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FIREPOWER 3

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MODELLING TIPS

BY CARL WOODROW

Carl has some advice and musings on modelling your Epic armies. Modelling at Epic scale is a bit fiddly and the size of the miniatures is rather daunting. But Carl proves there are a few simple tricks to help improve the look of your detachments. You can see Carl's Banelord Titan on the inside back cover of the magazine.

Or... what do I do with all these leftovers?

The Epic gaming system has gone through a number of incarnations over the years from Adeptus Titanicus, through Space Marine & Titan Legions to the latest version Epic 40,000. During this time countless models have been released, discontinued, lost, found, re-designed and eventually re-released as new and even more impressive variations. To the dedicated collector this can be a real frustration as suddenly the army you have spent ages painting has become redundant overnight... or has it?

When a gaming system gets overhauled (as most periodically do at some stage) two trains of thought emerge as to what to do when the new miniatures are released. The first goes something like 'Oh great...now I have to go out and buy my Ork/Imperial/Eldar (delete as applicable) army all over again'. The second is 'Hmm...I like the new miniatures, but how do I go about integrating my current collection into the new system'. As you have probably guessed, not having a huge abundance of disposable income I fall into the second category; the eternal optimist. As all armies evolve over time and new technologies are introduced I do not see the mixing of old and new models as something bad, in fact for some races, such as the Orks, this mix makes for a more characterful looking army and should be actively encouraged.

However, there are always going to be a few teething problems early on, and a couple of tough decisions that will need to be made so I will get these out of the way first before looking at some of the more interesting things to do.

Long bases or square?

Probably the biggest impact of the new system on current Epic gamers has been the introduction of the new style infantry base which group the figures in a long line. Re-basing all of your figures onto the new bases is not something that I would particularly recommend, nor would be purchasing

stacks of new bases from mail order unless you felt that strongly and had the cash to spare. The approach that I chose to take was to combine both styles with a little thought over organisation. Saving the new bases for command stands, Scouts and any unusual or specialist troop types, I based all of my 'standard' foot soldiers on the old square bases. These look much better when massed together anyway and really suit Tyranid swarms such as Termagants and Hormagaunts, which race across the field in a huge tightly packed mass. The old square bases are also ideal for mounting individual models such as Support units, Dreadnoughts, Robots, Carnifexes or Vyper Jet Bikes. Between the old and the new you should have more than enough bases to spare to use on all of your figures. The list below is just a suggestion over how you could base your models using a combination of the two. Either way, it is not always necessary to completely re-base all of your figures.

Really, how you base your figures is pretty subjective to what you feel comfortable with, but just because the new bases look different doesn't mean that the square base is not still of use to certain models... at the end of the day experimentation is the key.

Codex Grey has been disbanded...

The launch of the new Imperial Guard Detachment boxed set is also another big change with Imperial Guard troops now being replaced with their newer Tallarn/Valhallan/Catachan counterparts. This does not necessarily mean that the traditional 'codex grey' Guard stands are now redundant within your army. Now grouped under the banner of 'Tech Guard' or 'Skitarii' the old grey guard have their own set of army lists within the Imperium (available in Firepower Issue 1). If you still have a lot of the older Imperial Guard tactical and heavy weapon figures left unpainted, then just include them within your new army using the new desert or ice world colour schemes, they don't look out of place. In fact when painted 'jungle'

green with red helmets they look great alongside the new Catachan stands. Add to that the odd Chimera or Demolisher in jungle camouflage and the whole detachment looks original with its own unique identity. Likewise the older Imperial Guard Captain and Commissars can add a little something to make a command stand that little bit different. Don't forget that the older Imperial Guard boxed sets also contain a standard bearer, something that is not present in the new releases and can be used to make command stands really stand out (no pun intended).

Mix and Match...

One of the things that I am very keen to do when putting my infantry stands together is to include the occasional 'out of place' figure just to give it a little variety from the norm, or use a different colourscheme for just one of the figures. Here is a list of suggestions, race-by-race on what can be achieved with a little imagination.

Imperial Troops

Command stands can be made the focal point of a detachment by adding just one out of character figure. For example, on an Imperial Guard commander consider replacing one of the tactical troopers with an Ogryn bodyguard or even a Beastman Lieutenant or Ratling sniper. This lends a bit of variety to the stand and gives it its own character. Include the odd Devastator or Terminator Marine with Space Marine commanders. It is not necessary to have the usual setup of Captain + Apothecary + Techmarine + Chaplain for each and every command stand. That way the spare characters can be used on other stands, such as including a Chaplain on one of your assault stands or an Inquisitor with your Terminators. On one of my 'Howling Griffons' command stands I have replaced the two characters either side of the Captain with Squat Hearthguard to reinforce the Chapters background and relationship with the Squat homeworld. Don't be afraid of cutting the size of the stand back to three figures either.

When painting Imperial Guard Roughriders, consider varying the colours of the horses across the detachment instead of painting them all a uniform brown. colour schemes could include chestnut, white, black or dappled grey. If you're feeling particularly inspired then you could add individual markings, points and sock colours to each horse. This may sound like a lot of time and work, but the result is well and truly worth it.

Imperial Eagles

If you like to convert and add details to Epic miniatures then here is a small tip for you.

If you like me, are a lost soul who also plays Warhammer 40K, go to your bits box and get some of the countless spare Space Marine boltguns that over the years have accumulated there. Otherwise you have to 'borrow' some bolters from a 40K player.

Ok, if you examine the boltgun you'll see a small (4x2 mm) Imperial Eagle, which is just begging to adorn one of your banner poles or vehicles!

Now use a sharp knife and carefully cut off the symbol. Hold the knife at a small angle and keep the blade pressed against the bolter so that you don't destroy the eagle (it might be easier if you remove one of the rivets first), but be careful so that you don't cut yourself! After the eagle is removed, you can return the boltgun to the 40K player, who can use it for his Traitor Legion Marines...

Now you only have to straighten out the eagle a bit and then for instance glue it to an old Epic banner pole. Other uses includes: detailing a Command Land Raider replacing the 'triangle' on the front of your Space Marine Captain's bike, make honour badges for successful vehicles and so on.

Add some gold paint and the Imperial Eagle is ready for action!

Ork Clans

Without getting into a lengthy diatribe over clan colours which you can pick up from back issues of White Dwarf and other older Epic rule books and publications, there are a few things you can do to integrate those spare older Ork figures onto your new stands. Command stands are again the choice for variation as they are really the centrepiece of an Ork horde. Consider adding shooty boyz as well as Nobz to command stands or better still, my personal favourite is to mix the older Ork Madboyz and the occasional Gretchin with the Weirdboy to make a really hilarious looking Psyker stand. Because of the variety of Ork characters there is no reason to have all of your stands looking exactly the same, consider clipping the back standard pole off a few of your Nobz or including a Painboy with your Boyz stands.

Eldar War Hosts

The very uniform nature of Eldar troops precludes mixing Aspects on stands with any degree of success (unless you paint them as Harlequins which works quite well). However, when you add a Warlock or Exarch to an Aspect stand, consider adopting the Aspects colour scheme for the character model. Exarchs in particular look sensational in a variety of schemes from Swooping Hawk to Dark Reaper, after all, this follows the path of the Exarch who is essentially

'trapped in aspect'. The older Eldar boxed sets actually fit in well with the new army as in the same way with the Imperial Guard you get a standard bearer. This helps build up Eldar command stands as, with the exception of the Tyranids, the Eldar have the least number of command character models.

Tyranid Swarms

Tyranids are a little difficult to individualise as it goes against the bio-engineered creation of their race. However saying that, variations in colour can be quite effective. Different stripes or markings on Tyranid Warriors works well (although time consuming), but one of the most eye-catching effects that I have seen is to include 'albino' Termagants within the swarm. Instead of the mass of uniform red, consider dry-brushing a few white. These slight differences can really stand out and look much more natural than a uniform colour scheme.

These are only a few suggestions and ideas and is by no means a complete list. I guess the point that I am trying to make is that having a few variations of colour and model within your army is not necessarily a bad thing. On the contrary, I believe that it is something that should be strived for in order to make your army more individual. It is the little details that will make your opponent say 'Oh wow!...I would have never thought of that' the next time you have a battle.

Titan Conversions

Titans offer the chance to go to town, they make an excellent centre piece for your army and a chance to test your modelling skills to the full. The original 'Beetle' Plastic Warlords are pretty straight forward to convert simply because most of the add-on weaponry was designed to fit onto that chassis anyway. To be perfectly honest though it is the current Warlord that interests me, as it just looks great. Having gotten used to the variety of weapons available from the likes of Adeptus Titanicus, I found it difficult to adjust to the fixed selection that comes with the new Warlord. However, all of those flat surfaces do give plenty of scope for making conversions.

Special Ordinance

Recent issues of both the Citadel Journal and White Dwarf have shown some of the weapon conversions that can be made, such as adding a Deathstrike launcher to a Warlord Titan, or even a Powerfist instead of one of the Deathrays. A favourite of mine is to use the Multi Launcher from the old Reaver Titan as a Warlord barrage weapon. All you need to do is mount the launcher on top of the flat part of the carapace by drilling a small hole to fit the launcher into. Other

conversions can include adding the Carapace Landing Pad or fire control centres to the new Warlords carapace. It is entirely up to you whether these modifications effect the rules, personally I stick with the original rules and just convert my Titans to recapture the original feeling of a special construction for a particular campaign. Whilst on the subject of rules Issue One of Firepower now contains rules for conversions such as Fire Control Centres and Rubble Claws, as well as lists of Titan components that can be purchased through Mail Order.

Battle Honours

Ever since I started playing Epic, banners and pennants have been an integral part of my Titan Legions. I cannot ever imagine the time when my Titans would go to war without great banners streaming out behind them, proclaiming their previous honours and heraldry. In many ways I see Titans as the 'standard bearers' of my Epic armies. All of my Warlord Titans have a minimum of at least a back banner displaying the Legio's heraldry. Quite often I will also include smaller pennants from the arm weapons displaying individual kill markings. For those of you old enough to remember the 'Codex Titanicus' you will likely remember the special campaign markings Titans displayed on the legs, carapace and banners. This is a tradition I have continued with my Imperial Legio dedicating the top corner of each banner to display a campaign marking (such as the crossed 'T' from the Horus heresy).

Eldar banners are if anything even more spectacular than those of the Imperium. For my Eldar Phantoms I have included a single long pennant hanging down from the primary weapon.

Orks are also very keen on displaying great banners and pennants from their Gargants. After all, some Warlord has paid a lot of teef for it so he's going to want everyone to know that it's his and how hard he is. As a general rule Ork banners are crudely painted and displayed on great banner poles from the back or shoulders of the Gargant. However what you choose to display on the banner is entirely up to you. Ork banners by their very nature are totally individual and often boast the warlords past victories through glyphs or use an icon to display the Gargant or Warlords name. The only rule to Gargant banners is 'make it Orky or I'll send Ghorbadd and da boyz round'.

Chaotic Conversions

Of all of the races in Epic, Chaos offers the most opportunities for some really spectacular Titan conversions (Adrain Woods infamous Imperator conversion 'Abominatus' is a prime example of what can be achieved with some imagination).

The most common examples are Khorne Banelords which are effectively a Warlord conversion, but others such as Slaanesh and Nurgle are equally possible. Again, a large number of metal Titan components are available from Mail Order and include parts such as wrecker balls, chaos whips, tentacles and tails. All of which can be used to create a Slaanesh Warlord. Nurgle Titans take a little more work in that you will have to add a few of your own modifications using modelling putty to create boils and suppurating blisters. Chaos spawn heads are a good way of creating a Nurgle Titan and can be used to replace the standard Imperial head that comes with the model.

Creating a Khorne Banelord using the Imperial Warlord as a starting point couldn't be easier. Games Workshop actually produce a conversion kit specifically for this, which is available through mail order. The kit does require a reasonable level of skill to assemble as a number of the parts have to be either cut or filed to fit so only tackle it if you are confident in your abilities to make the necessary modifications. That said, it is an excellent conversion and I have included a photo below of the model assembled and ready for painting (the painted result is on the back cover).

Basing your Titan

With the exception of the Tyranid Bio-Titans such as the Hierophant and Hierodule, most of the other Titans are mounted on a large round plastic base for stability. Although it is quite acceptable to either cover this base in flock or dry-brushed sand, with a little effort the base can be used to really emphasise the Titans size and power. This can be achieved a number of ways, either through adding the wreckage of a vehicle or dreadnought to the base, or include a few infantry models advancing at the feet of the war engine (and probably trying not to get squashed).

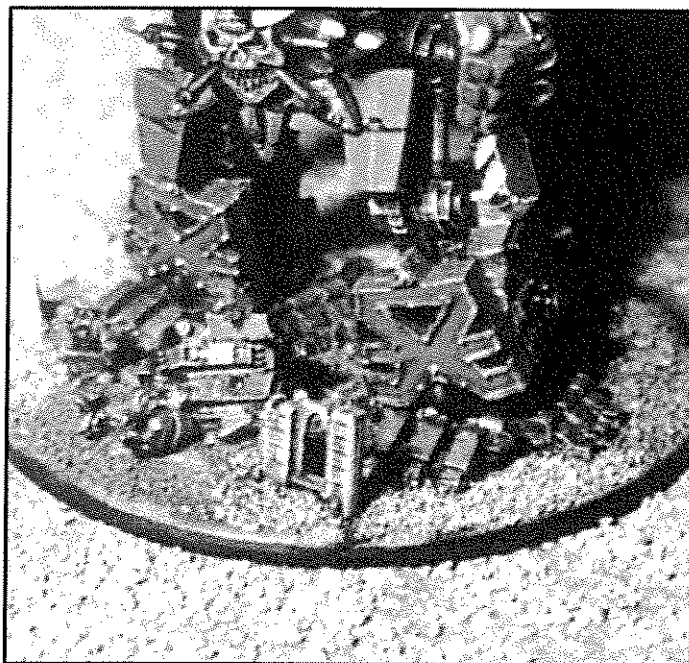
Although the Titan can be completely assembled and painted on the empty base first, what I tend to do is construct the Titan and the base as two separate models. That way any models and terrain features on the base can be painted with ease, without the legs of the Titan getting in the way. In order to do this you need to work out where the Titans feet will go and ensure that they will match up with the legs when the two halves are finally glued together. The best way to do this is to attach the feet using small balls of blu-tack or other temporary adhesive, then applying glue to the feet attach the Titan to the base holding it in place until the glue has set. Once the feet are firmly attached to the base the rest of the model can be lifted back off and permanently glued at a later time. It is important to temporarily attach the feet first when gluing so as to ensure the feet will

line up correctly during final assembly.

Once the feet are stuck to the base, you can add as much or as little scenery as you wish. I often start with some rubble or wall sections first. The small ruins that come with the infantry base sprues are ideal for this and can be cut into smaller lengths and glued straight onto the base. I then add a few infantry models either firing from behind the wall sections or simply advancing in the shadow of the Titan. One particular idea I like is to cut the base off an Eldar Jetbike and drilling a small hole in the bottom of the model attach it to the Titan base using a short length of firm wire. A paper clip is the ideal size for this and once attached the Jetbike can be made to look like it is skiing over the top of the walls or flying past the Titans legs.

When all of your chosen models are in place the bare sections of the base can be painted with watered down PVA glue and the whole thing dipped into some sand to add texture. After the sand has been sealed using more watered down glue and left to dry thoroughly, it can be sprayed with an appropriate undercoat ready for painting. The final task once everything is painted is to permanently glue the Titan back onto the base.

I hope throughout this article I have been able to give you some new ideas how to create some truly original and impressive looking war engines, so why not give it a go. There is no more impressive a sight than a huge Titan advancing across the battlefield, banners fluttering and infantry at its feet.



Carl's Banelord has a scenic base, complete with destroyed Dreadnought.



WARHAMMER **EPIC 40,000**

FIST OF THE IMPERIUM

BY EMIL KARTALOV

As promised in the last issue of *Firepower*, we continue a series of in-depth tactics articles. Emil has moved on from commanding his Eldar host to using a pure Space Marine force. Here he offers his advice on using the Emperor's finest to crush any foe, without the aid of Imperial Guard artillery!

'Let the Space Marines be Space Marines'

After playing Eldar for quite a while in Epic 40,000, I bought and started playing the Space Marines. One of my motives was that the Space Marines are an army which works very differently from Eldar; thus the experience would help me broaden my horizons. If there is one single dominant feature in the Space Marine army lists, it unquestionably is versatility. The pillar of the army is the Space Marine Tactical squad and its upgrades, all of which combine excellent armour, good firepower, decent range, and savage assault values.

The upside of versatility is that if you lead a Space Marines army you do not need to spend nearly as much time in your Reclusium customising your army for each different opponent, since whatever balanced force you choose should be able to do well against any opponent. The Space Marines are the least surrisable army in the game.

The down side of versatility is that you always pay for it in points regardless of the fact whether you have customised your force or not. Suppose for example that you buy Space Marines to shoot with. Unfortunately you pay not simply for their firepower and range, but also for their other boosted stats. Thus the Space Marines are never cost-efficient if assigned to specific tasks, but are always cost-efficient if they end up doing almost everything in a battle.

The conclusion to be drawn is that you must let the Space Marines be Space Marines to maximise efficiency. This means you should not be afraid to be shot or close-assaulted while you keep your Space Marines on overwatch orders to utilise rapid fire. Most bullets bounce off Space Marine armour. Even if you lose the close combats, it will not be by much, and stubbornness ensures that next turn you will be on overwatch again. Thus you simultaneously use all their special abilities. If you lead your Space Marines thusly, is defeat really a possibility?

This profound wisdom is at the heart of the fighting

methods of my Space Marines. It asserts the worth of big tactical companies, which should be kept on overwatch. That means they should be quickly deployed in good firing positions, so that they can spend the rest of the battle showering the enemy with torrents of rapid fire. The way to do that is to employ that rare gift, the cheap, fast, and spacious Rhino. All you do is march on the first turn and unload in a broad front. Then let the bolters do their job.

The Space Marines have many fine vehicles, e.g. the best tank in the game, the Land Raider. In my opinion though, the tanks mission is to support the infantry, which should always be the bulk of the force. Resist the temptation to build your army around Land Raiders, Predators, and Whirlwinds. It is not that infantry exists to protect the vehicles, it is that vehicles exist to support the infantry.

Due to the unreliability of reserves, drop pods should be used sparingly, only for very specific tasks, e.g. take out the enemy artillery or encircle his flank. The good news is that they are free!

Thunderhawks are definitely too expensive to be used for transportation when you have free drop pods. They are the best bombers about though. Unfortunately, I very seldom get to see them more than once per battle in a 2000 point game. By the fourth turn, the battle is usually already decided. The only good use they have is to show up once to take out a key enemy detachment, e.g. artillery. The Space Marines are basically a 45cm range army, so Thunderhawks are the Space Marine siege artillery.

SPACE MARINE TACTICS

The Rhino Shield

This curious Space Marine property was first noticed by Glenn. Once the Space Marines have marched and debussed into good firing positions, the Rhinos lose a lot of their worth, since their main task, transportation, has been fulfilled. A way to utilise the empty Rhinos is to advance them in front of the Space Marines, so that they catch

bullets instead of the Space Marines, since they have the same armour of 5+.

The problem that Glenn saw with this was that if the Space Marine line gets assaulted, the Rhinos being in front will lose the assault for the Space Marines with their value of zero.

In the opposite arrangement, with the Rhinos behind the Rhinos will at least support the troops.

I developed that idea into the conviction that it is in fact preferable for the Rhinos to be in front unconditionally. Since shooting happens before assaults, chances are that many of the Rhinos will be dead before the assault phase instead of Space Marines. Then the enemy assaults and kills Rhinos instead of Space Marines. The down side is they put more blast markers since the Rhinos fight poorly. The summary goes like this:

a. Rhinos back, more Space Marines are shot dead, more hits are put on Space Marines in close combat, fewer Space Marines on overwatch next turn.

b. Rhinos front, fewer Space Marines are shot dead, fewer Space Marines take hits in close combat, more Space Marines on overwatch next turn, a couple more blast markers are put on the Space Marine detachment.

The astute might point out that the attacker allocates Close Combat hits and thus could preferentially choose Space Marines over Rhinos. I counter by pointing out that if the Rhinos aren't destroyed then they interfere with later attempts to kill Space Marines and if all the Space Marines die before you kill the Rhinos then those Rhinos will motor away at top speed and you'll never wipe them out before they have removed all their blast markers.

In my opinion it is much more important to preserve the life force of the tactical company rather than receive a couple fewer blast marker. Combat experience has proven the wisdom of this conclusion against most armies. The Tyranids are a notable exception and are discussed specially in the strategy section.

2.The Firefight Sneak

A problem that the Space Marines face against close combat armies of low firepower value is that it is so beneficial to be on Overwatch that it is a waste to put them on assault orders just to firefight back the assault wave before it hits them. A Space Marine tactical squad has four times(!) less firepower on assault than he has on overwatch.

(Emil is referencing their firepower during the fire phase of the turn. They will still firefight with their full normal firepower).

One way to deal with this is to buy a bike force or jump-packed assault squad to do the job, while the tactical companies are invariably on Overwatch.

I stumbled over a subtler and sneakier way to do it, which helps the tacticals to do everything by themselves. In many cases it is possible to sneak up on the enemy using the Overwatch 5cm move to close up on him within 15cm. Then Overwatch goes normally, but winning initiative in the assault phase means the Overwatching Space Marines firefight away the wave. Thus no bike force or assault squads are necessary.

3.Suppression

This is a counter-intuitive effect of firing rules. We stumbled over it in my gaming group. Suppose your Space Marine line of six Tactical and two Devastator squads faces a triangle of Orks, which points towards them with one of its vertices. Suppose all Tacticals are only in range of a couple of Ork units, whereas the Devastators have all the Orks in range. According to rules, you roll eight dice in the open on overwatch and allocate hits regardless of the fact that all six tactical are really too far away from all but two Ork units. This is very counter-intuitive at least for somebody like me, who comes from the point-to-point shots system of Epic Space Marines. A way to think about it is that the Devastators effectively increase the range of the Tacticals to 45cm. Barring cheese, you should consider this effect in creating your Space Marine tactical detachments. The Devastators suddenly became even more attractive. The term 'suppression' derives from the rationale Sean Upchurch came up with about this effect: the tacticals fulfil a 'keep their heads down' order by providing suppressing fire, which allows the Devastators the breathing space necessary to take very rapid and accurate pot shots.

(Here, Emil spares you the whole story. The real complete story? Take those Orks who are barely in range of the tacticals and put them into cover. Put the rest of the detachment out of cover but still in range of the Devastators. No prize to those who can email and tell me why this makes a difference. The lesson? Read your rulebooks carefully and follow the directions.)

4. Fake Disruptors

This is the way the Space Marines compensate for not having any disruptors. You basically split the firepower of each of your tactical detachments among as many opponent detachments as possible, but still having a good chance to get hits. Thus each enemy detachment gets a blast marker for taking a hit. The next tactical detachment repeats the procedure. The result is a big number

of enemy detachments with a lot of blast marker each.

To increase this effect, also supply my tactical companies with a certain degree of autonomy from my armoured company, I include a support weapon (tarantula/rapier) in each, since a hit gets an additional blast marker as from a superheavy weapon.

The only down side of this trick is that it assumes there is not an enemy detachment which you really want to unload on before it has fired back. Barring this exception however, this is a pretty useful trick.

5. Hard points

This is the property of the Space Marine army to have the highest availability of units with saves among Imperial armies. Terminators, captains, and librarians form hard points in terms of survivability against fire, close assault and wipe-out. I like boosting up my tactical companies with all three types. The +10 points for a captain are more than well spent on a save, 6 assault, and free jump packs. The librarian is the same deal since 10 out of the +20 is the standard for being a psyker. A terminator's doubled longevity is more than well worth the +4 points. Glenn was the first to make the most spectacular use out of all this. His tank company got stomped by a Tyranid assault. The Tyranids were ready to declare a wipe-out, score the blast markers and add half the company's morale points to their morale, when the Space Marine captain escaped from the wrecked command Land Raider and ran away on his jump packs with all the blast markers.

6. Mechanisation

This is how you fully mechanise a tactical company solely with Rhinos. I got this trick from Glenn.

The problem is that the detachment structure does not allow you to buy extra rhinos to transport terminators and Anti-tank support weapons. A way to go around it is to buy Land Raiders, but a lot of Land Raiders quickly approaches cheese, and also slows down the entire company to 20cm from the 30cm of the Rhino. Razorbacks are fast, but inefficient transport-wise.

The trick is to sacrifice the free jump packs of both the officers in the company and make them buy a Rhino each. That opens two spaces for terminators and/or a support weapon.

7. Imperial Terror.

As I had the chance to mention in my writing on Eldar strategy, some units are much more worth it for the purely psychological terrorising effect on

the opponent, than they are for what they can actually do. The Whirlwinds being the only barrage weapon in the Space Marine army are an example of terror troops. Whenever you have them, the opponent always thinks twice before bunching up his troops.

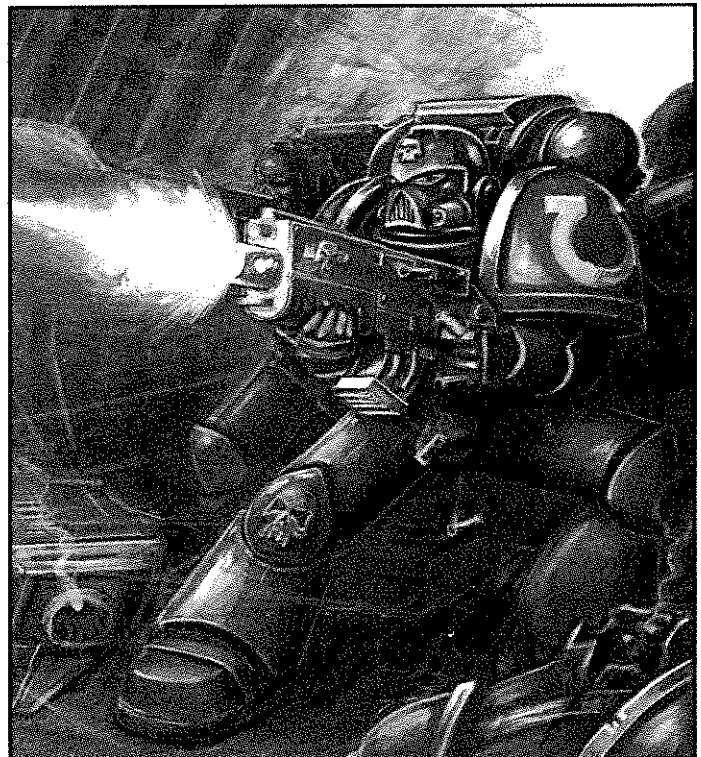
The fact that the entire enemy assault wave is staggered over 30cm in depth rather than 10cm for fear of the Whirlwinds is much more valuable to me as the Space Marine commander than the extra die or two I would roll otherwise, since low assault wave density means many will not make it to assault my Space Marines. Thus more Space Marines survive the fight and more Space Marines overwatch next turn.

All you have to do is find the balance between not being cheesy and having enough weight in Whirlwinds to scare the opponent. Up to this point, two whirlwinds in each of my three mechanised tactical companies have always been enough. That will probably change if my gaming group reads this.

The Imperial Titans are another example. They are tough enough to convince the opponent that they are practically indestructible, so they are ignored, which ironically makes them indestructible.

Contrary to expectations, the Land Raiders are not terrorisers. They are just as dangerous as they look. Treasure them, but beware of cheese.

Thunderhawks as bombers are the bane of any interceptor except a swarm of Gargoyles.





8. Containment

I already talked about containment in General Eldar Strategy. The same idea can be utilised by the Space Marines with two important corrections.

First, the Space Marine jump packs are not nearly as cool as the Eldar ones and the Space Marine assault troops are more expensive and less savage than fully upgraded Swooping Hawks. Since most of the casualties in Jump Packed detachments come from close assault, the Space Marine assault troops are just not that good. In my opinion they are just too expensive to be used as containment troops, since expendability is a primary requirement. There is no point to sacrifice a more expensive unit to protect a less expensive one, and that is exactly what you will end up doing if you protect the tactical troops with assault marines.

Second, the normal bikes and attack bikes, while not skimmers are in my opinion better than the Eldar jetbikes and vipers. At least in my gaming group, we almost never play on a board where skimming is of a big value, since we do not want to get the slow-moving armies handicapped any further than they are by nature. We also pop up at the beginning of the shooting phase for realism. With skimming out of the way, the attack bike beats all records of efficiency at merely 10 pts. It is as good as a vyper at less than half the price!

In my opinion, containment is the primary role of the bike force, so it has to include attack bikes. Against units of low assault, a bike detachment of normal bikes supported by Vindicators is worth trying.

9. Morale dumps

At the advent of Epic 40,000 all Imperials were pleasantly surprised by the toughness of the Imperial Titans. They are tough to shoot down and reasonably tough to kill by assault. That makes them a nice storage facility for morale. Against most armies, reasonable blast marker removal rolls mean the Titan keeps you in combat for one extra turn when everything else of yours is below halfstrength. Beware of taking them against Tyranids- they are the army which kills Imperial Titans most easily, the Titan will switch from being the hunter to the hunted.

The same effect can be achieved by means of big and/or tough air detachments. I cannot remember the last time my Thunderhawk 'Nuclear Death' detachment got reduced to halfstrength.

The really big win for the Space Marines in this respect is the ability to have very big companies of very tough troops. My standard mechanised tactical companies contain over twenty units of armour 5+ or better. Such a detachment costs a lot and is very tough to break.

Thus a well-constructed Space Marine force has this dump effect intrinsically and at no extra cost; in fact, you are paid for it since you buy fewer HQs.

10. Titan Armament

In my opinion, the only two worthy weapons are death rays and heavy weapons batteries.

A vortex is good only if you are absolutely certain that the opponent will take shielded war engines. Close combat weapons would have been worth it if they doubled the assault value against any unit.

Titan barrages are a waste of points when you have Whirlwinds, and you always will if you are wise. Besides, Titan barrages lack the artillery special ability. Finally, your opponent is likely to be spread out due to your Whirlwinds, which further decreases the effectiveness of your titan barrages. Megacannons seem lucrative for extra blast markers, but this is only an illusion. I believe one less blast marker is less important than putting a hit on an enemy psyker or commander 60 cm away on 2+ instead of 5+ or 6+.

The combination of Heavy Weapons Batteries and Death Rays means you can handle anything. You cannot lose Death Ray shots due to blast markers. You are unlikely to lose firefights.

11. Attrition

Some armies have very high value assault troops without saves (e.g. Genestealers and Exarch Aspect Warriors). For those, a marginal victory in

close combat is a loss, since they will be the first to receive hits, and hits kill them.

The size of the Space Marine companies and the Space Marines high assault value are truly devastating against such troops. It is even worse if you follow my example and take as many officers as possible with a lot of Terminators, since saves negate a lot of the bad consequences of losing an assault i.e. being killed!

It is a unique property of the Space Marines to be most able of all armies to survive and recover from losing an assault exactly due to such factors. Attrition is most effective against Tyranids and Eldar, but Chaos can also be affected since a Terminator is almost as good as a daemon in assault (3 instead of 4) particularly due to its save.

Detachment Samples

Tactical Companies

Option 1. Captain, Librarian, 2 Terminator units, 6 Tactical units, 5 Rhinos, 1 Support Weapon, 1 Razorback, 2 Whirlwinds.

Option 2. Captain, Librarian, 2 Terminator units, 4 Tactical units, 2 Devastator units, 5 Rhinos, 1 Support Weapon, 1 Razorback, 2 Whirlwinds.

Option 3. Captain, Librarian, 1 Terminator unit, 1 Support Weapon, 4 Tactical units, 4 Devastators, 6 Rhinos, 2 Whirlwinds.

Bike Force

Option 1. 3 bikes, 9 attack bikes.

Option 2. Librarian on bike, 12 attack bikes.

Option 3. Librarian on bike, 10 bikes, 5 Vindicators

Armoured Force

Option 1. Captain with jump pack, 4 Land Raiders, 3 Predators.

Option 2. Captain with jump pack, 5 Land Raiders, 2 Predators.

Terminator Assault Drop Force.

Captain with jump pack, Librarian with jump pack, 10 Terminator units.

Assault Drop Force

Captain with jump pack, Librarian with jump pack, 14 assaults units with jump pack.

SPACE MARINE STRATEGY

I. Stomp Chaos!

Attack bikes are a must as containment for the daemons. The assaults are terribly expensive for this, especially since daemons have saves. The

second biggest threat are the Nurgle Engines and Thunderhawks are the only way to get rid of them. A Reaver can hold a flank against anything but Greater Daemons. Use the Land Raiders to pick out the Knights and Chaos Space Marines; leave the daemons to the tacticals and heavy weapons batteries since daemon armour is 4+ anyway.

Have a good number of Devastators or your tacticals may end up defenceless against Noise Chaos Space Marines and Knights. Death-ray that annoying Supreme Commander. Terminators and officers are a must due to attrition effects. Fake disrupters are very effective since nothing is more devastating to Chaos than daemon waves frozen with blast markers. Rip daemons with heavy weapons batterie and Death Ray the Chaos Space Marine Land Raiders from a safe distance.

Try to keep your infantry in buildings since then they are untouchable to cavalry-class daemons. Always consider prep-barrages since the Space Marines will be on overwatch anyway, especially when facing greater daemons who will otherwise run away out of range.

Firefight sneaks can be frighteningly effective.

Bloodthirsters and Lords of Change are how Imperial Titans die; only shielding helps since those monsters can charge 75cm! In my opinion that is quite unreasonable. Nobody can convince me that something should be able to charge my Titan from outside his Death Ray range!

2. Stomp Orks!

I am afraid the Orks are the army designed to be beaten by the Space Marines. The Space Marines just are better at everything. The only challenge is presented by the Big Gunz and the Pulsar Rockets, but there are enough Anti-Tank and Death Rays in a Space Marine force to pick them out. Death Ray the Ork Warlord and Anti-Tank the Weirdboyz (no save!). There is no point to a drop pod attack. There is no point to a bomb attack by your Thunderhawks against Gargants, since they will always have enough shielding. Containment with attack bikes may be necessary to keep the Land Raiders safe. It is my hope that there can be a greater challenge if I do not take a Titan and the Orks take a Gargant and Death Ray Speedstas.

Recently our Ork player started developing a Gretchin shield. Basically Gretchin catch bullets for the Nobz, Skarboyz, Shooty Boyz, Big Gunz, and Pulsar Rokkitz in the same detachment. The strategy seems pretty effective. A way to counteract it is to use firefight containment tactics with a bike detachment of attack bikes. One must be careful to be barely within 15cm of the Gretchin, so that the bikes firefight only the Gretchin rather than the entire Orky wave behind them.

3.Stomp Imperial Guard!

