough to be a threat in close combat as well (and of course this threat is doubled if you field them in a pair!).



SPREAD THE WORD

When you are ready to charge, go with everything you've got. Assaults are not for the faint-hearted and you need to bring everything you can to play its part. Try to engage as many different enemy detachments as you can (within reason) so that when you win, you will inflict the maximum number of blast markers on the enemy army as a whole. The example below shows this in more detail.

It is very important that you get to charge, rather than your opponent. Pick out any targets which are likely to cause problems. Always try to double up on enemies unless they have a worse Assault value than you, in which case go for maximum penetration of the enemy detachment. Don't leave close support vehicles unengaged if possible. Don't bother ganging up with your units that Rampage, spread them around as much as possible. Try to get units as deep into the enemy as you can.

Get your tactical troops involved too if you can. Although this reduces their firepower in the previous shooting phase, if you can get an extra ten or so units in support, this can add an extra +1 to your score. Of course, to lend support the detachment must have troops in combat with the enemy, so make sure you leave some foes for them to attack!

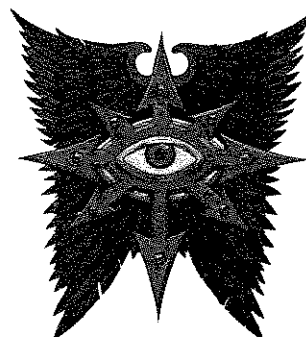
When you are allocating casualties at the end

(after your glorious victory of course) start with the enemy units furthest from the direction of attack. Those right on the front line will have to make retreat moves so there's a good chance that they won't be able to get away. Again, the diagram below presents this tactic in more detail.

SERVE YOUR GODS WELL

Well, that's about it really. Remember, you will take casualties and the Chaos Gods detest players who are not bold and fearless (yes, those whining curs who constantly bemoan every loss and blast marker). But whatever happens, you can feel warm in the knowledge that soon your opponent is going to find out the true meaning of terror. Don't let him forget it!

So, muster your dark forces, it is time to spill forth from the Eye of Terror to bring death, mayhem and destruction to those who have not seen the true path!



Da Roolz Boyz

Have you got a rules query? Do you want to know if we still have classic Citadel miniatures available? If the answer to both these questions is 'yes!', or if you want to discuss any aspect of the Games Workshop hobby, you should contact the Roolz Boyz, today!

**Da Roolz Boyz
Games Workshop Ltd,
Willow Road, Lenton, Nottingham, NG7 2WS
Telephone: 0115 – 91 40 000
Lines are open 7am-midnight
7 days a week**

WARHAMMER EPIC 40,000

THE HAND OF FATE!

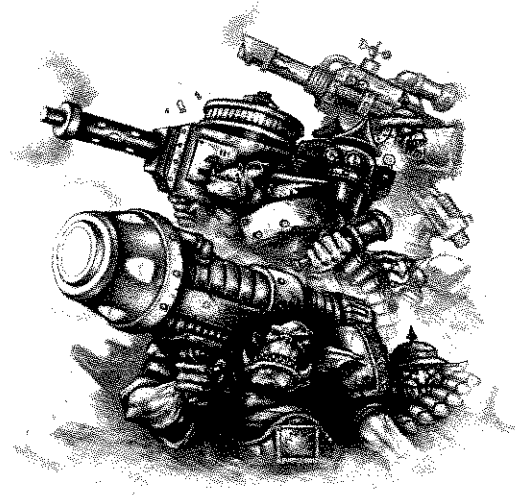
White Dwarf 214 included some special Fate cards for Epic 40,000 which have been specifically created for Eldar, Ork, Tyranid and Chaos players. Well, the back cover of Firepower contains another set of 4 cards for each race, to add to the Fate deck using one of the methods below. Any of the methods is fine, as long as both players agree and both are using the same method.

SLINGS AND ARROWS

When we started to develop the Epic 40,000 game system one of the things we wanted to capture was the sense of a whole game of Warhammer 40,000 condensed down into a single Assault phase in Epic. Games of 40K normally start with the opposing armies about 24" inches apart (bolter range) and generally end with one or both of the forces being badly mauled but with one player victorious. In Epic 40,000, we recreated this sense of a decisive engagement by the resolving of combat with a single competitive dice roll (with the addition of a number of bonus factors to reflect the combat status of the troops) that makes the assaults a knife edge part of each battle.

