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EDITORIAL

Welcome to Firepower 4. You may have noticed that this volume is somewhat slimmer than the first three Firepowers. We've brought Firepower into line with the other Fanatic Press publications, such as Gang War and Town Cryer. This means that Firepower can come out more regularly, and what's more it also reduces the cover price, which is obviously not a bad thing!

As it happens I think this is one of the best Firepowers yet, with something for almost everybody, from scenarios to new rules to conversions. For the first time we've also included a Mail Bag for your letters and emails, and I'd like to see it grow with some really good debates and opinions about Epic gaming, so write in and let us hear your response to the letters in this issue, or anything else in the magazine for that matter.

Hope you enjoy this issue – *Warwick Kinrade*

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FIREPOWER COMPETITION WINNER

OK, WHO FORGOT TO FILL HER UP?

Kaptin Nardrop was having a bad day. His krew were all feeling a little worse for wear (after translating 'Spirit Stone Polishing Fluid' as 'Beer' the night before), the Eldar had very unfairly stayed out of MegaGargant range all morning, and just when his Fighta-Bommerz had reported a suitable town to raze his Gargant had run out of fuel.

Well, being a suitably cunnin' Kaptin, Nardrop set about 'delegating' some authority. After a few delegated punches, a Mek spotted a nice, large, coaley sort of mountain. Now all he had to do was get the coal to the Gargant...

A plume of dust with attendant Ork vehicles in the distance inspired him. Get some Evil Suns or Blood Axes to help by promising a share of the loot in the town. Their Battlewagons should be able to shift enough coal to power up the Gargant and drive it over to the hill, then it was just a pick and shovel job for the Grots.

Gathering a few of the krew as a bodyguard, Nardrop set off.

MEANWHILE, BACK AT THE ELDAR BASE

Amid the carefully choreographed harrying of the Ork advance, the massive Gargant had been an unstoppable battering ram they could only avoid. With the Orks waves of aircraft, the Eldar were limited to easily hidden ground forces and couldn't launch a concentrated aerial strike against it. Now scouts reported it had stopped, and been left with little crew. The time was ripe to strike.

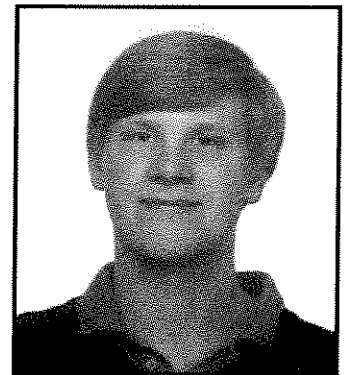
Pausing only to cast the spirit stones and check his battle-topknot was properly in place, Warlock Cilantro gathered his jetbikes and raced to the attack, calling for reinforcements on the way.

Refight Scenario

COAL MOUNTAIN

by **CHRIS QUINN**

Chris is a twenty year old maths student from Bristol University. He's been playing GW games for 8 years and has played them all in his time. Epic remains his favourite. He freely confesses that he enjoys playing games more than modelling and painting.



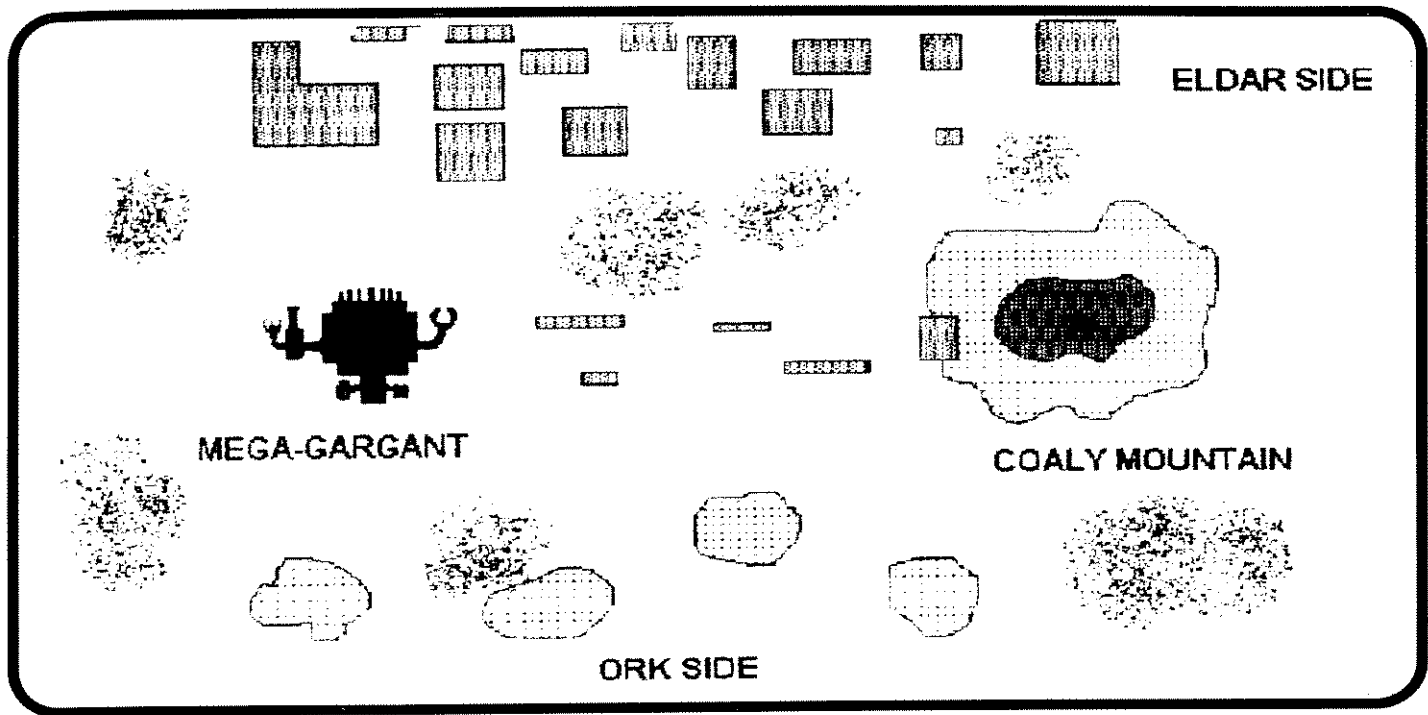
FORCES

Agree a total points value with your opponent, 1,000 to 2,000 is suitable.

The Orks have a Mega-Gargant, currently almost out of steam and with only a skeleton crew. The rest of the crew, along with Kaptin Nardrop, are just returning with reinforcements. Included in the cost of the Mega-Gargant is a detachment consisting of: 1 Ork Warboss (Kaptin Nardrop), 1 Nob unit (the Mekboyz, to use the Mekboy Weapons), 9 Boyz Units (to shoot the other guns) and 6 Gretchin Units (fire fighters and riggers).

The rest of the Ork force is chosen with the restriction that there are no other Gargants or a Warlord. You are advised to choose plenty of Battlewagons or Battle Fortresses.

The Eldar choose their force with the following restrictions:



- At least one detachment of Jetbikes and Vypers, led by the Warlock Cilantro, must be chosen.

- Anything with a Speed of less than 30cm must be carried (this is a fast attack, they must halt the Orks before the Gargant is completely refuelled).

- No Farseers or Supreme Commanders.

- The Ork player gets to make a snap shot against any flyer before it enters play.

GARGANT SPECIAL RULES

At the start of the game, the Gargant can't move or fire or be put on any special orders. The power fields are down. It can still fight in close combat as there is some pressure still in the boilers, but the close combat weapon won't work. For firefights, count it as having Firepower 4 (the remaining krew can still fire).

Once the game starts, the rest of the krew can climb back on board. Once Nardrop is on, special orders can be used. The Mek's can use the Mek weapons, and the Boyz and Gretchin can use the other guns, once power is restored. It takes one unit per super heavy weapon or Gun Deck - note how many crew are on board to see how many weapons can be fired.

Battlewagons and Battle Fortresses are the only units able to carry coal. (Yes, I know any Ork can pick up a lump of coal, but it isn't going to power a Gargant for very long, is it!) They fill up as they drive past the coal mountain - 1 unit of coal takes 1 transport capacity, so a Battlewagon carries 1

and a Battle Fortress can carry up to 5 if there are no Orks on board.

Once some coal is emptied into the Gargant (does anyone remember the Titan Legion picture of a Battlewagon driving down a ramp from a Mega-Gargant?) the power fields start and the crew that stayed inside return to stoking (so they can't help in any more firefights).

One unit of coal will do one of the following:

- Let the Gargant move normally in the movement phase.
- Let the Gargant move in the assault phase.
- Let the Gargant fire the Gun Decks (provided there are crew to fire them).
- Fire the other guns (provided there are crew for them).

To use March orders, it will take 3 units of coal.

Once the Gargant has spent a rally phase in contact with the Coal Mountain it has enough fuel to last the rest of the battle and the Ork player can stop keeping track of coal units. After a second rally phase, it is fully refueled.

SET-UP

1. Lots of buildings, the edge of either a Maiden World Eldar town or an Imperial town the Eldar have captured go along the middle of one long side. Put the Mega Gargant in the middle of one table half, pointing towards the town, and a large hill in the middle of the other table half. The rest of the table is set up as you like: perhaps a mining

complex or walled road that will help the Orks move coal safely to the Gargant or woods the Eldar can launch ambushes from.

2. The Orks have the table edge opposite the town. Place the HQ unit of each non-flyer Ork detachment in their table edge, all within 15cm of the first, except one which may be split off as a flanker. The position where the HQ is placed shows where units from that detachment will enter play.

3. Warlock Cilantro is then placed on the town side table edge, to mark where his bike detachment will arrive. The rest of the Eldar detachments are in reserve.

4. Begin the game.

GAME LENGTH AND VICTORY CONDITIONS

For the Eldar to win, the Mega-Gargant must be destroyed.

For the Orks to win, the Mega-Gargant must leave by the town edge after spending two full turns refueling at the mountain.

In any other situation, it is a draw. For example if the Mega-Gargant left without refueling for at least two turns, or all the Battlewagons and Battle Fortresses were destroyed and the Gargant doesn't have enough coal to reach the mountain.