The only real problem is Imperial Guard artillery and there are three good ways to deal with it: assaults drop, terminator drop, and Thunderhawk 'Nuclear Death' 'em. The Land Raiders should dispatch the Leman Russ'. I expect the tactical companies to wipe out the Imperial Guard infantry line in two turns of overwatch fire. Then the rest is a mopping-up job. The Space Marines are particularly resistant to Imperial Guard artillery since each Marine has tank armour. The Imperial Guard infantry is particularly vulnerable to rapid-firing Space Marines since their army structure makes Imperial Guard detachments small, and therefore susceptible to being wiped-out. This is probably the only case when Rhinos should be behind the Space Marines, since once the Imperial Guard infantry line collapses, you may need the Rhinos to transport the tactical troops to attack the Imperial Guard artillery.

I believe assault dropping is important regardless of the presence or absence of artillery. If skillfully done, a terminator drop can cut out the retreat path of a whole Imperial Guard flank and assaults look very scary in the eyes of artillery pieces and guardsmen.

I think taking a Titan is just too big a risk primarily due to the ever-present threat of deathstrike missile launchers. I believe strongly in Thunderhawks, since they are flexible brutal virtually-indestructible terrorisers and allow you to play a waiting game. I think bikes are a waste of time, since their primary task is firefight containment and Imperial Guard will never really try to assault Space Marines en masse.

I am starting to develop a very evil new drop tactic. It contains Terminators and Anti-Tank support platforms. The Terminators form a shield against a counter-assault, and take fire hits for the support weapons (and hopefully make their saves). The Anti-Tank shots take out the artillery pieces, leaving any shielding units and Hydras intact.

You can drop Devastators for the same purpose, but at 26 pts for two Anti-Tank shots and two separate units vs 20 pts for one unit with one shot, Tarantulas are roughly twice the value.

4.Stomp Tyranids!

The chief problem with the bugs is their ability to drop in large numbers. They can drop all their infantry plus disruptors like Biovores. This means that establishing a line will only get you encircled and eaten.

In my opinion, a mobile strategy with the Space Marines when fighting the bugs is a fiction, since they are very slow without their Rhinos and

loading and unloading units leaves too much to initiative counters. A loading and unloading Rhino moves 20cm, which is less than the move+charge rate of any bug. You also need base-to-base contact and you sacrifice your rapid-fire. It just does not work with tactical companies.

The conclusion is that you need to form a bubble of Tacticals and Terminators, with all the guns sticking out like the barbs of a hedgehog. The core of the bubble is Devastators, Whirlwinds, and Land Raiders. Ideally the bubble should be in open ground, so that different detachments can support each other with fire, and at least 30cm away from any buildings or forests, so that nothing can assault out of cover without being shot at first.

A Titan is definitely necessary for morale storage. Heavy Weapons Batteries are great against little bugs. The terror factor makes the bugs try to go around the Titan, so a Titan is good for holding a flank. This will work until the Tyranid commander realises how fragile in close combat the Titans actually are. Two big things you pay points for with your Titan are, repairable void shields and good armour, but neither of these will help you when Genestealers start jumping on your Reaver, followed by a Hive Tyrant. In the best case the bugs will be only have a +1 advantage, but if they use Biovores on your Titan, they may easily be at a +4 advantage. That is one broken (and probably) dead Titan.

The bugs have one major bane and it's name is Space Marine Tactical squads. Just keep them on overwatch and kick out as many blast markers as possible, since those are what will eventually lose the battle for the bugs on the fourth or fifth turn. Fake Disrupters! The big tactical companies are hard to wipe out, so the bugs are really suffocating towards the end of the third turn. Forget about containment, bikes, assaults, and all the vehicles but Land Raiders and Whirlwinds. Attrition is the way to beat Tyranids. Once the Genestealers are dead, the assault total of Tyranid detachments drops by half. Since the Tyranids are fast, Devastators are a must especially for suppression as described above.

Hard earned battle experience has indicated that the Rhino shield does not work against the bugs. Six Rhinos in front means 12 more positions for the bugs to attack. The average assault value of the bug is 4, so that means +48 in assault value; that probably means another +1 modifier and more hits taken by your valuable tactical troops. It also increases the depth of the your belt without improving the range. Thus bugs, which normally would not have made it into close combat, will. Forget about Rhinos altogether against the bugs, or they will lose the battle for you!

Unfortunately, the lack of Rhinos means you are very slow. Hence you must consider a bike force and jump pack assault troops especially to take out any annoying Biovore detachment in Mycetic Spores that will always drop into a forest out of range of your Whirlwinds and shell you on overwatch for the rest of the game.

Now something completely bizarre: I do not try to anti-tank synapse creatures, instead I concentrate on killing Carnifexes. He will always have enough synapse creatures to absorb the loses. Carnifexes are rampaging tanks and it is assault dice that will kill you in the end. Putting hits on a Hive Tyrant is just asking for the big bug to make its save. Every shot counts, do not waste any. A dead bug now is better than a chance at a dead bigger bug. You must mow them down quickly and methodically.

In the same way, do not put hits on Tyranid Warriors in close combat, but on Genestealers.

Then it is very likely that you will emerge battered but victorious, which is very typical of Space Marines.

A standard bug strategy is to hide behind hills and in forests in expectation of the assault phase, when they are guaranteed to move. A sure way to spoil this tactic is to load up on Whirlwinds. I am always extremely tempted to do so and it does take a lot of effort to limit myself to two Whirlwinds in each of my three identical tactical companies.

Finally, I must fulfil my sacred duty to the Emperor by warning you about the bug artillery. All have 60cm range. That means that if you, like me, try to lead a pure Space Marine force, you are always at a great disadvantage, since the Space Marines are a 45cm range army.

Thus a Dactylic at 32 pts is as good a barrage against Space Marines as an Imperial Guard Basilisk at 41 pts, is twice as hard to bomb since it has 6+ armour, and is much tougher with an assault of 2. I cannot think of a more efficient unit in the entire bug army!

The Biovores can drop onto the board and will always be exactly where they need to be. They will literally bleed your morale out and there is nothing you can do about it unless you take some assault troops, but then guess who gets disrupted?

With five blast markers even being stubborn means less than a 1 in 3 chance that the detachment will move.

5.Stomp Eldar!

I have not faced Eldar yet mostly because I was the regular Eldar player in my group before I switched to Space Marines. Here are some ideas though. Assault Aspect Warriors should be

susceptible to attrition because they lack a save. The Eldar have the blight of small detachments and a wipe-out penalty; that should make them really hurt when they face the Space Marine tactical companies. The Space Marines have enough firepower to make Titans fail holofield saves enough to take them down.

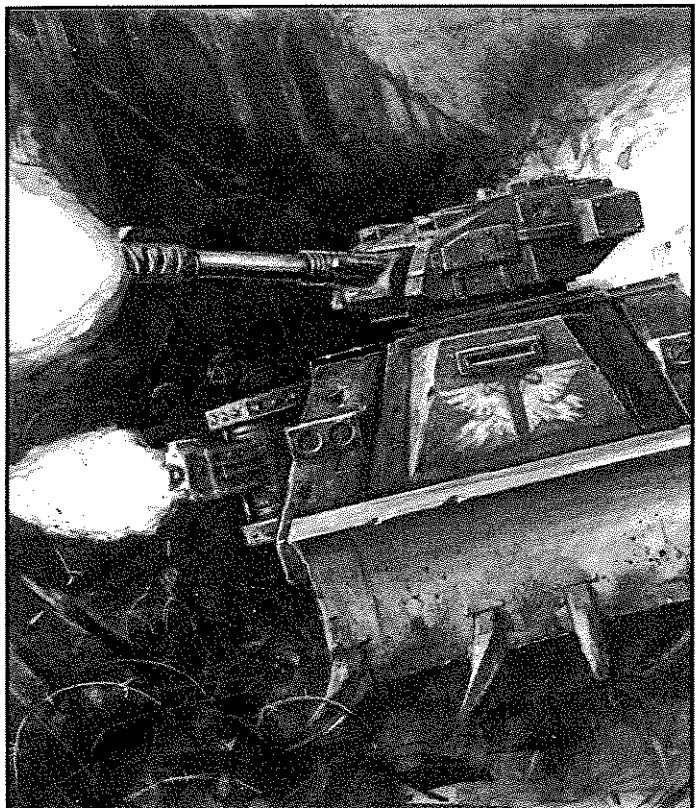
The Land Raiders should sneak in range under cover or they will really suffer from pulsar fire. The mission of the Land Raiders is to blow up the Titan and any Aspect Warrior laden wave serpents.

An Imperial Titan should stay ready to Death Ray any engine of Vaul which is foolish enough to pop up; that will be a death sentence since they do not have void shields and a Death Ray causes an automatic critical.

Night spinners can be really dangerous in large quantities; a big Thunderhawk bombing group should be able to penetrate the Nightwing screen and nuke the Night spinners. Alternatively, a Terminator or assaults drop should be very discomfoting for the Eldar artillery.

A bike force is pointless against jump-packed Aspects warriors, since the Aspects can attack from too far away to make firefights viable. However, an Eldar army based on Wave Serpents can be seriously hurt by a heroic bike force.

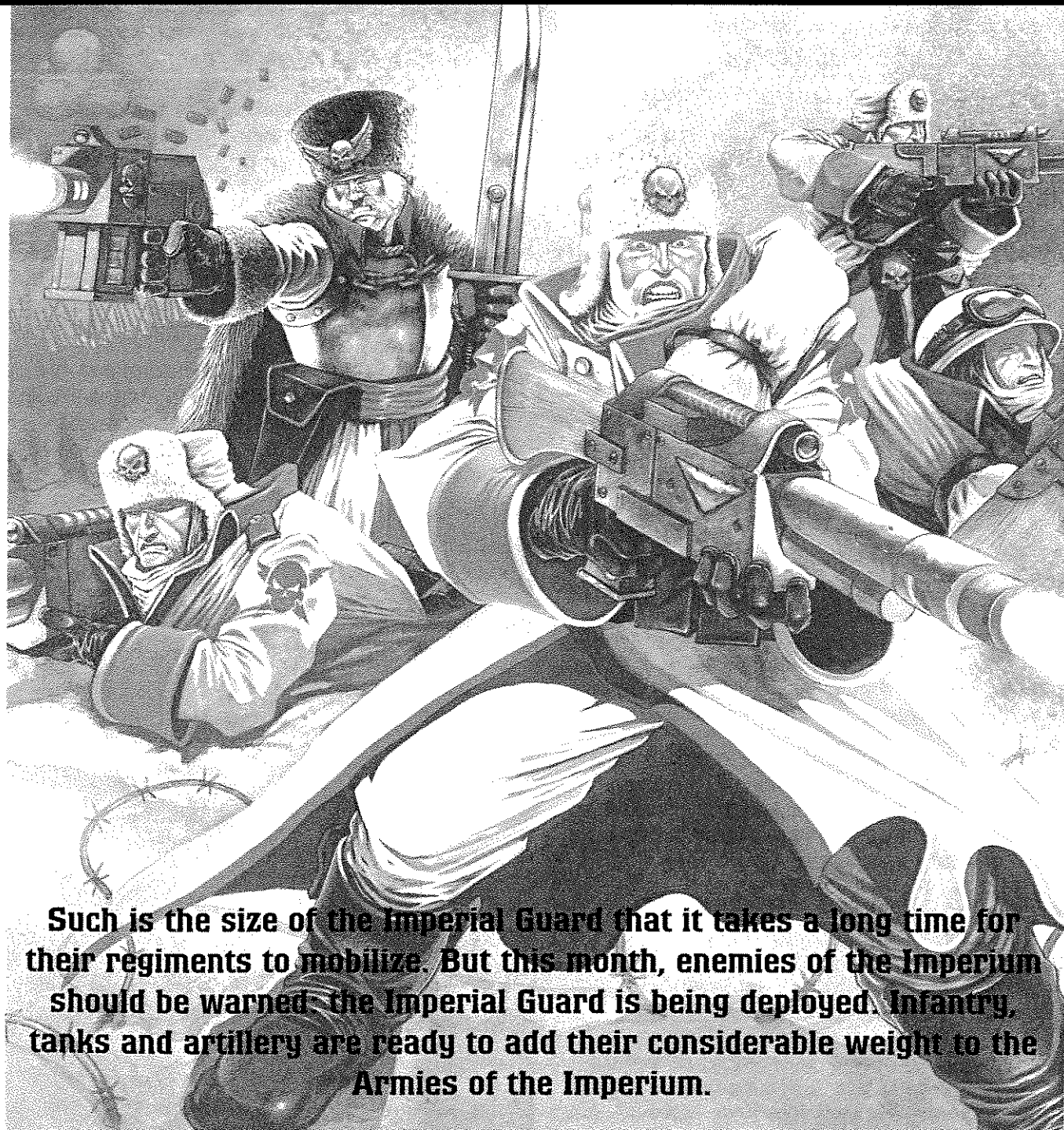
It is my opinion that a balanced Eldar army is very unlikely to win against a standard Space Marine force.



WARHAMMER
EPIC 40,000

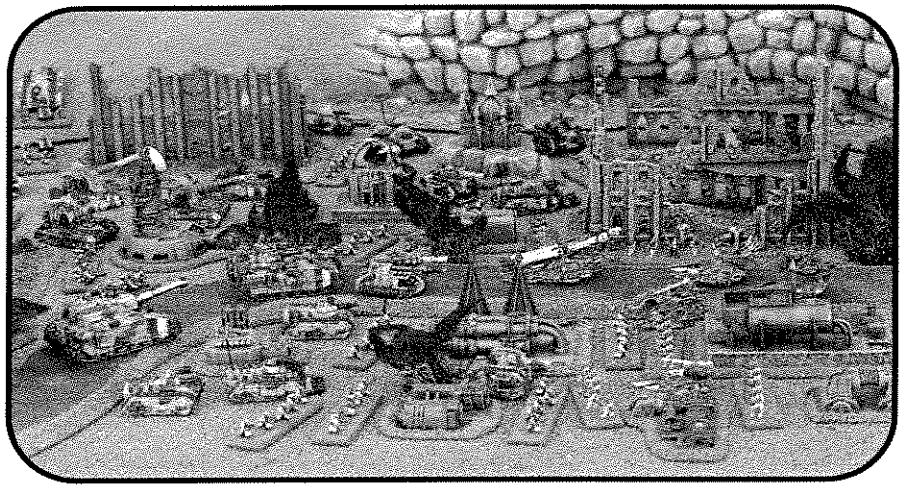
THE IMPERIAL GUARD

BY WARWICK KINRADE



Such is the size of the Imperial Guard that it takes a long time for their regiments to mobilize. But this month, enemies of the Imperium should be warned: the Imperial Guard is being deployed. Infantry, tanks and artillery are ready to add their considerable weight to the Armies of the Imperium.

The Imperial Guard is the single largest military organisation in the galaxy. It commands countless billions of men and war machines scattered across countless millions of battlefields throughout the Imperium and beyond. Life in the Imperial Guard is one of constant war, shielding mankind from the attacks of aliens, rebels and heretics.



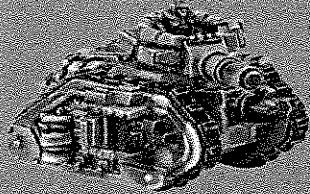
Despite a determined defence, the Eldar are soon overwhelmed by the sheer weight of numbers of Imperial troops.

ACROSS A MILLION WORLDS...

The Imperial Guard make up the largest element of the Armies of the Imperium. You should remember that in Epic 40, 000 the Imperial Guard can be fielded with the support of Space Marines and Titans. That said, the Imperial Guard do command a number of powerful detachments in their own right.

COMMAND AND CONTROL

THE SUPREME COMMANDERS



The Imperial Guard can be led by any of the Supreme Commanders from the Army of the Imperium, but they also have their own commanders who should not be overlooked in favour of Inquisitor Lords or Space Marine Chapter Masters.

An Imperial Guard colonel is the cheapest Supreme Commander you can get. Although not terribly hard in close combat, he will make any detachment whose HQ unit is within 30cm stubborn and rerolling leadership tests can be invaluable. If you don't want to go for the cheap option then you can upgrade your Colonel into an armoured commander by giving him a Leman Russ – a Leman Russ with a 4+ save and doubled assault value!

The Imperial Guard's other supreme commander is the Commissar General, an iron-willed individual whose unflinching devotion to the Imperial Cult will be useful

when faced with the heretical forces of Chaos. The Commissar General has to be my personal favourite for no other reason than he's a characterful addition to your army.



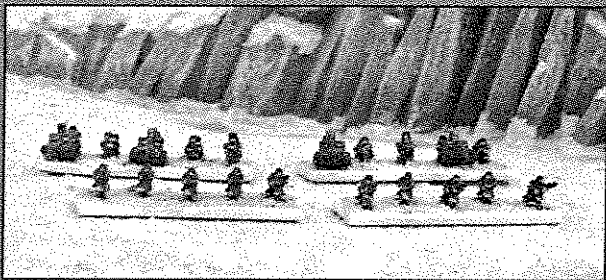
ONE IN MILLIONS

THE INFANTRY

Perhaps more than any other army, the Imperial Guard infantry rely upon numbers to defeat the enemy. It is sheer weight of numbers makes the Imperial Guard such a useful weapon in the armoury of the Imperium. While Space Marines may be better equipped and trained and the Titan Legions have the raw firepower and armour to punch through the enemy, the Imperial Guard can sweep aside all opposition with a mass of tanks and men.

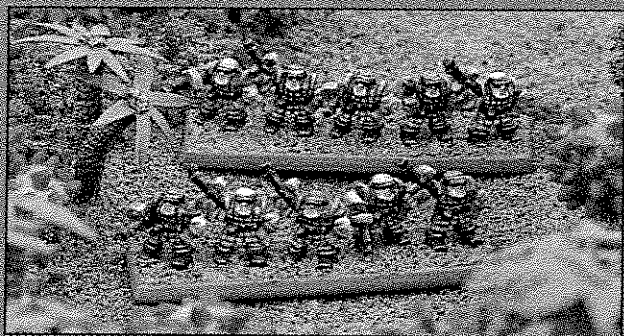
	Speed	Range	Firepower	Assault	Armour	Special
Imperial Guard	10cm	30cm	1	1	3+	
Colonel/Commissar			As Imperial Guard			+ Hero, Commander
Heavy Weapon Squad			As Imperial Guard			+ Heavy Weapons
Rough Riders	10cm	15cm	As Imperial Guard			+ Assault, Cavalry
Ratlings			As Imperial Guard			+ Infiltrators
Ogryns	10cm	15cm	1	4	5+	

For all their comparative weakness when compared to other infantry, Imperial Guard squads can often face foes worth many more points and come off reasonably well from the exchange. With a point of firepower for each unit, nine squads of Imperial Guard can kick out 18 firepower (actually, 21 firepower including the command squads needed to field them) and that's without any armoured support or heavy weapons squads.



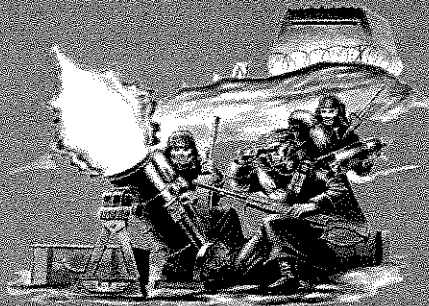
Although Imperial Guardsmen only have an armour of 3+, their numbers allow them to absorb quite a few casualties before their effectiveness is significantly reduced. Large detachments of Imperial Guard can weather blast markers reasonably well – they have sufficient firepower left after deductions and

usually have a +1 modifier to leadership tests for having fifteen or more units. The low armour of the Imperial Guard can actually be a benefit against some opponents, as it makes them so cheap. Foes with Anti-Tank shots actually find it harder to hit Imperial Guard squads than normal. This makes Imperial Guard infantry particularly effective against Eldar war engines with their super heavy Pulsars and Death Rays.



Imperial Guard do have to watch out for enemy barrages, as their large detachment sizes can sometimes force you to bunch units closer together than you might want to. This is unfortunate because you need to

get them pretty tight to maximise their effectiveness in shooting, firefights and close combat – you need to get as many models



within range as you can. Luckily most of the most deadly barrage weapons are on your side, with the main exception of Chaos Artillery.

Even though each individual Imperial Guard unit is pretty poor in close combat, their ability to gang up and lend an enormous weight of supporting fire can even up the odds. Also, with three Command squads you have the option of including three Psykers as well (which is better than Space Marines!). Okay, so they won't stand up to a determined assault by Tyranid monstrosities or Chaos daemons, but against Orks and other troops they can usually hold their own. And this is before considering such support as Demolisher siege tanks and Hellhound flame tanks...

AUXILIARIES

The variety of troops available to the Imperial Guard is quite wide. To give your opponents a nasty shock, why not try a large detachment of Rough Riders. They are a swift force which can pack a surprising punch in close combat. They can be used to strike hard and fast down one flank, attacking the rear detachments of the opposing army. This forces the enemy to direct part of their firepower towards the Rough Riders which relieves some of the pressure on your main units.

The diminutive Ratling Snipers are the Imperial Guard's infiltrators. This makes them useful for capturing ground quickly. Even a relatively small force of Ratlings can hold a building or wood for enough time to send in an infantry detachment mounted in Chimeras to relieve them and claim the area for the rest of the battle. Being able to capture good firing positions is vital to winning; your detachment can settle onto Overwatch and hopefully fend off any enemy attack with superior shooting.

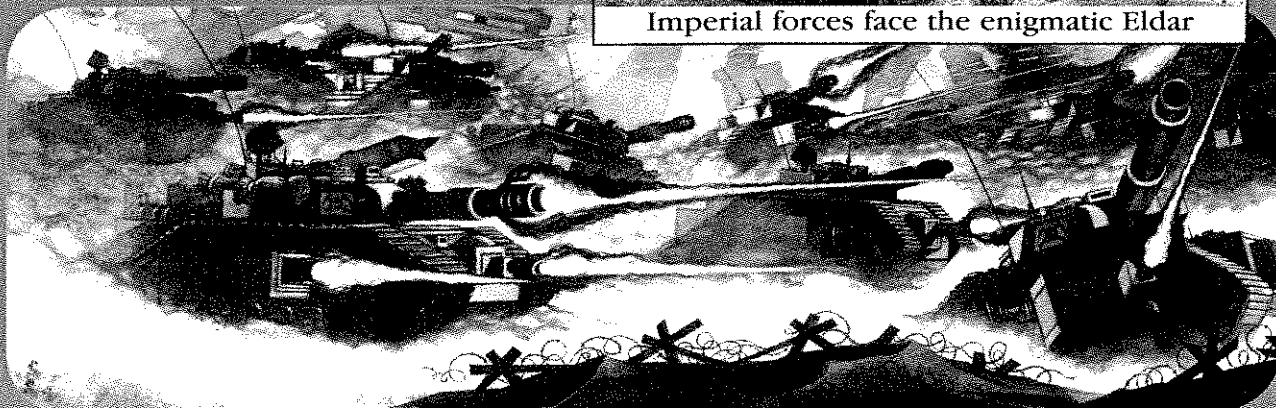
Hulking Ogryns are by far the Imperial Guard's best assault troops. They are great in close combats and firefights. Individually they're very hard and when they have ten or more Imperial Guard units to lend them supporting fire they're a match of anyone. They will even give Chaos and Tyranids a close fight.

'There is no such thing
as too many tanks.'

— Captain Hans Kreager



Imperial forces face the enigmatic Eldar



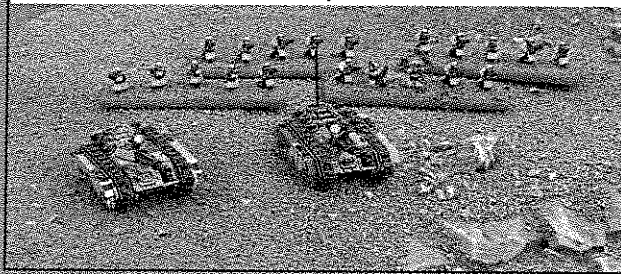
CRUSHING FIST

	Speed	Range	Firepower	Assault	Armour	Special
Leman Russ	25cm	45cm	3	1	6+	
Demolisher	15cm	15cm	4	1	6+	Close Support
Chimera	25cm	45cm	1	1	5+	Transport (2)
Hellhound	20cm	15cm	3	1	5+	Close Support
Griffon Mortar	25cm	30cm	Barrage	0	5+	Artillery

THE ARMOUR

The Imperial Guard command a great variety of tanks and armoured vehicles, many are specially designed for specific environments or specific roles. Getting the right tank in the right place at the right time is the mark of a good tank commander.

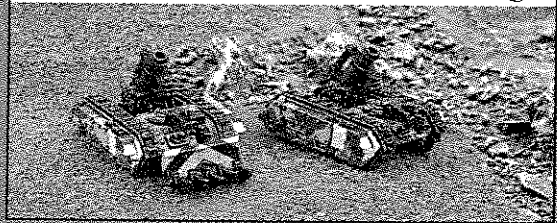
Imperial Guard Infantry and their Chimeras.



Alongside the mass of Guardsmen, the Imperial Guard also fights with columns of tanks and other armoured fighting vehicles. These provide a number of different options, from the close support of Demolisher siege tanks and Hellhound flame tanks to the concentrated firepower of Leman Russ battle tanks or the quad anti-aircraft guns of a Hydra. Each of these can be incorporated into your army in two ways: support for infantry or as separate detachments.

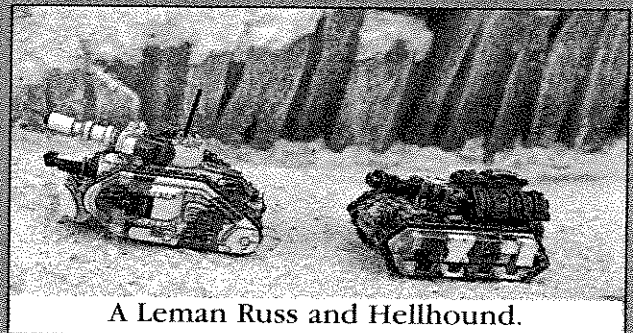
Chimeras are excellent troops carriers. They can be used to make a mobile strike force of relatively cheap troops and their additional range compared to the infantry can also help out in long range shooting duels. As mentioned earlier, a mounted infantry detachment can capture pieces of territory and deny them to your enemy. They should use their additional speed to the utmost, assaulting or maybe even marching in the earliest part of the battle. Infantry in

Imperial Griffons in desert camouflage.



Chimeras also make a good detachment to hold at the back until they are needed. They are ready to speed forward to plug any gaps in your battle line and exploit breakthroughs the rest of your army makes. A well timed assault move could stem a tide of Tyranids crashing through your ranks while a speedy march can snatch an objective as your artillery creates an opening.

Hellhound flame tanks provide fast close support for your infantry and tank detachments. Move them up just behind the main lines and they can provide additional punch to infantry, while they give a degree of protection to your tank columns should they be attacked in close combat. 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 Imperial Guard to little bits (extremely little bits).



A Leman Russ and Hellhound.

BIG GUNS NEVER TIRE

THE ARTILLERY

Arguably the most dangerous weapon in the game, Imperial Guard artillery strikes fear in all enemies. With its long ranged and devastating firepower it rules the battlefield.

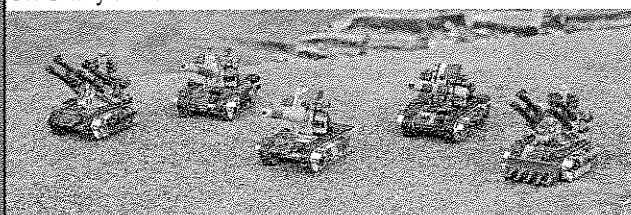
Artillery has an immense range, which means it can lend its vital fire support to almost anywhere on the battlefield. Use it to target the enemy detachments which pose the most threat at the time, not necessarily just the one that's the most closely packed. Just because a particular detachment might make a more inviting target, this does not mean it is the best one to fire at. Always keep your overall plan in mind and use 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 a final killing blow.

It is probably best to mix Siege Artillery and Heavy Artillery in the same detachment (that's Basilisks and Bombards), so that you can keep up a rolling barrage of fire even when the Siege Artillery is reloading. As mentioned earlier, a bodyguard of tanks or infantry is probably a good idea too, to prevent fast moving foes (including those carried in Mycetic Spores or by a transport flyer) from destroying your powerful, and expensive, artillery detachment. Not only

that, standard Imperial Guard infantry has a Range of 30cm, which is cunningly the minimum range of Siege Artillery so that if an enemy manages to survive those big guns, there's a chance they'll be cut down by lasgun fire instead!

Preparatory barrages should not be underestimated as a tactic to pin an enemy detachment in place before it gets a chance to move. You will lose the benefit of rerolls for being on overwatch but the advantage of stopping an enemy from escaping your assault or preventing a fast moving enemy, such as Eldar jethikes, from getting into range will sometimes outweigh the advantages of the extra damage caused by rerolls. 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 general 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.

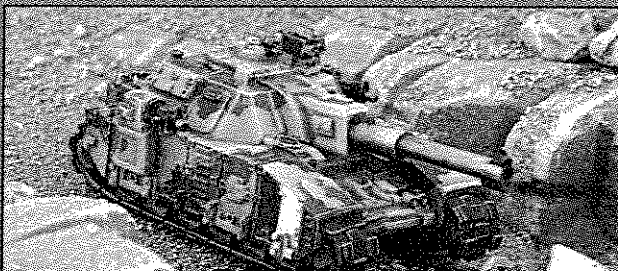
Imperial Guard artillery detachment with two Hydras for cover from air attacks.



	Speed	Range	Firepower	Assault	Armour	Special
Heavy Artillery	15cm	90cm	Barrage	0	5+	Artillery
Siege Artillery	10cm	45-125cm	Hvy Barrage	0	5+	Artillery
Deathstrike	15cm	U/L	-	0	5+	Vortex Missile
Hydra flak tank	15cm	30cm	3	1	5+	Flak

SUPER-HEAVY TANKS

In contrast to the massed ranks of Imperial Guard infantry and tanks, super-heavy tanks are moving arsenals of concentrated power. Their use depends upon the particular variety of super heavy tank. Baneblades, with their awesome heavy weapon battery, are very flexible and can usually make some impact in whatever situation they find themselves in. They are particular useful against numerous foes and a squadron of three Baneblades has the same firepower as a Reaver Titan! 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 loose an assault, because it is a war engine. This will mean



An Imperial Shadowsword super-heavy tank

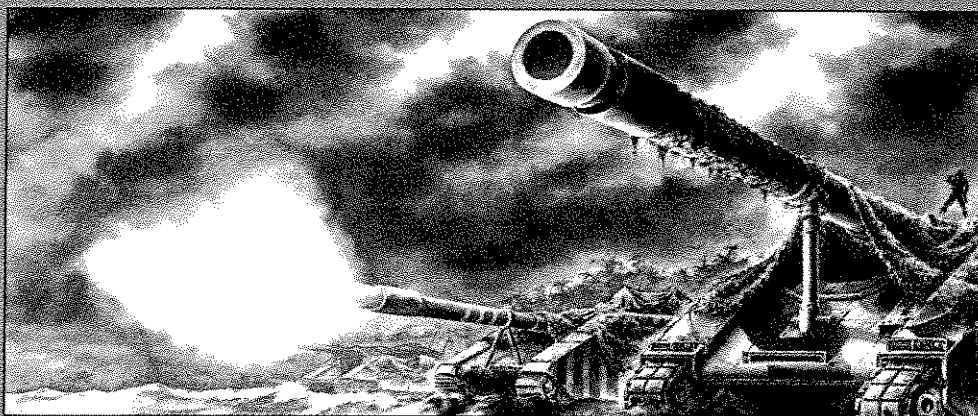
the enemy will end up in a firefight with it, but, fortunately for the Imperial forces, the Baneblade is exceeding good at this. Use Baneblades as bastions in your lines, blasting the assaulting enemy in a firefight and forcing them to withdraw. Holding up the enemy like this will give your broken troops time to rally and start firing again.

The Shadowsword with it's death ray is a different proposition all together. These tanks are war engine killers: their death rays are the most effective weapon against

war engines going, causing automatic criticals if they hit. Enemy Titans will learn to fear Shadowswords. They have a long range and a good chance to hit, (2+ – it doesn't get any better). The problem they will have is in downing a Titan's void shields, they lack the firepower to get the multiple hits needed. This is where your other ground troops, vehicles and large firepower units come in. These units can all blast away

IMPERIAL SUPER HEAVY TANK									
There are two main types of Imperial Guard super heavy tank. The first, the Baneblade and its variants, uses massed batteries of heavy cannons and subcannons to bludgeon their way through their foe. In contrast, super heavy tanks such as the Shadowsword have a single Titan-busting weapon like a Volcano Cannon or Plasma Blastgun. They are used to engage enemy war machines at extreme range and deliver the killing blow once a foe's shields have been demolished.									
SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT				
15cm	6								
MAIN WEAPONS (Pick 1)		FIRE ARC		RANGE		FIREPOWER		NOTES	
Turret Guns		All Round		40cm		8			
Volcano Cannon/Plasma Blastgun		Front		60cm		(1)		Death Ray. Always roll 1 dice feeding a 2+ to hit. Hit always causes critical damage on war engines.	
SECONDARY WEAPONS		FIRE ARC		RANGE		FIREPOWER		NOTES	
Sponson Turrets		All Round		30cm		2		Shadowsword only.	
D6s ROLL		RESULT		CRITICAL DAMAGE		DAMAGE		NOTES	
2		Engine Damaged		+1 Point				The super heavy tank may only move at half Speed until repaired.	
3		Tracks Damaged		+1 Point				The super heavy tank is immobilised until the damage is repaired.	
4		Weapon Damaged		+1 Point				All the super heavy tank's guns may not be fired until repaired.	
5		Tracks Destroyed		+1 Point				The super heavy tank is permanently immobilised until the damage is repaired.	
6		Systems Damage		+2 Points				The super heavy tank is immobilised and cannot fire its weapons until the damage is repaired.	
7-12		Catastrophic Damage						See table below.	
D6s ROLL		DAMAGE		CRITICAL DAMAGE		DAMAGE		NOTES	
1-3		Internal Explosion		Wrecked				Internal explosions tear through the war engine, killing the crew and leaving it as a charred hunk of metal.	
4-6		Engine Explosion		Destroyed				The super heavy tank explodes, causing a massive fireball. Roll one D6 to hit any models in contact with the war engine.	
6		Magazine Explosion		Destroyed				The magazine or power source explodes, destroying the war engine. Roll a D6 to hit other units within 5cm.	

first, stripping the enemy Titan of its void shield defences, leaving the Shadowswords to apply the killing blow after the void shields are all down.