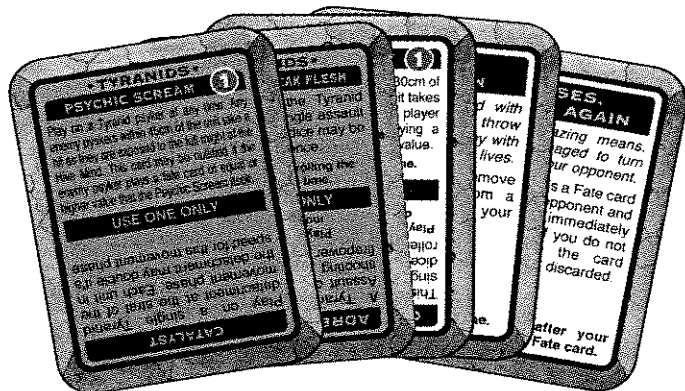
However, whenever you decide things in a game with a single D6 roll the vagaries of chance can come into play. Despite stacking the odds in your favour by outnumbering your opponent, covering him with blast markers, and having psykers on your side, the fickle finger of fate can always turn against you and when your opponent rolls a '6' and you roll a '1' there is nothing you can do but howl in fury! Thus the Epic 40,000 Fate cards were born.

Initially, the cards were designed as simple re-rolls to help iron out some of the slings and arrows of fortune. However, as we began to develop the system we saw the opportunity to



include other events in the deck such as 'Orbital Barrages' and 'Forced Marches' to give players the opportunity for an extra edge at critical moments in the battle. We also saw how the Fate cards would give us the opportunity to further develop the characteristics of the different warring races in the 40K universe by giving the Orks some Orky Fate cards and the Eldar their own set and so on.

In the Epic 40,000 game, we included a deck of 12 Fate cards that are used by both players regardless of the armies involved in the battle. This often means that in an average 2000 point game, one side has four cards and the other player has five. This means that there are only three 'dead' cards left in the deck giving you a fair chance of guessing your opponent's hand. I normally work on the assumption that if I'm not holding the 'Orbital Barrage' (a 3D6 firepower attack anywhere on the battlefield!) then the chances are that my opponent has it in his hand and I try to avoid making March moves too early in the game as this is usually one of the first cards to be played. However, if I'm holding 'Curses Foiled Again' then I know that whatever he throws at me, I can turn the tables and play his



card back against his own force.

We always intended to increase the size of the basic Fate deck, and in WD210 we published the 'Emperor's Tarot'. This is a special deck of 16 cards that can only be used by Imperial players.

WD214 was the turn of the Ork, Tyranid, Eldar and Chaos players! On the card sections of this issue of Firepower you'll find four sets of four new cards specifically created for each of these armies. Each of the four new cards for each race are used together with the twelve cards from the standard fate deck to create a new 'custom' deck of sixteen cards. This larger deck generates greater fog of war and makes it far harder for your opponent to guess what cards you hold in your hand!

In generating the new cards and giving them to some of the big Epic fans in the Studio to playtest, we discovered that they can be used in a number of different ways depending upon the armies involved in the battle. We've listed two of the most obvious ways here, together with a handful of other ideas, but if you or your gaming group come up with alternate suggestions, then give them a try and write in to let us know. The most important principle is that you and your opponent should agree on which method to use before you start to draw any cards.

HOW TO INCLUDE THE NEW FATE CARDS IN EPIC 40,000

Method 1: If the battle involves an Imperial player against any non-Imperial army, then the Imperial player can choose to pick from either the 'Imperial Tarot' or the standard Fate deck. If he chooses the 'Imperial Tarot' then his opponent simply removes 4 cards randomly from the standard fate deck and shuffles his eight race specific cards into the remaining Fate deck to create a new custom deck of 16 cards. Then he draws his cards normally.

If you don't have a copy of the 'Imperial Tarot' or the Imperial player chooses to draw from the standard deck, then simply mix in the race specific cards for the other player and deal them out in the normal fashion (usually one card for each 500 points in your army, with an extra card going to the player who's army points total was the lowest!).

If the Imperial player receives any of his opponent's army cards, then he simply puts them to one side and draws new Fate cards until he has the correct number of cards in his hand. The non-Imperial player can of course use either

standard Fate cards or the new race specific ones.

Method 2: If no Imperial forces are involved in the battle, then both players should shuffle their eight race specific cards in with the standard Fate deck to create an expanded super-deck of twenty eight cards. Cards are then dealt as normal, and if either player receives cards from their opponent's set, they place them to one side as before and draw new cards until their hand is full.

In addition to the above, we've decided to list some of the wilder suggestions from the Studio staff. Please be aware that these have not been extensively tested and could lead to some unpredictable results!

Method 3: Ignore the normal method of drawing Fate cards. Instead each player draws D3 cards from both the standard deck and their new set of race specific cards, so that each player will have a random number of cards ranging from 2 to 6!