TACTICS

The Eldar face a much greater Ork force when the game starts, so you must avoid a straight fight. Take advantage of terrain as much as possible, skimmers making pop-up attacks are especially helpful when the Orks are far enough away to minimise return fire.

The Gargant is unshielded to start with so early attacks, especially with Vypers, have a good chance of inflicting damage. You could go all-out to destroy the Gargant at the first opportunity, remember that you can bring Wraithguard on in transports.

Alternatively, you can go for a longer strategy. If you can get the drop on the crew as they head to the Gargant, it will slow it down a lot in later turns. After one or two turns more of your forces will arrive, and you can start ambushing Ork transports. If you destroy enough it will stop the Gargant in its tracks. Conserve your forces to match the Orks when you finally go for Nardrop's pride and joy.

As the Ork player, your first move should be to secure the Gargant as soon as possible. It is especially vulnerable to firefights and lightning

assaults until re-krewed and refueled. Cilantro is likely to make an assault on the krew before they enter the Gargant. You have a choice of splitting off Nardrop and krew and heading straight for the Gargant, or keeping them safe with the main Ork force and sending some other detachment to protect the Mega Gargant with Snap Fire.

When the game is underway, you must get transports delivering coal as soon as possible. Battlewagons are faster, but Fortresses are more durable and carry more coal. March moves are fast, but vulnerable to close range attacks. Watch out for Exarchs and similar troops being air-dropped. The background Ork air superiority was included after the first playtest game involved rather a lot of Eldar fliers swooping in and killing the Mega-Gargant in short order, and even with the automatic snap fire they still got used a lot.

CONTINUATION

This scenario, set at the start of an Ork incursion, can easily lead on to a campaign. The Orks will be maintaining their assault and trying to build an industrial base, while the Eldar will be launching raids to weaken the Orks and reinforcing for a counter attack.

There are two immediate possibilities. If the Mega-Gargant escaped, you can go on to play an urban assault against the town, the denser terrain will be good for Eldar ambushes, and reduce lines of sight for Nardrop. If the Mega-Gargant was destroyed, then the Orks would want to take advantage of the vast quantity of scrap metal left from it and the convenient power supply by setting up Mek workshops by the coal, this would give the Eldar time to move up slower, heavier machines.

In the longer term, the Eldar will want to raid the Ork airfields to try and gain aerial supremacy. If they achieve this, they can start using their Vampires and Phoenixes with impunity, and Nightwings won't get bushwhacked by vast numbers of Ork flyers. The best targets would be ammunition and fuel, rather than trying to catch Fighta-Bomberz on the ground.

If you decide this is an Eldar Maiden World, then Exodites will be making their appearance. War Walkers and similar hit and run vehicles will be to the fore; surgical 40K skirmishes for vital areas, especially defending entrances to the Webway so Craftworlds can send help.

If it was an Imperial town, and the Eldar were more of an incidental enemy for the Orks, then the Imperial Guard with Titan support will be arriving. You can expand the feel of the game, perhaps including a game of Battlefleet Gothic, as transport ships arrive with troops and war engines.

MEDIC!

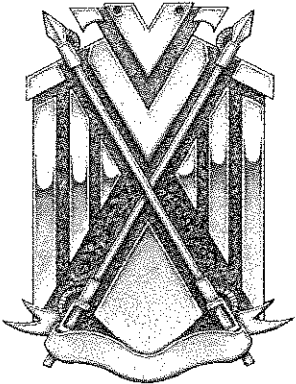
IMPERIAL SUPPORT UNITS

by ANON

+++ Actually we have to admit that the identity of the author of this article and his address have been mislaid. In defence of this incompetence the article is over 3 years old, left gathering dust in a forgotten file due to an Adminstratum error.

Now that this 'lost work' has been rediscovered we liked them so much we had to use it. So, if you are the author of these fine rules then please get in touch. We can only apologise for this; penance is being served by the guilty.

Normal service will be resumed shortly. +++



SOFTSKIN TRANSPORTS

Not all worlds can provide their Imperial Guard regiments with armoured fighting vehicles. Many Imperial Guard units have to rely on soft skinned vehicles.

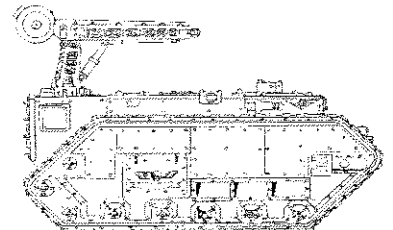
Soft skinned transports (like trucks and jeeps) are always treated as marching targets on the firepower table. Trucks are useful for moving troops around outside of the enemy's weapon range. Scout cars, with their *infiltrators* ability, are useful for revealing hidden enemies (remember, a good scout is a dead scout).

Unit	Spd	Range	FP	Ass	Arm	Special
Truck	30cm	n/a	0	0	4+	Transport(4)
Scout Car	30cm	n/a	0	0	4+	Infiltrators

ENGINEERING VEHICLES

Engineer vehicles can be used to support an attack or prepare defences. Engineering vehicles can clear minefields and create or destroy fortifications with their engineer ability. Bridgers can lay a bridge across rivers or trenches, allowing other units to pass the impassible terrain. Bridgers can also create a "ladder", allowing infantry to climb cliffs and walls.

Unit	Spd	Range	FP	Ass	Arm	Special
Engineer Vehicle	15cm	n/a	0	0	6+	Engineer
Bridger	15cm	n/a	0	0	4+	Bridge



OTHER VEHICLES

Ambulances lower the morale lost for blast markers left on the detachment during the rally phase. ARV's can recover vehicles lost due to difficult terrain.



Unit	Spd	Range	FP	Ass	Arm	Special
Ambulance	30cm	n/a	0	0	4+	Medic
ARV	15cm	n/a	0	0	6+	Recovery



OTHER UNITS

Engineers are infantry units that are trained in minesweeping, construction of fortifications, and demolition. Medic care for the wounded of a detachment and lower morale loss.

Unit	Spd	Range	FP	Ass	Arm	Special
Engineers	15cm	30cm	1	1	3+	Engineers
Medics	15cm	n/a	0	0	3+	Medic

NEW SPECIAL ABILITIES

ENGINEERS

The unit can clear one mine counter during the rally phase by making an assault move into the minefield. This ability does not give the unit protection from mines. Check for hits from mines as normal when the unit moves into the minefield. The unit may create a fortification or barbed wire during the rally phase by remaining stationary for an entire turn. The unit may also destroy a fortification by assaulting it. Remove the fortification at the end of the assault phase if the unit is in contact with it and the engineer unit's side wins the assault.

BRIDGE

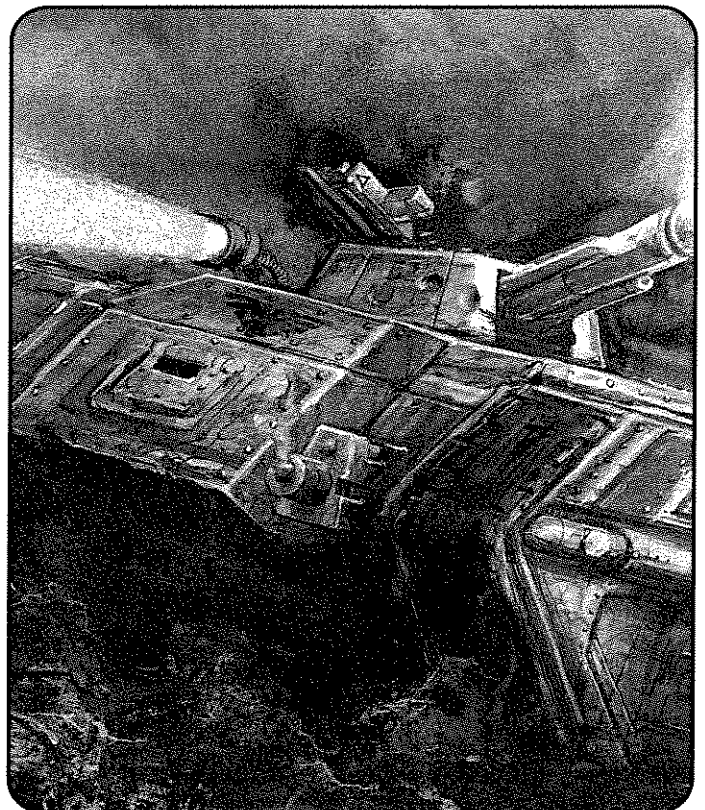
The unit can place a bridge over one river, stream, trench, ravine, or other such terrain which is up to 10cm wide. The bridge is placed during the rally phase and will remain in play even if the bridge unit is destroyed. Once the bridge is placed any normal unit may move across the bridge as normal terrain. A bridge may also be placed against a cliff, wall or other verticle obstacle. Infantry units (only) may then cross the obstacle, but treat it as dangerous terrain. A unit can only place one bridge per game.

MEDIC

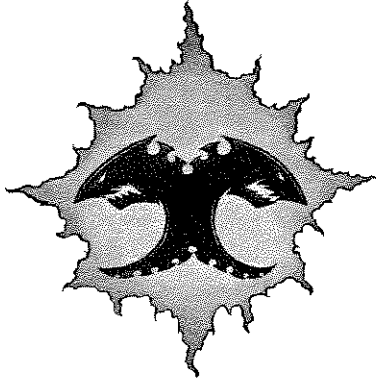
During the rally phase, when morale loss is calculated, a detachment that has at least one medic counts as having one less blast markers for the purposes of morale loss.

RECOVERY

If recovery vehicles are in play, any vehicle that are lost due to dangerous terrain are turned on their side rather than removed from play. A vehicle with recovery ability may recover these vehicles by moving into contact with them. During the rally phase the player may roll one die. On a roll of 1-3, the vehicle is lost to the dangerous terrain. On a roll of 4-6, the vehicle is turned upright and may move as normal in the following turn.