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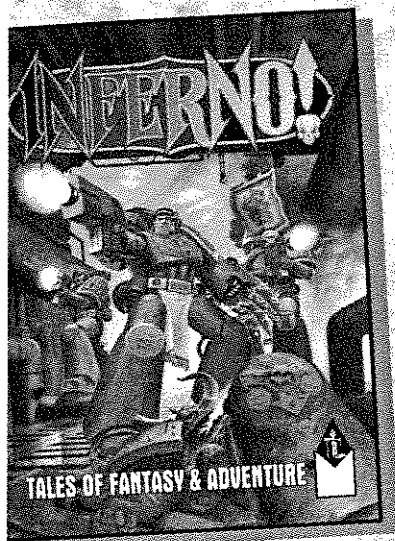
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ALTERNATIVE GUARD

FROM THE SPACE MARINE MAILING LIST

Here are three alternate Imperial Guard detachments, as developed by various members of the Space Marine mailing list. These are proposed as alternates for the standard Imperial Guard Infantry detachment. Imperial Guard players will have to decide which of the options they prefer, or whether they would rather stick to the Armies Book version. The changes are quite subtle and playtesting indicates that none of the 3 alternatives give an unfair advantage.

All three of the infantry detachments attempt to address what players in general feel to be a problem with the detachment card in the Armies book. Namely, the expensive necessity of paying the +25 points for each command squad rather than just once as with all other detachments. These extra +25 surcharges begin to bring the cost of Imperial Guard units up to the same price as equal numbers of Space Marine and Ork units while their stats remain much lower. This situation seems a bit odd since the Imperial Guard are supposed to use numbers to their advantage, yet their point structure does not allow you to do so.

Each detachment below has taken a different tack on this problem, but all have proven very popular in playtest. There was some early concern that the third option might prove a bit cheesey due to the large number of infantry units you could field. However this has proven not to be the case (at least not in our experience). The very large detachments prove to be overly vulnerable to

leaving large amounts of your points immobilized under a stack of blast markers.

Here are our versions for alternative Imperial Guard Infantry detachments. We hope that at least one will find favour with other players out there. They are presented in no particular order, but the last one has proven to be the most popular among members of the mailing list.

OPTION 1

THE IMPERIAL GUARD BY DIRK VORMANN

Andy Chambers once stated in an earlier questions and answers session that he felt the extra 50 point command surcharge was needed because of the support tanks the Imperial Guard Infantry detachment can field. (Though I must admit that it seems to me that the other armies can field just as many) Dirk tried hard to keep this fact in mind and it shows in his detachment structure. Note that he limits the support tanks to no more than the number of command squads taken. This places a strict limit on tanks without banning them altogether.

Dirk also changed the method by which you may add Rough Riders to your detachment. He states that he tried to model his method after what he read in the Warhammer 40,000 codex.

OPTION 2

THE IMPERIAL GUARD BY STEPHON SHELDON

Stephon took a slightly different tack with his detachment. His main contribution was the alteration of the command section of the list. He states that the changes he made to it were intended to make the command section follow the pattern in Warhammer 40,000. Of the three presented, it has been found to work well. When we say 'work well', we mean that it is neither too cheap nor too expensive for its capabilities.



OPTION 3

A REALLY SIMPLE ONE BY SEAN A. UPCHURCH

This is the version that has proven most popular on the list. This popularity is a result of its sheer simplicity. Use the detachment list exactly as it appears in the Armies Book, but add the two infantry squads to the support section.

If you look at Warhammer 40,000, which Epic is trying to emulate, you see the structure of the

Guard army. 1 Command Squad + 3 Battle Line +3 Support. The Battle Line can be tactical, heavy or Rough Rider squads only. Support can be anything: Ratlings, tanks, Sentinels, or more squads! Epic 40,000 is missing this 'squads as support' that Warhammer 40,000 has.

This option allows the Guard to build larger numbers of infantry before the extra 25 point surcharges start kicking in. Now they can use numbers to their advantage as their background would suggest. Taken to its extreme you can field

IMPERIAL GUARD INFANTRY DETACHMENT 1

Command

You must choose at least one command squad.

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

1 to 3 Command Squads 7 points

Consists of 1 Imperial Guard unit

**** Note** – If you choose Rough Riders, this is the only extra

choice you may take.

Extra cost to:

Include a Captain (*Hero*) +5 points

Include a Primaris Psyker (*Psyker*) +10 points

Mount in a Chimera +14 points

Upgrade to Rough Riders (*Assault, Cavalry*)** . +4 pts

Main Force

Choose up to **3** squads from the following list for each command squad chosen.(3 command squads entitles you to 10 Main Forces)

Imperial Guard Squad 14 points

Consists of 2 Imperial Guard units

Extra cost to:

Include a Commissar (*Hero*) in one unit . +6 pts

Mount in a Chimera +14 pts

Imperial Guard Heavy

Weapon Squad 14 points

Consists of 1 Imperial Guard unit (*Heavy Weapons*)

Extra cost to:

Include a Commissar (*Hero*) +6 pts

Mount in a Chimera +14 pts

Rough Rider Squad* 10 points

Consists of 1 Imperial Guard unit (*Assault, Cavalry*)

(*See notes below)

(**These are tanks. You may choose no more than one tank marked with an asterisk per command squad taken)

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.

Rough Rider Squad* 10 points

Consists of 1 Imperial Guard unit (*Assault, Cavalry*)

Ratling Squad 8 points

Consists of 1 Imperial Guard unit (*Infiltrators*)

Ogryn Squad 10 points

Consists of 1 Ogryn unit

Sentinel Squadron 8 points per unit

Consists of 1 to 5 Sentinels

Support Weapon Battery . . 13 pts per unit

Consists of 1 to 3 support weapons

Leman Russ Battle Tank 32 points**

Demolisher Support Tank 22 points**

Griffon Mortar 19 points**

Hellhound Flame Tank 12 points**

Hydra Flak Tank 28 points**

Notes: If the original HQ is eliminated the next unit below on the chain of command becomes the new HQ. Rough Riders may only be chosen as main force squads if the detachment includes at least one Rough Rider Command Squad, otherwise they may only be chosen as support units.

Chain of Command:

Captain > Command squad > Any squad including a Commissar > Imperial Guard > Any non-Tank.

a lot of infantry in one detachment using this structure. However, these numbers are no worse than you might expect to find in an extremely large Ork warband and are just as vulnerable to leaving you with large numbers of troops all immobilized by a few blast markers.

I have to admit that this one leaves me with a protesting voice in the back of my head because it

doesn't fix the problem, it merely sidesteps it in medium sized detachments. However, it is very elegant, does make the Imperial Guard look like the Imperial Guard, and has proven to work in a balanced fashion on the games table. In the end though, it's up to individual players and gaming groups which option they use.

IMPERIAL GUARD INFANTRY DETACHMENT 2

Command

You must choose a Captain.

1 Captain 37 points

Consists of 1 Imperial Guard unit (Hero)

Extra cost to:

Include a Primaris Psyker (*Psyker*) +10 points

Mount in a Chimera +14 points

Upgrade to Rough Riders (*Assault, Cavalry*)** . +4 pts

Main Force

Choose up to 3 squads from the following list for each Lieutenant chosen.

Imperial Guard Squad 14 points

Consists of 2 Imperial Guard units

Extra cost to:

Include a Commissar (*Hero*) in one unit . +6 pts

Mount in a Chimera +14 pts

Imperial Guard Heavy

Weapon Squad 14 points

Consists of 1 Imperial Guard unit (*Heavy Weapons*)

Extra cost to:

Include a Commissar (*Hero*) +6 pts

Mount in a Chimera +14 pts

Rough Rider Squad* 10 points

Consists of 1 Imperial Guard unit (*Assault, Cavalry*)

(*See notes below)

Up to 3 Lieutenants 7 points

Consists of 1 Imperial Guard unit

Extra cost to:

Include a Commissar (*Hero*) +5 points

Include a Primaris Psyker (*Psyker*) +10 points

Mount in a Chimera +14 points

Upgrade to Rough Riders (*Assault, Cavalry*)** . +4 pts

** Note – If you choose Rough Riders, this is the only extra choice you may take.

Support

Make up to 9 choices from the following list, but you may not exceed the number of choices made on the Main Force list.

Rough Rider Squad 10 points

Consists of 1 Imperial Guard unit (*Assault, Cavalry*)

Ratling Squad 8 points

Consists of 1 Imperial Guard unit (*Infiltrators*)

Ogryn Squad 10 points

Consists of 1 Ogryn unit

Sentinel Squadron 8 points per unit

Consists of 1 to 5 Sentinels

Support Weapon Battery .. 13 pts per unit

Consists of 1 to 3 support weapons

Leman Russ Battle Tank 32 points

Demolisher Support Tank 22 points

Griffon Mortar 19 points

Hellhound Flame Tank 12 points

Hydra Flak Tank 28 points

Notes: If the original HQ is eliminated the next unit below on the chain of command becomes the new HQ. 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.

Chain of Command:

Captain > Lieutenant > Any squad including a Commissar > Imperial Guard > Any.

IMPERIAL GUARD INFANTRY DETACHMENT 3

Command

You must choose at least one command squad.

1 to 3 Command Squads 32 points

Consists of 1 Imperial Guard unit

Extra cost to:

Include a Captain (*Hero*) +5 points

Include a Primaris Psyker (*Psyker*) +10 points

Main Force

Choose up to 3 squads from the following list for each command squad chosen.

Imperial Guard Squad 14 points

Consists of 2 Imperial Guard units

Extra cost to:

Include a Commissar (*Hero*) in one unit . +6 pts

Mount in a Chimera +14 pts

Imperial Guard Heavy

Weapon Squad 14 points

Consists of 1 Imperial Guard unit (*Heavy Weapons*)

Extra cost to:

Include a Commissar (*Hero*) +6 pts

Mount in a Chimera +14 pts

Rough Rider Squad* 10 points

Consists of 1 Imperial Guard unit (*Assault, Cavalry*)

(*See notes below)

Mount in a Chimera +14 points

Upgrade to Rough Riders (*Assault, Cavalry*)** +4 pts**

Note – If you choose Rough Riders, this is the only extra choice you may take.

Support

Make up to 9 choices from the following list, but you may not exceed the number of choices made on the Main Force list.

Imperial Guard Squad 14 points

Consists of 2 Imperial Guard units

Extra cost to:

Include a Commissar (*Hero*) in one unit . +6 pts

Mount in a Chimera +14 pts

Imperial Guard Heavy

Weapon Squad 14 points

Consists of 1 Imperial Guard unit (*Heavy Weapons*)

Extra cost to:

Include a Commissar (*Hero*) +6 pts

Mount in a Chimera +14 pts

Rough Rider Squad 10 points

Consists of 1 Imperial Guard unit (*Assault, Cavalry*)

Ratling Squad 8 points

Consists of 1 Imperial Guard unit (*Infiltrators*)

Ogryn Squad 10 points

Consists of 1 Ogryn unit

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Leman Russ Battle Tank 32 points

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Notes: If the original HQ is eliminated the next unit below on the chain of command becomes the new HQ. 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.

Chain of Command:

Captain > Command squad > Any squad including a Commissar > Imperial Guard > Any non-Tank.

WARHAMMER EPIC 40,000 **LIBER TACTICUS**

BY CARL WOODROW AND ALLEN McCARLEY

This article is a collection of tactics and hints you might like to try out in your Epic games.
Some are quite complex so pay attention...

TRANSPORT VEHICLES by Carl Woodrow

Pack 'em up and move 'em out!

The humble transport can be one of the most overlooked pieces of equipment in your army, and yet it can make the difference between taking an objective and losing one. Partially this is down to the transport being viewed with some suspicion as being vulnerable to attack, putting its valuable cargo of troops at risk without them even getting a shot off. This need not be the case as with a little forethought the humble transport can be transformed into a contributing part of your arsenal.

Pack 'em in there!

The quicker you can get to a good firing position, the quicker you can start making your opponents life a misery. The first couple of turns in a battle are often the most crucial as they will dictate who is in charge and who is having to constantly re-adjust their lines to respond so why have your crack troops footslog across the battlefield when they can reach their objective a lot quicker. The humble Rhino is a very cheap form of transport for Space Marine forces and can get them across the table at a pretty good rate of knots. Instead of disembarking your troops at the end of the first turn, use the Rhino to move them a little deeper towards enemy fire before using the Rhino as 'an ablative screen' for your disembarked marines. The Rhino may not have any firepower of its own, but it is useful as screening armour soaking up enemy hits and leaving your marines to fire back unharmed. Use the marines tactical strengths and stubborn abilities to take and hold objectives, once a detachment of Marines are in cover and on overwatch they are a devil to budge.

Another Imperial tactic that I have found to be successful is to mount my Imperial Guard in Chimeras with a detachment support of Demolishers and Hellhounds. Once the Guard have disembarked the close support abilities of the Hellhound and Demolisher provide the detachment with a real punch. Likewise, if the

loaded Chimeras get caught by surprise, the support tanks even the odds out giving you more of a chance to disembark your troops in one piece. This tactic also works pretty well for Orks, who, due to their relatively large detachment sizes have to soak up a lot of incoming fire before they get into combat. Masses of Battlewagons can make the difference here, you may lose a few with their respective boyz, but your ork horde is likely to get into close combat quicker with more of the detachment left. That way the orks strength in numbers can play more of a part.

The Eldar are a race that really need to make best use of transport. Eldar detachments are relatively small compared to their Imperial/Ork counterparts, relying far more on surgical strikes and fast mobility. The Falcon Grav Tank is a good all round transport but is limited by only being able to carry a single stand. The Wave Serpent on the other hand is a lot more potent, particularly when teamed up with Aspect Warriors. Most of my Eldar Aspect detachments are mounted in Wave Serpents and are used to penetrate deep into the enemy side. Because the Wave Serpent has 'disrupt' it can place a blast marker on the enemy before the Aspect Warriors even charge into combat. Once the fight is done or the enemy is broken, the Eldar troops can re-board the Wave Serpents and speed to another point on the battlefield ready for a repeat performance. A word of caution however, Wave Serpents are particularly vulnerable to close combat so provide some protection using Vypers or Prism Cannons as support units. The Prism's anti-tank shots may come in useful for picking off enemy close-support units such as Vindicators or Hellhounds.

Out of all of the races, it is the Tyranids that can make the most out of transport. The Tyranids advantage is built around instilling 'fear', and that fear is mostly from knowing that when you engage them in close combat it is not going to be pleasant. Most 'anti-bug' tactics seem to involve keeping well back and whittling their detachments down as much as possible using artillery whilst they march inexorably towards your position. For

the Tyranids however, the Assault Spawn can considerably reduce the risk. Assault Spawn such as Tyrgons and Malefactors can hold Tyranid broods slithering rapidly towards the enemy before disgorging Termagants, Hormagaunts, Genestealers and Tyranid Warriors right into charging range of the enemy. The Assault Spawn also provide another advantage in that they can carry the more powerful Carnifexes and Zoanthropes thereby negating their slower speed penalty. When these detachments start slithering forward with their deadly cargo your opponent is really going to start to worry.

Prepare to dust off...

Transport flyers such as the Thunderhawk and Vampire Raider are also powerful tools for rapid deployment and shouldn't be avoided just because there is the risk of them being driven off by interceptors. The Thunderhawk is a pretty tough cookie and can take a lot of punishment if used with some care. Air superiority is gained from knowing when and where to hit. Support your transports with plenty of fighters, that way they have more chance of delivering their cargo, and avoid wandering straight into enemy flak range...obvious I know, but you would be surprised by how many players have been caught out not paying attention to flak positions. A Vampire Raider packed with Swooping Hawks plus an Exarch or two is going to hit hard and fast so use it as a precision tool dropping behind enemy lines or harrying their flanks. These sort of attacks are constantly going to distract your opponent allowing your main forces to get into position unimpeded. They are also useful against Tyranids where you want to get in and get out fast.

Overall, transport is cheap, but you can really get good value for money out of it if you make it work hard. It can do far more than just drop your troops off at the end of the first turn so give it a try.

RETREAT by Allan McCarley

This tactical note is brought to you by Allen McCarley. Allen has been so successful in campaigns throughout the galaxy because he has mastered the fine art of knowing when not to be where it's dangerous.

Things won't always go your way on the battlefield and it is important to know how to make even bad luck work for you. Because of this reality, the first manoeuvre any good general must learn to employ effectively is the retreat.

This manoeuvre goes by many names, retreat, tactical withdrawal, falling back, b*****ing off, chickening out, and the good old-fashioned 'Run Away! (Keep Running!)' Though often scoffed at, retreat is still a valid military manoeuvre with an

important role to play on the battlefield. Sometimes a general will find himself in a situation that has simply become untenable. When this happens the only sensible thing to do is leave. (Post haste; preferably while your legs still work and your lungs can still pump in the good air and out the bad air.) In the immortal words of George C. Scott as Patton, 'Nobody ever won a war by dying for his country. He won it by making the other guy die for his country.'

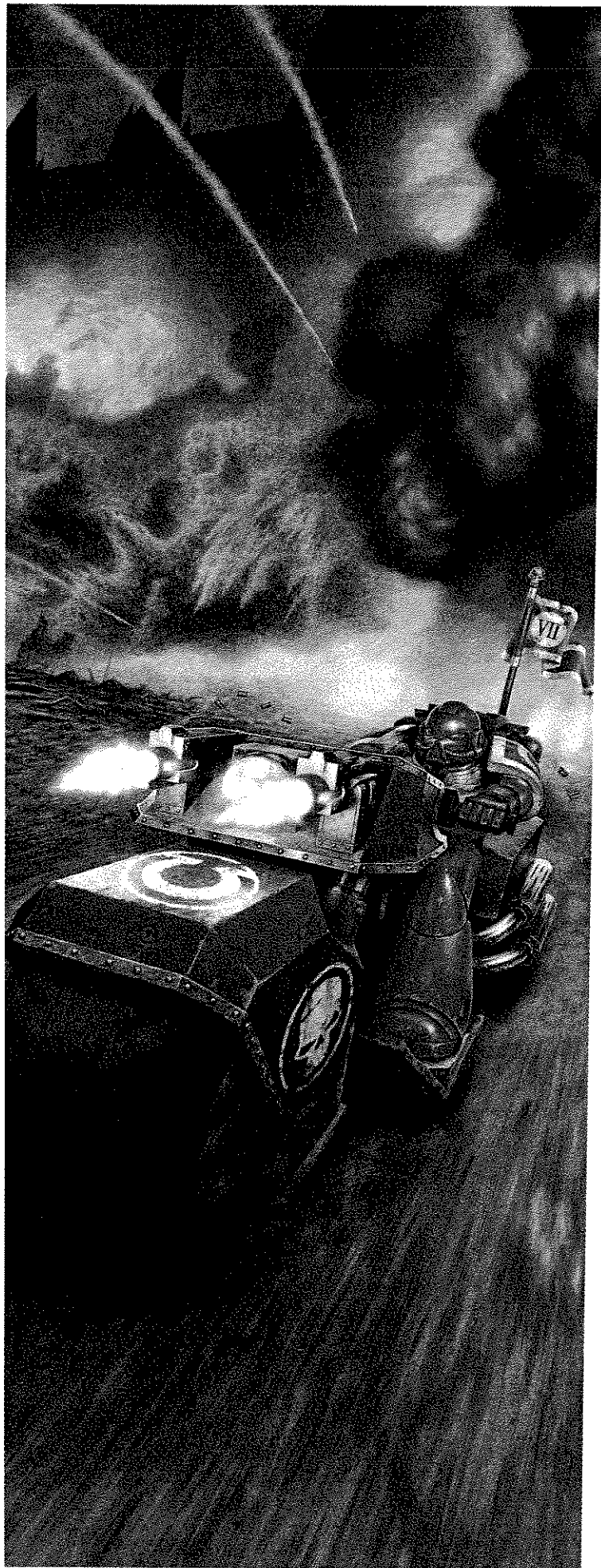
There is no shame in retreating from a position that cannot be held; especially if this grants you the opportunity to gun down your opponent when he moves to capitalise upon your withdrawal. (The enemy just has this delightful tendency to follow you when you flee....) Given that you've decided to run away or perhaps just 'fall back', how can you make the situation work to your advantage? Never take up a static position without first deciding upon where you will fall back to when your position is lost. Try and place your detachments so that each can cover the other when the other starts 'falling back'. This 'bend but don't break' philosophy has chewed up a lot of offensive armies throughout history. The enemy can't break your lines if attempting to pour through the 'gap' puts him into a lethal crossfire. This works well against offensive armies like Tyranids and Chaos.

The most important thing about running away is knowing when to do it. It is always better to leave a position than to be driven from it. If you are broken and making a retreat move then you aren't retreating, you've already been overrun!

THE COILED SPRING by Allan McCarley

The Coiled Spring is a way to get your fast units with good firepower into firefights with enemy infantry that has gotten closer to your fast attack units than you would have liked. (Possibly because you won a firefight with them or a neighbouring enemy detachment last turn.) This tactic was developed with Space Marine Landspeeders, but should work just as well with any fast unit that you want to use in firefights (Units with movement of, say, 30cm or more.) From here on out I'm going to refer to such fast units as Fast Attack.

Though firefights happen at a range of 15 cm, it is dangerous to sit too close to the enemy. You could take heavy casualties during the shooting phase (as your Fast Attack's armour could be comparably low). Should your opponent happen to win initiative during the Assault phase, you could even find yourself engaged in an assault by the very infantry you've been stalking. Fast Attack normally has low assault values, and just about any assault will leave you as the one fleeing the battle.



A detachment of Fast Attack units executes the Coiled Spring

One solution to this problem is to give your Fast Attack assault orders, but then move them away from the enemy. You've paid good points for that high movement value; put some of it to good use by withdrawing to about 25cm away from the enemy. (Hopefully, this will only cause you to move about 10 to 15 cm.) You don't want to be 20 cm or closer as infantry on Assault orders will then be able to double their movement value and engage you in hand to hand should you lose initiative in the Assault phase. (Be careful if you're moving first in the movement phase! Or use the Barbed Spring below.)

Ideally, you'd like to have some terrain between you and the infantry you are stalking. Find a nice hill, building, or patch of trees behind you and put yourself on the other side of it.

Now you have put your enemy in a very difficult position. Even if he wins initiative in the Assault phase, what is he to do? If he moves forward or remains stationary you will be able to engage him in a firefight when you move. Given your superior mobility you should be able to position your pieces so that you have many more units participating in the firefight than he does, and you can have some say in which direction he will make his retreat move.

If the enemy elects to back away from you after you have 'coiled', then you have already accomplished half of your goal. Follow him carefully during your assault phase and try to force him into the same decision next turn.

The Barbed Spring

A variant of this tactic is known as the barbed spring. In this variant, you make use of your own nearby Infantry to support your Fast Attack. This support will be a bit of a boost should you be moving first in the movement phase. Put the infantry into the cover you plan to withdraw behind. This will make things just a bit more prickly should the enemy try to close the distance during his movement phase so that he can charge should he win initiative in the Assault phase.

Designer's Comments

This tactic works especially well as a harassment measure when you are trying to roll up an enemy flank. Your Fast Attack units can repeatedly coil and strike, against different detachments each turn if necessary, forcing the enemy to continuously make retreat moves that your superior speed should allow you to direct. Nip at the edges of the enemy flank detachments and 'herd' the entire flank across your gun-line where they can be destroyed.

WARHAMMER EPIC 40,000

ALL THE GALAXY'S FIGHTING VEHICLES THE LAND RAIDER

BY ALAN E & CARMEL BRAIN

In this article Alan and Carmel supply us with a peek into the Imperial archives and take a rather tongue in cheek look at the history behind the humble Land Raider. Charting the historical redesigns of the Space Marines main battle tank. Optional house rules are included for using the different variants in your Epic 40,000 games.

Mk I

The Mk I Land Raider was derived from the STC of an agricultural tractor from the Dark Age of Technology. As such, it was easy to produce, and was quite widespread. Compared with later models, it was cramped, slow, and under-armed. Various modifications and variants were made, but none saw widespread service. It was soon replaced in Imperial service by the Rhino and Predator designs. Some models may still be found in the private armies of planetary governors, and it is known that the Orks have several thousand, although by now they have been so modified as to be unrecognisable. Suprisingly, it has been speculated that the Eldar have a few, although it appears they are used exclusively in their original role - as civilian agricultural vehicles.

Mk II

The Mk II, or 'Horus Heresy' Land Raider, is still the largest variety in terms of numbers still extant. Considerably more spacious than the Mk I, it had double the firepower, and more speed due to a more powerful power plant. It could carry 10 fully armoured Space Marines in relative comfort, or 10 in Terminator armour in rather cramped conditions. This is the variety most commonly found in service with Traitor Marine units. Those of Chaos Marines are often warped beyond recognition, with horns and other appendages growing from them. Those captured by Orks are always heavily modified.

Mk IIC

Externally identical to the Mk II, the command variant was usually converted in the field from the best of the Company's Land Raiders. It contained specialised communications and devotional equipment.

Mk II Modified 'Spartan'

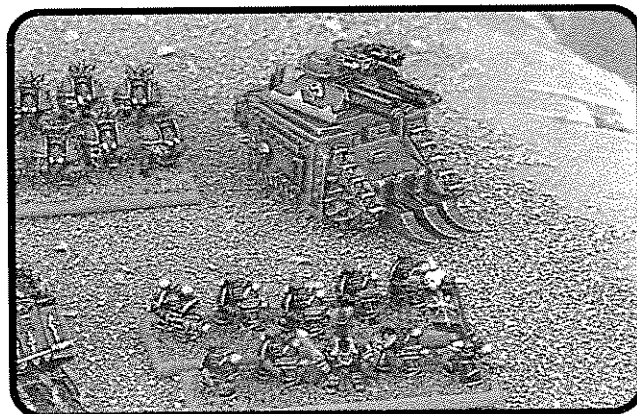
The Mk II 'Spartan' was a very limited-production modified Mk II Land Raider, lengthened and up-armoured for a special task - transporting Space Marines through an otherwise impenetrable force dome. Although only a few were produced, lessons learnt in its construction led to the completely redesigned and greatly improved Mk III.

Mk III

The Mk III is the model currently in production throughout the Imperium, and most Space Marine Chapters have completed conversion to it. This model can carry 10 Terminators, has far thicker armour, and most importantly, the lascannons have been grossly upgraded into veritable 'tankbusters'. It thus has the firepower typical of a much larger vehicle. The additional weight and size has meant some slight reduction in speed though.

Mk IIIC

The MkIIIC is similar to its predecessor, the Mk IIC. Externally identical to a standard MkIII. This

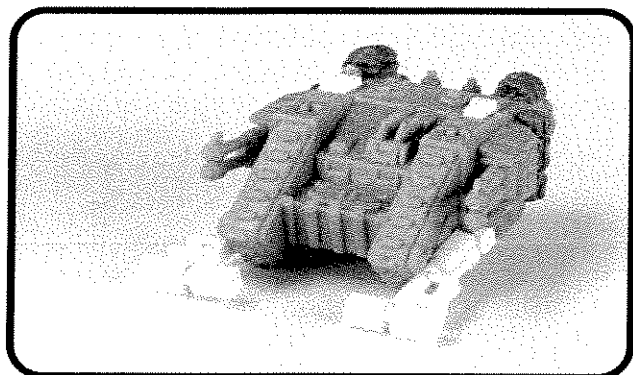
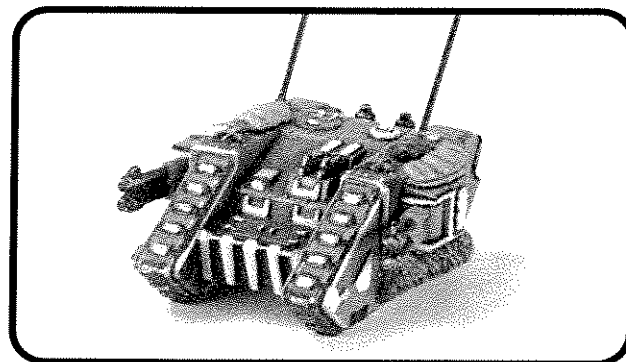


A Mk III Chaos Land Raider

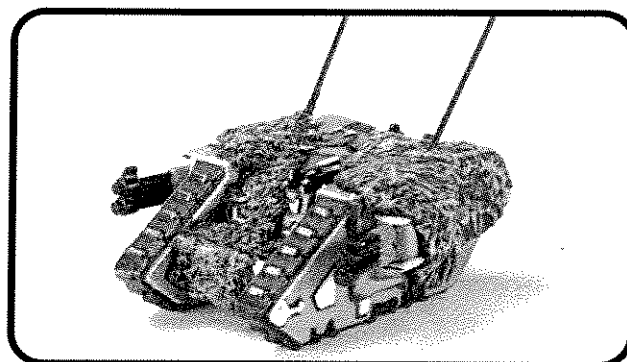
Game Statistics

	Speed	Range	Firepower	Assault	Armour	Special
Mk I	20cm	45cm	1	2	5+	Transport (2)
Mk II and IIC	25cm	45cm	2	2	5+	Transport (2)
Mk III and IIIC	20cm	45cm	2xAT	2	6+	Transport (2)
MkII Spartan	20cm	45cm	2	2	6+	Transport (2)
Ork Battlewagon	25cm	45cm	2	2	5+	Transport (1)

picture is of an Ork Battlewagon. It is believed that it started out as a Mk II belonging to a Traitor Legion, and was then captured by the Orks. Over the last few millennia, it has been repaired and rebuilt so many times that it is unlikely a single part is left from the original! Alternately, it may be a reconstruction, with parts from a number of Land Raiders. Only the Blood Axe Ork Clan retains captured Land Raiders, and these are almost exclusively MK II's.



A Mk III Land Raider with scratch built mine rollers, by Ali Morrison.



A Mk III Land Raider with camo-netting

MAKING SMOKE IN EPIC 40K

Any unit with the Artillery Special Ability may purchase Smoke Rounds for an extra 5 points per unit.

Using Smoke Rounds

The firing unit must be on Special Orders.

Smoke rounds can only be fired as part of a preliminary bombardment.

A unit may only fire 1 smoke round per firing phase.

Firing the Smoke round counts as the units firing for that phase, they do not get to fire normally as well.

For each smoke round fired place a 6cm

circle (a blast template), or ball of cotton wool.

The template blocks line of sight for all units, except flyers. Note that skimmers line of sight is also blocked by smoke.

If placed on a unit the unit has it's line of sight blocked, and it is blocked as well. (i.e you cannot see it and it cannot see out of the smoke cloud). You must cover at least 3 figures on an infantry unit and 2 on a cavalry unit for it to be effected

During the rally phase roll a dice for each smoke cloud. On a 4+ it is removed, on a 3 or less it remains in play.

WARHAMMER EPIC 40,000

ORDO MALLEUS

FROM THE LAITUS PRIME WEBSITE

The Ordo Malleus is a secret order within the Inquisition. Their role is very specific, they are daemon hunters. Their task is to find and fight daemons be it with weapons or to match wills with psychic attacks. All Ordo Malleus Inquisitors are potent psykers and all have tremendous mental resolve. They have at their disposal an array of weapons, such as Psi-cannons and Force weapons to aid there dangerous duty.

The Grey Knights are a Chapter of Space Marines entirely in the Ordo Malleus' service. They do not concern themselves with fighting aliens or rebellions, only with combating daemonic intrusions into the material universe. Their existence is cloaked in secrecy.

Ordo Malleus: A unit with this special ability can double its assault value in close combat with daemons.

ORDO MALLEUS DETACHMENT

Command

You must choose a commander

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

Up to 1 Ordo Malleus Inquisitor . . 37 points

Consists of one Space Marine unit.

(Hero, Psyker, Ordo Malleus)

Extra cost to:

Mount in a Rhino +7 points

Mount in a Land Raider +35 points



Main Force

Choose up to 10 squads from the following list.

Grey Knight Terminator Squad . . 21 points

Consists of 1 Space Marine unit

(Save, Ordo Malleus)

Extra cost to:

Mount in a Land Raider +35 points

Grey Knight Space Marine Squad 34 points

Consists of 2 Space Marine units

(Ordo Malleus)

Extra cost to:

Mount in a Rhino +7 points

Notes: If an Ordo Malleus detachment consists entirely of infantry units it may be deployed using drop pods. See the Scenario Special Rules section in the Epic 40,000 Battle Book for details of using drop pods, regardless of the scenario being played. Such a detachment can also be teleported using the same rules

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.

Chain of Command: Inquisitor> Terminator> Any other unit.



QUESTIONS AND ANSWERS

QUESTIONS FROM THE EPIC MAILING LIST

ANSWERS FROM ANDY CHAMBERS AND JERVIS JOHNSON

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 the +25 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 Main Force artillery pieces.

b) Yes, it does. To cite the example given in part (a), you could thus have 11 Heavy Artillery units in an IMPERIAL GUARD Artillery detachment.

A: *a is correct.*

Q: In a previous Q&A you informed us that an army could only have one supreme commander, with the exception of the Tyranids whose number of Dominatrices was limited by their overall army points. Several players want to know if the Eldar also form an exception to this ruling, since their Commander list says they may have up to two commanders. (I keep stating that this obviously refers to two commanders within the same detachment — one Farseer and one Avatar — but several seem to doubt me).

a) The Eldar, like most armies, can have only one Supreme Commander detachment on the table. Both a Farseer and an Avatar can be within this detachment.

b) The Eldar may have two Supreme Commander detachments on the table. Choose a Farseer to lead one and an Avatar to lead the other.

c) The Eldar may have two Supreme Commander detachments. Each may have both commanders.

A: *a is correct.*

Q: In the Designer's notes for EPIC 40,000 you gave us hints at how to convert Titan models built under the old rules over to the new system. In the

midst of these hints and suggestions, you make the statement that titans with two CC weapons will just have to have some surgery. The clear indication here is that no titan may mount two CC weapons. However, there seems to be nothing in the Army lists that restrict a titan from taking two CC weapons. Unless, of course, we are misreading the Titan options in the army books, and where they say "choose from the following weapons" they actually meant "choose up to one of each of the following weapons, up to the maximum number your titan can mount." To put a long question short, can you mount two CC weapons on the same titan?

A: It is legal for a Titan to have more than one CC weapon, but as it receives no extra benefit for having it there is no real point in taking one (i.e. having two CC weapons does not quadruple its assault value). As an aside, your question started a debate as to if it would be OK to allow Titans to have multiple CC weapons at an increased assault value, and the general consensus was that it would probably work out just fine, though this is 'not' the way we've ever played it. However, if anybody wants to try out the option as a house rule, we'd be interested to know if it is unbalancing or not.

Q: Another follow-up question. In a previous Q&A you confirmed that Rough Rider HQ squads could not include either a Captain or a Psyker. (This is what the detachment list seems to indicate. We just thought it odd and wondered if the text might be misleading.) Fair enough. However, in the sample battle in White Dwarf 216 we find that Warwick has indeed included a captain in his Rough Rider HQ stand. Since WD is supposed to be the official word for rules in the GW universe, we just want to double check. Was Warwick using some sort of house rule, or should this be legal?

A: Nope, Warwick just made a mistake (doh!), and the WD editors didn't pick it up. BY THE WAY, the 'official rules' things really only applies to Q&A and rules articles; battle reports shouldn't be used in the same way.