Method 4: Mix the new set of Fate cards for each player into the standard deck before dealing out Fate cards as normal. Imperial players can draw eight random Emperor's Tarot cards to add to the deck. Players who receive Fate cards they cannot use are allowed to redraw them (or not if you prefer).

Method 5: Each player is allowed to choose six cards to make up the Fate card deck. Cards can be chosen from the standard Fate deck or the players' special eight card sets (or up to four from the Emperor's Tarot for Imperial commanders). Once the deck has been chosen, shuffle it and deal out Fate cards as normal. If either player is dealt a card they cannot use then the card is discarded and another one dealt to replace it. If there are no cards left the player doesn't get a replacement at all!

NULLIFYING PSYCHIC ATTACKS

The new Fate cards include many different kinds of psychic attack that players can use to blast their enemies. However, the method for nullifying these attacks remains the same regardless of what they are called. Any fate card that has a number value printed on it is counted as a Psychic Blast for the purposes of nullifying. Hence any psychic attack can be nullified by the opposing player if he can play a card with a higher value on it before the attack is resolved.

Well that's about it for now. Let us know how you get on with the new cards, but most of all just have fun!

CHAOS •
WITHERING GAZE (2)

One of your psykers may make D3 anti-tank shots with a range of 30cm unless your opponent plays a psychic Fate card of a higher value.

Play this card at any time.

PSYCHIC BLAST (2)

Pick any unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

Play this card at any time.

CHAOS •
CHAOS SPAWN

Nominate a friendly infantry unit. The unit adds +1D6 to its assault value and gains the Rampage skill. However the unit is automatically destroyed in the next rally phase.

Play this card at any time.

USE ONE ONLY

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.

Play this card after dice roll for a close combat or firefight.

COUNTER ATTACK

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.

Play this card after dice roll for a close combat or firefight.

USE ONE ONLY

Play this when an enemy detachment takes a leadership test

CHAOS •
ALLURE OF SLAANESH

The effected enemy detachment fails the leadership test if was attempting. Suborn units may use their re-roll to allow them to test once.

Play this when an enemy detachment takes a leadership test

CHAOS •
CHANGING OF WAYS

Tzeentch, the master of Fates, laughs at the puny attempts to thwart his designs. Roll a dice for each fate card in your opponent's hand. On a roll of 5 or 6 the card must be discarded immediately.

Play this card at the start of the battle, after dealing fate cards.

USE ONE ONLY

ELDAR •
WAVEBANK

All rolls for reserves this turn are successful on a score of 2+ regardless of the detachment's speed and the turn count.

Play this card before rolling for reserves.

USE ONE ONLY

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.

Play this card after dice roll for a close combat or firefight.

SUSTAIN ATTACK

ELDAR •
CONFUSE

This card may be played at any time. One enemy detachment takes a D3 blast markers.

USE ONE ONLY

Pick any unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

Play this card at any time.

PSYCHIC BLAST (2)

ELDAR •
BATTLE FORTUNE

This card may be played when your opponent declares he is shooting at an Eldar detachment. The target Eldar detachment shifts a column to the right on the firepower table for the rest of the turn.

USE ONE ONLY

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.

Play this card after dice roll for a close combat or firefight.

SUSTAIN ATTACK

ELDAR •
GUIDE

Play on a war engine with 30cm of one of your psykers. One weapon system or battery on the war engine counts as being on Overwatch orders for it's next shot.

Play this card at any time.

USE ONE ONLY

Pick any unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

Play this card at any time.

PSYCHIC BLAST (2)

CHAOS •
WITHERING GAZE (2)

One of your psykers may make D3 anti-tank shots with a range of 30cm unless your opponent plays a psychic Fate card of a higher value.

Play this card at any time.

PSYCHIC BLAST (2)

Pick any unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

Play this card at any time.

CHAOS •
CHAOS SPAWN

Nominate a friendly infantry unit. The unit adds +1D6 to its assault value and gains the Rampage skill. However the unit is automatically destroyed in the next rally phase.

Play this card at any time.

USE ONE ONLY

COUNTER ATTACK

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.

Play this card after dice roll for a close combat or firefight.

CHAOS •

ALLURE OF SLAANESH

The effected enemy detachment fails the leadership test if was attempting. Stubborn units may use their re-roll to allow them to test once.

Play this when an enemy detachment takes a leadership test

USE ONE ONLY

Play this card after dice roll for a close combat or firefight.

COUNTER ATTACK

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.

Play this card after dice roll for a close combat or firefight.