THE COMING OF THE GREAT DEVOURER



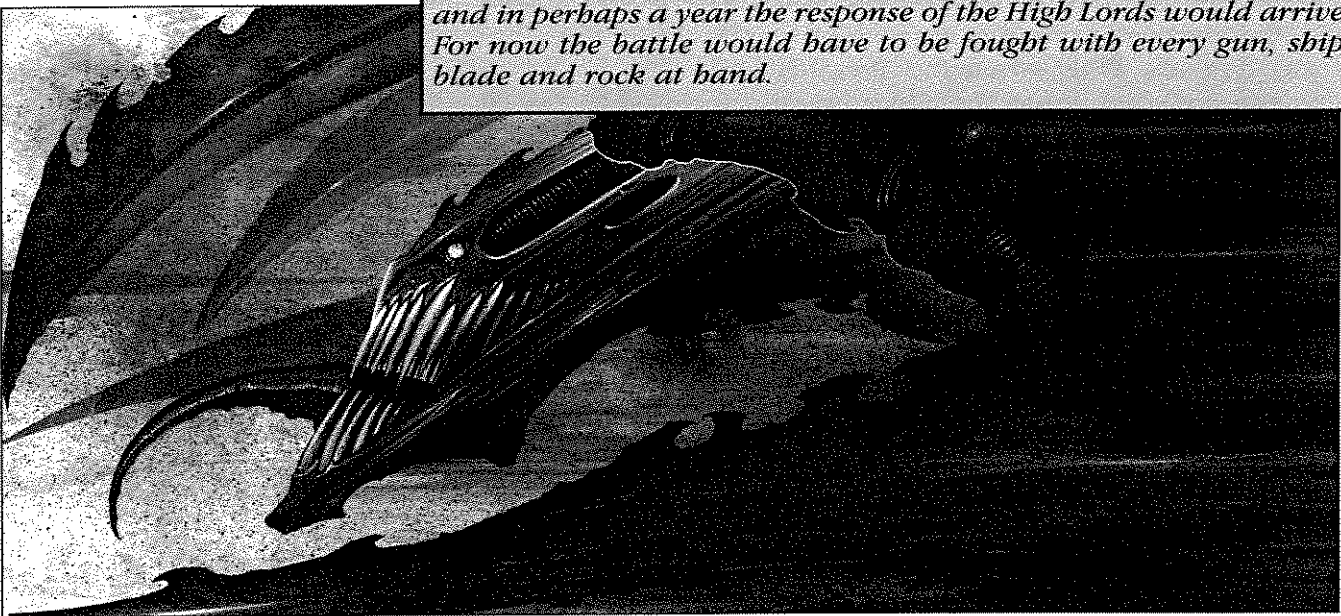
by **WARWICK KINRADE**

Epic 40,000's potential as a game involving huge columns of tanks, massed infantry, flier squadrons and titanic war machines allows players not just to refight battles but whole wars. Warwick (inspired by the background material in Codex Tyranids) has put together an example of what is possible with a bit of imagination. What follows are three scenarios that chronicle the devastating advance of Tyranid Hive Fleet Kraken. Obviously a lot more went on in the war to halt it's advance but you can add more scenarios yourselves can't you?

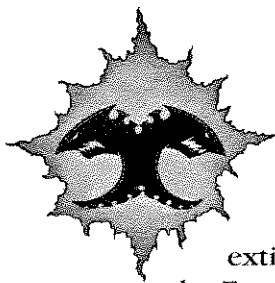
Lord Commander Ralshap was looking at his worst nightmare. The holo pit was filled with a sector map of the Eastern Fringe. Threads and dots of light marked out the sub-sectors, icons wavered in the positions of worlds of primary, secondary and tertiary magnitude. The Imperium controlled systems were scattered across the void like jewels on sumptuous black velvet. This much was familiar, this he had seen almost unchanged every day of his sixty years service.

Now the harsh red tendrils of alien incursion showed everywhere. They snaked inwards from the edge of known space, here bypassing worlds, there coiling about them in a strangling grip. In truth most of the reports were weeks or months out of date. As the alien hive fleets closed in on a system, all communication ceased, the surging energies of the Immaterium whipped into impenetrable storms which blocked Astropathic contact and placed nearby ships in grave danger. And there were so many ships; luggers, barques, warships, galleons, liners, merchants of all kinds, all carrying refugees fleeing the alien fleets in their tens of thousands.

Already the Imperial war machine was in motion. Imperial Guard regiments were being gathered and armed, Space Marine Chapters were already committing themselves to the fighting. Every world in the path of Hivefleet Kraken was turning itself into a fortress. The ripples of alarm should have reached even Ancient Terra by now and in perhaps a year the response of the High Lords would arrive. For now the battle would have to be fought with every gun, ship, blade and rock at hand.



DEFENCE OF THE IYANDEN CRAFTWORLD



The Avatar had risen. The Seers predicted only doom and despair. Iyanden craftworld stood at the crossroads between existence and extinction. In the shrines of the Exarchs ancient weapons were readied, the Wraithbone sang of death. War had come to Iyanden and defeat would mean destruction.

Hive Fleet Kraken had descended upon the Iyanden Craftworld. Despite the brave efforts of her Wraithship fleets the Tyranid fleet had reached the Craftworld and the Eldar fought for their very survival. Mycetic spores began smashing through the delicate domes, disgorging hordes of monsters into the Craftworld. Amongst the tall and slender wraithbone towers and across their beautiful garden halls the Eldar sought out every Tyranid creature. Tyranid swarms rampaged through the Craftworld, killing everything they found. In the great wilderness dome a fierce battle raged, Vypers soared high into the sky above advancing Titans. The screams of Tyranid creatures echoed before the advance of the warhost.

Battles raged through the corridors and domes for many weeks, for Iyanden Craftworld is an enormous construct. The wilderness dome alone would take days to traverse on foot, and the Eldar warhost scoured every inch in search of the Tyranids. Only when the Tyranids had been exterminated could the Eldar count the cost and mourn their dead. Iyanden had paid a terrible toll for her survival: many domes lay in

ruins, her Wraithfleet was decimated, and in all, a full four-fifths of her population had been sacrificed to the Great Devourer. Iyanden had become a shadow of her former glory.

FORCES

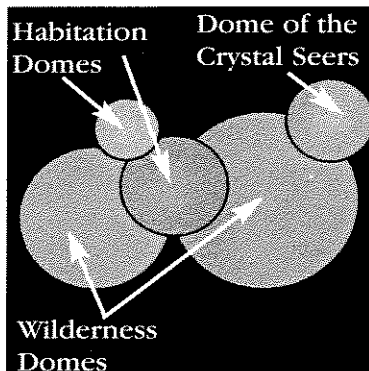
The forces that took part in the battle for Iyanden are listed below. Feel free to change the exact composition of the forces, or even pick your own. The historical forces given here are for a 1,500 point battle, but you should change this to suit your own collection of models.

The following special rules are used in this scenario: Objectives, Army Morale, Fate Cards.

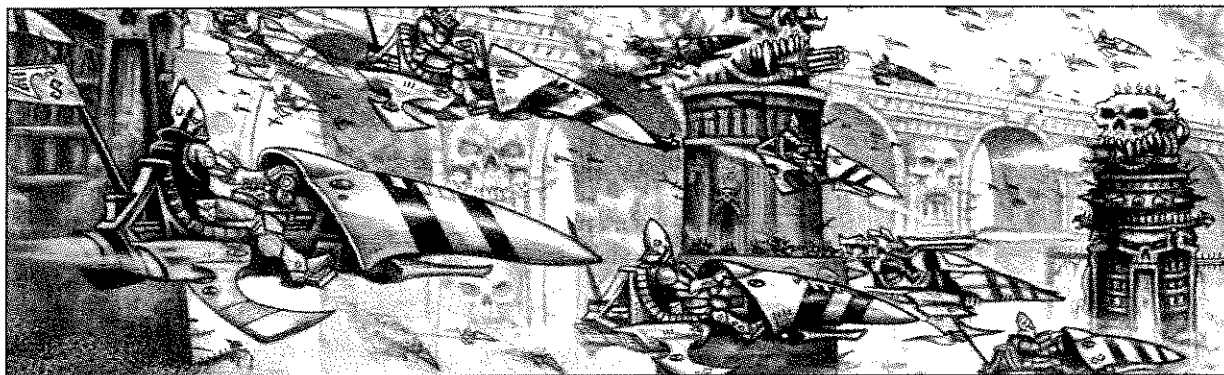
SET UP

1. For this battle it is probably simplest if you use your entire table as part of the wilderness dome, and mark out one corner as the dome of Crystal Seers.

Alternatively, to make the interior of the Craftworld you could use sheets of white card cut into large circles for the domes. Overlay the



Here is an example of a gaming board set up as part of the Iyanden craftworld, including the Dome of the Crystal Seers, two large wilderness domes and two smaller habitation domes.



circles to create interlocking domes. One of the circles should be the Dome of Crystal Seers, complete with wraithbone trees; another can be a large wilderness dome full of hills, rivers and forests; another can be a habitation dome full of towers and buildings. You can make this layout as large as you like. A nice touch would be to cover your table in a black cloth before setting up the craftworld, to represent space outside the domes.

2. The Eldar player places his objectives.

3. The Eldar and Tyranid players take turns to set up a detachment. Roll a dice: the highest score goes first. Detachments may be placed anywhere within the Craftworld. No units may be placed with 30cm of an enemy unit that has already been set up.

OBJECTIVES

The Eldar player chooses 1 objective per 500 points of his force (historically this would be 3). These may be chosen from Cleanse, Rescue, Take & Hold or Capture. There are no restrictions on placing these objectives except they must be further than 30cm from each other, and no Eldar detachment may set up within 20cm of a Rescue, Capture or Take & Hold objective.

GAME LENGTH AND VICTORY CONDITIONS

The player that reduces the opposing player's army morale to 0 first is the winner. If this has not happened by the end of the 6th turn then it is the player who has the most units in the dome of Crystal Seers that wins the game.

Eldar of Iyanden Craftworld

Supreme Commander

Avatar. Bodyguard of 4 Wraithguard units.

Supreme Commander

Farseer. Bodyguard of 4 Aspect warrior units, all include a Warlock and an Exarch.

Titan

1 Phantom Titan.

Warhost

Farseer. 5 Aspect Warrior units, 2 upgraded to heavy weapons. 4 Dreadnought units. 2 Wraithguard units.

Warhost

1 Jetbike command. 9 Jetbike units. 5 Vypers.

Warhost

1 Aspect Warrior unit, with Exarch and Warlock. 1 Falcon. 6 Guardian units. 3 Wave Serpents.

Harlequins

Great Harlequin. 4 Harlequin units, 2 include Death Jesters.