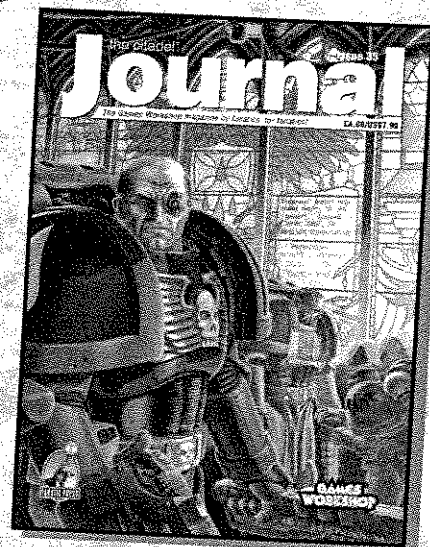
Tales from the Black Library™

• CITADEL JOURNAL 35

The Citadel Journal is the Black Library's bi-month hobby fanzine, written by fans for fans. This issue includes: The Invasion of Tor Yvresse, a historical Warhammer campaign pitting High Elves against Grom's Goblin horde.

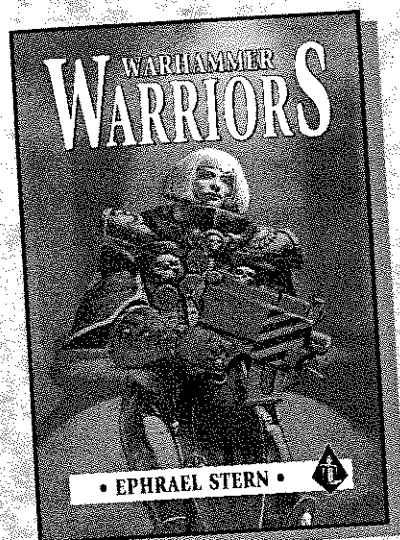
- House rule for Eldar Dragon Knights and Exodites in Epic.
- The Bounty Hunter, a new character for Warhammer Quest
- Angels of Death, tactics for fighting with Space Marines in Warhammer 40,000
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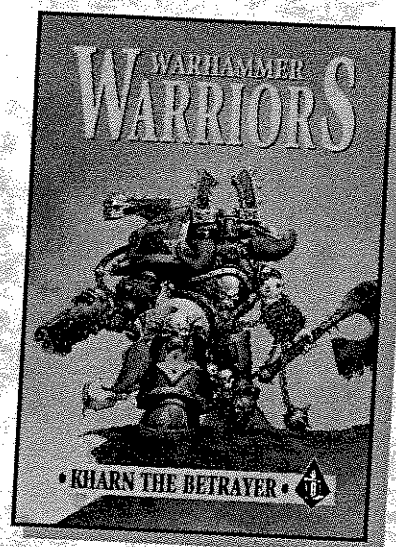
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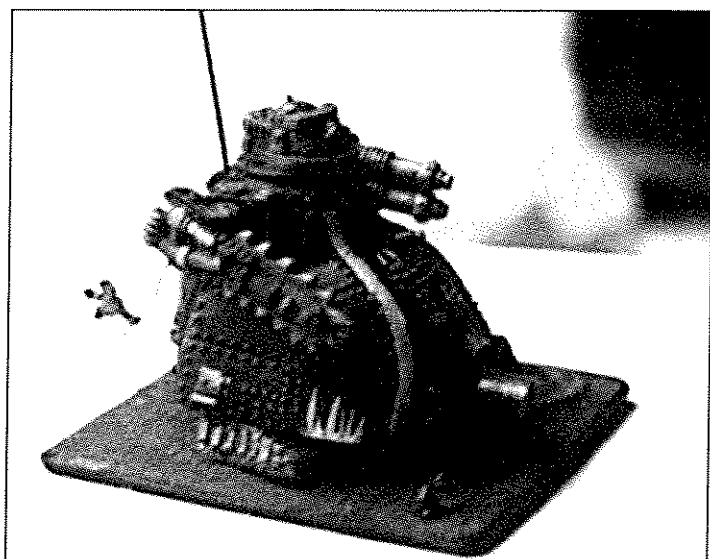
involved, so luck is not a factor. Each book details one character - and each character can fight any other.



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Get Stompin'

Customising your Epic Ork Warband

By Marco Secchi



My name is Marco, I'm 27 and I'm an engineering student living near Milan in Italy. I'm currently student of Engineering (Informatics) at the Politecnico of Milano.

It's been 10 years since I first started playing Warhammer, Adeptus Titanicus and collecting Citadel Miniatures (most of which I have now sold in order to buy new ones!).

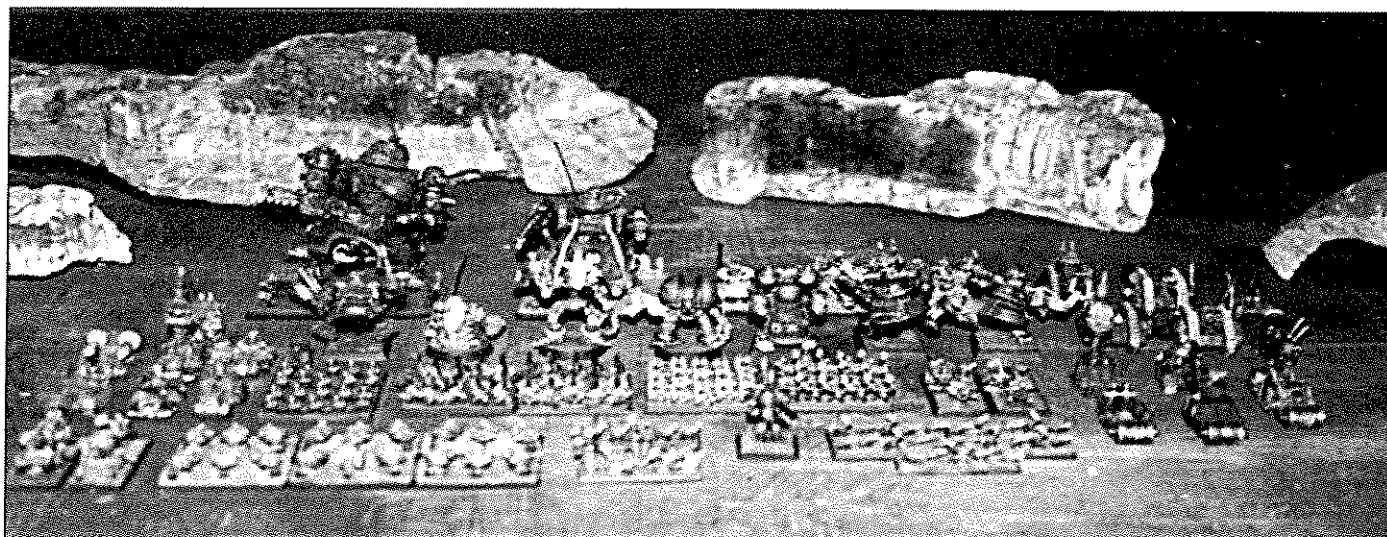
I've always preferred the 6mm scale for gaming which is why Epic is my favourite system (what about a 6mm fantasy system? in the distant past I heard rumours about it...).

(Er... I've no idea what you mean, Marco – Ed.) I must admit that the new version of Epic is the best ever made, it's fast, furious and there are few problems with the rules (you know how it is, me and my friends we're Italians...). *(On the contrary, Marco, I've found that you Italians are always very fluent with rules, sometimes a little too fluent maybe! – Ed.)*

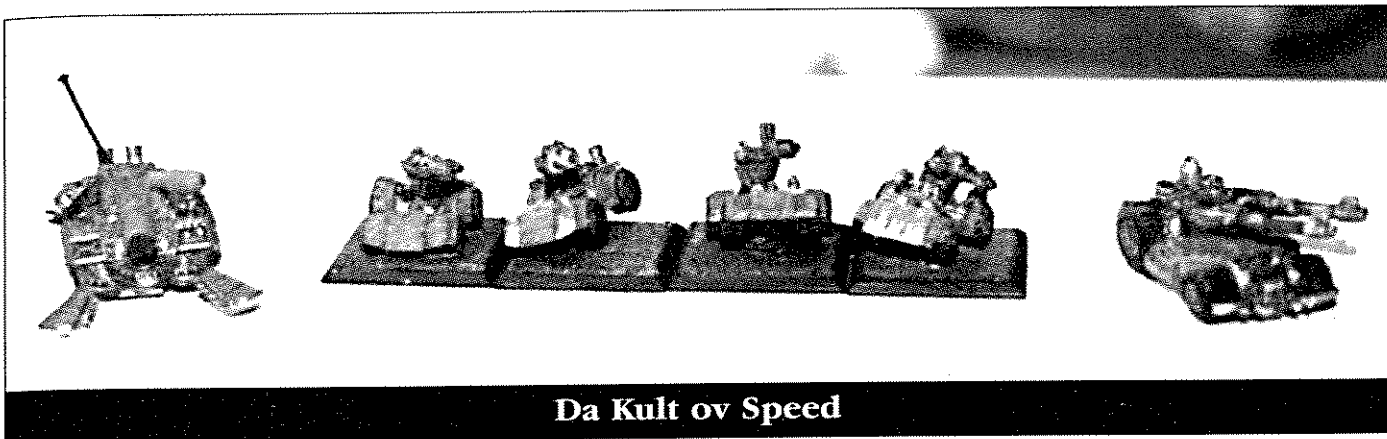
Currently I play Epic 40K, Necromunda, Gorkamorka and the new Warhammer 40,000 (excellent! Finally a return to the good old, dark look of Rogue Trader!!!).

Epic 40K: my first army is of Ultramarines (I have 4 new Thunderhawks! I AM POWERFUL!!!), Titan Legions (I have converted an Imperator which is now walking up a hill and is looking where one of his weapons is pointing), Imperial Guard and some Knights.

Some of the pieces are converted (for instance, in my Terminator Company I have a Terminator Captain, a Terminator Librarian, two assault cannons, a storm shield/thunder hammer and a chainfist. My supreme commander has two power



Marco's heavily converted Ork horde



Da Kult ov Speed

fists (Marneus Calgar). I estimate that the entire army comes to about 10,000 points.

I am presently thinking about starting up a Mordian Imperial Guard army of about 3000 points strong.

I will be giving them a red paint scheme which will look pretty mad and included in their ranks will be two Leviathans (I will use two Capitol Imperialis's instead because they are cool and so HUGE). I will probably end up using a lot of the old Imperial Guard infantry models.

In Gorkamorka I have a mob of Morkers (or are they Gorkers?) made using some Snakebite orks and some Mega Gargant pieces.

For Necromunda I play with Ratskins, Cawdor and Spyrrers (I have converted an Eldar to make an Infernus, a Spyrrer warrior type that I have taken from the Internet). (*Mmm, that's worth checking out – Ed.*)

Warhammer 40K: I'm working on a Dark Angel army with a different twist: it will be a punitive mission taken from the 3rd Company and Ravenwing thought lost about a millennium ago. They have now come out of the warp but

they have somehow changed (or they were like this from the beginning). (*Dob! Sounds a little too close to the Legion of the Damned to me – Ed.*)

Almost every piece is converted (I used Yeld wings and Mark 2/3/4 & 5 models for my Assault squad; my Land Speeder has a Custodian bell from the old Epic Titans accessory range, some of my Veteran Sergeants have a cowl as symbol for their status and I have used Asmodai as my Chaplain mounted on a bike).

Just think about 'Legion of the Damned who are not dying and with a very monastic lifestyle...'

I am also working on a Dark Eldar army (it's at a very early stage) and I am going to use Witch Elves from the fantasy as

Wyches (sorry but I don't like the actual models). I am waiting for the Talos... it's wonderful!

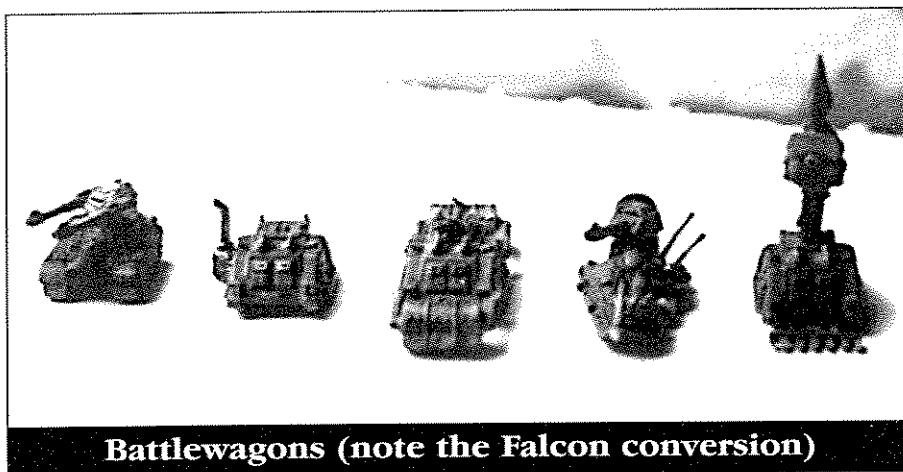
Hmmm... oh yes, sometimes I even study as well...

Converting Orks in Epic 40000

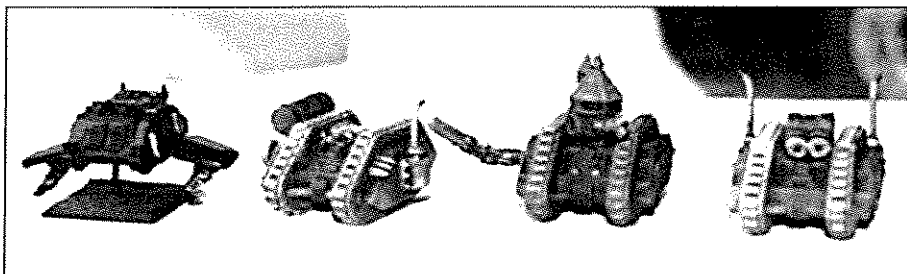
I just have to admit it: Orks iz a wonderful lot...

Since the first edition of Warhammer 40,000 (Rogue Trader) I've always played Space Marines. They're tough, loyal and the defenders of humanity! At the time I really didn't think much of those little green men from outer space.

Then Epic 40,000 came out... (trumpets, fanfare and stuff!) I soon found myself holding in



Battlewagons (note the Falcon conversion)



Blood Axe battlewagons, and a flying Rhino!

my hands a plastic sprue with Stormboyz, Painboyz, Shooty Boyz and other wonderful things ending in -oyz.

One word caressed my mind: conversions.

I began building up my army about a year and a half ago (it's still not finished yet, as I need lots of Pulsa Rokkits and Fighta Bommerz to complete the look).

I really wanted my army to resemble a chaotic mass of indistinguishable vehicles, boyz, stompas, etc. and the only way to achieve this was to convert every possible model.

In particular, I wanted a lot of Stompas because in large numbers they do look very impressive on the battlefield (... no, well, really my girlfriend had just left me so I wanted lots of Stompas to stomp her, and Stomp, and STOMP, and STOMP!!!)

(Marco, take it easy man – Ed).

The first step was to divide my models into clans, but I've noticed that this has recently been scrapped, so I painted my models in a sort of Blood Axe way (I've kept a Kult of Speed painted red just because red ones go faster).

(Well, if you keep your eye out for the next issue of Firepower there's a very good chance that new rules for Ork clans

will be re-introduced – Ed.)

Not all the models are painted well, but I do think that too many details in an Epic army get lost anyway, so who cares?

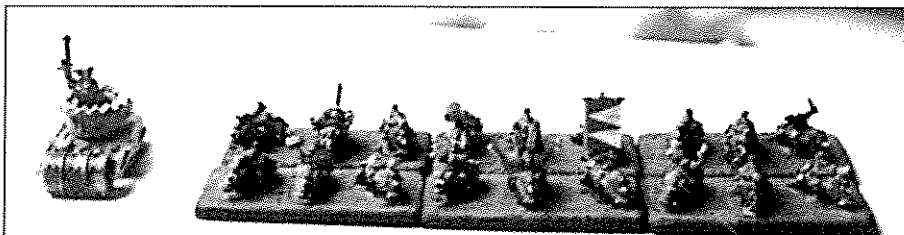
Orks are savage, brute warriors, but they are also very different from each other. Their battlewagons, weaponry,

Gargants, etc. are built using any kind of materials available; and everything works after a fashion!

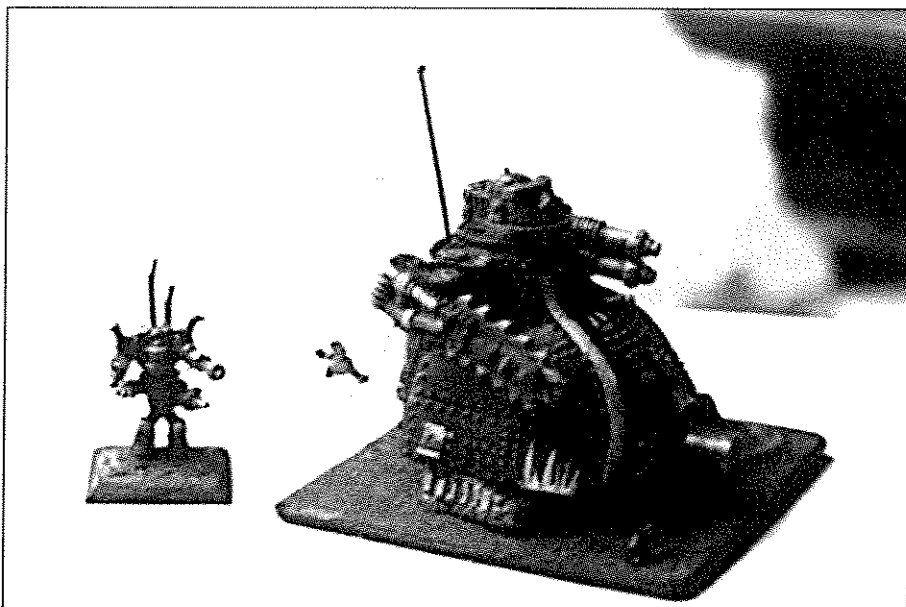
I can use almost anything from my scrap box: 40K weaponry, everything from other Epic armies and so on. What follows are just a few examples that I use in my army.

Battlewagons

You can use almost any Epic vehicle as a battlewagon: Rhinos, Land Raiders, Chimeras, etc. (I even have an old plastic Falcon Grav tank in my mob!)



A customised Snakebite mob



Try out the Ork's new Gretchin on a rope...

You just have to add some Orky bitz: Ork infantry, weapons or rams from the plastic battlewagons sprue, banner poles from old Epic, cut and bent to make them look like exhaust pipes.

I've even constructed a flying Rhino! I sometimes use it as a fighta-bommer (don't argue... Orks can make it work!!!).

Infantry

You can obtain an almost endless variety of boarboyz just by cutting off the torso and gluing another torso from an another Ork (Boss, Nob, the old Mad and Wild-boyz, and so on). Another easy conversion comes from the shooty boyz: cut off the (big) gun barrel and glue on only the point of it: instant Heavy Bolter!

Gargant

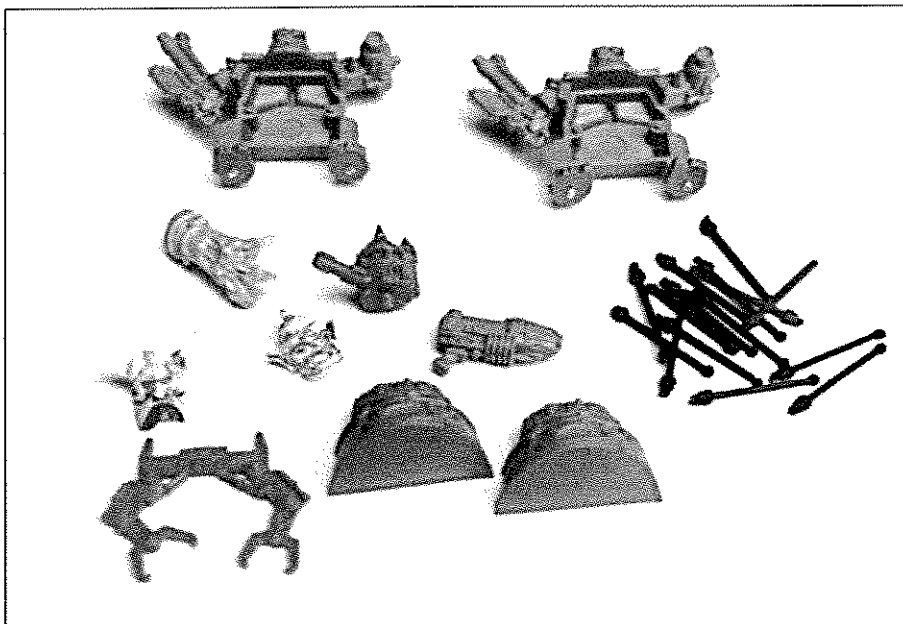
Add a lot of boyz to it (and I mean a LOT!). They will give a real indication of the huge dimensions of these war machines. You can add some weapons from 40K for a really random, ramshackle look (guns from the Ork bikes and trukks are very good).

I have repositioned the feet of my Great Gargant to have it crushing a Rhino.

Check out my scratch-built Dreadnought and Gargant (below left). Notice the Gretchin hanging on a rope!

Stompas

Stompas are my favourite pieces in an Ork army. I used some old Tinboyz from 40K as they have roughly the same dimensions of a normal Stompa. I also glued on a



Stompas – Collecting da bits

Stormboy Jump Pack (there are no rules to use it, but it looks cool!).

Plastic Stompas are easy to convert and you can obtain an almost endless variety of these vehicles. There are three steps in converting a Stompa.

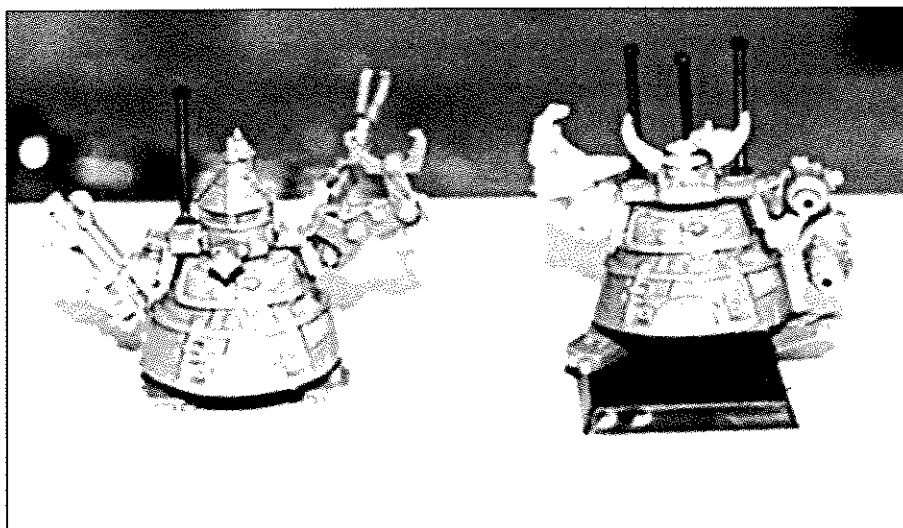
Step 1: Start collecting...

Decide how you want the Stompa to look. Take any pieces you would like to use

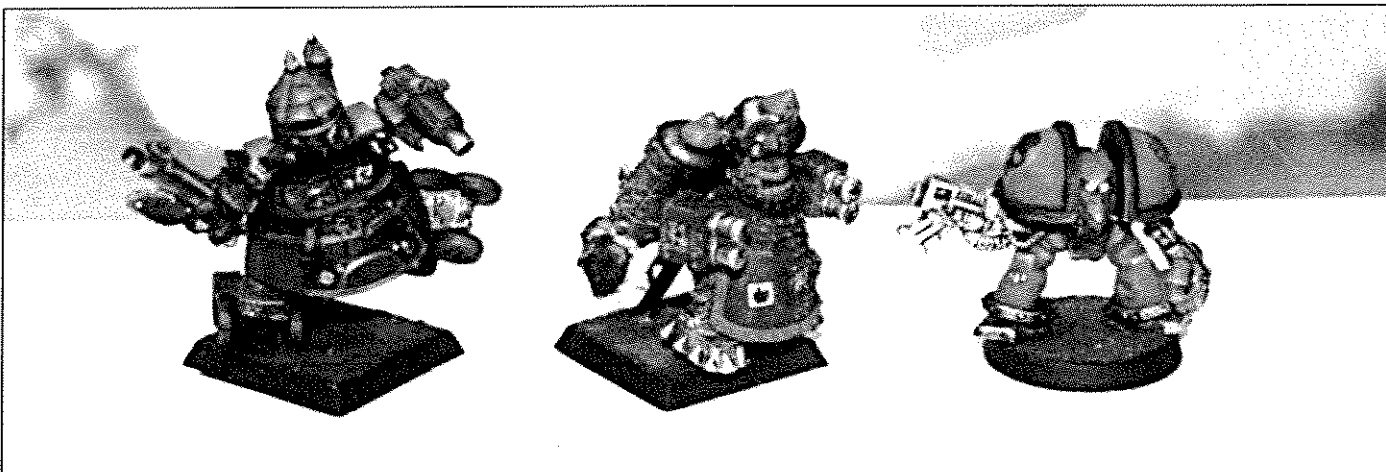
from your scrap box.

As you can see clearly in the picture above I have taken two Stompas from the Space Orks sprue, a Plasma Gun and a Power Claw from the 40K range, a couple of pieces from the old battlewagon sprue, some banners and two heads from the old Warhammer Regiments boxed set.

My intention was to build a Warboss Stompa with lots of



Stompas – Assembled



The infamous Stormboy Stompa (with Jump Pack) plus a skating Stompa!!!

weaponry and then a Mekboy Stompa.

Step 2: Get cutting...

Here you can begin to eliminate weapons and other parts that you want to change on the model.

I have cut the horns from an old Dwarf head (I'll stick them onto the Warboss head), one Stompa Cannon, one close combat weapon and a pair of feet (they will be repositioned to make the Stompa walk).

I have also removed one head (I'll use the battlewagon cannon although as an alternative, you can just use the back of the Stompa head

as a replacement head). The battlewagon claws will be used as a new close combat weapon for the Mekboy.

Step 3: Assemble them...

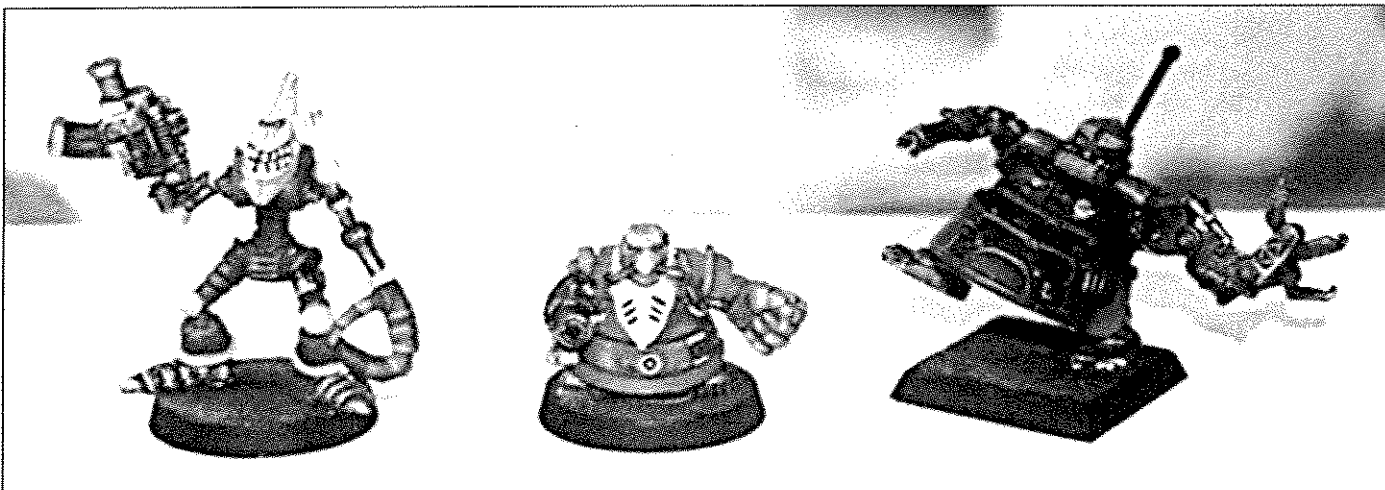
Yep, you guessed it! Glue your pieces in place. Sometimes your Stompa will not come out quite as you imagined it in the beginning (because you have added or removed things) but that is not necessarily such a bad thing.

Then of course you paint them, either in the colours of your Warlord or whatever. As you can see, the Stompas are now complete!

I didn't use the Ork helmet in

the end because it didn't fit very well. Instead, I have chosen an Epic Imperial Stormbolter hatch which served its purpose much better

As you can see, the opportunities for converting Epic Orks are almost limitless, it just takes a little imagination and your away. I've always found that having a good delve into the bits-box once in a while is a great journey of discovery for there are so many obscure plastic and metal bits that can be used as almost anything. So, get looking and get Stompin'!

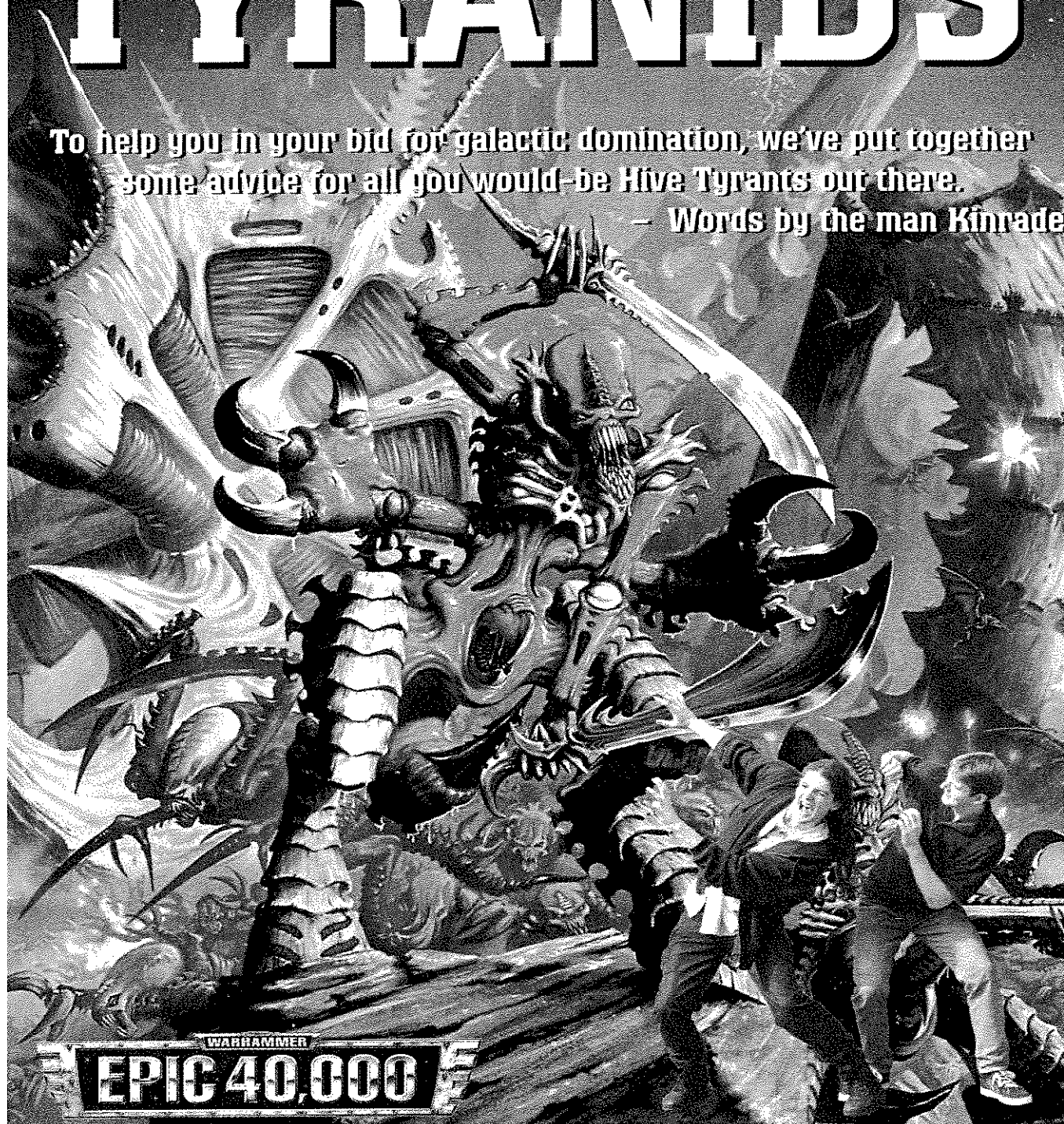


Tinboyz make great Stompas, but why the other Stompa is dancing is beyond us!

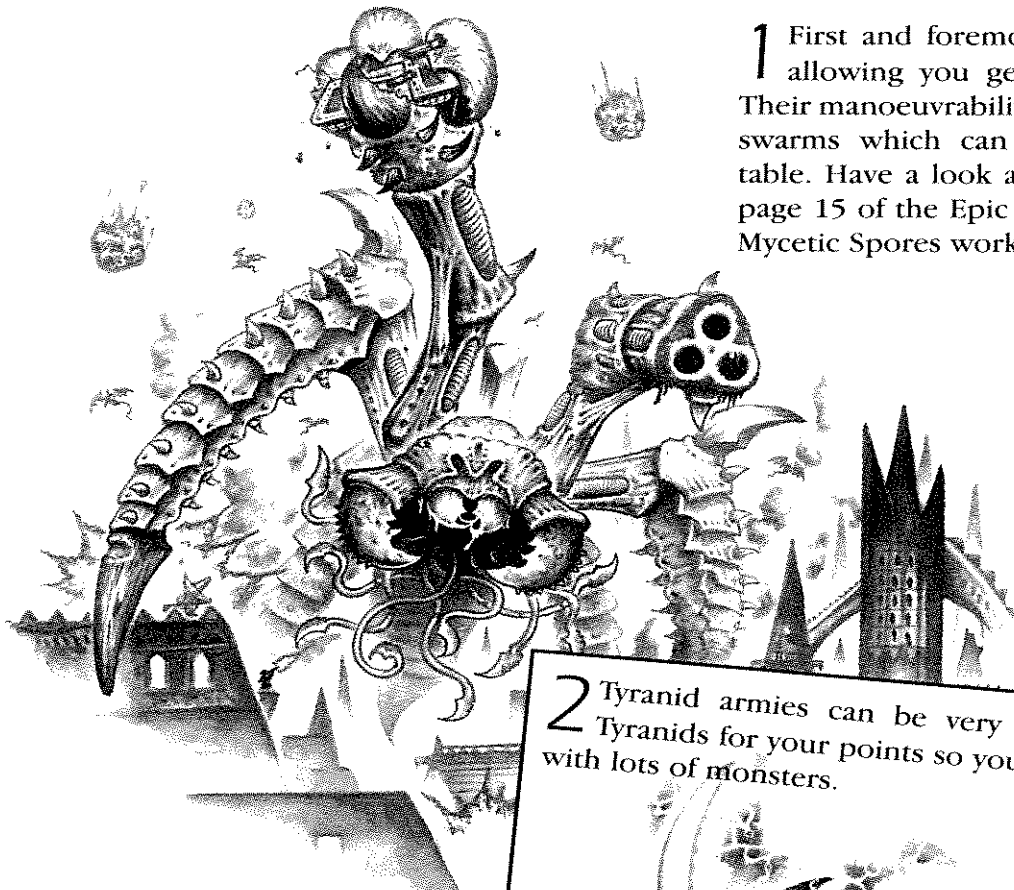
ATTACK OF THE TYRANIDS

To help you in your bid for galactic domination, we've put together some advice for all you would-be Hive Tyrants out there.