CHAOS •

CHANGING OF WAYS

Tzeentch, the master of Fates, laughs at the puny attempts to thwart his designs. Roll a dice for each fate card in your opponent's hand. On a roll of 5 or 6 the card must be discarded immediately.

Play this card at the start of the battle, after dealing fate cards.

LYNNO EENNO ESEN

ELDAR •
WEBWAY

All rolls for reserves this turn are successful on a score of 2+ regardless of the detachment's speed and the turn count.

Play this card before rolling for reserves.

LYNNO EENNO ESEN

SUSTAIN ATTACK

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.

Play this card after dice roll for a close combat or firefight.

ELDAR •
CONFUSE

This card may be played at any time. One enemy detachment takes a D3 blast markers.

LYNNO EENNO ESEN

PSYCHIC BLAST (2)

Pick any unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

Play this card at any time.

ELDAR •
BATTLE FORTUNE

This card may be played when your opponent declares he is shooting at an Eldar detachment. The target Eldar detachment shifts a column to the right on the firepower table for the rest of the turn.

LYNNO EENNO ESEN

SUSTAIN ATTACK

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.

Play this card after dice roll for a close combat or firefight.

ELDAR •
GUIDE

Play on a war engine with 30cm of one of your psykers. One weapon system or battery on the war engine counts as being on Overwatch orders for it's next shot.

Play this card at any time.

USE ONE ONLY

PSYCHIC BLAST (2)

Pick any unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

Play this card at any time.

•ORKS•
GRUB

Play on an Ork detachment. Hiding Grots return to play. You may bring back 1D6 Gretchin stands which have already been removed as casualties. Play this card at any time.

USE ONE ONLY

close combat or firefight

Play this card after dice roll for a

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.

COUNTER ATTACK

•ORKS•
ZAG IT!

This card allows you to add 10cm to the speed of one Ork detachment for the rest of the turn. Play this card at any time.

USE ONE ONLY

close combat or firefight

Play this card after dice roll for a

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.

COUNTER ATTACK

•ORKS•
DUR

Each Ork detachment that has its HQ within 15cm of a Gargant becomes stubborn for the rest of the turn. Play this card at any time.

USE ONE ONLY

Play this card at any time

Place the barrage template on an enemy detachment within 30cm of one of your Werboyz. Roll once to hit any units under the template unless the opposing player nullifies the stomp by playing a psychic attack with a higher value.

2
STOMP

•ORKS•
BOSS

Play this card on any single Ork detachment. The detachment automatically passes the next leadership test they take. Play this card at any time.

USE ONE ONLY

Play this card at any time

Place the barrage template on an enemy detachment within 30cm of one of your Werboyz. Roll once to hit any units under the template unless the opposing player nullifies the stomp by playing a psychic attack with a higher value.

2
STOMP

•TYRANIDS•
PSYCHIC SCREAM

2

Play on a Tyranid psyker at any time. Any enemy psykers within 45cm of the unit take a hit as they are exposed to the full might of the Hive Mind. This card may be nullified if the enemy psyker plays a fate card of equal or higher value than the Psychic Scream itself.

USE ONE ONLY

Play this card in the rally phase.

regained.

On a 4+ the damage is

point of damage it has taken.

REGENERATION

•TYRANIDS•
DESTROY THE WEAK FLESH

This card allows the Tyranid player to reroll a single assault or firefight dice. No dice may be rerolled more than once.

Play this card after dice roll for a close combat or firefight

USE ONE ONLY

Play this card at any time.

a 1 or 2, and takes a hit on a 1 or 2.

rolls of 1 or 2 for the rest of the battle. So a unit entering it must halt on

terrain tests for that area become

INFESTATION

•TYRANIDS•
PSYCHIC SCREAM

3

Play on a Tyranid psyker at any time. Any enemy psykers within 45cm of the unit take a hit as they are exposed to the full might of the Hive Mind. This card may be nullified if the enemy psyker plays a fate card of equal or higher value than the Psychic Scream itself.

USE ONE ONLY

Play this card on an enemy detachment at any time.

as Spore mines begin to detonate.

detachment takes 1D3 blast markers

swarm of drifting spore mines. The

DRIFTING SPORE MINES

•TYRANIDS•
DESTROY THE WEAK FLESH

This card allows the Tyranid player to reroll a single assault or firefight dice. No dice may be rerolled more than once.

Play this card after dice roll for a close combat or firefight

USE ONE ONLY

Play this card on an enemy detachment at any time.

ers and damage normally.

by 3D6 firepower. Work out blast mark-

orbiting bio-ships. The detachment is hit

ORBITAL BIO-BARRAGE