Hive Fleet Kraken

Tyranid Swarm

1 Hive Tyrant. 5 Tyranid Warrior units.
3 Assault Spawn. 2 Exocrines.

Tyranid Swarm

1 Hive Tyrant. 6 Tyranid Warrior units.
5 Termagant units. 2 Lictors. 2 Carnifexes. Zoanthrope.

Tyranid Swarm

2 Hive Tyrants. 4 Tyranid Warrior units.
4 Hormagaunt units. 2 Genestealer units. Carnifex.

Mycetic Swarm

6 Tyranid Warrior units. 5 Termagant units.
5 Hormagaunt units. 2 Lictors.
2 Genestealer units.

Bio-Titan

Hierophant.



THE GIANT'S COFFIN, MIRAL PLAIN

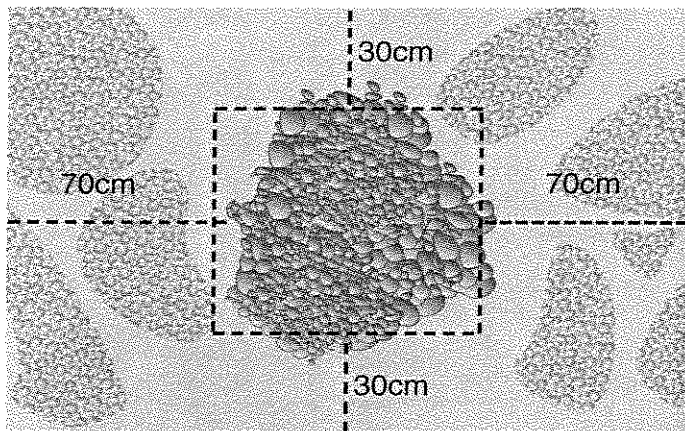
The Legio Astartes, Scythes of the Emperor, had been utterly overwhelmed by Hive Fleet Kraken. Their homeworld of Sotha lay directly in the Hive fleet's path and after many savage battles had been lost, stripped bare by the unending Tyranid swarms.

Most of the Chapter's battle brothers were lost defending their fortress monastery on Sotha, but not all. Chapter Master Thorcyra led a successful break-out, and fell back to the Miral system.

But there was no escape from the tendrils of the Kraken and before long the Tyranids had also reached Miral. Mycetic spores darkened the skies above the tropical jungles of Miral Prime.

The Chapter's remaining battle brothers, along with local Imperial Guard regiments, became trapped on the deathworld of Miral Prime. At a huge mesa of rock rising out of the jungle, known locally as the Giant's Coffin, the remaining Imperial forces prepared to make their last stand. The Giant's Coffin was a formidable natural fortress; steep sides slowed down the attackers, and clefts in the rock provided good firing positions for the defenders' heavy weapons teams. They would sell their lives dearly.

The jungle below came alive with monsters. Surrounded and besieged, the defenders fought daily against the raging hordes of bio-killers. From their vantage points they poured fire into the Tyranid swarms. Wave after wave came on, but always the tide was turned, and with each new day the Tyranids attacked again. Thorcyra knew there could be no retreat and there would be no reinforcements. His men were on their own. The Chapter Master did not expect a rescue, only a hero's death for each of his brothers, in the name of the Emperor.



Imperial forces vallantly attempt to stave off yet another Tyranid assault on the Giants Coffin

To this date Imperial forces have been unable to reach the Miral system, and there has been no communication with the Scythes of the Emperor since the destruction of Sotha. The fate of those trapped at the Giant's Coffin remains unknown to the Administratum.

FORCES

The forces which fought the last stand are listed below. This battle represents one Tyranid attack against the defenders' position. There were many such attacks, so feel free to change the exact composition of the forces to represent different attacks. Each player picks a force worth 1,500 points, neither player may use any war engines and the Imperial force may not use any flyers either.

The following special rules are used in this scenario: *Army morale, Objectives, Fate Cards.*

SET UP

1. To set up the terrain, place a good sized pile of rocks in the centre of the board. This is the mesa. The rocks should be approximately fist sized, piled on top of each other to create the jagged clefts and caves. Troops on the mesa count as in fortifications, and it is dangerous terrain to vehicles.

Alternatively you can make the mesa out of an up-turned washing up bowl or a pile of books, covered by a cloth. Another suggestion is to use a normal hill and treat it as fortified.

2. The rest of the board can be set up in any mutually agreeable manner. Mirral is a jungle deathworld so you could roll up the terrain on the deathworld table. The more jungles you can place, the better. Remember that jungles are dangerous terrain on deathworlds.

3. The defender then places his objectives.

4. The defender sets up his all his forces in an area in the centre of the board, no closer than 70cm to either of the short board edges, and no closer than 30cm to the long board edges.

5. The attacking player's detachments move on from either of the short board edges. Place the detachment HQ unit on the board edge and all units from that detachment move on from that place.

OBJECTIVES

The defending player must place one objective per 500 points of his force (historically this would be 3). These objectives may either be Cleanse or Rescue. The defender may choose a maximum of 1 Rescue objective. The Tyranids do not use objectives. Any rescue objective must be placed at least 50cm from the defender's deployment zone.

GAME LENGTH AND VICTORY CONDITIONS

The player that reduces the opposing player's army morale to 0 first is the winner. If this has not happened by the end of the 6th turn, or if both army morale totals fall below 0 at the same time, then the player with the highest army morale is the winner.

HISTORICAL FORCES

One of the Tyranids' daily attacks was fought between the forces listed on the next page.

Defenders of the Giant's Coffin: Scythes of the Emperor and Imperial Guard

Supreme Commander

Chapter Master Thoreyra in Rhino.

Space Marines

Space Marine Captain in Razorback. 6 Space Marine units in 3 Rhinos. 6 Space Marine Devastator units in 3 Rhinos. 4 Scout units. 2 *Whirlwinds*.

Space Marines

Space Marine Librarian in Rhino. 6 Space Marine assault units in 3 Rhinos. 3 *Attack Bikes*.

Space Marine Armour

Space Marine Captain in Land Raider. 2 Space Marine unit. 3 *Predators*. 2 *Razorbacks*.

Imperial Guard

2 Command units, 1 includes a Captain.

6 Imperial Guard units, 1 includes a Commissar. 3 Heavy Weapons units.

3 *Ratling Sniper units*. 1 *Hellhound*. 1 *Leman Russ*.

Imperial Guard Artillery

1 Basilisk HQ.

2 Basilisks.

2 *Imperial Guard units*.

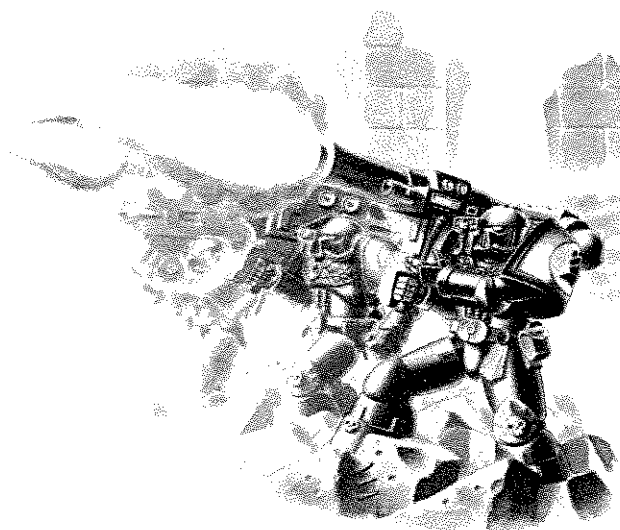
Imperial Guard

2 Command units, 1 includes a Captain.

6 Imperial Guard units.

3 Heavy weapons units.

2 *Hydras*.

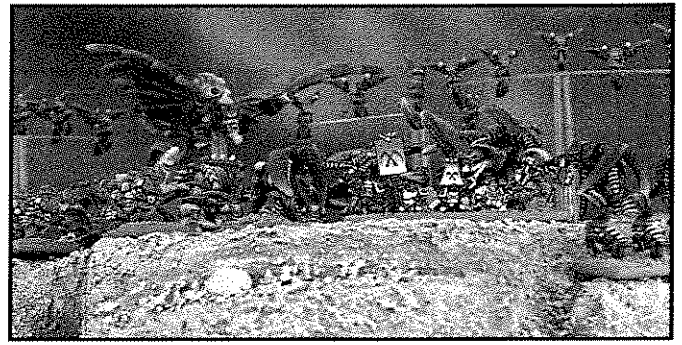


CONTINUING THE STAND

You might like to chart the end of the Scythes of the Emperor Chapter as a mini campaign. This is quite easily done. At the end of the game, roll to see what forces the defender gets back. (They weren't actually dead; some squad members managed to hide, others are just injured, ad-hoc squads are formed from survivors, vehicles are repaired by the tech marines, etc.) If the Imperial forces won then they recover each unit on a roll of 2+. On a 1 it was destroyed. If the defenders lost the game then they only recover units on a roll of 4+.

Then simply refight the scenario. Each battle the Tyranids may spend an extra 500 points on troops, which will start in reserve.

The first player to win 3 battles wins the campaign. Alternatively you might like to throw in some



The Chapter Master of the Scythes of the Emperor sells his life dearly against overwhelming odds.

Warhammer 40,000 games, as the defenders seek to repel smaller Tyranid probes against their defences, or perhaps Tyranids could have infiltrated into the caves in the mesa, and the Space Marines are hunting them down. Perhaps Thorcyra leads a counter attack – in the end it's up to you.

Hive Fleet Kraken.

Tyranid Swarm

2 Hive Tyrants and 3 Tyranid Warrior units. 7 Termagant units.
5 Hormagaunt units. 4 Genestealer units. 2 Carnifex. 3 Lictors.

Tyranid Swarm

1 Hive Tyrant and 6 Tyranid Warrior units. 5 Hormagaunt units.
5 Termagant units. 2 Carnifex. 1 Zoanthrope. 4 Assault spawn. 3 Exocrine.