— Words by the man Kinrade



A TYRANID ARMY HAS SEVERAL MAJOR ADVANTAGES IN EPIC 40,000, AND YOU'LL HAVE TO MAKE THE MOST OF THEM IF ULTIMATE VICTORY IS TO BE YOURS...



1 First and foremost the Tyranids are fast, allowing you get to the enemy quickly. Their manoeuvrability is also aided by Mycetic swarms which can land anywhere on the table. Have a look at the Drop Pod rules on page 15 of the Epic Battles Book to see how Mycetic Spores work.



2 Tyranid armies can be very large. You get lots of Tyranids for your points so you can swamp the enemy with lots of monsters.

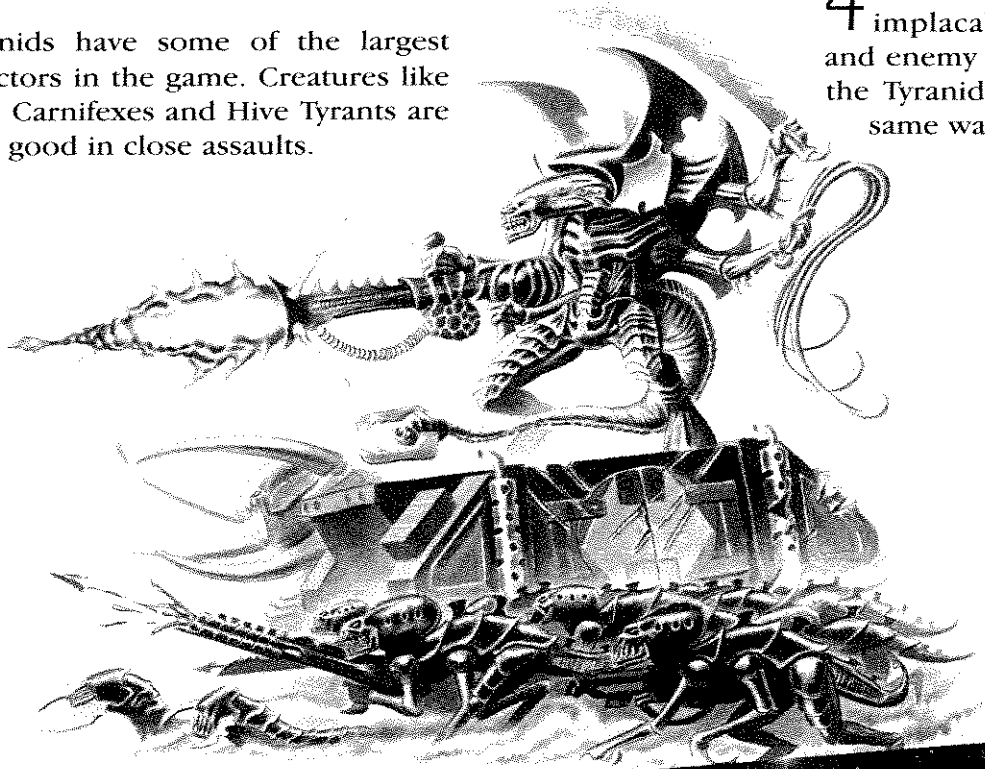


We tried saturating their landing sites with toxins as recommended by Magos Biologis Hermitius. This seemed to slow down the rate of their advance for a day or so. After three days the samples the men were bringing in from the battlefield indicated that the toxins were no longer having any effect. Magos Hermitius has hypothesised that they have evolved an immunity to it. Our own casualty rate approaches eighty per cent. Less than ten per cent of our vehicles are operational and ammunition for our heavy weaponry is expected to run out in about an hour. Smaller Tyranid creatures are constantly found in our food stores, fuel dumps and supply centres. I cannot see how it will be possible to hold off another assault. The Emperor knows I have tried to do my duty. Adeste Fideles.

— Last report from the Imperial Commander of Delvin Prime

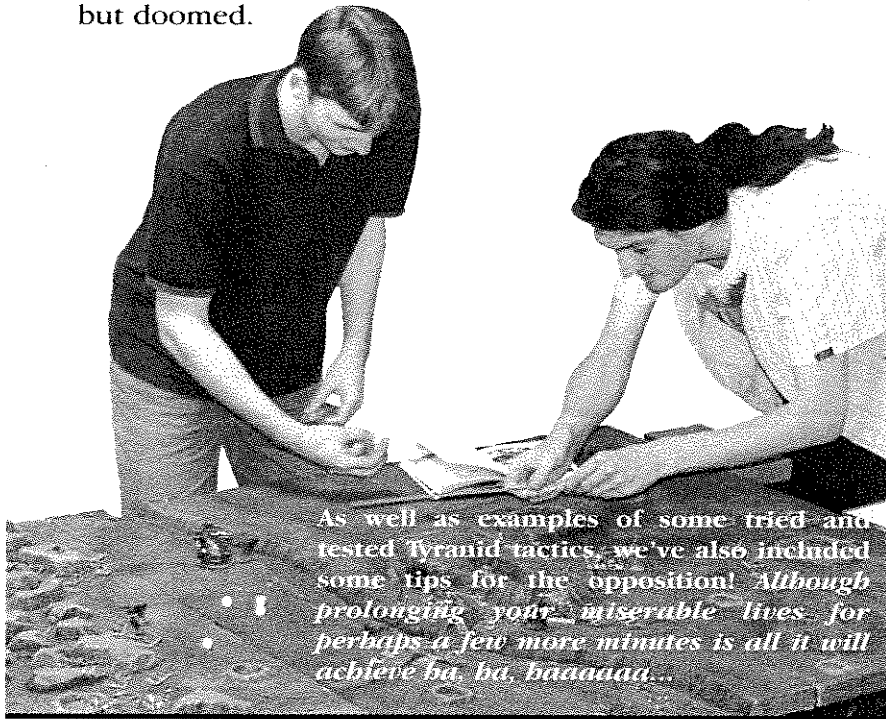
3 The Tyranids have some of the largest assault factors in the game. Creatures like Genestealers, Carnifexes and Hive Tyrants are exceptionally good in close assaults.

4 The Hive Mind is implacable. Casualties and enemy fire do not affect the Tyranids advance in the same way as other forces.



...all the above make fighting Tyranids a frightening experience for any army. Even before you start, your opponent will be scared and on the defensive.

The basic Tyranid tactic is not subtle. Attack, attack, attack, don't hesitate just go, go, go. Pile towards the enemy and defy his guns to stop you. The longer you hesitate the more damage you will take. This plan is not for the faint-hearted, casualties are likely to be high, but when those Genestealers and Carnifexes do make it into close combat the enemy is all but doomed.

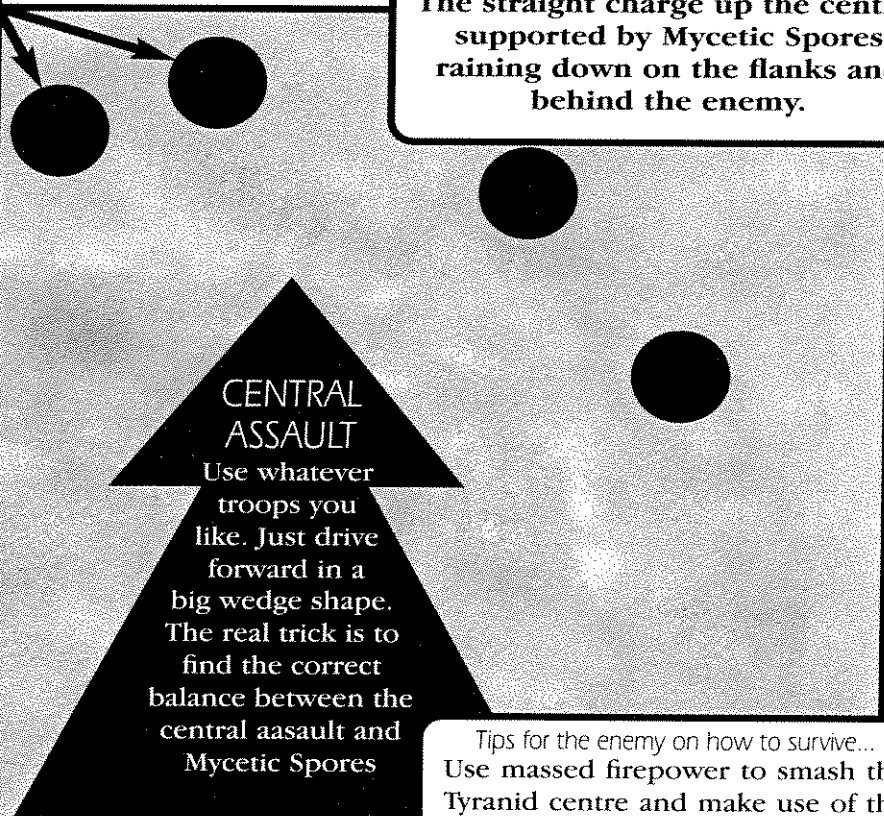


As well as examples of some tried and tested Tyranid tactics, we've also included some tips for the opposition! Although prolonging your miserable lives for perhaps a few more minutes is all it will achieve ha, ha, haaaaaa...

Never had open ground looked so good, Sergeant Marsen breathed an audible sigh of relief as he led his squad of guardsmen out of the claustrophobic jungle. Of the ten Catachans who left on the patrol that morning, only six remained. The other four had vanished utterly, an unerring silent predator had taken even their screams into the impenetrable foilage. Even the hardened jungle fighters had been more tense and nervous than Marsen had ever seen. The slightest sound would bring a fullside of laser bolts from the jittery men. Now however, the push through the nightmare jungle was over, Marsen ordered the men to rest, to repair shattered nerves before the last leg back to the fortress. Even as he did, a wild ululating scream rolled across the moor.

Mycetic Spores

Ahhh, that special Drop Pod rule. If you're thinking of collecting a Tyranid army, you're going to like it! Here's a summary of how it's done (see p. 15 of the Epic Battles Book for details). If you successfully make the dice roll to see if they can come on, deploy the Spores at the start of your movement phase. To determine where they land, make some card markers (about 1cm across). Next write one number or letter on each bit of card that corresponds to each unit. Place all the cards on a barrage template and hold it above the area you want to drop the Spores on. Now for the fun bit... Flip the template over quickly, see where the cards land and deploy from there.



ENEMY ANNIHILATION PLAN 1

The straight charge up the centre, supported by Mycetic Spores raining down on the flanks and behind the enemy.

Tips for the enemy on how to survive... Use massed firepower to smash the Tyranid centre and make use of the tactical withdrawal to stay out of range of the Tyranid assault. In other words 'run away!'

Big, sharp, pointy bity things coming to eat your brains...
When faced with this kind of pincer assault, the best bet is to simply attack the centre!



YOU'RE GONNA GET YOUR...PLAN 2

The pincer attack with powerful assaults coming simultaneously on both flanks to envelop the enemy, whilst your centre rains bio-artillery fire on them.

FLANK ASSAULT

(Hormagaunts, Termagaunts, Genestealers, etc.)

BIO-ARTILLERY
(Heavy firepower such as Biovores, Exocrines, Dactylis, etc.)

FLANK ASSAULT

(Hormagaunts, Termagaunts, Genestealers, etc.)

Use war engines to hold up the flank whilst your main force deals with the Mycetic Spores.

FLANK ASSAULT

(Hormagaunts, Termagaunts, Genestealers, etc.)

MORE ARMIES TO EAT PLAN 3

The flank attack, where you load one flank with an unstoppable mass of creatures and sweep around one of the enemy's flanks, whilst Mycetic Spores distract the enemy's fire.



SWARMIN' & SPAWNIN'

Each of your Tyranid swarms can be chosen from the army list to perform a very specific battlefield role. To help you along the way I've chosen some example swarms and explained the thinking behind my choices.

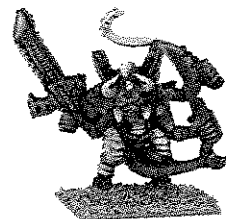
1 – ASSAULT SWARM

My first choice of swarm is a general assault swarm. I want it to be fast moving and very hard hitting. This is the sort of swarm that will rip the heart out of the enemy army with close assaults. It needs to be large so that casualties won't affect its close combat potential too badly.

1

Hive Tyrant

A Hive Tyrant is all round mean. Armour 6, firepower 2, assault 6 and a psyker with a save! They are prone to be picked off by special weapon shots, especially anti-tank weapons. However, this is perhaps because they scare the enemy so much and attract a large amount of fire!



10 2 Carnifexes

Carnifexes give my swarm a little more flexibility. As well as lending their rampaging might to the close combat they have firepower 2, so they will be useful should I want to soften up the enemy first by going onto overwatch for a turn. Surprise moves like this can throw your opponent's plans. Like Hive Tyrants, your Carnifexes are likely to be picked out by special weapons though, which is why I've taken 2 of them.

9

3 Lictors

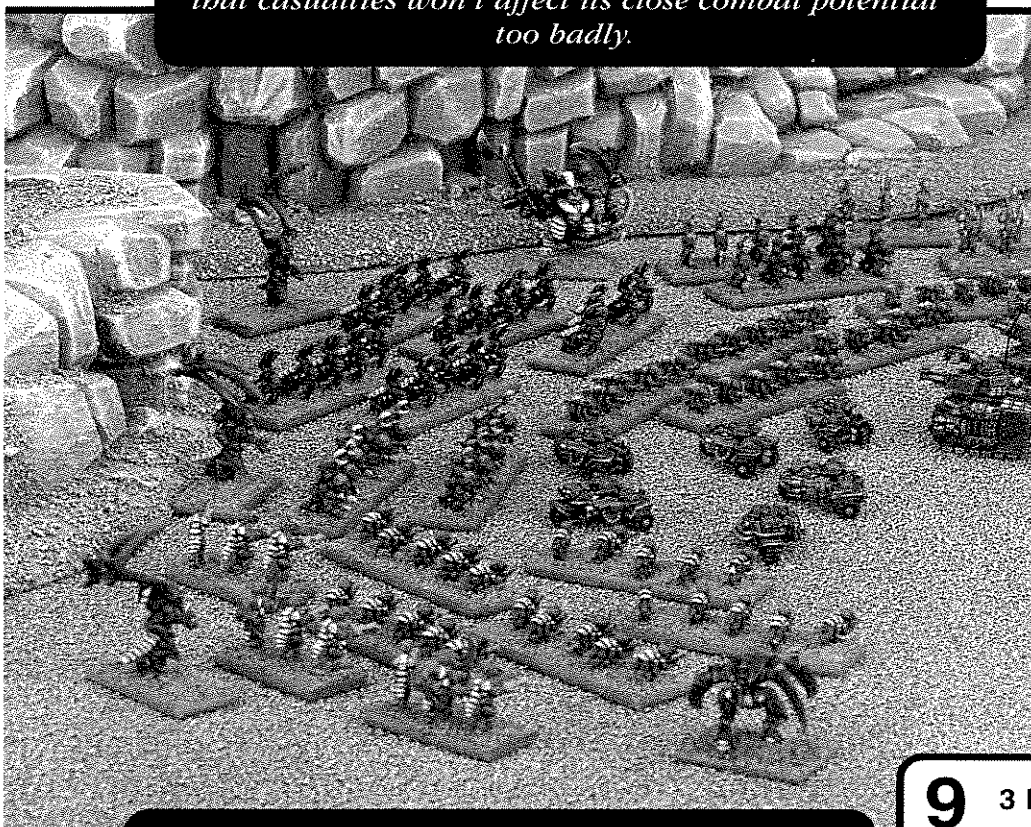
Lictors are very useful to a swarm.

Not only are they good assault troops, but their Infiltrate ability makes them perfect for revealing hidden Set-up markers before I commit my main strength to an attack. Their increased command radius also makes them good at picking off stray enemy units. Because they infiltrate they get an extra move in their first turn, so they can start threatening the enemy early. All round nasty.

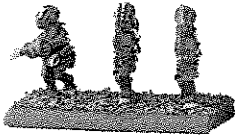
WHAT'S IT WORTH?

The swarm is now worth 400 points and has a massive total assault value of 109, enough to smash any opponent. It can also mass a surprisingly useful 28 firepower as well. The swarm has a reserve speed of 15cm, and with 31 units it has a half strength of 16, with a morale value of 8. Lots of Synapse creatures will ensure the advance continues come what may.

Another noteworthy point here is that all the units in this swarm are infantry, so they can make best use of cover bonuses whilst they advance.



2



3 Tyranid Warrior Units

My next Synapse creature choice is 3 Tyranid Warrior units. Tyranid Warriors are vital to a swarm because as Synapse creatures their presence means the swarm doesn't have to take leadership tests, and they can keep on moving despite heavy enemy fire. Taking plenty of them should mean the swarm keeps fighting to the end.

3



3 Tyranid Warrior Units

I opt for more warriors as extra insurance against losing contact with the Hive Mind. Another Hive Tyrant is tempting, if only for the extra psyker to give me an extra advantage in close assaults, but I'm afraid it will be picked off too easily.

4



5 Termagant Units

Whilst not very powerful, Termagants are very cheapskate and will make a good screen for my swarm. Termagants absorb the first enemy fire, and any survivors can lend support in close combat or firefights.

5



5 Termagant Units

More screening troops. My thinking here is that the bigger the screen the longer it will take the enemy to kill them all and get to the better stuff behind. Ask any 40K Tyranid player how well this works against most enemies.

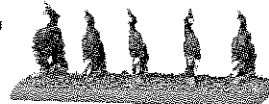
8



2 Genestealer Units

More Genestealers just in case some are killed during the advance. It's also worth saying that 10 points per unit is cheap. Excellent value, madam!

7



2 Genestealer Units

Genestealers are the real strength of my swarm. Their assault value of 6 will mean I should massively beat the enemy's assault total, making winning the close combat a certainty.

6



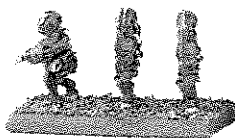
5 Hormagaunt Units

Like Termagants, Hormagaunts are cheap, they are also *very* fast and mean in close combat. The Hormagaunts are also expendable, but should any survive to assault the enemy then their speed will allow them to attack units deep in the enemy lines, towards the rear of enemy detachments. This makes it hard for defeated enemy units to withdraw without ending up with 15cm of a Hormagaunt and being automatically destroyed.

BE AFRAID, BE VERY AFRAID

Tyranids always pass Leadership tests and are never broken if they have any Synapse creatures left in the swarm! Remember you must choose three Synapse creatures to control each swarm.

1



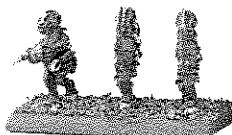
2 Tyranid Warrior Units

I don't intend to get too close to the enemy with this swarm. Hopefully my Tyranid Warriors won't take much fire and their small numbers will keep the other creatures in touch with the Hive Mind (it's good to talk!). I really want the swarm on overwatch to maximize their firing potential, with Tyranid Warriors lurking near the back to protect the bio-artillery.

2 - BIO-ARTILLERY SWARM

Tyranids may be the most powerful close combat force in the galaxy but their attacks still need some long range support. The bio-artillery will place so many Blast markers that an enemy detachment will be unable to escape your main attack, dooming them to a messy end!

2



1 Tyranid Warrior Unit

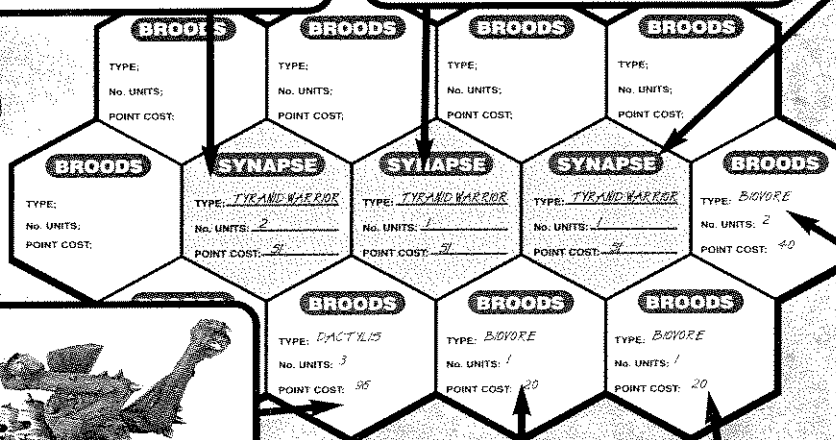
The warriors will be useful in protecting the swarm from close assaults by fast-moving enemy, and to snipe at any enemy that come too close for comfort.

3



1 Tyranid Warrior Unit

Notice the almost minimum expenditure possible on Synapse creatures, so I can afford a few extra broods.



4



2 Biovores

Excellent for placing Blast markers, especially on fast-moving enemy detachments which could otherwise avoid your main assault. I shall get them on overwatch and just fire away.

7



3 Dactylis

Dactylis have the same range as Biovores. They also have excellent armour so they can protect the more exposed Biovores from enemy fire by staying at the front of the swarm.

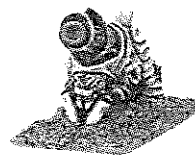
6



1 Biovore

Bang bang you're stuck!

5



1 Biovore

More Blast markers; thank you very much!

BLAST MARKER 'EM

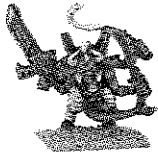
This swarm costs 244 points, with a half strength of 6 and a morale value of 5. This swarm should not be exposed to too much enemy fire. The enemy should have my assault swarms to worry about, but if it does get attacked and broken it won't cost me the battle in army morale points.



3 – MYCETIC SWARM

A personal favourite of mine. I think you have two options with your mycetic swarms. They can be either large assault units, which can be deployed close to the enemy and charge straight in. This is risky because you will have a lot of points in reserve, and a few bad dice rolls for reserves will leave you fighting against a stronger enemy. Or you can have small swarms, which can land in front of the enemy as a diversion from your main attack. This means the swarm is doomed to taking high casualties, but the more enemy fire they attract the better, it means your main attack is advancing unmolested. The second example is the one I've chosen to show in a little more detail.

1



Hive Tyrant

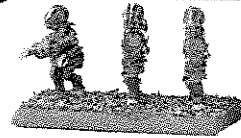
Big and scary, his presence will force the enemy to direct special weapons fire at the swarm.

2

2 Tyranid Warrior Units

Not too many Synapse creatures here. The Mycetic swarm shouldn't have that far to advance after landing and therefore won't take much incoming fire.

3



1 Tyranid Warrior Unit

The minimum requirement, to save points for more fodder troops.

4

5 Termagants

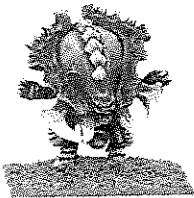
The cannon fodder. Their main purpose is to die first and support any close assaults.

5

4 Hormagaunt Units

Fast and deadly, hopefully the enemy will be worried enough by the threat of the Hormagaunts to commit a lot of firepower to stopping them. All the better for my overall plan.

8



2 Zoanthropes

Zoanthropes will give the swarm an advantage in close assaults for having more psykers, and if they survive the enemy fire the swarm may still have enough hitting power to beat them. Zoanthropes are slow but this should not be too much of a problem because arriving in Mycetic Spores means they won't have far to go in order to reach the enemy.

7

2 Lictors

More nasty infiltrate moves to surround the enemy and get him really worried.

FALLING DEATH

The swarm weighs in at only 194 points, which is cheap, but they still have a reasonable assault value, and deploying from Mycetic Spores means they can threaten the enemy in their first turn, especially with all those Lictors.

6

2 Lictors

The Lictors' extra infiltrate move makes them exceedingly useful when deployed from Mycetic Spores. They can threaten to surround the enemy forces straight away.

CONSUME ALL

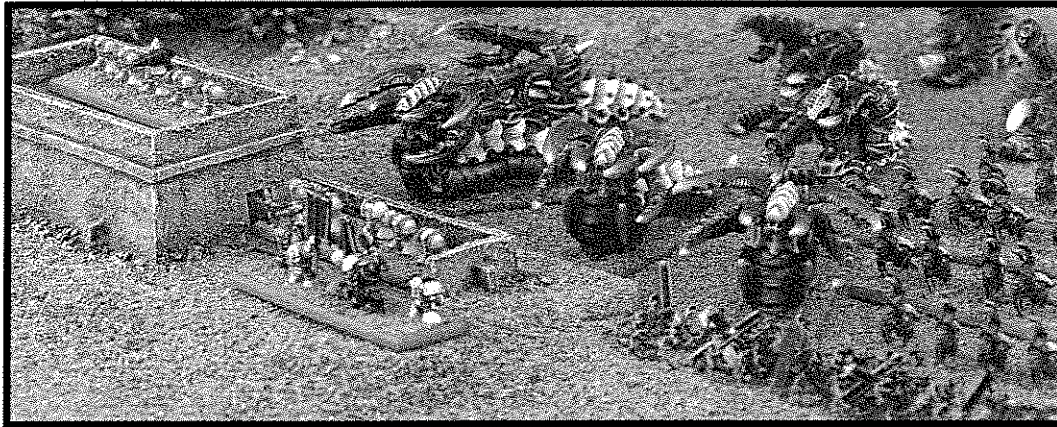
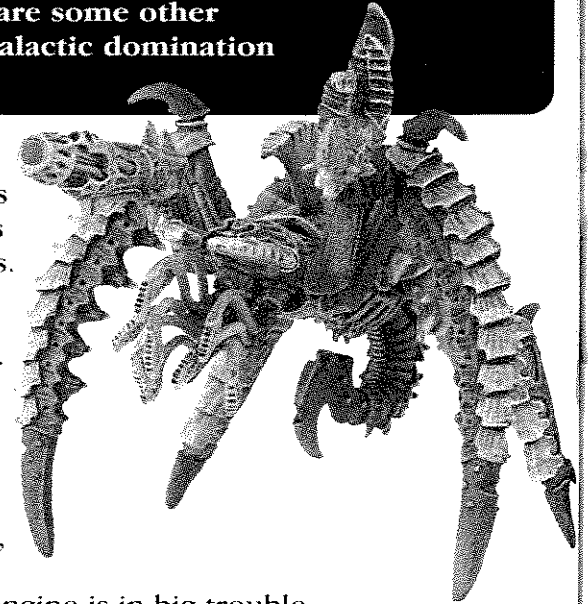
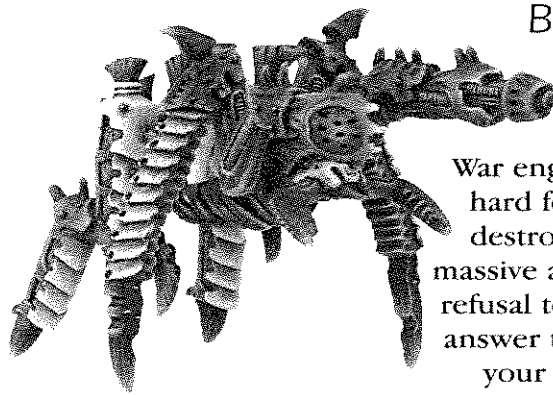
I've covered Assault Spawn, Bio-Artillery and Mycetic Spores, but there is more to the Tyranid invasion than this. Here are some other suggestions for using the Tyranid army lists. Total galactic domination here we come...

BIO-TITANS

For me Bio-titans are best used as war engine killers.

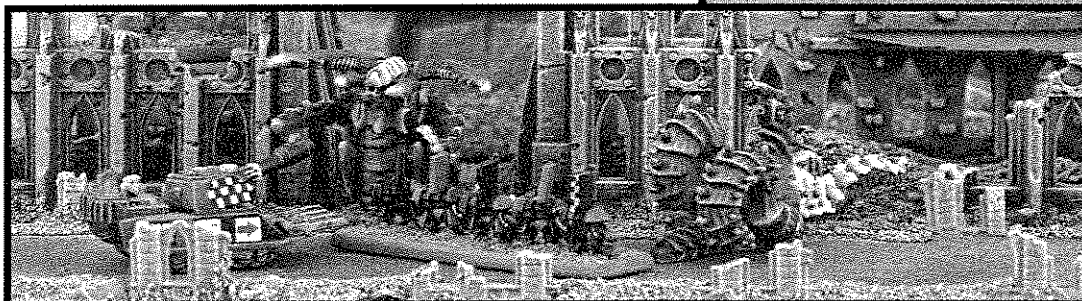
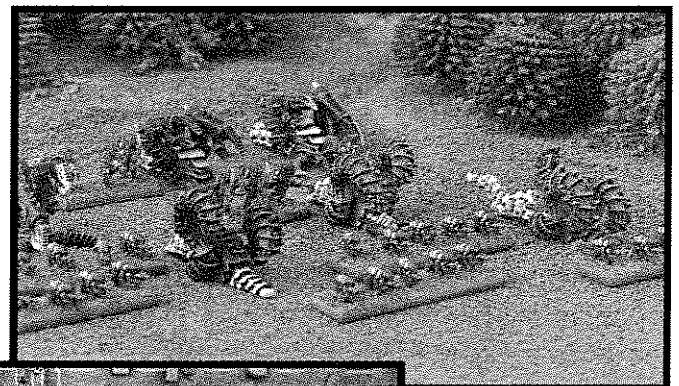
War engines can be very hard for the Tyranids to destroy because of their massive assault values and refusal to break. The best answer to them is to take your own Bio-titans

equipped with ripper tentacles and razor claws, and scuttle towards the enemy war engine as fast as possible. Once in close combat the enemy war engine is in big trouble.



ARMoured ASSAULT SWARM

Assault spawn carrying lots of Hive Tyrants, Carnifexes, Genestealers and Tyranid Warriors storming into battle at very high speed (25cm a turn actually). This is a good way to include lots of Zoanthropes as well and because they are being transported their low speed will not slow down the entire swarm. The swarm could also include some Exocrines for anti-tank support, or Dactylis, but they will slow down the advance.



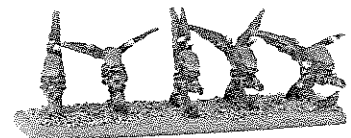
DOMINATRIX

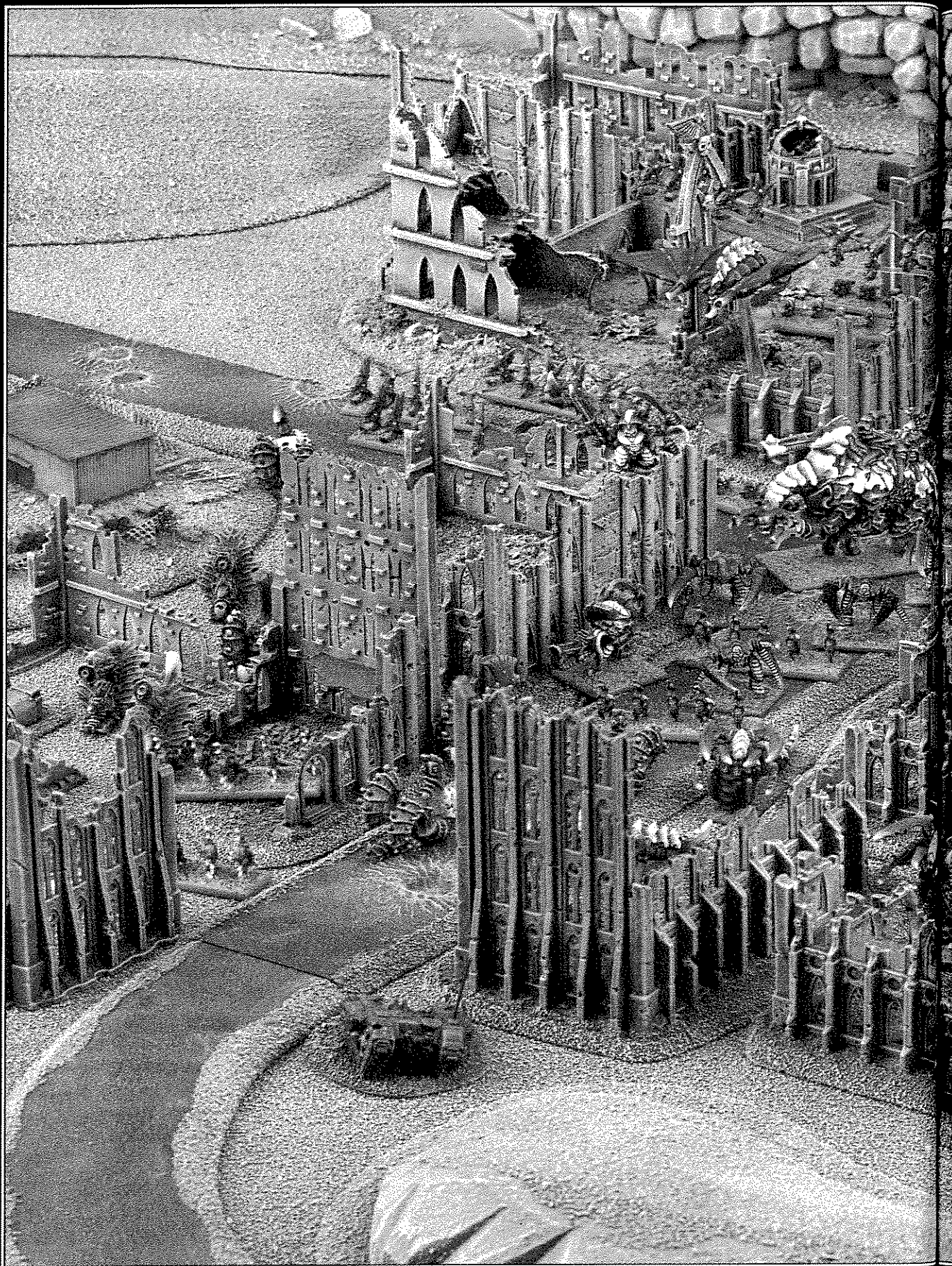
Your army's supreme commander is the Dominatrix. The Dominatrix is one mean mother. It is a war engine which means it cannot be broken, can move, fire all its weapons and move again in the assault phase. You can only take one Dominatrix per 2,000 points in your army, but it does have an added advantage over other supreme commanders because it gives you a re-roll in close combats or fire fights even if it is only in support of the assault. Most supreme commanders have to actually be involved to give you the re-roll. It is a subtle difference but one which could be vital in a close fought assault. Your Dominatrix is best off supporting your assault swarms.