Tyranid Swarm

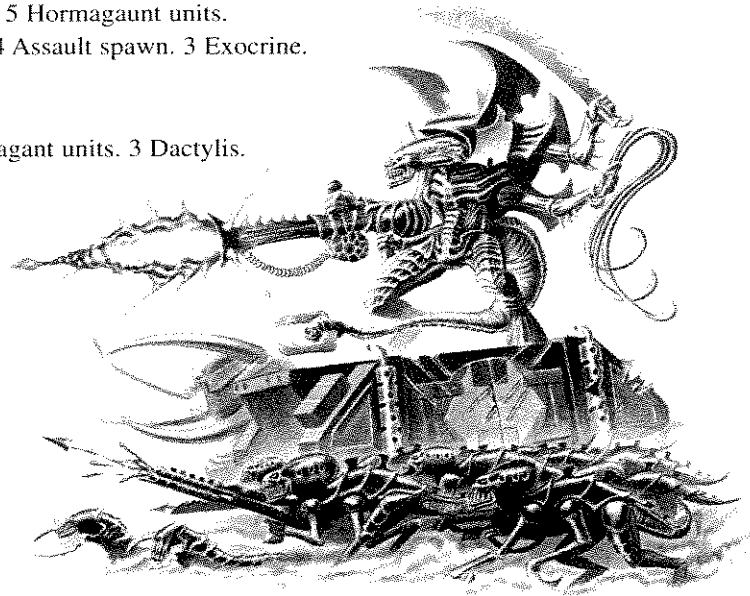
5 Tyranid Warrior units. 3 Biovores. 3 Termagant units. 3 Dactylis.

Tyranid Mycetic Swarm

1 Hive Tyrant. 4 Warriors.
4 Genestealer units.
1 Zoanthrope.
1 Carnifex.
1 Lictor.
2 Termagant units.

Tyranid Flight Swarm

1 Harridan,
5 Gargoyle units.



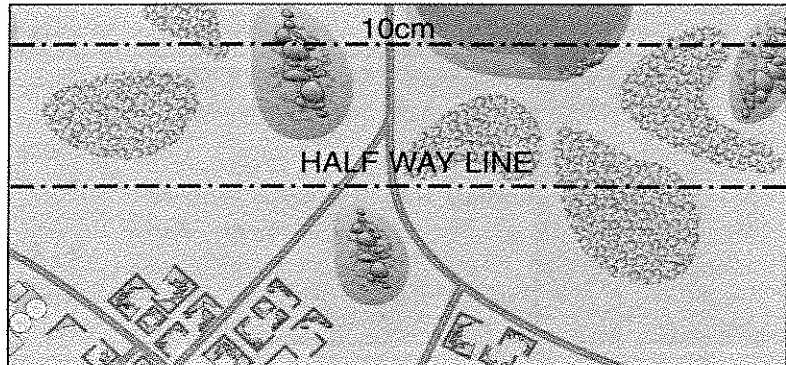
Thorcyra climbed to the top of the bare rock mesa and surveyed the jungle below. Beside him the Chapter's tattered honour banner fluttered forlornly in the breeze. He had ordered it placed here, and had sworn to defend it to the last man. He felt sadness wash over him; the Chapter would be lost, its geneseed gone forever. Its glorious deeds would be remembered as legends, but first he must earn a place at the Emperor's side. There was glory in death and he was not afraid to die, his brothers had fought well – their Emperor would reward them soon.

From his vantage point Thorcyra could see for miles across the tree tops. The steaming viridian jungles stretched to the horizon in every direction. Within that jungle lurked the enemy. As he watched he saw the sky streaked with fire, another Tyranid spore flashed above him and plunged into the jungle canopy, the crashing sound of ripping branches echoed to him moments later. He memorised its position. That was the ninth spore today – the enemy must be preparing for a new assault...

ASSAULT ON IKKYO

(DURING THE TYRANNIC WARS)

Ikkyo is a small, sub-tropical, forested world with a population of human colonists. It lies at the very limits of Ultramar, close to the projected route of the Iyanden craftworld. The people of Ikkyo pay tribute to their rulers on distant Macragge with good cause, for their world also lies in the path of Hive Fleet Kraken.



The defence forces, guided by a small detachment from the Ultramarines 4th company, had made ready for the expected attack as best they could. Widespread panic amongst the population had resulted in much looting and arson, so the city of Ikkyo was already covered in a veil of smoke, and many buildings had been burnt to the ground.

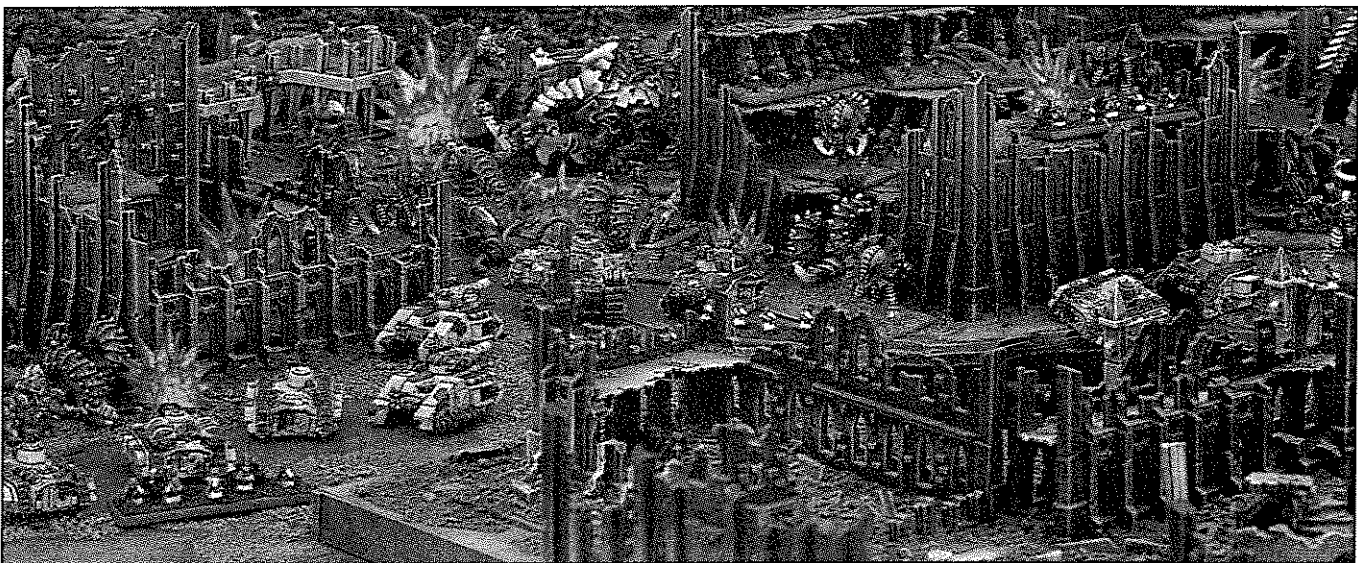
One wild night, as a tropical storm lashed the tall trees, the planet's nightmare began. The sky was streaked red as mycetic spores began to descend through the atmosphere. Soon the steaming forests were haunted by the screams of monstrous creatures.

As the monsoon rains poured down, the Tyranids launched their first attacks. Despite the threat, the defenders of Ikkyo worked through the night, clearing great swathes of forest with flame tanks to create killing fields for the Ultramarines Devastator squads. The engagements became more ferocious as the Ultramarines simply refused to give ground, and

missiles and plasma blasts tore into the forest edges, keeping the rabid swarms at bay. Meanwhile the Hive Mind gathered its strength for one overwhelming attack. For the defenders there was no hope, they would sell their lives dearly and pray for a swift death.

Hope came, unlooked for, on the winds of the storm. As if from nowhere, jet bikes and grav tanks came speeding across the tree tops. Iyanden had come to the rescue of Ikkyo. Why? Few could have guessed that the planet had been seeded by the Eldar's ancestors eons before, and now they had come to save their world.

Amidst the tropical storm's downpour the Eldar launched lightning strikes against the gathering Tyranid swarms. Jetbikes flashed through the dense forests as Aspect Warriors began to reinforce the



All looks lost as the Imperial Guard defenders look certain to be crushed by a massive Tyranid assault

Imperial positions. When the Tyranid assault finally came, it was met and driven back with equal savagery by the Ultramarines and Eldar. The makeshift barricades and fortifications around the city became piled high with the dead, but the Space Marines held firm. Ikkyo was safe for now.

FORCES

Both sides pick forces to an agreed points value. Historically this was 2000 points, but you should feel free to alter this to suit your collection of models.

The following special rules are used in this scenario: *Army Morale, Objectives, Fortifications, Fate Cards, Reserves.*

SET UP

1. Set up the terrain in any mutually agreeable manner. The defender's side of the board should contain mostly man-made structures like buildings, factories and roads, whilst the attackers side of the board should contain mostly natural features such as woods and hills. This is just a guide though.

2. The defender places his objectives. He then deploys all his Imperial forces in his half of the table.

He may also set up fortifications.

3. The attacker can deploy all his forces up to 10cm on from his board edge.

4. All the Eldar detachments start the game in reserve. They may enter the board from the Imperial table edge or up to halfway along the two side edges.

OBJECTIVES

The defending player must choose one objective per 500 points in his army. Historically this is 4. They must be either Cleanse, Capture or Take & Hold objectives. The Tyranids do not use objectives.

GAME LENGTH

The player that reduces the opposing player's army morale to 0 first is the winner. If this has not happened by the end of the 6th turn, victory goes to the player with the highest army morale.

HISTORICAL FORCES

The actual forces that took part in the defence of Ikkyo are listed below.

Defenders of Ikkyo:Imperial Forces

Ultramarines Detachment

Space Marine Captain in Land Raider. 1 Terminator unit in Land Raider. 4 Space Marine units in 2 Rhinos.
4 Devastator units in 2 Rhinos.
1 Dreadnought. 2 Vindicators. 1 Predator.

Imperial Guard

2 Command units, 1 includes a Captain and Primaris Psyker. 8 Imperial Guard units. 2 Heavy units.
3 Hellhounds.

Imperial Guard Armour

1 Leman Russ HQ.
2 Leman Russ.
2 Demolisher.

Imperial Guard Super Heavy tanks

1 Baneblade HQ.
1 Baneblade.



Eldar of Iyanden Craftworld

Supreme Commander

Farseer in Falcon.

Warhost

1 Jetbike unit with Warlock command.

4 Jetbike units. 5 Vypers.

Warhost

1 Jetbike unit with Warlock command.

4 Jetbike units. 5 Vypers.

Warhost

1 Aspect Warrior including an Exarch and Warlock.

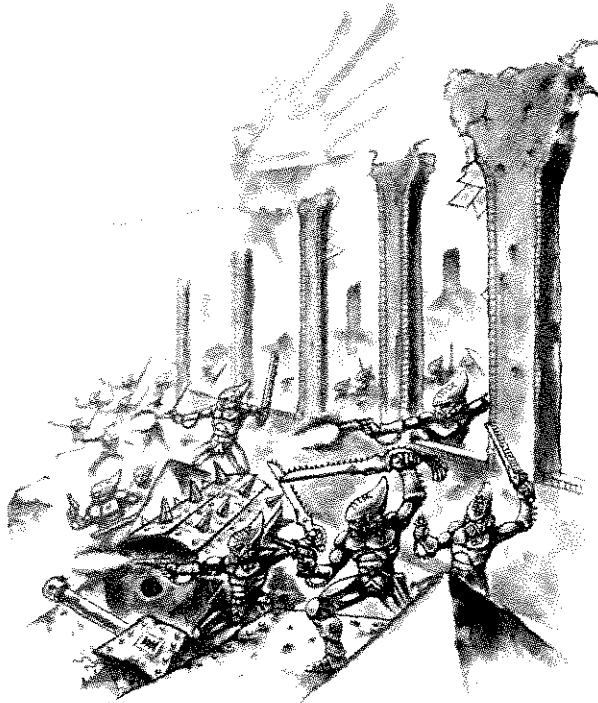
4 Aspect Warriors,

2 upgraded to heavy weapons.

5 Falcons.

Warhost

2 Aspect Warriors upgraded with Exarchs and jump packs. 2 Aspect warriors upgraded to jump packs.



Hive Fleet Kraken

Supreme Commander

1 Dominatrix.

Tyranid Swarm

2 Hive Tyrants. 3 Tyranid Warrior units. 15 Termagant units. 4 Genestealer units. 5 Hormagaunt units. 3 Carnifexes.

Tyranid Swarm

3 Tyranid Warrior units.

6 Biovores.

3 Dactylis.

Mycetic Swarm

1 Hive Tyrant. 4 Tyranid Warrior units.

6 Lictors.

10 Hormagaunt units.

10 Termagant units.

2 Genestealer units.

Flight Swarm

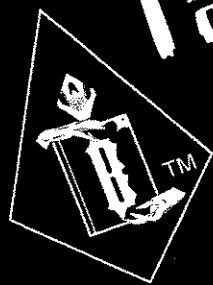
1 Harridan.

5 Gargoyle units.

Bio-Titan

1 Hierodule.





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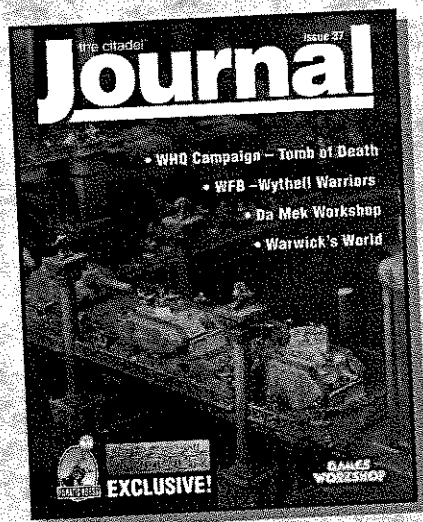
This month's war torn issue sees the enigmatic Bounty Hunter, Kal Jerico, on the wrong side of the law where he must face Oleg Kaspo and his gang of Watchmen in Gordon Rennie and Wayne Reynolds' dynamic seven-page strip. In Pit Fight, Gordon Rennie and Karl Kopinski bring us another bloodthirsty tale of Ulli and Marquand as they venture amongst the ruins of Mordheim – City of the Damned.

Dan Abnett and Kev Hopgood's anti-hero, Malus Darkblade reaches the end of his quest, for the final confrontation with the daemon who stole his soul. Gordon Rennie and Colin MacNeil bring us daemons of a different kind as Leonatos and his Blood Angels face the Daemon City of Varda in Bloodquest. In Titan: Vivaporius by Dan Abnett, Anthony Williams and Andy Lanning, Hekate and the crew of Imperius Dictatio seek revenge for the Vitas Falco and her crew when an unexpected force arrive on the Death World – but are they friend or foe?



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TRIBAL GATHERING



by **ERIK K RUTINS**

Erik is the author of the Five Rings website, where you'll find some rather good Epic material. These are his house rules for characterising your Ork detachments, by favouring certain troop types and restricting others. The advantage of these self-imposed restrictions is you get some special rules. A nice touch is that for any of these rules to apply to your detachments they must be painted in the clan colours.

THE EVIL SUNZ

The Evil Sunz clan is obsessed with vehicles and speed, to represent a Evil Suns detachment try using the following rules and restrictions. Clan colours are red with some yellow trimmings.

Evil Sunz Kult of Speed:

Evil Sunz Speed Freaks are accustomed to traveling very, very fast and shooting their weapons at small targets (like snotlings). Therefore, when on Assault orders the Evil Sunz Kult of Speed uses 3/4 of their firepower (instead of the usual 1/2). Super Heavy Weapons still need a 4+ to lock on (i.e. Death Rays and Lifta-Droppas).

The Kult of Speed must be painted entirely in Evil Sunz colours to take advantage of this ability, as no one else 'practices' nearly as much.

Evil Sunz Warband

- May not include Kommandos.
- May not include Boarboyz.

An Evil Sunz army must have at least as many Kult of Speed detachments as other detachments.

THE SNAKEBITES

Are traditionalists, they distrust technology and prefer good old fashioned stuff. Many of them still ride boars. They wear leather and furs with some red and white markings.

Snakebite Warband:

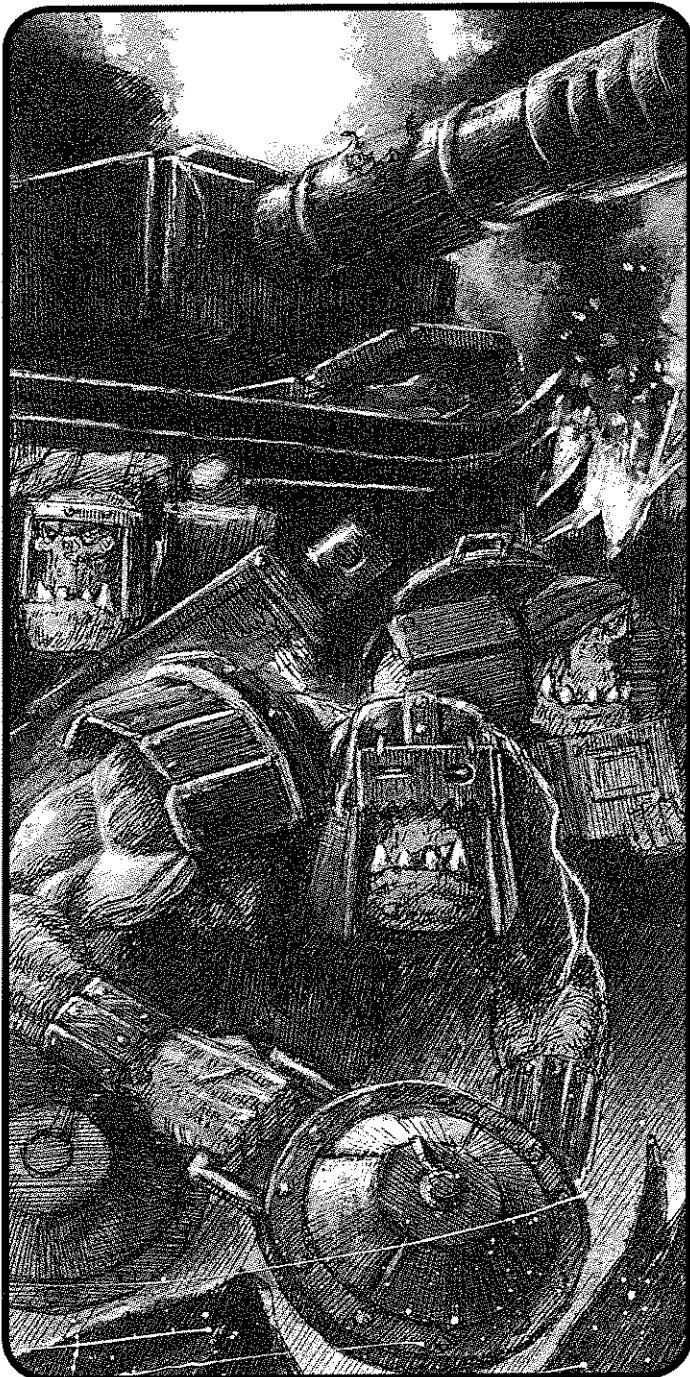
- +1 bonus to leadership rolls (cumulative with 15+ units bonus).
- +1 bonus to assault rolls *
- May not include any vehicles (except Squiggoths).
- May not include Stormboyz.
- May not include Nobz (but see below).
- May not include Kommandos.
- May not include Shooty Boyz.
- Must include at least 2 mobs of Boarboyz.
- May include 1 mob of special Nobz mounted on Boarboyz (as Nobz +Cavalry, Assault same points).

Example

Boarboyz Nobz

Move	20cm/30cm charge
Range	15cm
Firepower	1
Assault	5
Armour	5+ with Save

The Snakebite tribe is a tribe of traditionalists. They shun the modern ways and feel more comfortable without them. Some say that because of this they are granted supernatural powers by the Ork gods. Snakebites also may not use Gargants, Battle Fortresses, or Flyboyz.



Note. The +1 assault bonus is lost if the Snakebites are in an assault where units that are excluded above are included in the assault along with the Snakebites. Too much technology bothers 'em.

THE GOFFS

The Goff clan believe they are the toughest, hardiest, best warriors of all Orks. They like to put the boot in, up close and personal. They wear sombre blacks, with white and red checks for decoration.

Goff Warband:

- May not include Boarboyz.
- May not include Kommandos.
- Must include at least 2 mobs of Nobz.
- Must include at least 2 mobs of Skarboyz.

Goffs have such a huge attitude about their own hardness that each Goff Warband may, once per battle, re-roll its blast marker removal dice. If re-rolled, the second roll stands. In order to be considered a Goff Warband, a Warband must be painted entirely in Goff colors.