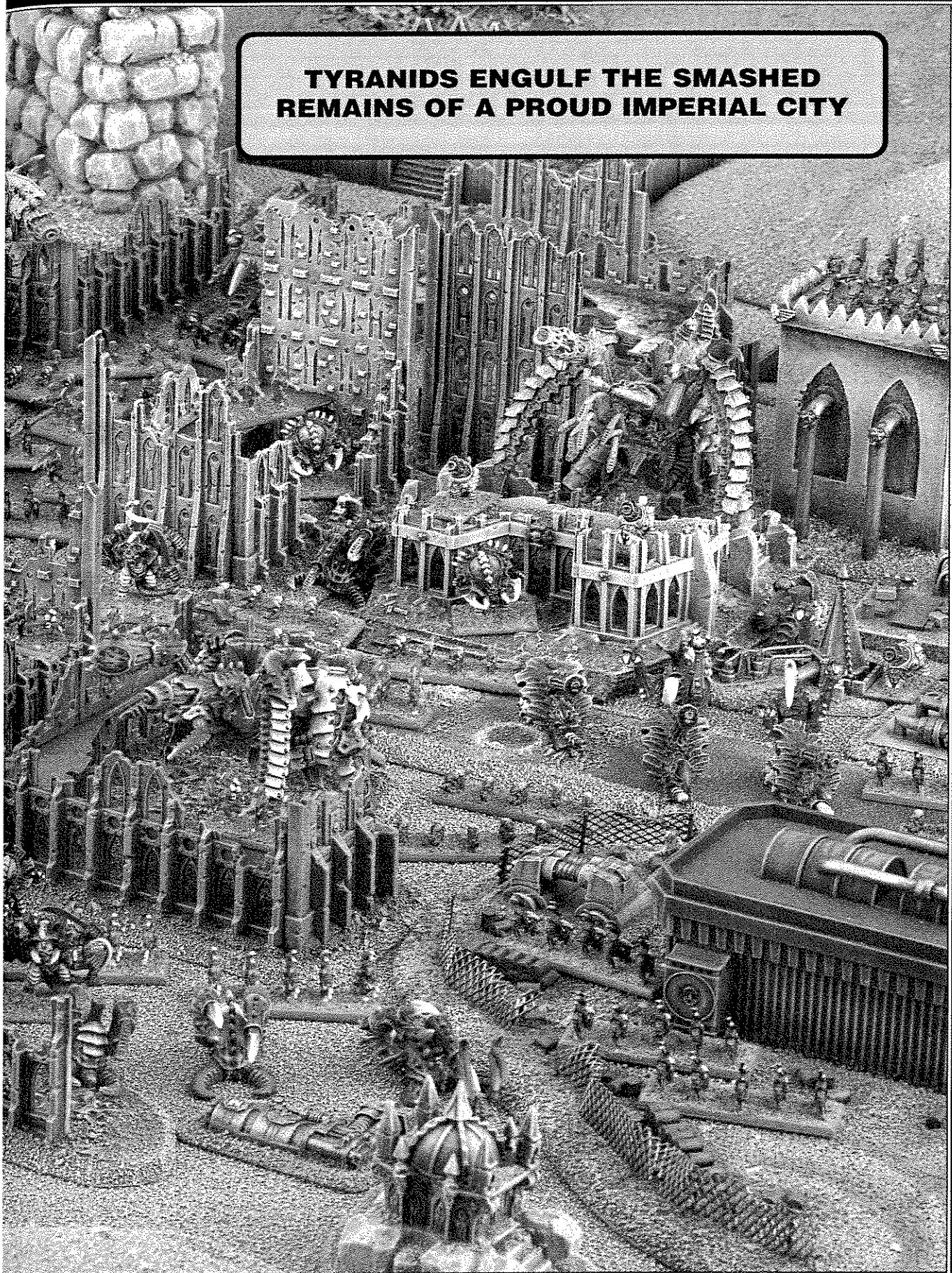
FLIGHT SWARMS

A good flight swarm might be 1 Harridan and 10 Gargoyles just to use as interceptors. Most flyers will drive off the Harridan and a few Gargoyles in a dogfight, leaving 6 or 7 Gargoyle units to attack back. This should be enough to blunt any enemy ground attack. If the enemy has no flyers then the Harridan is free to make its ground attacks, but otherwise just use them to cancel out your enemy's airpower, leaving your ground swarms free to get on with the real task of eating the enemy. Yum, yum.



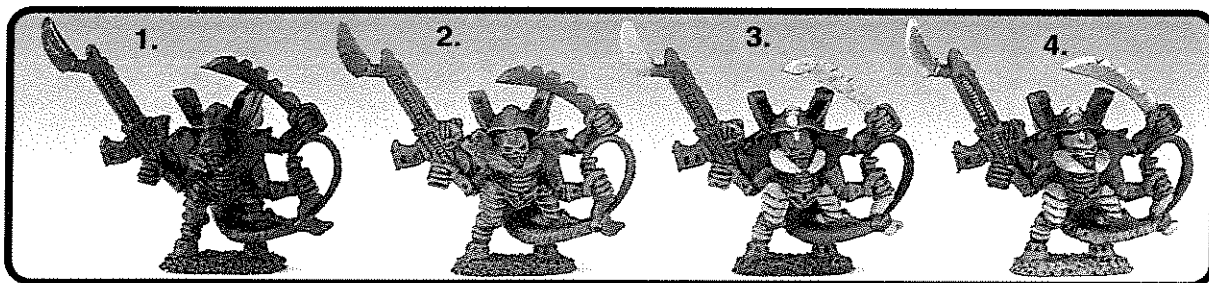


**TYRANIDS ENGULF THE SMASHED
REMAINS OF A PROUD IMPERIAL CITY**



WARWICK'S HIVE FLEET

When I started playtesting Epic 40,000 I elected to take on the task of galactic domination with the might of Hive Fleet Kraken. I already have a Tyranid army which I fight with in Warhammer 40,000 so it seemed natural to extend the army into Epic 40,000. Besides the only other option was the much despised Eldar, yuk!



PAINTING MY 'NIDS

My first priority was to get a lot of Tyranids painted quickly. Individually each model did not have to be brilliantly painted, they just had to look good as part of a larger army. I could always go back and add some more details later.

I have a quick method for applying the first coat of paint to my models:

I started with the infantry. All my Tyranid Warriors, Termagants and Lictors were sprayed red. Then I gave them a quick dry brush with a red/ orange mix. Next I covered them in a thin black wash which I let dry before I picked out chitinous armour plates in bone and weapons in green. For the Genestealers and Hormagaunts I did exactly the same except I used blue instead of red spray.

For the larger models I developed a quick method for base coating and spent a little longer on the details.

1. I sprayed them black. Simple enough so far.
2. When they were dry I sprayed them with Blood Angels Red, making sure I kept the spray can a good distance away from the

models so as to only lightly cover them. This leaves the black in the folds and detail of the models giving them instant shading. Another way of getting the same result would be to dry brush the model red, using a big brush for speed!

3. Next I drybrushed the entire miniature with a red/orange mix, taking slightly more care this time to only highlight the raised areas of the model.

4. Now I had a red model with some shading, it was time for the details. I picked out flesh and muscles with purple or pink, and painted chitinous armour and claws with bone, then quickly highlighted each area. Over the top of all this I added a thin black wash into all the cracks and crevices.

5. Finally, all the units were given grey bases, because at the time we were using Robin's ash waste terrain a lot for play testing, and my own terrain is also ash wastes, so it made sense for them to be this colour. There is a stage-by-stage example of my Hive Tyrant above.

Et voila! By painting 5 or 6 models at a time and not being too precious about the details I

MODELLING MYCETIC SPORES

A final note here about Mycetic Spores. I took to using lots of Mycetic swarms in battles. So to represent them I built some spore impacts, just to scatter around and make the battlefield look cool, with gribbly monsters emerging from all over the place.

To make them I used smashed up walnut shells, spare models off the Tyranid plastic sprue and lots of PVA glue oozed all over them for embriotic fluids. I let the gloopy mess dry then painted them to fit the rest of my army. Simple, really!

had an entire Tyranid army in just 2 days!

CHOOSING MY SWARMS

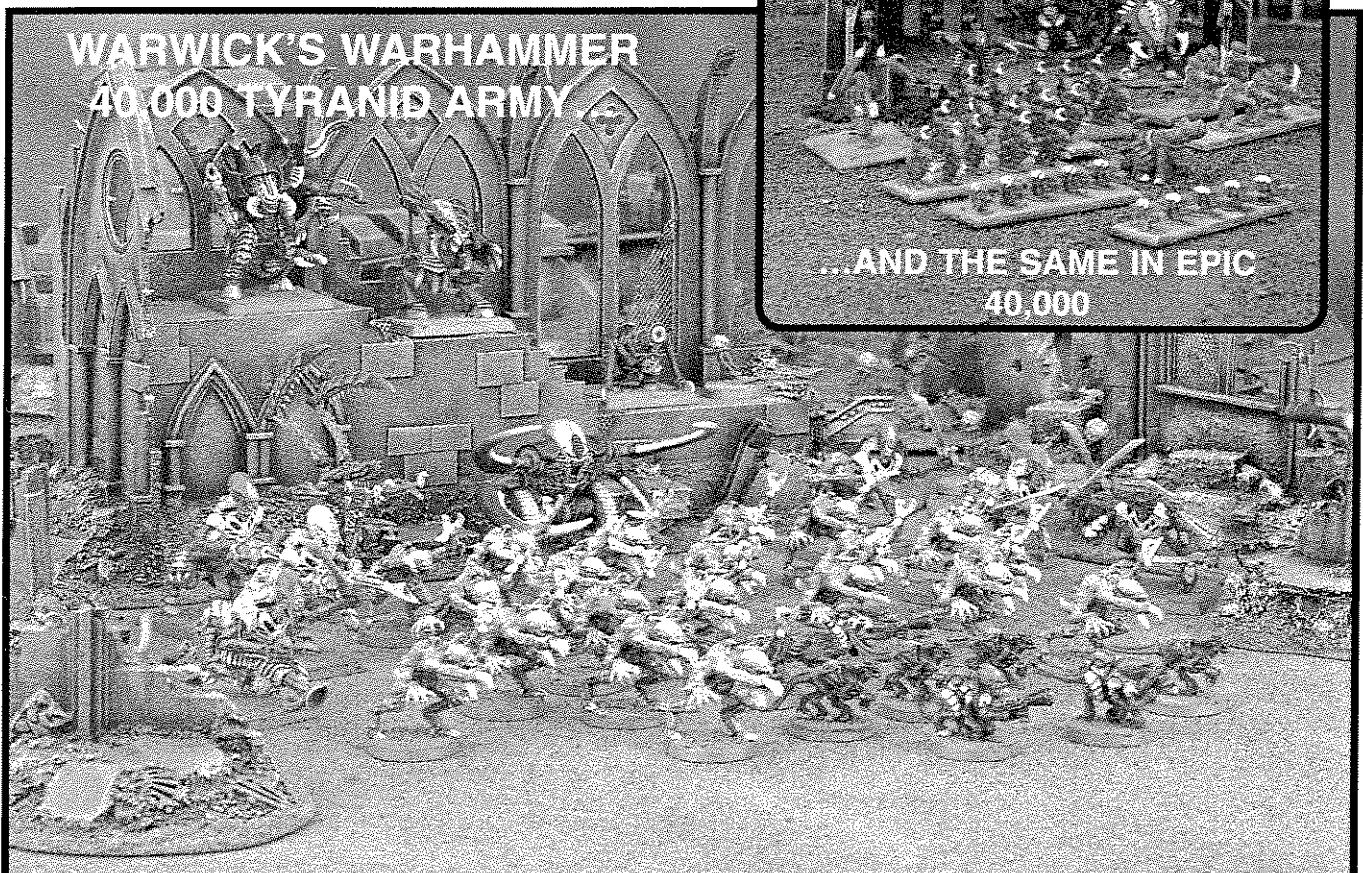
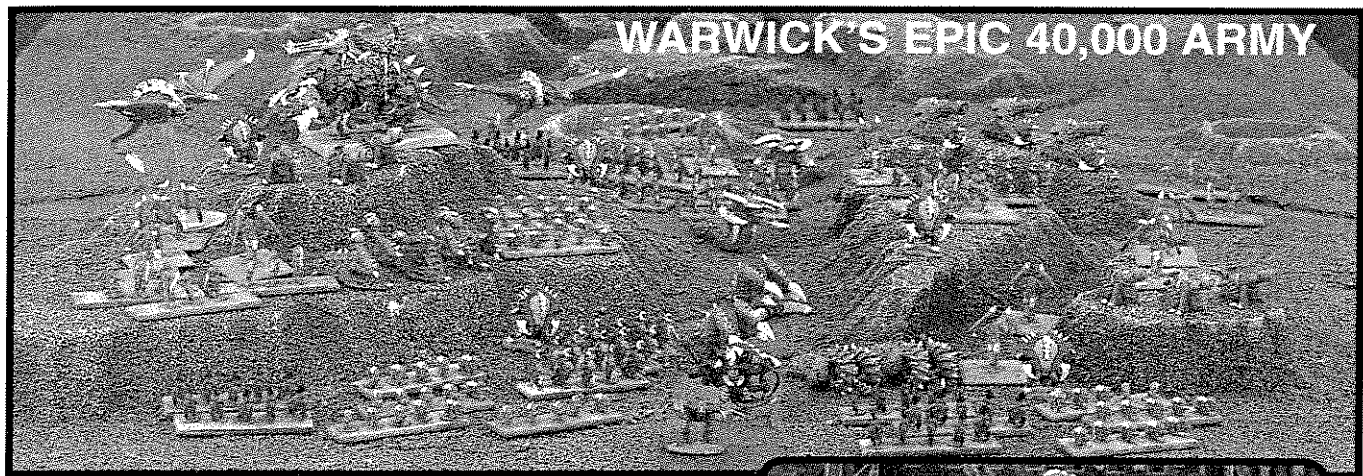
I've already described the swarms I like to use in my army earlier in this article. There are, however, a number of notable exceptions.

My flight swarm consists of two Harridans and no Gargoyles, which I only use for ground attacks against enemy detachments. In the past my Harridans have been prone to being driven off by enemy interceptors, but now I can usually time my attacks well enough for this not to be a problem. Even if I have to wait a turn or two in order to launch a strike, the suspense can really distract my opponent.

In my army, one of the Mycetic Spore detachments is based on my own Warhammer

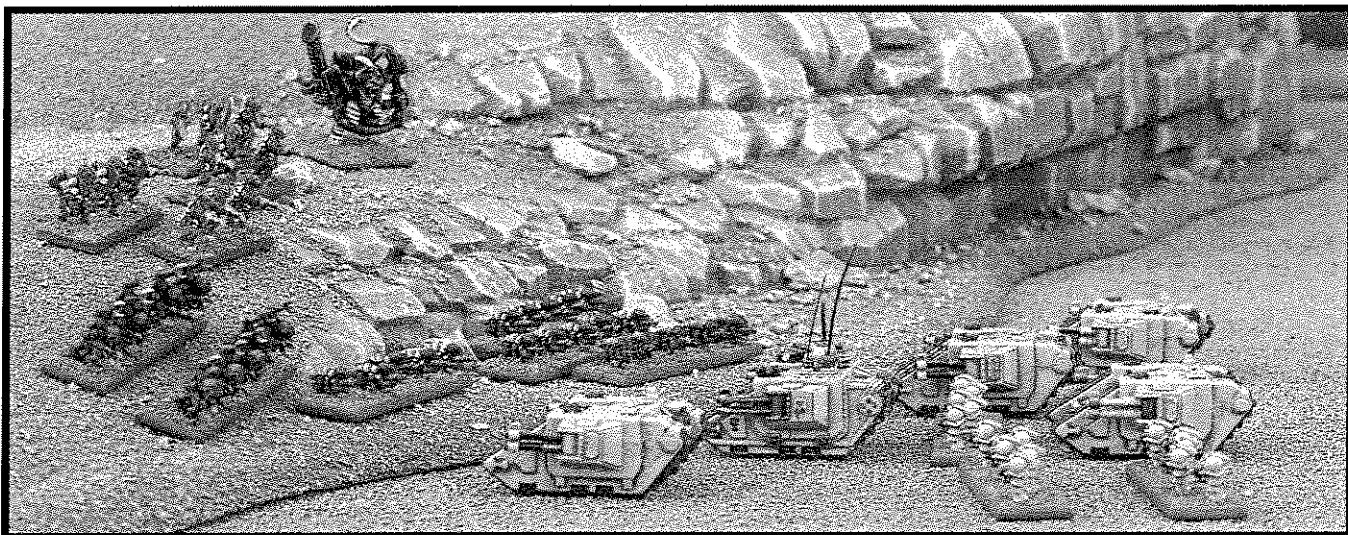
40,000 Tyranid army. One of the things I like about the game is that you can recreate your Warhammer 40,000 armies as detachments in Epic 40,000. They don't always work as well in an Epic 40,000 game but it just adds to the fun. I like to see my Warhammer 40,000 force battling away, and usually send them in to capture objectives or launch assaults. This is so I can play them out as Warhammer 40,000 games later. It's just a bit of fun really, but it does allow you to combine the two games. I've done the same with my Space Wolves army for my Epic Army of the Imperium.

As yet my Tyranid force doesn't include any Bio-titans although I'm in the process of painting a Hierodule and a Hierophant. An army is never finished, it seems you always need something else!

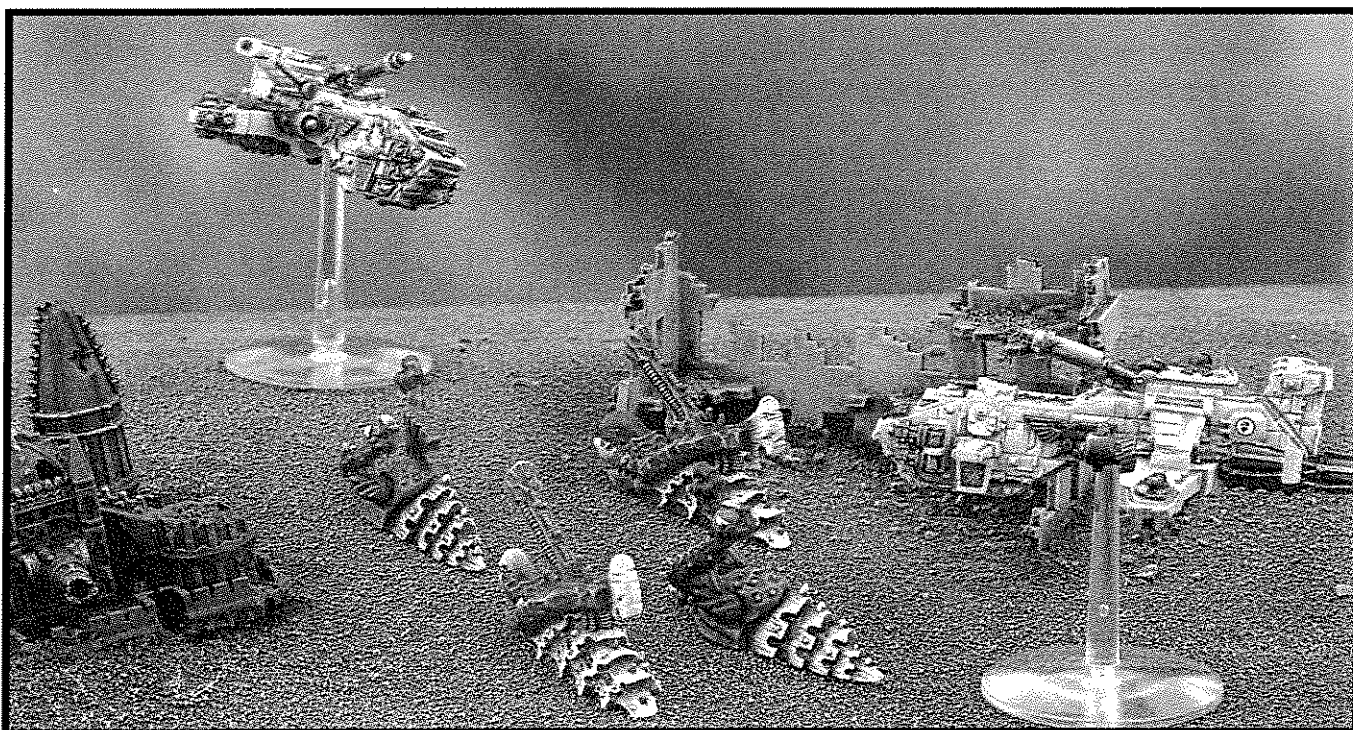


BUG HUNT

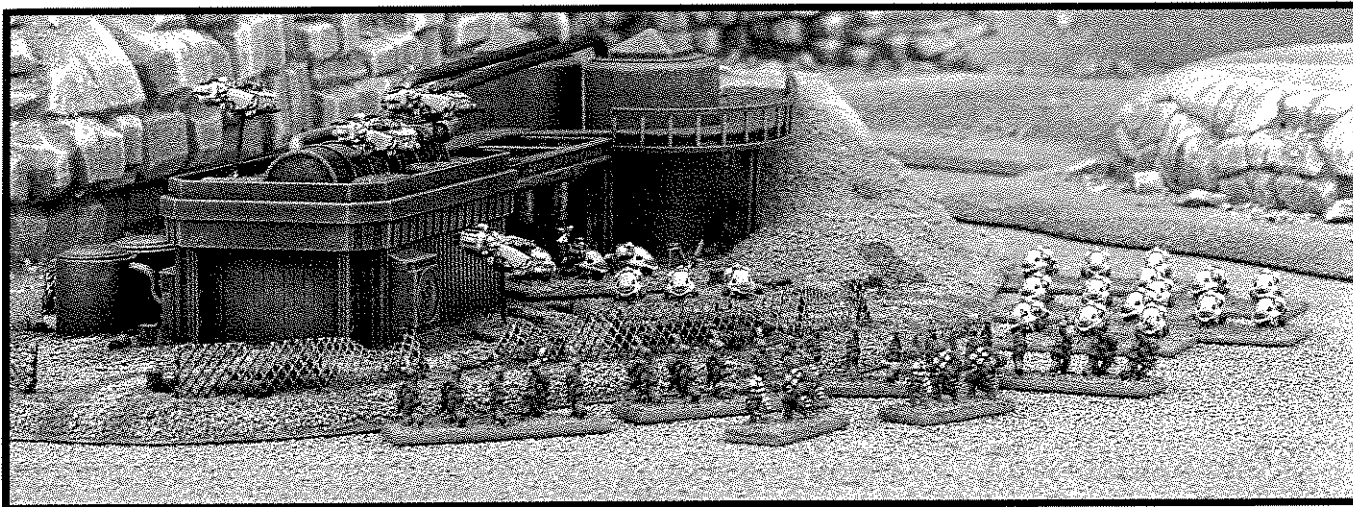
Now for all you non-Tyranid players out there, here are some examples of the useful weapons you have at your disposal for you to crush the Tyranid advance. First for the Armies of the Imperium...



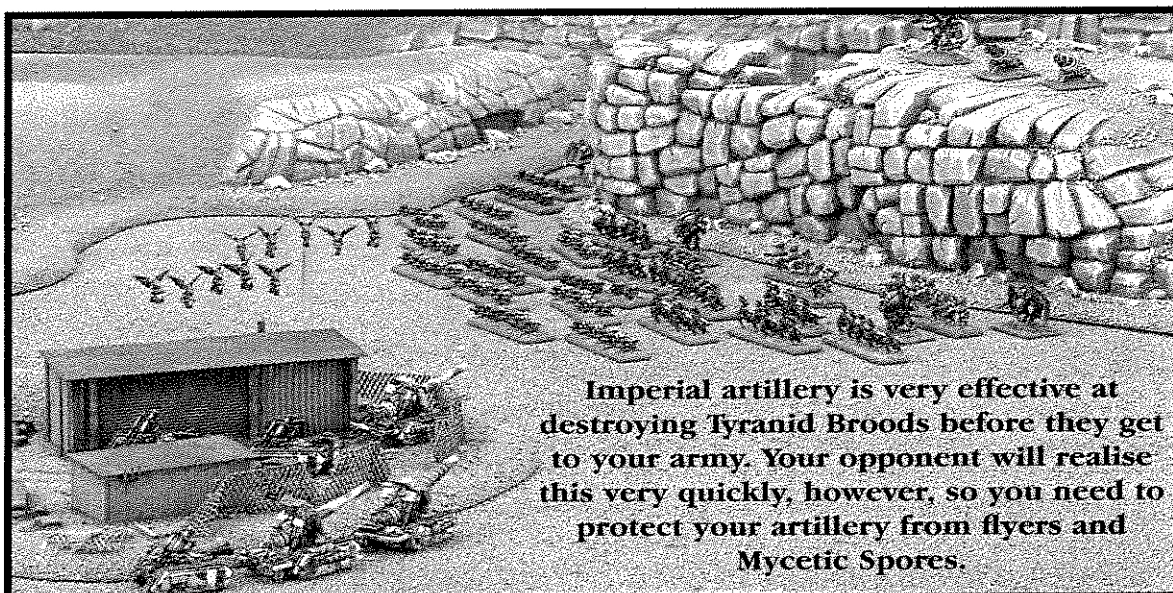
Land Raiders have two special weapons (anti tank) which means that they can target any model in range. They are useful for killing Tyranid Hive Tyrants and other Synapse creatures.



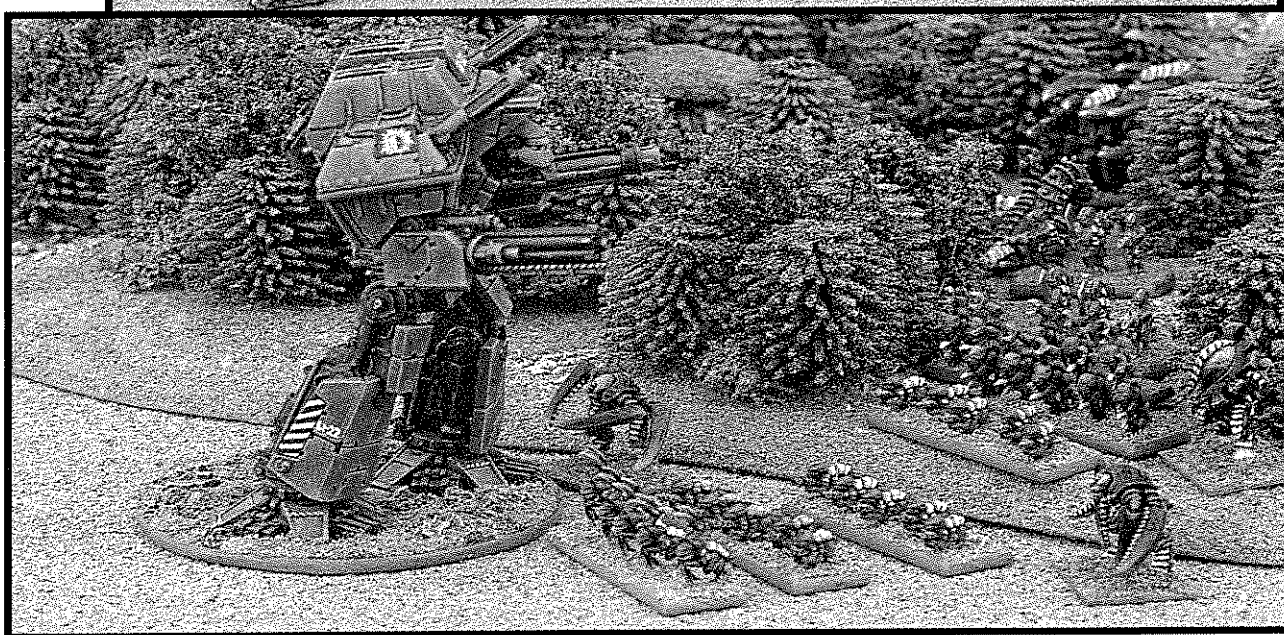
Thunderhawk Gunships are good for rapidly deploying detachments and surrounding the Tyranids, ready to wipe them out with superior firepower. Just watch out for the Gargoyles.



Land speeder and bike units have a high speed and firepower so they are fast enough to avoid close combat with Tyranids and able to destroy units by shooting.

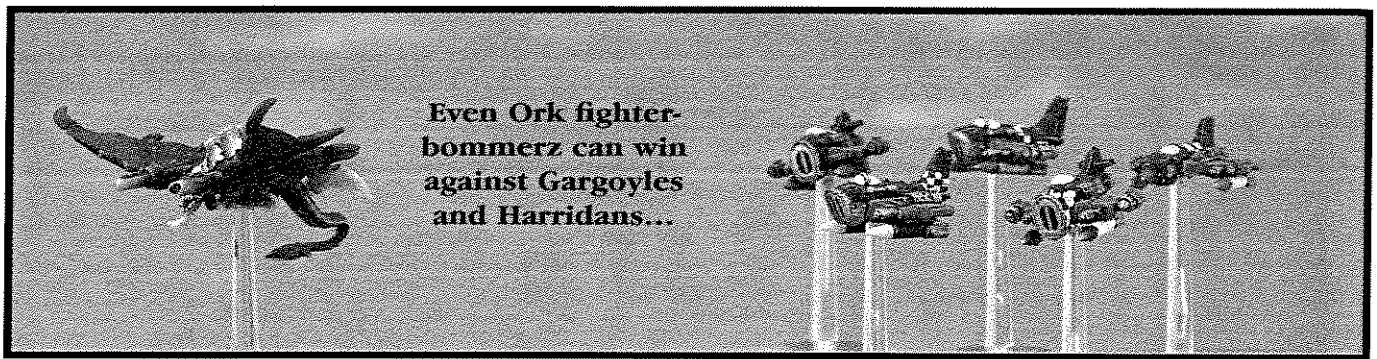


Imperial artillery is very effective at destroying Tyranid Broods before they get to your army. Your opponent will realise this very quickly, however, so you need to protect your artillery from flyers and Mycetic Spores.

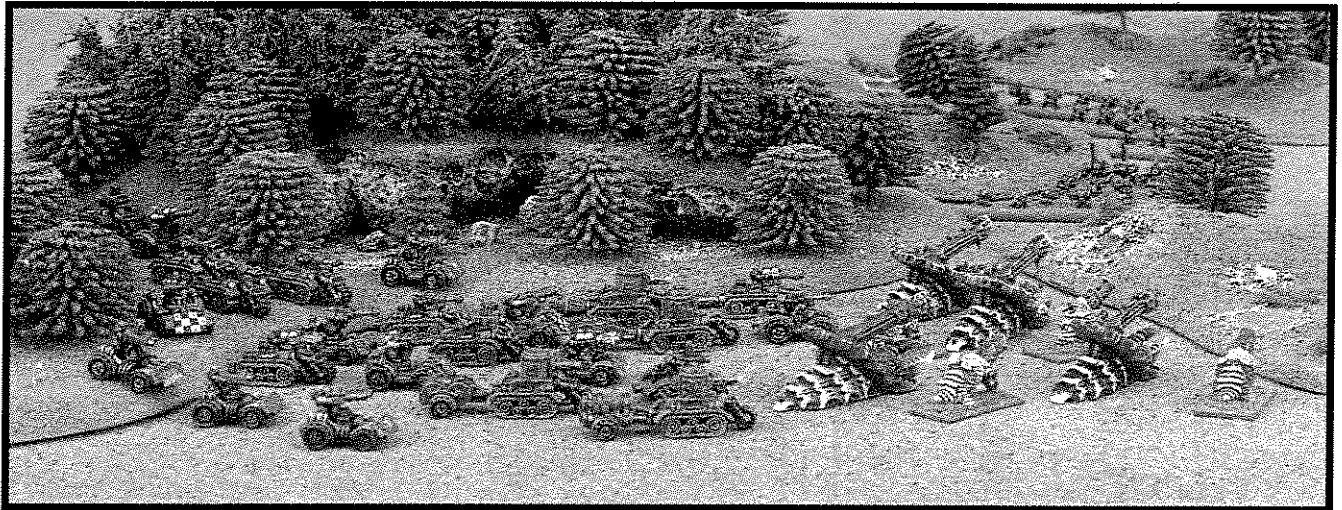


War engines have lots of firepower which is always good when you are fighting Tyranids. They also can't be broken so they can be used to hold a defensive position.

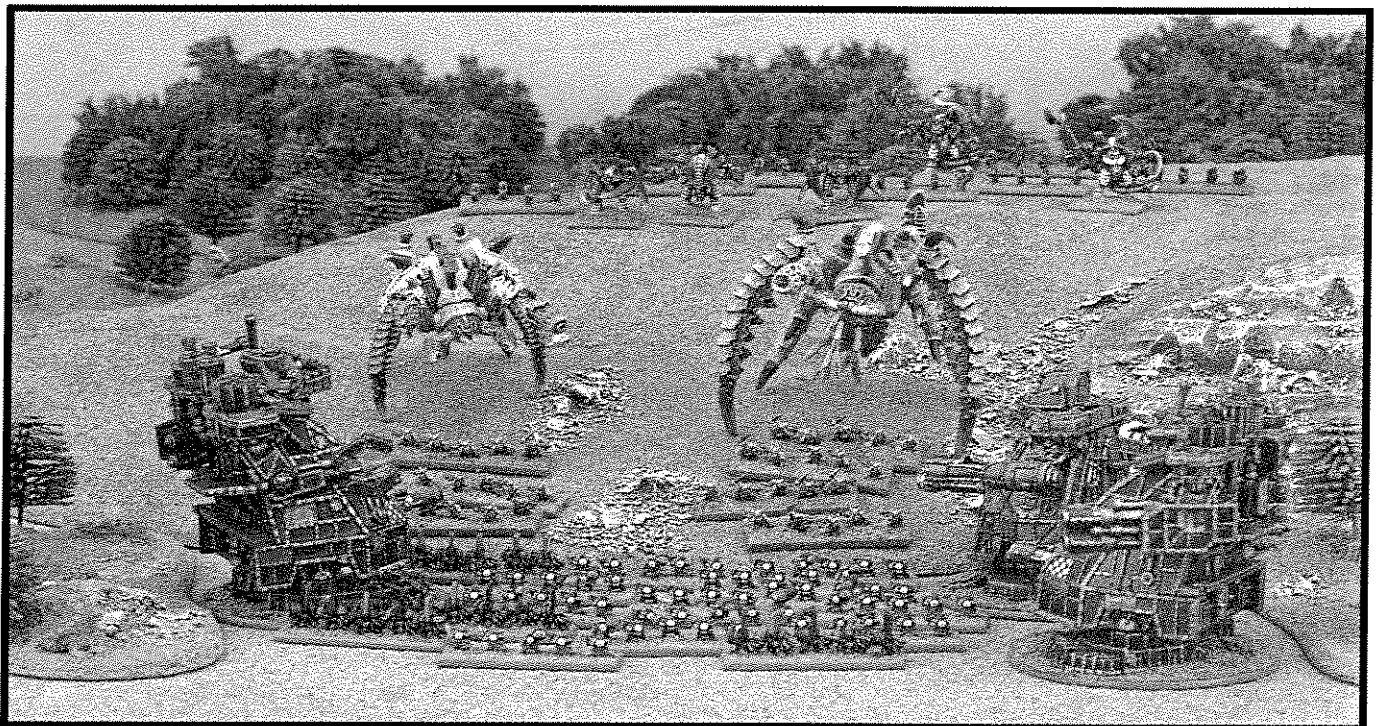
...then for the Orks.