Goff Gargants and Battle Fortresses may also re-roll their blast marker removal dice once per battle. You must have at least one Warband per Gargant or Battle Fortress detachment in your army to use this ability.

THE BLOOD AXES

Blood Axes are naturally sneaky and cunning, most would say treacherous. They also have a habit of copying Imperial tactics. They prize capture Imperial vehicles above all other battlefield plunder, converting the vehicles to make them more Orky. They favour greens, greys and camouflage colour schemes.

Blood Axe Warband

- May include up to 5 mobs of Blood Axe Kommandos.
- Must include at least 2 mobs of Blood Axe Kommandos.
- May not include Boarboyz.

The Blood Axe tribe uses a lot of formerly Imperial equipment. They may buy Imperial vehicles as Support (1 per slot) in a Warband at the same price as Imperial or Space Marine detachments. However, because of the damage and re-engineering usually involved in capturing and 'Orkifying' such vehicles, the armour value on the vehicle is reduced by one. Because of the same

loving orky attention, though, the speed of the vehicle is increased by 5cm (up to a maximum of 30cm). A single Warband may contain no more than two identical 'Orkified' vehicles, as they almost always have a varied and haphazard collection. In order for a warband to be considered Blood Axe, it must be painted entirely in Blood Axe colours.

Example

A Blood Axe Land Raider would have the following statistics.

Speed	25cm (instead of 20cm)
Range	45cm
Firepower	2x AT Shots
Assault	2
Armour	5+ (instead of 6+)

THE BAD MOONS

Bad Moons are ostentatious and wealthy. They like to have the flashiest equipment and best weapons. They wear yellow, with black trim.

Bad Moon Warband:

- Shooty Boyz cost 15 points instead of 17.
- Must include at least 2 mobs of Shooty Boyz.
- Must include at least 2 mobs of Nobz.
- May not include Skarboyz.
- May not include Kommandos.
- May not include Boarboyz.

These guys love throwing money around. As a result, they do have some of the neatest and biggest technology. They get a discount on shooty boyz and they love to wear power armour.

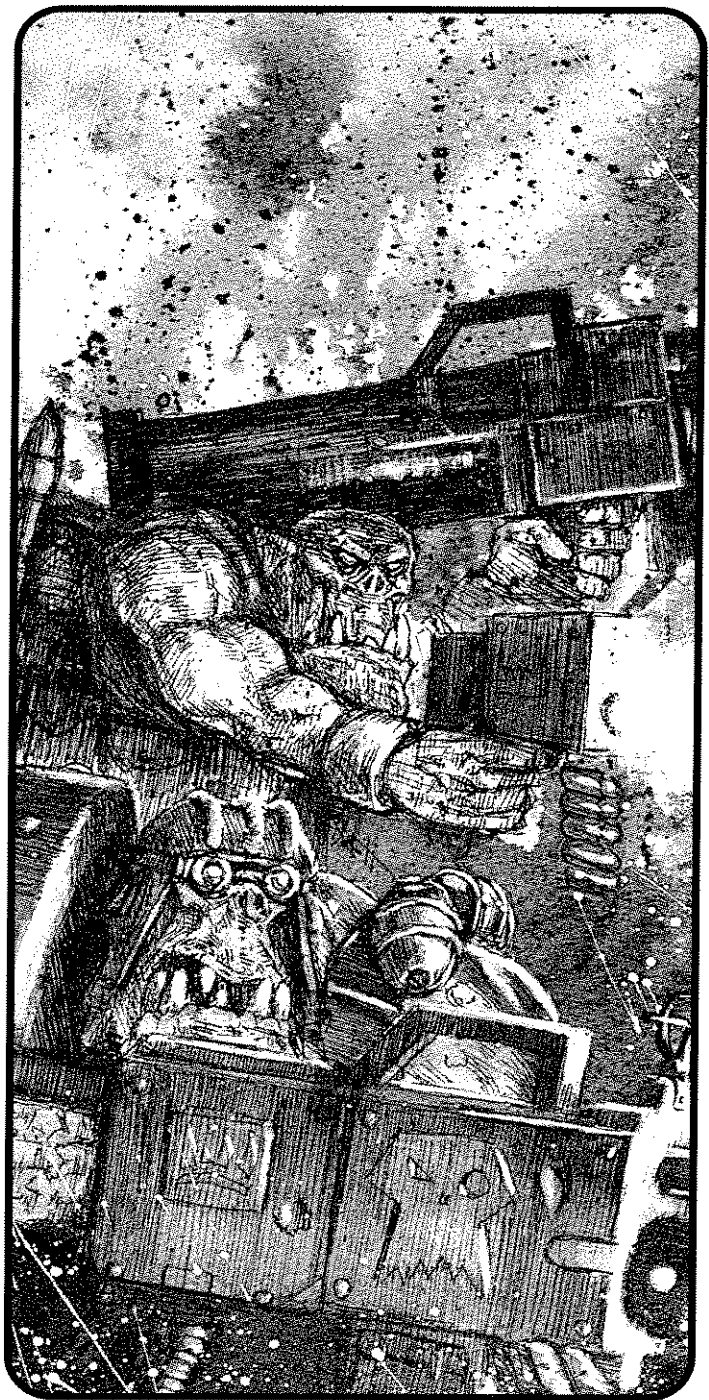
A Gargant painted in Bad Moon colors gets +1 to its starting Power Fields roll. You must have at least one Warband per Gargant in your army to get this bonus.

THE DEATHSKULLS

Deathskulls are expert looters and scavengers. They wear blue as their clan colour, which is traditional considered an unlucky colour by most Orks.

DeathSkulls Warband:

- No limits, but must be painted as DeathSkulls.



DeathSkulls have a remarkable collection of 'stuff' they have looted from other tribes and other races. They also have a remarkable ability to tinker and fix the broken stuff they find. DeathSkulls detachments remove d6 Blast Markers per rally phase (instead of d6-1) because of their tinker-like ability to repair damage through innovative methods and their available supply of borrowed spare parts.

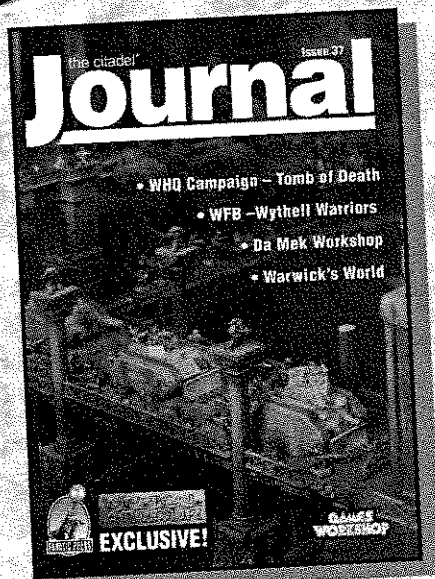
You must have at least one Warband per Gargant or Battle Fortress detachment to use the DeathSkulls ability on your DeathSkulls Gargants and Battle Fortresses.



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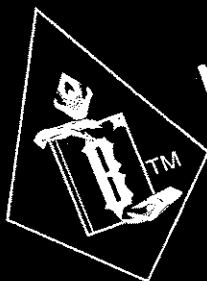
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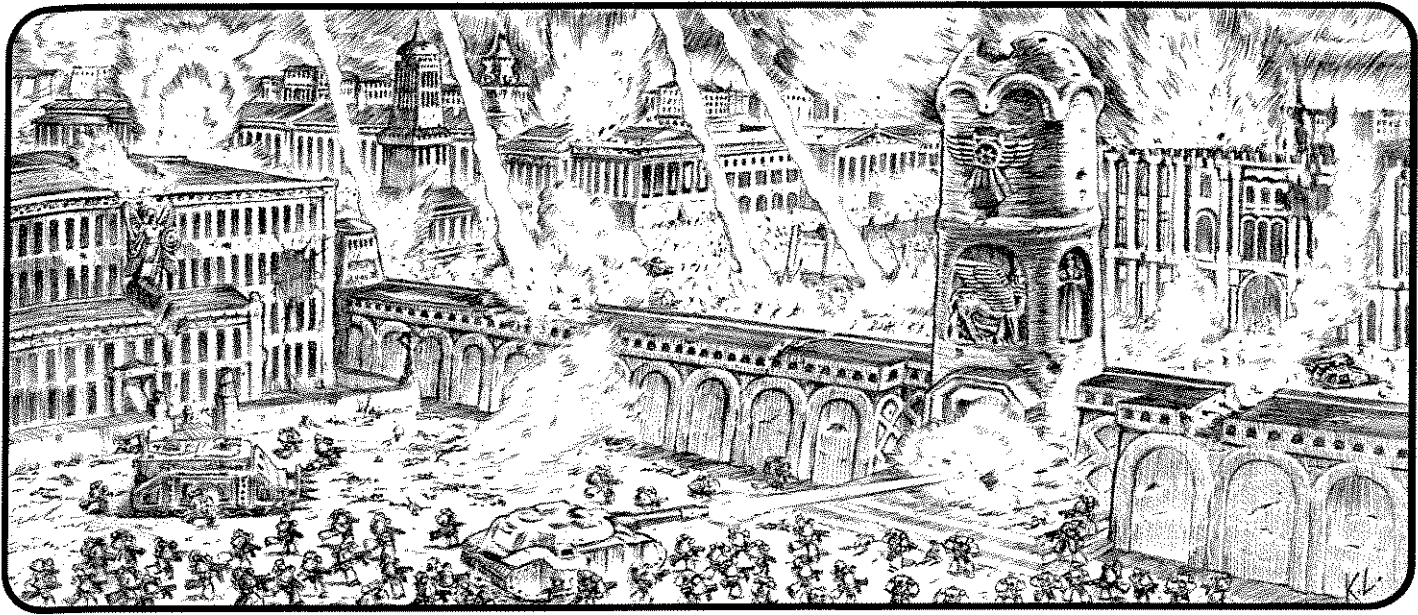
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EPIC SIEGE

by **CHRIS SUCH**

Chris' article was first published on the Dropship website.

The image of waves of Tyranids assaulting the walls of an Imperial base fitted in perfectly with our idea of just what an Epic battle should look like (plus it would be just like the film *Starship Troopers*).