Even Ork fighter-bommerz can win against Gargoyles and Harridans...



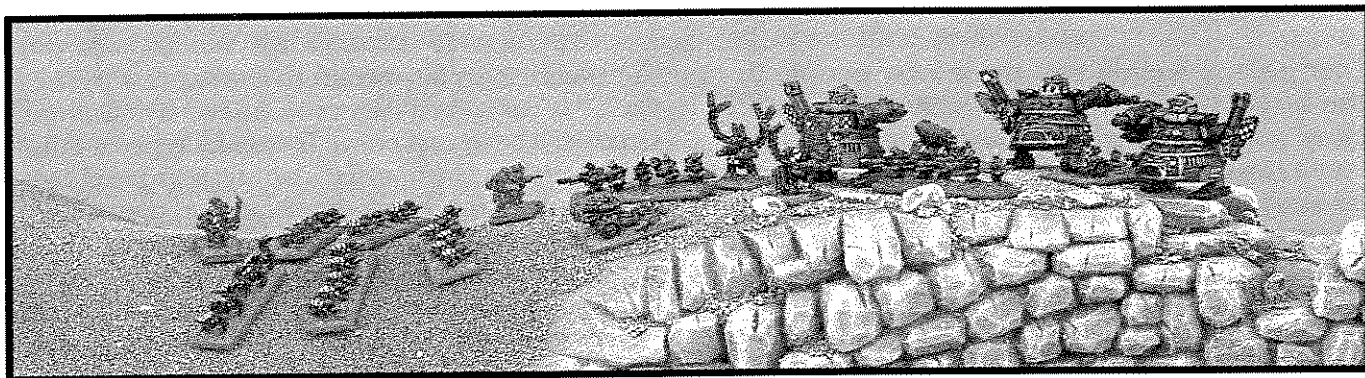
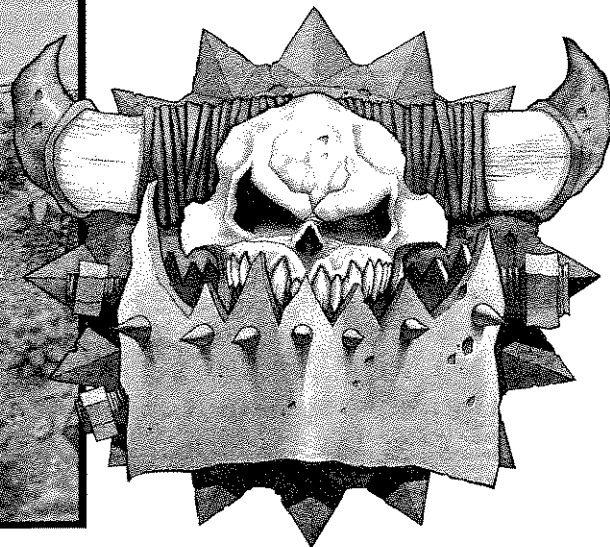
Fast detachments such as the Kult of Speed can be used to move around the Tyranids and shoot at them from behind.



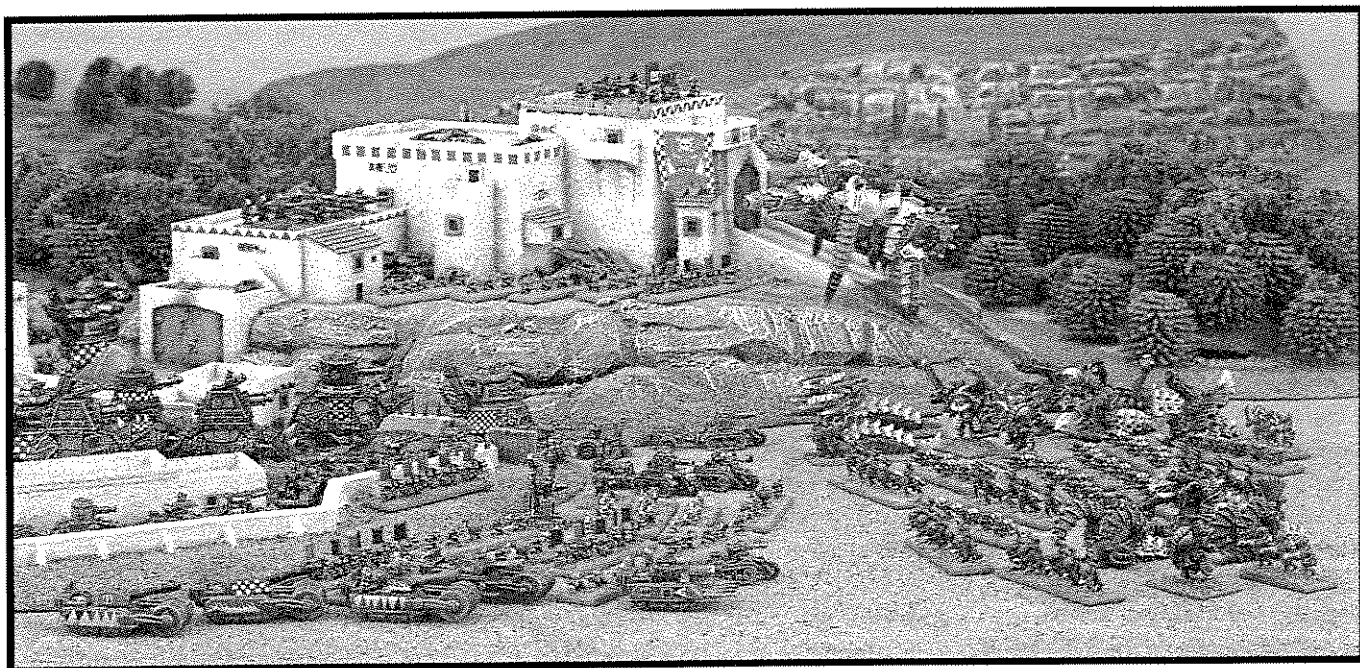
Ork war engines have lots of firepower to kill hordes of Tyranid creatures, and lots of special weapons to kill Synapse creatures and Bio-titans.



Flak wagons can protect your Ork detachments from Tyrannid Gargoyles and Harridans.



When fighting Tyrannids it is best to have as much firepower as possible so big detachments of Shooty Boyz, support weapons and Dreadnoughts are always welcome.



The Orks can have huge detachments in their army. Large detachments have a lot of firepower for shooting and a high total assault value which gives them a chance when the Tyrannids get into close combat.



CHILDREN OF THE KRAKEN

Genestealer Cults in Epic 40,000

By Andy Worsley

Andy is a distinguished chap from Stockport, Cheshire and has been gaming and collecting since he was at college in Nottingham, of all places, for about the last thirteen years. These days it's a little less manic, what with a family and two children, but he still likes to slap on a bit of paint now and again. Andy told us that the best reason to print his article would be to annoy the Manager of the GW Warrington store, who plays Imperial Guard in Epic and hates the idea of some 'damned impertinent upstarts' racing around the battlefield in HIS Chimeras!

Ever get the feeling that those new people in the next block aren't quite what they seem? Now you know why, Genestealer Cults are back! (*Cue gaudy title sequence, with obscure camera angles and groovy retro-seventies music! – Ed*)

One of the omissions from the new (and most excellent) Epic 40K rules was that although you could have a straightforward chaos cult, there were no provisions for the archetypical, insidious nature of Genestealer Cults. Now, borrowing heavily from articles in WD's 114-117 you can have your own secret society devoted to the Great Devourer.

The basic format of any cult remains the same; a powerful leader supported by fanatical followers. So, the Detachment list is not too dissimilar to that in the Chaos section but, quite obviously, includes Genestealers. Only one Cult Detachment can be fielded per Tyranid army.

Cult Members

The leaders of the Cult are organised into an inner sanctum called the Coven. This includes the original Genestealer that fathered all of the Hybrids in the Cult, called the Patriarch. The leading Fourth Generation Hybrid is called the Magus and is responsible for the day to day running of the Coven. The innate psychic powers of the Magus help to convince new members to join and as Fourth Generation Hybrids are relatively human in appearance, they do not raise suspicion. As

the Coven is so important to the success of the Cult, it is often accompanied by Coven Guards. These can come from any type of cult membership but must be transported in sinister looking black limos if the command units are mobile. It is generally the case that these gothic looking vehicles are used because of their blacked out windows, swift turn of speed and armour helps protect the Coven from prying eyes and flying bullets, should their secret purposes be exposed.

The rest of the detachment is made up of Genestealers, Hybrids and human Initiates. The ratio of each type is determined by how long the cult has been active. A relatively young Cult will be smaller but include more Genestealers and Hybrids than a larger one as the breeding process is still in its early stages. As the cult grows the Magus will recruit more Initiates and so the larger Cults will have units of Brood Brothers and sometimes access to support weapons liberated from the local Planetary Defence Force barracks. 'The Children of the Kraken', my own Cult, is an older Cult which has been in existence for some time and is at its full strength. The time has come to call to the Hive Fleet to overthrow the planet and move on to start the cycle once more.

Special Abilities

The strong psychic link between brethren is denoted by the *Brood Telepathy* special rule which simulates the Hive Mind telepathy between all the Cult members. This gives the



The Coven annihilate another unsuspecting Imperial city

Cult a very strong resistance factor as they will only start to take Morale tests when all synapse creatures or equivalent are destroyed. For a Genestealer Cult, I have taken these to be the Patriarch and Magus.

The prime purpose of a Cult is to weaken the powerbase of a planet prior to a takeover allied to an invasion by part of the Hive Fleet. The fleet is guided through space by a Psychic Beacon emanating from the Patriarch. This is represented by the ability to drop *Mycetic Spores* in the first turn.

Being spread throughout all levels of society on the planet provides the Cult with the ability to infiltrate most levels of security without raising suspicion. The entire cult has the *Infiltrators* special ability.

Brood Brothers, enrolled into the cult by the persuasive power of the Magus, are prepared

to lay down their lives to protect the Coven and so, are subject to *Rampage*.

Breeding the Hybrids

My own Genestealer Cult comprises a good selection of forces from the options available. Converting Epic scale figures to make Hybrids may seem daunting (*not to mention a little insane!* – Ed) but Imperial Catachan and Valhallan units with Hormagaunt arms make acceptable Assault units and any Imperial legs (except Ratlings!) with Gargoyle bodies can pass for Heavy Weapons squads. Coven Limousines were a little more tricky, but Ork Speedstas with their weapons removed can pass, given a bit of filler. For the Magus I used a Primaris Psyker who has decided to play for the opposition. Finding a way of making the Patriarch stand out was difficult as I did not want to field a straightforward Genestealer unit

Speed Range Firepower Assault Armour Special

Patriarch	15	–	–	6(12)	4+	Brood telepathy, Psyker, Hero
Magus	10	30	1	1	3+	Psyker
Hybrids	10	15	1	3(4)	3+	+Assault
Hybrid Support	10	15(45)	1(2)	3(2)	3+	Hvy Weapons
Brood Brothers	10	30	1	1	3+	Rampage
Brood Brother Support	10	30(45)	1(2)	1(1)	3+	Hvy Weapon, Rampage
Genestealers	25	–	–	6	4+	
Coven Limousine	30	30	1	0	6+	Transport (1)

GENESTEALER CULT DETACHMENT

Command

You must choose a command squad

1 Patriarch.....55 points

Consists of 1 Genestealer unit (*Hero/Psyker*)

Extra cost to:

Include *Brood Telepathy**.....+25 points

Mount in Limousine.....+16 points

(* must be taken by at least one Command Squad if the Cult includes any Brood Brothers or Support units)

Up to 1 Magus.....17 points

Consists of 1 Cultist unit (*psyker*)

Extra cost to:

Include *Brood Telepathy**.....+25 points

Mount in Limousine.....+16 points

Up to 1 unit of Genestealers, Hybrids or Brood Brothers may be taken per Command squad in addition to the Main Force but must be mounted in Limousines as a Command squad.

Main Force

Choose up to 10 squads from the following list:

Genestealer squad.....10 points per unit

Consists of 1 to 2 Genestealer units

Hybrid squad.....8 points

Consists of 1 to 4 Hybrid units

Extra cost to:

Include Psyker*.....+10 points per unit

Assault*.....+1 point per unit

Heavy Weapons*.....+8 points per unit

Mount in Chimera....+14 points per unit

* Choose only one option

Brood Brothers squad....8 points per unit

Consists of 1 to 6 Cultist units (*Rampage*)

Extra cost to:

Include Hvy Wpns.....+8 points per unit

Mount in a Chimera...+14 points per unit

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.

Sentinel Squadron.....8 points per unit

Consists of 1 to 3 Sentinels

Support Wpn battery....13 points per unit

Consists of 1 to 3 support weapons

Leman Russ battle tank.....32 points

Demolisher support tank.....22 points

Griffon Mortar.....19 points

Hellhound flame tank.....12 points

Hydra Flak tank.....24 points

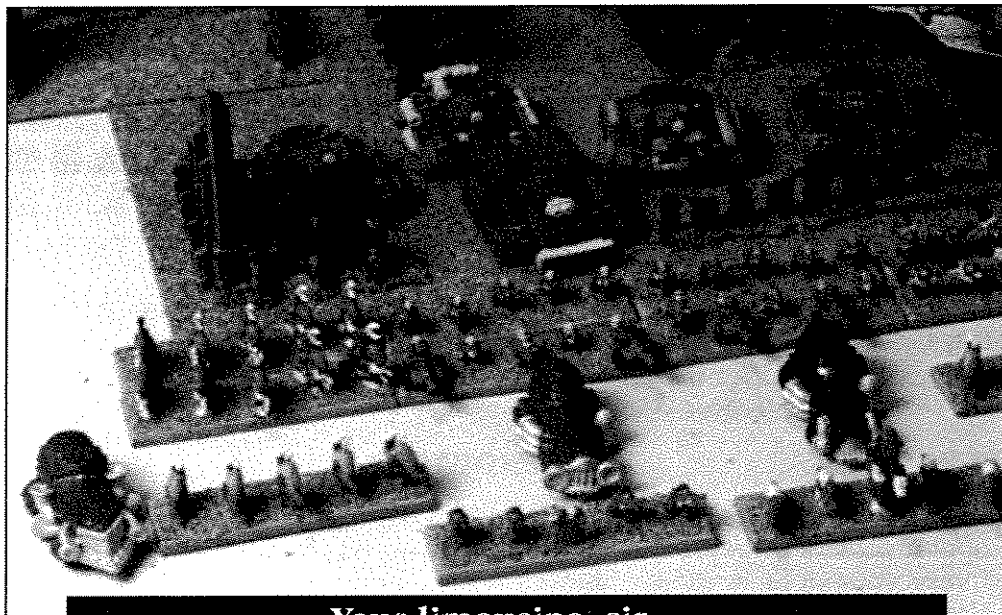
Notes: Any unit that is part of the detachment can be designated as the detachment HQ subject to the Brood Telepathy chain. If the original HQ is destroyed the next unit in the chain becomes the new HQ. If all the Synapse creatures are destroyed the Cult must take Morale tests as normal.

A Genestealer Cult always uses the *Infiltrators* and *Psychic Beacon* special rules. They can do this regardless of the scenario being played.

Psychic Beacon: Any Tyranid Army which includes a Genestealer Cult Detachment may deploy *Mycetic Spores* on Turn 1.

Brood Telepathy: Extends Hive Mind link to non-Tyranid units such as Brood Brothers and Support units.

Brood Telepathy Nexus: Patriarch>Magus>Hybrids>Genestealers>Any other unit



Your limousine, sir...

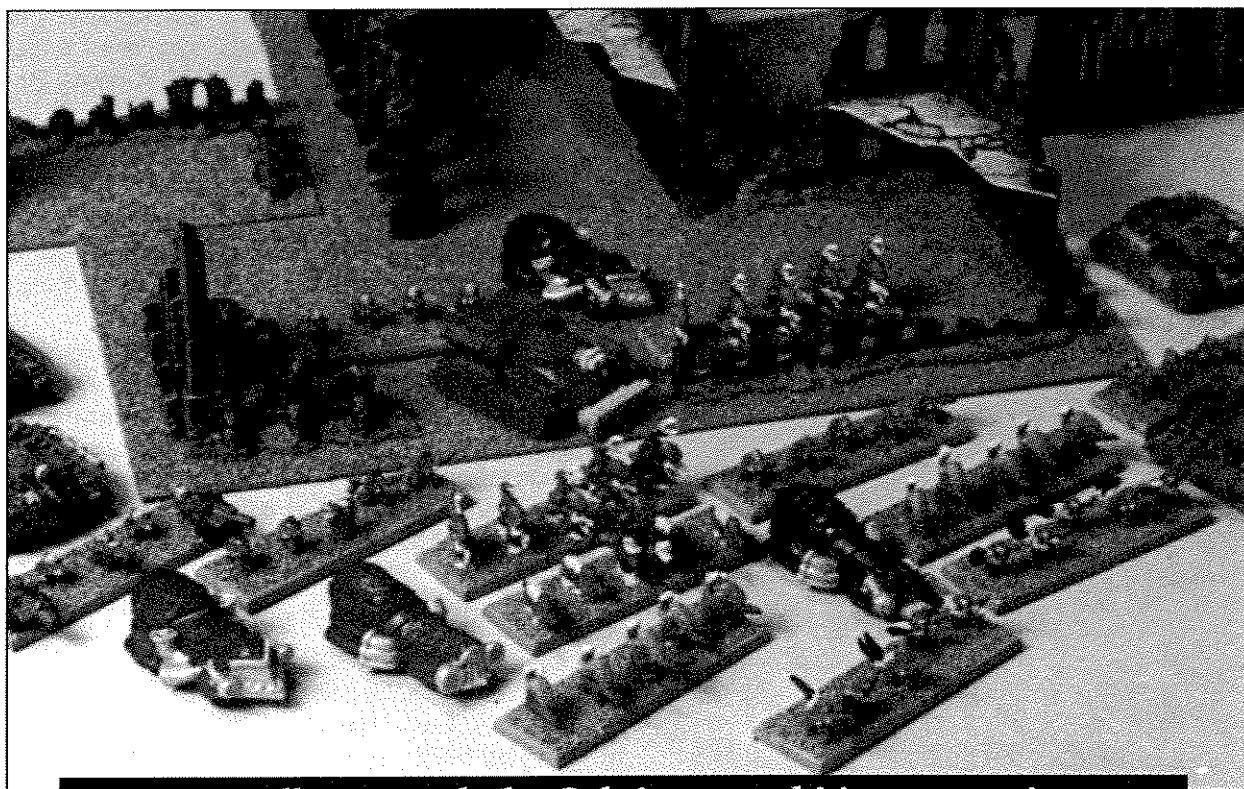
because this would not have conveyed the size and power of this venerable creature who is literally the daddy of them all. The only similar Epic model was a Lictor and with its claws removed and accompanied by Termagants to make it look even bigger on the unit base it seemed to be the best option. I am sure that someone out there can do better though.

Summary

These rules are by no means official and definitely in need of more playtesting to ensure they don't unbalance the game, but I think the relatively high price for the Coven and its transport, plus the limited size of the largest Cult will offset the special abilities. The only bearded option I have spotted, which you must ruthlessly eradicate should you come across it, is for someone to pick a Cult

consisting of only the Patriarch at 55 points purely to get a *Mycetic Spores* roll on turn one! (*Not to worry, should we catch anyone attempting this most ungentleman like behaviour, we'll shave them!* -Ed)

Let the 'Children of the Kraken' awaken!



Finally exposed, the Cult is out and it's ravenous!

THE GREEN MACHINE

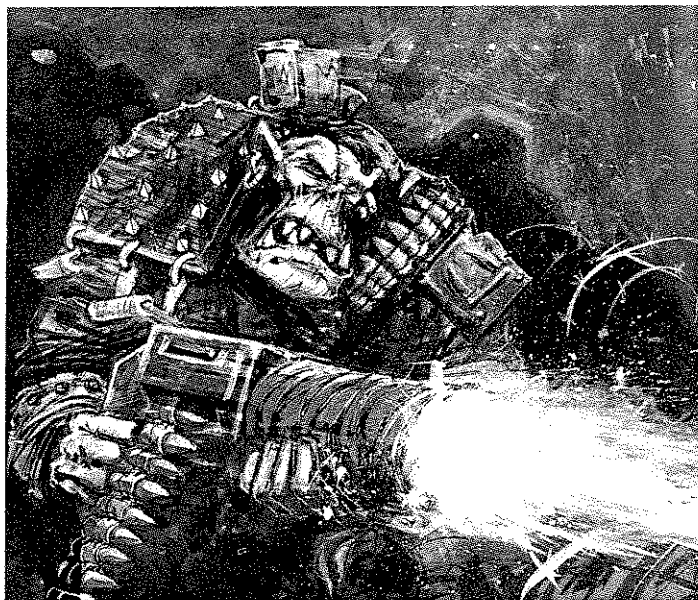
BY GAV THORPE

Here is a follow up article to Gav's 'Green is Meaner' in Firepower 2. Last time Gav gave us some advice on characterising Ork detachments, this time he has some new Ork detachments you might like to include in your games. As if that wasn't enough he also has some alternative objectives for Ork armies

NEW DETACHMENT TYPES

As I pointed out in my last Ork article, Green is Meaner, the warband detachment list is very flexible and allows you to vary your detachments pretty much how you like. However, to field some of the more specialised or uncommon forces at the Orks' disposal I've come up with a few more detachment lists. These are just suggestions really, to show you what you can do if you have the inclination. Ork society is incredibly diverse, one warband or horde may vary wildly from another on a different planet, led by a different Warlord or whatever. Ork kultur is versatile enough to encompass almost any amount of wild ideas and strange 'abberations' and really the only limit is what you think is Orky and what you want to field in your army.

The following detachment lists are by no means 'set-in-stone' rules and you will have to agree with your opponent if you want to choose your army using them. You may find that used excessively or in particular scenarios they make the Orks better (or are useless...) and so on. Them's the breaks! However, I strongly recommend you give them a go a couple of times...



FREEBOOTERZ

While most Orks get quite enough fighting in their lives, there are some Orks who are particularly bloodthirsty and war-hungry, even for the Greenskins. These Orks are very disruptive and are often turned out of the Ork settlements for simply causing more trouble than they're worth - starting fights every day, acting bolshie to the Warboss and generally giving everybody a hard time. These outcasts band together and hire their services to Ork leaders. Freebooterz, as they are known, charge extortionate amounts of 'teef' for fighting in battle and these trigger-happy maniacs can afford really expensive weapons and armour. Freebooterz are often joined by Ogryn mercenaries, who see a common goal (money and battle) with their smaller comrades. The profile for Ogryns can be found on the Imperial Guard summary in the Epic 40,000 Armies Book.

DREAD MOB

The specialists in Ork society - the Docs, Meks, Weirdboys, Runtherds and others - are collectively known as Oddboyz. They are called Oddboyz for two reason. Firstly, their skills are very rare in Ork Kultur and therefore this makes a them different from run of the mill Boyz. Secondly, they are, well, odd... Oddboyz are generally obsessive about their craft and jealously guard their secrets from others. They each aspire to discover some magnificent creation which will revolutionise Ork society and allow the Greenskins to conquer the galaxy once and for all.

One example of this manic behaviour are the Dread Mobs. To make an Ork Dreadnought requires a Mekboy to build the chassis and a Painboy (usually known as a Doc) to connect the driver into the machine with various bionic and cybernetic components. Sometimes a Mek and a Painboy will collaborate on building the so-called 'Super-Dread'; the perfect synthesis of Ork and machine. They will build many different Dreadnoughts, each to a varying design, in their

FREEBOOTER DETACHMENT

Command

You must choose a commander.

1 Kaptain 40 points

Consists of 1 Ork unit (Hero)

Extra cost to:

Mount in a Battlewagon* +14 points

Upgrade to a Stompa unit* (Hero) . +24 points

Upgrade to a Buggy unit* (Hero) Free

Upgrade to a Bike unit* (Hero) Free

* Choose only 1 option.

Main Force

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

Freebooter Mob 9 points per unit

Consists of 1 to 4 Ork units

Extra cost to:

Upgrade all units to Nobz (Hero) . +5 pts per unit

Upgrade all units to Shooty Boyz

(Heavy Weapons) +8 pts per unit

Gretchin Mob 5 points per unit

Consists of 2 to 4 Gretchin units

Extra cost to:

Include a Beastman Champion (Assault) +1 pts

Battlewagon 14 points

Consists of 1 Battlewagon

Mercenary Ogryns Mob 10 points

Consists of 1 Ogryn unit (see Imperium list)

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.

Ork Dreadnought 13 points

Stompa 32 points

Speed Freaks Mob 29 points per unit

Consists of 1 to 3 Buggies

Bad Ork Bikers Mob . . . 50 points per unit

Consists of 1 to 3 Bikerboyz units

Big Gunz Mob 18 points per unit

Consists of 1 or 2 Big Gunz or Pulsa Rokkits

Chain of Command:

Kaptain> Nobz> Freebooterz

quest for perfection. Of course, this leaves a lot of Dreadnoughts knocking about and when the Warboss gives the shout for battle the Doc and Mek are only too happy to bring their creations out, hoping to get a few buyers by demonstrating their machines' awesome fighting capabilities.

MAD MOB

Some Orks, for whatever reason, are "not rite in da 'ead". These individuals express somewhat erratic behaviour, even for Orks, and are known by a variety of terms, many of which are very insulting

(different Doc's classify them into Phobiaks, Maniks, Frantiks, Skitzos, Moroniks and so on). However, to the majority of the Ork population they are simply Madboyz. When fighting, all the Madboyz will gather together, usually under the guidance of a Warphead psyker, and will fuel each other's strange manias and oddities. However, as they pass from the depressing fear of a Phobiak to the bloodlust frenzy of the true Psyko, their overall effect on the battle remains constant.

Your army may only include one Mad Mob detachment. If a Mad Mob detachment goes out of

command it must be given assault orders every turn.

STORMBOYZ KORPS

Young Orks, particularly amongst the Blood Axe Clan, sometimes rebel against the traditional Orky values. They like to have highly polished weapons and toe-caps, they train hard and believe discipline is important both on and off the battlefield. Often these Orks will become Stormboyz and make up their own fighting formation, known as 'Da Korps'. Orks in Da Korps get paid regularly by their Kaptin, parade around in formation and generally practice fighting in a well-ordered, planned fashion. Whilst most Orks see Stormboyz as rather unstable individuals, their willingness to use the highly erratic jump packs makes them valuable troops in combat.

ORKY OBJECTIVES

Orks go to war to fight, and while they like to win, it's the battling that really counts. Ork plans, while sometimes exhibiting a degree of low cunning, are generally straightforward and vary only slightly from the time-honoured Orky tactic of charging

headlong at the enemy firing your guns and shouting loudly. In addition, an Ork army is much more likely to be impressed by an explosive show of strength, from either side, than by some abstract strategic advantage. To represent all of these factors, you may like to use the special objectives rules below when fighting with an Ork army. You must agree to this with your opponent before you start and make it clear you are using these rules.

WHICH SCENARIOS?

Ork armies don't use all of the normal objectives and have some unique objectives of their own. Where a scenario tells you which objectives you can choose, consult the chart below. Some objectives are used as they stand while others are replaced by one of the new Orky Objectives:

Normal Objective	Orky Objective
Take and Hold	Take and Hold (Kopruck)
Bunker	Bunker (Shaksnik)
Capture	Noshdakka
Cleanse	Gargdreg
Rescue	Gitduff

DREAD MOB

Command

You must choose a commander.

Detachment HQ +25 points

0-1 Doc 11points

Consists of 1 Ork unit (Assault)

Extra cost to:

Mount in a Battlewagon* +14 points

Upgrade to a Stompa unit* (*Hero*) . +24 points

* Choose only 1 option.

0-1 Mek 11points

Consists of 1 Ork unit (Assault)

Extra cost to:

Mount in a Battlewagon* +14 points

Upgrade to a Stompa unit* (*Hero*) . +24 points

* Choose only 1 option.

Main Force

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

Gretchin Mob 5 points per unit

Consists of 1 to 4 Gretchin units

Ork Dreadnought Mob . 13 points per unit

Consists of 1 to 3 Dreadnoughts

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.

Stompa 32 points

Boyz Mob 9 points per unit

Consists of 1 to 4 Ork units

Battlewagon 14 points

Chain of Command:
Mek/Doc> Stompa> Orks

KOPRUKK AND SHAKSNIK

Although Ork strategies are straightforward, any Warlord worth his teef knows that being in a building, on a hill or capturing a bridge is dead 'andy. Also, Orks know that any big, armoured building is bound to be full of skumbos to beat up and will pose a threat if left intact. For these reasons, Orks use the Take and Hold (Koprukk) and Bunker (Shaksnik) objectives exactly as they are given in the Battles Book.

NOSHDAKKA

The importance of a fuel dump or ammunition depot is not lost on the Ork mind. However, in the excitement of a battle, it is sometimes hard for a Warboss or Nob to stop his ladz from blowing up everything in sight out of sheer exuberance. A Noshdakka objective is treated exactly like a Capture objective with the following special rule. An Ork player can always elect to blow up a Noshdakka objective as described in the Battles Book. However, if you wish to take it for yourself you must first pass a standard leadership test (Orks under a lot of pressure are likely to shoot at anything they can!). If the test is passed the objective is captured as normal and adds D6 to your own army morale. If the test is failed the Boyz blow it up anyway with the effect given in the Battles Book (-D6 from the enemy's army morale total)!

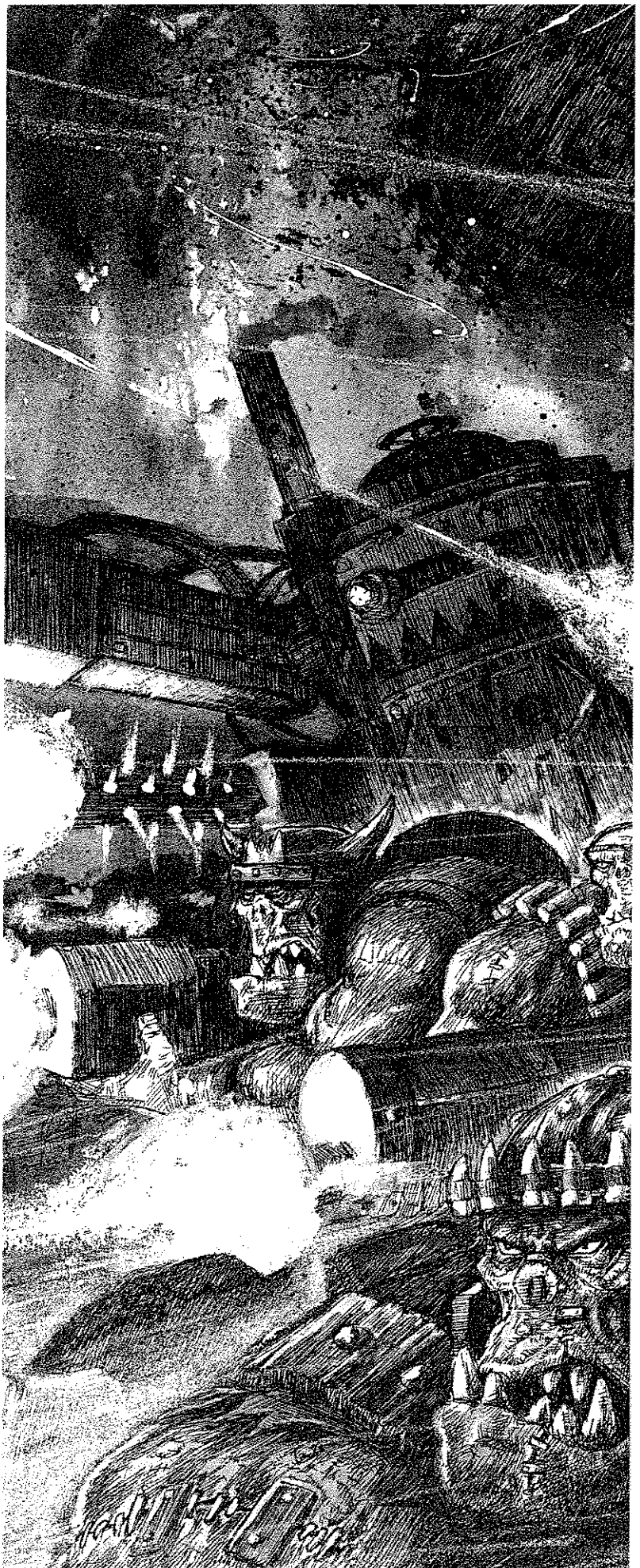
GARGDREG

Orks like explosions, and the bigger the explosion the better they like it. If you have a Gargdreg objective, the Warlord has promised his Boyz that he's going to give them the biggest explosion possible. The Gargdreg objective applies to the most expensive war engine in the opposing army. If the enemy has no war engines then you may not choose this objective. If there are two or more war engines with an equal points value, you must nominate which of them your leader has elected to destroy. For second and subsequent Gargdreg objectives nominate the next most valuable war engine and so on.

If the war engine in question is destroyed you gain its full morale value added to your army morale total. If it is merely wrecked you may still add half of its morale value to your army total.

GITDUFF

If there's one thing Orks appreciate more than explosions, it's seeing their enemies getting done over in close quarter fighting where everything is really personal. The Gitduff objective applies to the most expensive detachment (not including war engines or flyers) in the opposing army. If there are two or more detachments with an equal points



MAD MOB

Command

You must choose a Warhead as detachment commander.

1 Warhead 50 points

Consists of 1 Ork unit (Hero, Psyker)

Main Force

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

Madboyz Mob 5 points per unit

Consists of 1 Ork unit

*Chain of Command:
Warhead*

value, you must nominate which of them your leader has elected to beat up. For second and subsequent Gitduff objectives nominate the next most valuable detachment and so on. For every blast marker inflicted on the target detachment in an assault or firefight you may immediately add +1 to your army morale level.

USING GARGDREG AND GITDUFF

The Gargdreg and Gitduff objectives work in a much different way to ordinary objectives, which can throw up some 'technical hitches'. Firstly, because of the way armies deploy in Epic (sometimes coming on from reserve or hidden) when you are choosing your objectives at the start of the battle, you must clearly announce your Gargdreg or Gitduff objective (and remember you've got it!). If the Gargdreg objective doesn't apply because your opponent doesn't have any

war engines, you can choose another objective type instead. If you have one of these objectives your opponent must point out, when it is on the table, which is the target of the objective ("this is my most expensive war engine moving on from reserve..."). As detachments don't always start on the table, choosing either of these objectives can be a bit risky, as the target may not be on for very long, or even at all. However, the rewards can be high as always it is up to your discretion what objectives will best suit your army and tactics.

Like everything else in this article, the Gitduff and Gargdreg objectives are a bit 'eksperimental' but hopefully they demonstrate one of the ways you can reflect an army's personality and style of war. Why not try to come up with some of your own unique objectives which you think your army would attempt? Don't forget to come up with a nice characterful name and a good explanation!

STORMBOYZ KORP

Command

You must choose a Kaptain as detachment commander.

1 Stormboyz Kaptain 42 points

Consists of 1 Ork unit (Hero, Jump Packs)

Main Force

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

Stormboyz Mob 13 points per unit

Consists of 1 to 2 Ork units (Jump Packs, Assault)

*Chain of Command:
Kaptain> Stormboyz*

WARHAMMER EPIC 40,000

CRASH AND BURN

BY PIERRE DAHL



My name is Pierre Dahl, I'm a 27 year old bookseller and gamer who, despite my Bretonnian sounding name, hails from Copenhagen, Denmark. I have been in and out of the GW hobby for the last 5-6 years and in that time I've played a little bit of just about everything except Warhammer 40,000. Man O'War was the first game that I bought and since I didn't really know anything about collecting and gaming, I just painted a little bit of everything from all the available fleets. Not exactly tactically sound, but it was fun none the less. The next couple of years was spent primarily on Space Marines,

Blood Bowl and Warhammer Battle, but then I seemed to drift out of it all for some time. That all changed when Epic 40,000 was released. I dusted off the old miniatures and rediscovered table-top gaming.

The initial idea for my Epic force was based on the Tech-Guards, so I was overjoyed to see the rules for them in Firepower. (I know now that they were in the Citadel Journal first, but unfortunately I missed that issue). I therefore based this scenario on Adeptus Mechanicus detachments.

- Pierre has included some nice touches to his scenario, lots of background describing a Sector wide war against the Eldar which gives plenty of scope for an excellent on-going campaign.

SECUNAVIS ZENDRET ABOARD THE ASSAULT TRANSPORT ARCA NOVEM ENROUTE TO THE PLANET ERYX

Secunavis Uly Zendret looked in despair at all the green runic lights turning red on his monitor consoles. The violent shaking of the ship threatened to throw him out of his chair, had he not been firmly strapped to it. Although it felt strangling he was grateful for it, now that both acceleration compensators and artificial gravity generators had failed. Amidst the blaring of klaxons and the dull explosions from sections decompressing inside the ship, he could hear commander Verimoth through the comm-link. All sections, this is the captain, we have lost all manoeuver power and sub-light drive, vector course and velocity indicates entry in Eryx atmosphere in 30 seconds and counting, prepare for impact, captain out! Arca Novem was doomed, trapped in a gravity well from which it could not escape, this would be the ships last voyage, it would never leave Eryx again. Zendret had no illusion that they could survive the crash, most of the atmospheric controls had short-circuited and the anti-grav drive flickered on and off. On top of that the scanner systems seemed to indicate that the Eldar interceptors were closing in for a final attack run. The moderati frantically tried to feed power into the target locking circuits and turret

controls before it was too late. The Nightwings deftly evaded the fire from the defence turrets and struck like birds of prey, raking the already crippled ship with fire from their sophisticated laser weapons. On the bridge, lights went out and servitors screamed as sensors overloaded, sparks flew from destroyed consoles illuminating the scene in blue-white flashes. An ominous creaking told Zendret that several bulkheads were breached and that total structural collapse was imminent. A quick look at the scanner, which by some miracle was still functioning, showed that all the Eldar fighters were moving away from the Arca Novem. Well not all of them, Zendret thought with a certain amount of glee, as a last defiant shot from one of the aft turrets hit a Nightwing, vaporizing it in a blinding instant.

Then the Arca dipped into the upper layers of Eryx atmosphere and fell like a burning meteor towards the surface. Zendret didn't know how many beside himself were still alive on the bridge, the comm-link systems were destroyed, but he was prepared to fight to the end to try to land the ship. As he struggled with the damaged systems, he somehow managed to restore power to the anti-grav drive although only the Emperor knew how long that would last. The ship roared across the sky leaving a 6 mile-long plume of smoke behind it, easily visible to both opponents

on the planet. It passed just north of the Kern peninsula, where the Imperial forces had secured a bridgehead some weeks before and then across the Gulf of Valdex. With a sonic boom that devastated the countryside below, the ship entered the Hederien plateau, a barren and inhospitable waste, and finally hit the ground at full speed. An earsplitting crescendo filled the air as the ship carved a furrow through the landscape, flinging shrapnel and debris in all directions and leaving a trail of destruction in its wake. As Zendret offered up his prayers to the Emperor for the privilege of serving aboard his ship, he felt the full force of the impact and was thrown into blissful unconsciousness.

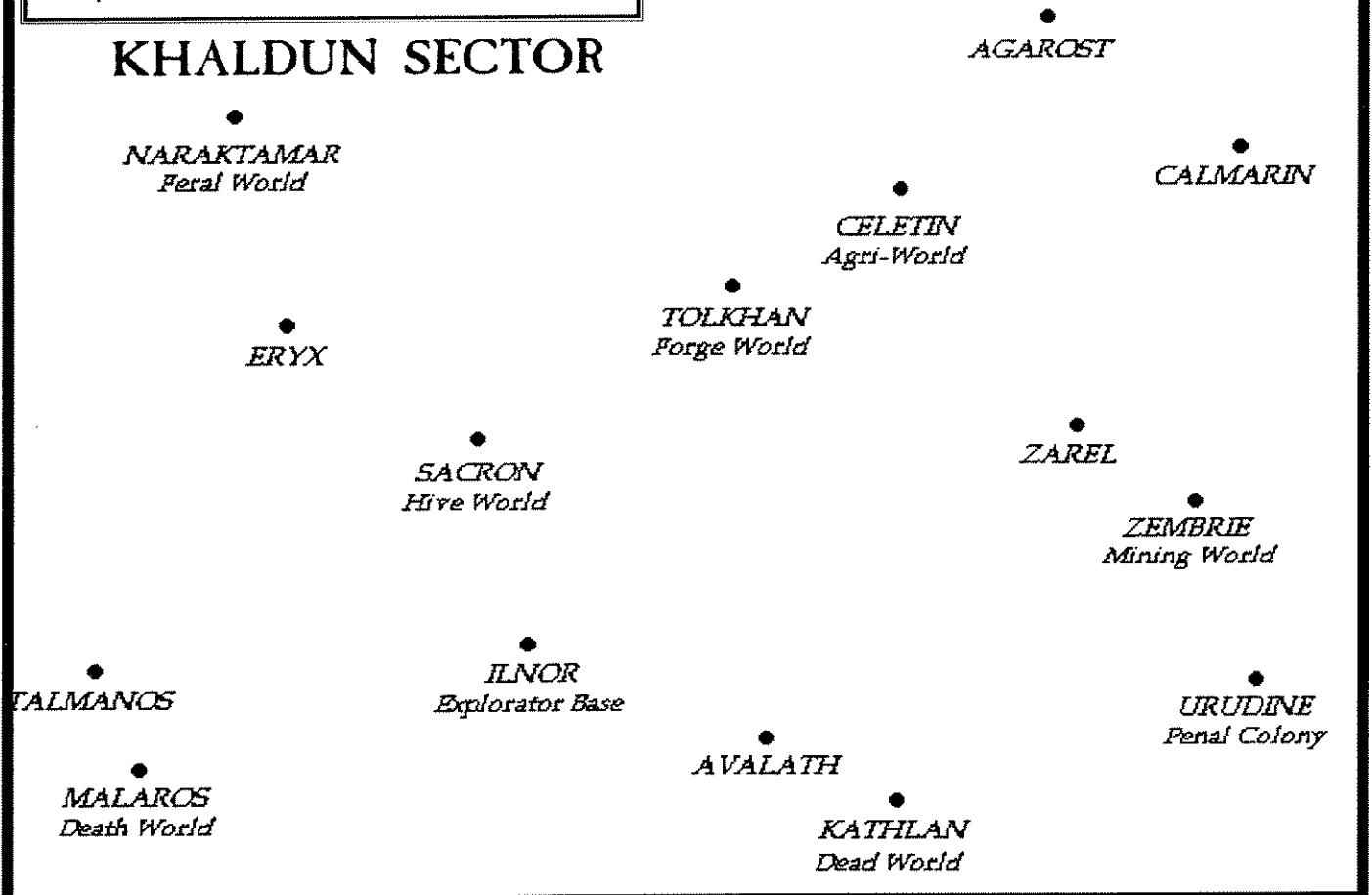
As he woke from what seemed like hours but was probably only minutes, surprised to be alive, everything was lying still but not silently. He could hear distant explosions and lots of yelling and cursing, apparently he was not the only survivor on the bridge. He knew that it would probably be wise to get out of the wreck and reached out to unbuckle his strappings when a bip from the scanner caught his attention. Numerous little red dots informed him that a vast enemy force was approaching from all sides and would soon be within shooting range. It seemed that the Emperor had spared their lives, so that they could take some of their hated enemies with them into the grave.

LOCATION: SEGMENTUM OBSCURUS
QUADRANT 7FG38WL8928
HEFELL REGION
Ref: 51-L46/15/9/349
KHALDUN SECTOR
DICIO ADEPTUS MECHANICUS
SYSTEM DATA: 15 Primary Systems, 12 Inhabited
PRINCIPLE SYSTEM: TOLKHAN
O-class Forge World
Terran Registry: Stellar Chart P-22-94844T-89-14A
Seat of Sectorial Government
Home to Legio Pallidus Mors (Pale Death)
Population: 8 Billions

HISTORY

When colonists from Mars arrived in Khaldun Sector some 800 years into the first exodus, they found a region already torn by war. A few systems were controlled by humans that had obtained the knowledge of space flight but not warp travel. Two systems were Eldar Exodite worlds and some systems were Ork domains. The Titan Legion

KHALDUN SECTOR



Tolkhan and its surrounding Knight Worlds. Archive Librarium Cartographia. Mars (M.40)

quickly allied itself with the human worlds, brought their internal strife to an end and settled on one of their planets, Tolkhan. In the following decades the Orks were hunted down and destroyed and a peace treaty was agreed with the Eldar, acknowledging the sovereignty of their worlds, Avalath and Kathlan. For many centuries this peace was preserved although it was unstable at best. The Tech-Priests of Cult Mechanicus suspected the Eldar of harbouring technological secrets on their planets, and the feudal masters of Tolkhan's surrounding Knight Worlds had not forgotten their many wars against the arrogant aliens. Then one fateful day some 120 years ago, disaster struck. From out of nowhere Dark Eldar Pirates attacked the Mining world of Zembrie, slaughtering thousands of defenceless workers, enslaving even more and destroying what they couldn't take with them. Before Imperial Forces could retaliate, the Dark Eldar vanished, leaving a wasteland behind them filled with piles of lacerated bodies and smouldering ruins. When the news spread to the rest of the sector, there was a public outcry, demanding instant retribution against what was wrongly regarded as a treacherous act of war from the Eldar. Imperial vengeance was swift and brutal, the lush world of Kathlan was virus bombed and left a barren rock. On Avalath every male, female and child were butchered and dumped in city-sized massgraves. The Techno-Magi now had access to immense amounts of Eldar technology and ordered it all to be collected, dismantled and shipped to Ilnor where the Adeptus Mechanicus research stations were located. The Tech-Priests suspected that somewhere in this enormous amount of materials, they might find the secrets of the Eldar Webway and the legendary Black Library. What they didn't know was that prior to the invasion, a message was sent deep into space. A message for help destined for the Riellen craftworld that had originally settled the two Exodite worlds. 120 years later the response to the message arrived.

The Eldar of Riellen craftworld attacked the Khaldun Sector without warning and in a series of swift and ferocious strikes, they managed to conquer 80% of the systems in only 6 months. It was only on Tolkhan itself and Celetin that the Imperial forces managed to hold on. Although the systems were well defended they were no match for the onslaught of a whole craftworld. While the attack could be seen as

revenge for the wanton destruction of Avalath and Kathlan, the real reason was to either re-capture or destroy the stolen Eldar technology and prevent their secrets falling into the hands of the Adeptus Mechanicus. The first target to fall to the Eldar was the Explorator base at Ilnor, much to the consternation of the Tech-Priests.

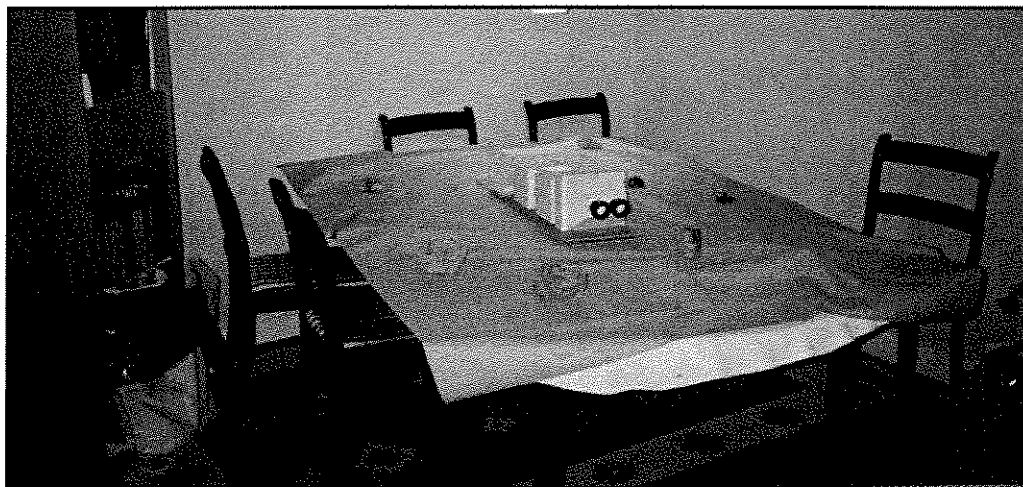
PRESENT DAY

8 years have passed since the Eldar arrived and Khaldun Sector is now locked in a perpetual war. Imperial reinforcements have poured in, among them the entire Harbingers Space Marine Chapter and Tolkhan has begun construction of a second Titan Legion. The Eldar are using hit-and-run tactics to buy time for their mission on Ilnor, which is still years from completion. So far the Imperium has managed to liberate 4 systems and has recently invaded the Eryx system. At the request of the Tech-Priests, there have been a few attempts to liberate Ilnor, but they have all been repelled with heavy losses, as a large Eldar force is situated here.

PRELUDE TO BATTLE

With the recent invasion of Eryx enormous amount of men and equipment are currently being deployed to this theatre of war each day, in order to secure the bridgehead and push the frontline further back. The Imperial Navy has not yet gained full control of the systems space and it is therefore essential that all transport operations are conducted in convoys guarded by warships.

The Arca Novem, an Imperial Pegasus class assault transport was on its way to Eryx as part of a convoy when something went wrong during the warp travel. Instead of emerging in orbit with the rest of the convoy, they found themselves alone and not so close to Eryx. As they tried to reach their destination as fast as possible, an Eldar patrol intercepted them, attacked and badly damaged the ship so that it crashed onto the planet, outside of



Dinner for two at Pierre's

the Imperium-controlled zone. As the troops inside fought their way out, they found themselves besieged on all sides by Eldar forces. Normally a single transport vessel lost in this manner would be considered an unfortunate loss and crossed of the records as a casualty. The Arca Novem however was not carrying an ordinary cargo, deep within it's armoured hull was the massive arcane Emperor Titan 'Praes Vindicta'. It had served the Adeptus Mechanicus ever since the Titan Legion left Mars to found Tolkhan all those millenia ago. Powered down for the warp journey, it was now trapped inside the ship, unable to fight the Eldar on their way to destroy it. The Eldar Farseer Tilwen had ordered the ship destroyed at all cost, he knew that its loss would be a grievous blow to the Imperial forces. As the battle began in earnest, Imperial commanders began frantic preparations for a force that could relieve the beleaguered ship.

SPECIAL RULES

The following special rules are used in this scenario: Reserves, Fate Cards, Special War Engine*, Demolition Charges*

SPECIAL WAR ENGINE

Pegasus-class Assault Transport

The Pegasus-class Assault Transport is a lightly armed and armoured vessel that is used by the Imperial Navy. It is fast and has capacity to carry large amounts of personnel and equipment. It has limited offensive capabilities but it does mount a strong point-defence turret system, designed to ward off fighters and such like. It is usually deployed

in offensive operations, but is seldom used directly in space battles. It is sometimes used as hospital ships or backwater garrison transport.

The War Engine Datasheet for the Pegasus Class ship can be found at the end of the scenario.

The ship is so immense that it cannot be destroyed by conventional weapons. In this respect it is treated as a building.

The ships point-defence turret systems can be attacked by conventional weapons. In this respect it is treated as having an external damage capacity of 24.

When shooting at the ship, treat it as a immobilised war engine in the open.

The ship can only be destroyed by the use of demolition charges.

When attacked by a demolition charge the ship is treated as having an internal damage capacity of 8.

In close combat, treat the ship as having a Damage Capacity of 32.

In firefights, treat the ship as having a firepower of 20. (The surviving crew firing small arms through the hull).

When the ship's external damage capacity is reduced from 24 to 0 it may no longer fire its weapons.

When the ship's internal damage capacity is reduced from 8 to 0 it is destroyed in a spectacular explosion, taking all aboard to a fiery grave.

DEMOLITION CHARGES

- A demolition charge may be placed by any infantry unit.
- A unit may place a demolition charge on the ship if it has a unit in base contact with it.
- A demolition charge must be placed in the assault phase.
- The unit that places the demolition charge may participate in close combat as normal.
- Each unit may only place one demolition charge per turn.
- All demolition charges are detonated in the rally phase, after war engine repair but before checking for victory conditions.
- Each demolition charge counts as 2 anti-tank shots. They inflict a hit on a 4+.
- Damage from demolition charges may cause critical damage.



RESERVES

The defender uses the Up to 30cm row on the reserves table regardless of detachment speed. (The troops are having a hard time getting out of the wreck).

The defender may not use any flyers and/or war engines in this scenario. (They are too big to get out of the ship).

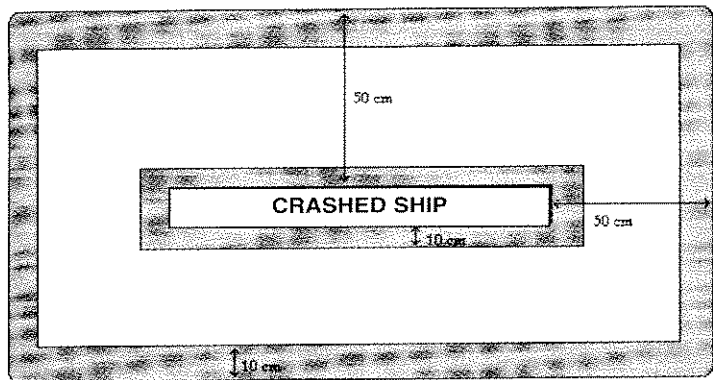
FORCES

Each player picks their army to a pre-agreed points total. Historically this was 2000 points to the attacker and 1000 points to the defender. Decide now who will be attacker and defender. The attacker may pick up to 1000 points more than the defender. Although the original battle was fought between the Eldar and the forces of the Imperium, any two armies may be used in this scenario. The actual forces which fought this battle are listed later.

SET-UP

1. The battleboard should be 6' by 4'.

The crashed spaceship should be 20cm wide by 80 cm long and placed squarely in the middle of the board as shown on the map.



The terrain on the remainder of the board can be set up in any mutually agreeable manner.

2. The defender must roll a D6 for each detachment in his army. On a roll of 1-5 the detachment starts in reserve. On a roll of 6 the detachment is deployed on the table. At least one defending detachment will be deployed at the start of the game. If the defender fails to roll a 6 for any of his detachments he randomly determines one detachment to deploy at the start of the game.

3. The defender sets up first anywhere within 10 cm of the crashed spaceship. All remaining defending detachments are in reserve at the start of the battle. Reserves may enter the battle from any part of the spaceship.

4. The attacker must roll a D6 for each detachment



in his army. On a roll of 1-3 the detachment starts in reserve. On a roll of 4-6 the detachment is deployed on the table or is available on the first turn in the case of flyers. At least one attacking detachment will be deployed at the start of the game. If the attacker fails to roll 4 or more for any of his detachments he randomly determines one detachment to deploy at the start of the game.

5. The attacker sets up within 10 cm of any table edge. All remaining attacking detachments are in reserve at the start of the battle. Reserves may enter the battle along any table edge.

GAME LENGTH & VICTORY CONDITIONS

To win this scenario the attacker must destroy the spaceship by the end of turn 6. All other results are considered a win by the defender.

HISTORICAL FORCES

The original battle was fought between the forces listed below.

Elements of Legio Pallidus Mors

Adeptus Mechanicus Detachment led by Magos Stilich (*The Widowmakers*)

- 5 Hypaspist squads, 2 Praetorians.
- 2 Demolishers.

Adeptus Mechanicus Detachment led by Magos Aclys (*The Gravediggers*)

- 6 Sagitarii squads, 2 Hypaspist squads.
- 3 Support weapon batteries, 2 Griffons.

Adeptus Mechanicus Cataphract Detachment (*The Iron Wolves*)

- 5 Leman Russ, 3 Hellhound.
- 5 Sentinels.

Adeptus Mechanicus Cataphract Detachment led by Baron Jaromar in a Castellan (*Steel Justice*)

- 3 Castellans, 2 Hydra.
- 3 Robots.

Warhost of the Riellen Craftworld

Supreme Commander Detachment
(*Fury of Khaine*)

- 1 Avatar.
- 4 Dreadnoughts.

Warhost led by Farseer Tilwen in a Wave Serpent
(*Avengers of Kathlan*)

- 5 Aspect Warriors each upgraded with an Exarch mounted in Falcons.
- 4 Aspect Warriors each upgraded with an Exarch mounted in Wave Serpents.

Warhost (*Stinging Wasps*)

- 5 Guardians mounted in Falcons.
- 5 Guradians mounted in Falcons.

Warhost (*Sons of Isha*)

- 4 Scouts.
- 4 War Walkers.

Warhost (*Swooping Death*)

- 5 Swooping Hawks each upgraded with an Exarch.

Warhost (*Silent Death*)

- 5 Falcons.
- 5 Nightspinners.

Engines of Vault (*Vaul's Destroyers*)

- 2 Scorpions.

Titan

- 1 Revenant.

AFTERMATH

The Eldar force assaulted the stricken Arca Novem from all sides and badly mauled both the ship and the dazed defenders emerging from its interior. They were however, unable to deal the final deathblow, as one suicidal attack after another failed to do more than superficial damage to the massive hull. In the end the Eldar were forced to abandon the assault and retreat, as Imperial reinforcements began to arrive in increasing numbers. This massive build-up, originally designed as a rescue mission, eventually resulted in a new offensive to drive the Eldar from the Hederien Plateau. Praes Vindicta survived the battle, but was out of active duty for the next 6 months, due to much needed repairs.

PEGASUS TRANSPORT

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
Immobilised	6	None	24/8	24	A lot

WEAPON TABLE

WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
12 x Turret Batteries	All Round	10-45cm	4 each	—

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Weapon Overload	+0 Points	One weapons battery may not fire for the rest of the turn.
3	Turret Battery Damaged	+1 Point	One weapon battery may not be fired until repaired.
4	Power Coupling Destroyed	+1 Points	The ship now requires a roll of 6 to repair damage. This damage may not be repaired.
5	Scanner Damaged	+2 Points	Weapons range is reduced to 10-35cm until repaired.
6	Targeting System Damage	+2 Points	All turret batteries require a 4+ lock-on roll before firing until repaired.
7	Turret Battery Destroyed	+3 Points	One turret battery is destroyed.
8	Fire	+3 Points	Causes 1 point of damage each rally phase until put out.
9	Structural Damage	+4 Points	Armour value is permanently reduced to 5+. Add +1 to all future rolls on the critical table.
10	Multiple Fires	+4 Points	1D6 fires breakout, see Fire above.
11	Power Failure	+5 Points	Ship may not fire any weapons and halves its assault value until repaired.
12	Bulkhead Collapse	+6 Points	Apply damage then roll again on this chart.

WARHAMMER EPIC 40,000 DAEMON WORLDS

BY SCOTT SCHUPE

In Warhammer 40,000 there used to be three separate army lists for Chaos. The Chaos Marine list, the unofficial cultist list, and the unofficial Daemon World list. The first two made it into Epic 40,000, but the last one somehow didn't. So, just to satisfy a sense of completeness, here's a new chaos detachment to represent Daemon World armies. We know Gav has already covered Daemon World detachments in Firepower 1, but that doesn't preclude other players from writing their own. Try them and see which you prefer, or if you have a better idea write your own and send it in!

Daemon Worlds

Daemon worlds exist only where realspace and warp space overlap and intermix, such as in the Eye of Terror. Each world is ruled by a Daemon Prince who gets to play god with both the denizens of its planet and the world itself. The Princes often wage wars against one another using armies of worshippers and daemons, armies raised from the planets that the Princes rule. These armies rarely venture into realspace.

Choosing the Daemon World Army

An Epic 40K Daemon World army consists of any combination of the following Chaos detachments: Daemon, Chaos Flyers and Chaos War Engines from the Black Crusade army list in the Epic 40,000 Army Book, and forces chosen from the new Supreme Commander, Chaos Engine and Daemon World detachments below. These replace the Chaos Space Marine Infantry, Chaos Space Marine Armour, Cultist and Supreme Commander detachments in the Black Crusade army list.

CHAOS ENGINE DETACHMENT

Command

You must choose a commander.

1 Detachment HQ (see below)+25 points

Main Force

Chaos Engine Detachment

Consisting of 1 to 10 Chaos Engines.

Khorne Daemon Engine . . . 26 points each
Nurgle Daemon Engine . . . 45 points each
Slaanesh Daemon Engine . 29 points each
Silver Tower 18 points each
Chaos Artillery 50 points each

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.

Chaos Warrior Warband 10 points per unit

Consists of 1 or 2 Chaos Warrior units

Extra cost to:

Upgrade to Mark of Khorne (*Rampage*)*+6 pts

Upgrade to Mark of Slaanesh (*Stubborn*)* . . +14 pts

** Choose only one option*

Notes: Any unit that is part of the detachment can be designated as the detachment HQ subject to the Chain of Command. If this unit is destroyed, follow the Chain of Command.

Chain of Command: Detachment HQ> Any main force unit> any other unit

	Speed	Range	Firepower	Assault	Armour	Special
Chaos Warriors	10cm	15cm	1	3	4+	*
Chaos Champion	10cm	15cm	1	3	5+	Hero*
Chaos Magus	15cm	15cm	3	4	6+	Hero, Pysker*
Beastmen	10cm	-	0	2	4+	
Minotaur	10cm	-	0	4	5+	
Troll	10cm	-	0	4	5+	Save, Stupid
Chaos Hounds	15cm	-	0	2	3+	

* These units may have further abilities as choosen from the army list.

The Supreme Commander is a Daemon Prince, although you might like to try using the Warmaster entry to represent a particularly impressive Chaos Champion. In either case, this simply replaces the Chaos Space Marine bodyguard entries in the Supreme Commander detachment with a lesser daemon pack entry.

A Daemon World army should be restricted to

fight's taking place on Daemon Worlds, but who's to say a particularly ambitious Champion/Magus couldn't get their tentacles on a space hulk and drift out wherever the tides of the warp take them?

Daemon World armies have a strategy rating of 2. This increases to 3 if there are Chaos Space Marines present.

DAEMON WORLD SUPREME COMMANDER

Command

You may choose a total of up to one commander.

Up to one Daemon Prince 45 points

Consists of 1 Daemon Prince (Commander)

May choose up to 2 abilities out of the following

Assault	+2 points
Psyker	+10 points
Rampage	+2 points
Skimmer	+3 points



Daemon Bodyguard

You may choose up to one Daemon bodyguard pack for your Daemon Prince.

Khorne Daemon Pack

Consists of 1 to 5 Daemon units

Bloodletters - (<i>Rampage</i>)	 11 pts per unit
Fleshhounds - (<i>Cavalry</i>)	 16 pts per unit

Slaanesh Daemon Pack

Consists of 1 to 5 Daemon units

Daemonettes - (<i>Psyker</i>)	 15 pts per unit
Fiends - (<i>Cavalry</i>)	 16 pts per unit

Nurgle Daemon Pack

Consists of 1 to 5 Daemon units

Plague Bearers - (<i>Psyker</i>)	 15 pts per unit
------------------------------------	-----------------------

Tzeentch Daemon Pack

Consists of 1 to 5 Daemon units

Pink Horrors - (<i>Psyker</i>)	 15 pts per unit
Flamers - (<i>Jump packs</i>)	 14 pts per unit

Notes: The commander and his bodyguard form a seperate detachment. Detachments which have their HQ within 30cm of the Commander become Stubborn and may re-roll their leadership tests. If the Commander (not just his bodyguard) participates in an assault or firefight you may re-roll the dice for that combat.

New Units

Stupid: Detachments that are Stupid must pass a Leadership test before it can be given ANY (non-Broken) order. This is in addition to any other Leadership tests (so to place a Stupid detachment on Overwatch, the detachment must pass two Leadership tests). Failing the test means that the unit goes on normal orders for the turn.

What makes a detachment Stupid? The same

thing that makes a detachment Stubborn.

Models: Chaos Champions, Beastmen, Minotaurs and Trolls are all easy enough for old Chaos players. I'm not so sure about the Chaos Warriors and Hounds, at least not until GW comes out with an Epic Fantasy Battles game. In the meantime, Chaos Marines would make decent substitutes for the Warriors and Fleshhounds for the Hounds. Old Beast Rider and Juggernaut models would stand in for Chaos Warrior Cavalry units.

DAEMON WORLD DETACHMENT

Command

You must choose a commander.

0-1 Chaos Champion 20 points

Consists of 1 Chaos Warrior unit (Hero)

Extra cost to:

- Upgrade to Steed of Slaanesh
(Cavalry, Stubborn)** Free
- Upgrade to Disc of Tzeentch
(Skimmer, Cavalry)** Free
- Upgrade to Juggernaut
(Rampage, Cavalry)** Free

** Choose only 1 option.

0-1 Chaos Magus 30 points

Consists of 1 Chaos Warrior unit (Hero, Psyker)

Extra cost to:

- Upgrade to Steed of Slaanesh
(Cavalry, Stubborn)** Free
- Upgrade to Disc of Tzeentch
(Skimmer, Cavalry)** Free

** Choose only 1 option.

Main Force

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

Chaos Warrior Warband 10 points per unit

Consists of 1 to 4 Chaos Warrior units

Extra cost to:

- Upgrade to Mark of Khorne (Rampage) .. +6 pts
- Upgrade to Mark of Slaanesh (Stubborn) +14 pts

Beastman Warband 5 points per unit

Consists of 1 to 4 Beastmen units

Extra cost to:

- Include a Beastman Champion (Assault) +1 pts

Minotaur Warband 8 points per unit

Consists of 1 to 2 Minotaur units

Troll Warband 8 points

Consists of 1 Troll unit

Chaos Hound Pack 4 points per unit

Consists of 1 to 3 Chaos Hound units

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.

Khorne Daemon Engine 26 points

Nurgle Daemon Engine 31 points

Slaanesh Daemon Engine 29 points

Chaos Artillery 50 points

Silver Tower 18 points

Chain of Command:

Chaos Champion> Chaos Magus> Chaos Warrior > any unit

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.

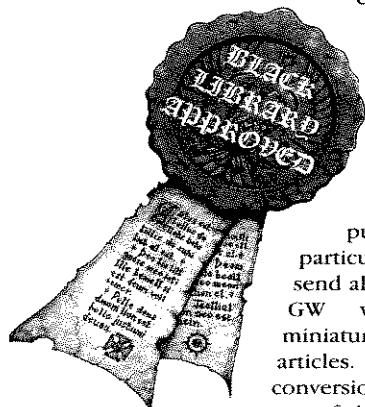
Send your ideas to: Firepower,
Games Workshop Publishing,
Willow Road,
Lenton,
Nottingham NG7 2WS
UK

Or, if you're on the Internet,

Please title any submission 'Firepower Submission'

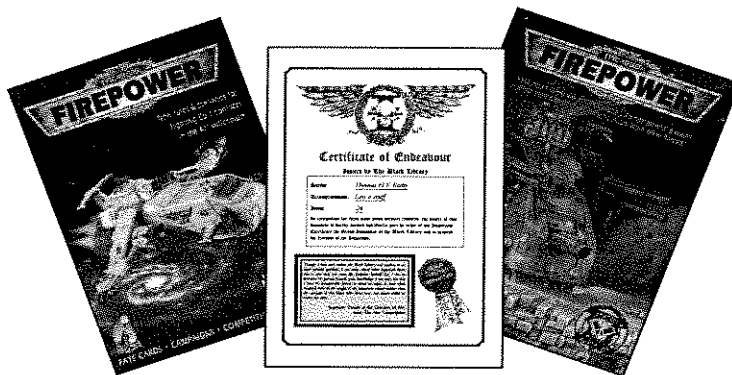
So what are you waiting for? Don't just sit there foaming... Get writing!

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.



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PENAL LEGIONS

BY PHILLIPE DEVILLE

Phillipe has developed a new detachment card for the Army of the Imperium.

The Penal Legions are the very dregs of the Imperiums fighting forces. When an individual is found guilty of a crime, such as disobeying orders, cowardice, thieving, murder, blasphemy etc, they are usually sent to a Penal Legion. This can also be the fate of entire Imperial Guard regiments that are deemed to have failed badly, they are turned en-masse into Penal Legions. Penal regiments can also be raised from penal colonies and prison planets and transported to a war zone.

Penal Legions can be used with any Army of the Imperium. A pure Penal Legion force has a strategy rating of 2, but should be treated as the Imperial Guard when part of an Army of the Imperium.

The Penatante Prefect is the Judges and Arbitrators who command the detachment. Each Penal Squad is accompanied by an Arbitrator to keep unruly troops in line and has the power to execute any that refuse orders.

	Speed	Range	Firepower	Assault	Armour	Special
Prefect Penatante	10cm	15cm	1	2	4+	Hero
Penal Troops	10cm	15cm	1	1	3+	Stubborn
Human Bombs	10cm	-	0	1	3+	Stubborn, Rampage
Cyborg Berserkers	10cm	-	0	4	4+	Stubborn

PENAL LEGION DETACHMENT

Command

You must choose a commander.

1 Penatante Prefect 38 points

Consists of 1 Arbitrator unit (Hero)

Extra cost to:

Mount in a Rhino* +7 points

Mount in a Chimera* +14 points

* Choose only 1 option.

Main Force

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

Penal Squad 8 points per unit

Consists of 1 to 2 Penal Troops units

Extra cost to:

Mount in a Chimera +14 pts

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.

Human Bombs 5 points

Cyborg Berserkers 31 points

Support Weapon 13 points per unit

Chain of Command: Penatante Prefect > Penal Troops