THE BASICS

Fortifications are treated in the same way as War Engines, in fact, they are just a specialised form of War Engines that cannot move. What follows are the statistics used to record Fortifications.

Armour

All fortifications are made of very sturdy materials. This characteristic indicates what a player must roll to damage the fortification.

Shields

Some fortifications can be fitted with void shield or power shield generators. These function in exactly the same way as the War Engine equivalents. Note that Holofields can never be fitted to

Above. The siege of Obzidion by Dave Pugh. Blood Angels assault the inner postern gate.

Over the page. The aftermath of battle. The rebel Governors defeated forces are led away to captivity.

Fortifications as they work by breaking up the outline of a moving object.

Damage Capacity

This indicates how much damage the fortification can withstand before it is breached. When any fortification is reduced to 0 damage capacity then it is not just removed from the table, rather, it is replaced with rubble (use counters or small stones). In this way, even wrecked fortifications can offer some degree of protection for troops sheltering within. Like vehicles, any units within a fortification when it is destroyed are destroyed themselves on a D6 roll of 1-3.

Assault

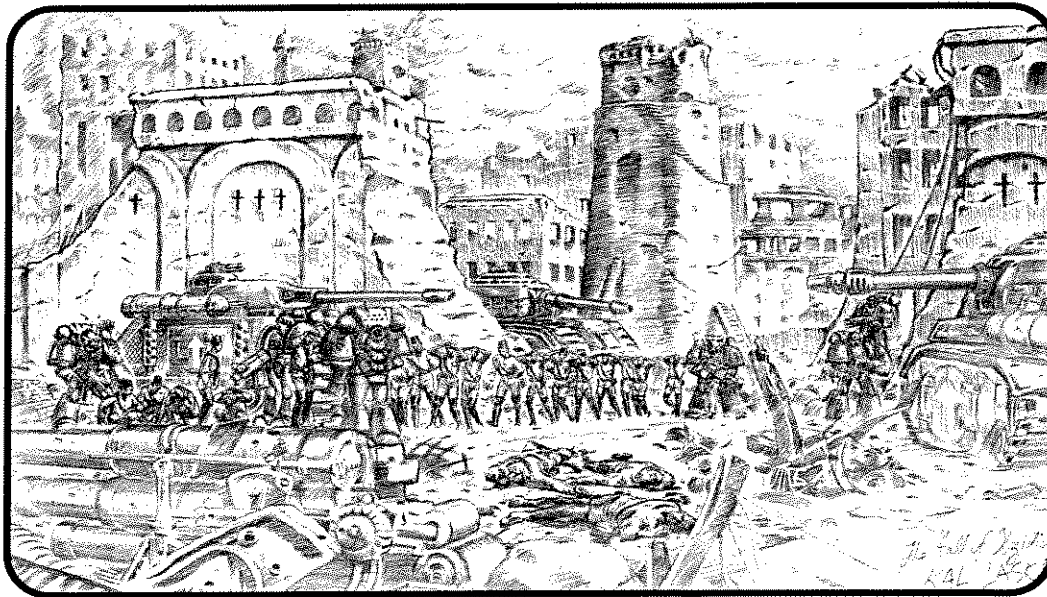
Most fortifications are fitted with various weapons and mechanisms to defend themselves if troops are not stationed within.

Capacity (Transport)

This indicates how many infantry units can shelter within the fortification. Unlike with war engines, infantry within fortifications can fire out.

Weapons Tables

Some fortifications can have weapons built in to



SHOOTING AT FORTIFICATIONS

When shooting at fortifications always use the column on the firepower table marked "Immobilised War Engine". Blast markers are never placed on a fortification and never affect any weapons mounted on the fortification.

Units within the fortification may be shot at but get +2 to their armour and count as being within cover. Blast

markers are placed as normal for any detachments occupying a fortification.

CRITICAL AND CATASTROPHIC DAMAGE TABLES

Whenever a fortification suffers a hit then critical or catastrophic damage may occur. For each hit the fortification suffers roll a D6. If the result of this roll is a 6 then critical damage has occurred. Roll 2D6 and lookup the extra effects on the critical damage table. Remember, if a fortification is reduced to 0 damage capacity then replace it with rubble.

MOVING BETWEEN FORTIFICATIONS

One of the major purposes of fortifications is to keep the enemy out of somewhere they shouldn't be. To this end, movement in and out of fortifications is controlled. A unit may enter any fortification from any side unless there are already any number of enemy units inside or there is a number of friendly units inside equal to the fortifications transport (troop capacity) value. Units moving out of a fortifications may do so freely and are placed in base to base contact with any side of the fortification. You may only move out of a fortification directly into contact with an enemy unit if you are on assault orders. Moving in or out of a fortification costs 5cm of the unit's movement allowance.

Moving between two adjoining fortification follows the same rules as moving into a fortification.

MOVING THROUGH GATES

Under most circumstances, a unit may only move through the gates of a gatehouse if the gatehouse is occupied by friendly units. The exception to this is if the gatehouse has suffered critical damage and the gates themselves are destroyed. In this situation, any unit may move through the gates. Treat the destroyed gates as ruins.

CLOSE ASSAULTING A FORTIFICATION

Unlike with war engines, units stationed inside fortifications can be close assaulted but certain conditions apply.

War engines may close assault units in a fortification. Enemy units in an adjoining fortification or enemy units with skimmer or jump-packs may also close assault units within a fortification.

As with war engines, the fortification contributes half it's current damage capacity to a single close assault.

If units within a fortification lose a close assault they do not have to retreat unless they want to and are not destroyed if they remain within 15cm of an enemy unit.

A NOTE ON POINTS VALUES

Since fortifications are not like normal units the points values given are very subjective. For example, a wall manned by Space Marine Terminators is likely to be much more effective than one manned by gretchin. In addition to this, The enemy can simply avoid the fortification effectively negating it. This makes points values difficult to judge

The best way to use these rules is as part of scenario. You could allow defenders to buy fortifications as part of their forces in scenarios which use the Fortifications special rule.

Feel free to use them in other games but don't expect the fight to be totally fair.

WALL - 100 PTS

Walls are the most common form of defence, surrounding a city or important bases, or forming the bulk of a defensive line. The maximum size for a section of walls is 300mm long, by 30mm wide, by 40mm high. Each Wall costs 100 points.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	CAPACITY
-	6	-	24	12	12

WEAPON TABLE

WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
None	-	-	-	-

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Systems Failure	+4 Points	All systems fail due to damage. Until repaired no unit may enter or leave the fortification. the fortifications assault value is reduced to 0 and it may not contribute half it's damage capacity to any other assaults.
3	Fire	+4 Point	A fire breaks out inside the fortifications. Until the fire is put out (repaired) it does one point of extra damage every rally phase.
4	Troops Hit	+3 Points	The troop galleries come under fire. 1D6 random units take a hit.
5	Weapons Hit	+2 Points	The fortifications weapons are hit. The weapon cannot fire until it is repaired.
6	Superstructure Hit	+1 Points	The superstructure takes a hit causing systems to malfunction. Units may not enter or leave the fortification until the damage is repaired.
7	Heavy Hit	+0 Points	The fortification takes a heavy hit causing systems to malfunction. Units may not enter or leave the fortification for the rest of the turn.
8	Defences Hit	+2 Points	The fortifications defensive systems take a hit. Until this is repaired the fortification has an assault value of 0 and may not contribute half it's damage capacity to any other assaults
9	Major Structure Damage	+1 Points	The superstructure takes a hit causing massive systems failure. Units may not enter or leave the fortification until the damage has been repaired. The fortifications armour value is permanently reduced by 1.
10	Troops Heavily Hit	+3 Points	The troop galleries come under fire. 2D6 random units take a hit.
11	Multiple (D6) Fires	+4 Points	Until each fire is put out (repaired) it does one point of damage per fire every rally phase.
12	Catastrophic Damage	-	Roll on table below.

CATASTROPHIC DAMAGE TABLE

1D6 ROLL	DAMAGE	NOTES
1-3	Collapse	Wrecked
4-5	Ammo Explosion	Destroyed
6	Reactor Meltdown	Destroyed

The fortification collapses. All troops within are destroyed with no chance to save. Replace the fortification with ruins and rubble.

The fortification collapses. Ammo feeds rupture causing massive internal explosions. All troops within are destroyed with no chance to save. All units within 1D6cm of the fortifications take a hit. Replace the fortification with ruins.

The fortification collapses. All troops within are destroyed with no chance to save. All units within 2D6cm of the fortifications take a hit. Replace the fortification with ruins.

GATEHOUSE - 120 PTS

Historically gates have always been the weak point in any fortification. In the far future this is no different. They are almost always protected using further void shields or power shields. The maximum size is 300mm long, 40mm wide and 60mm tall. Each Gatehouse costs 120 points.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	CAPACITY
-	6	2	18	12	12

WEAPON TABLE

WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
2x Tower Batteries	All Round	45cm	4	-

2D6

CRITICAL DAMAGE TABLE

ROLL	RESULT	DAMAGE	NOTES
2	Systems Failure	+4 Points	All systems fail due to damage. Until repaired no unit may enter or leave the fortification. the fortifications assault value is reduced to 0 and it may not contribute half it's damage capacity to any other assaults.
3	Fire	+4 Point	A fire breaks out inside the fortifications. Until the fire is put out (repaired) it does one point of extra damage every rally phase.
4	Troops Hit	+3 Points	The troop galleries come under fire. 1D6 random units take a hit.
5	Tower Battery Hit	+2 Points	One random tower battery is hit. The weapon cannot fire until it is repaired.
6	Superstructure Hit	+1 Points	The superstructure takes a hit causing systems to malfunction. Units may not enter or leave the fortification until the damage is repaired.
7	Gate Hit	+0 Points	The Gates suffer heavy damage, opening them. Any unit may now pass through the gatehouse regardless of which units are inside.
8	Defences Hit	+2 Points	The fortifications defensive systems take a hit. Until this is repaired the fortification has an assault value of 0 and may not contribute half it's damage capacity to any other assaults
9	Major Structure Damage	+1 Points	The superstructure takes a hit causing massive systems failure. Units may not enter or leave the fortification until the damage has been repaired. The fortifications armour value is permanently reduced by 1.
10	Troops Heavily Hit	+3 Points	The troop galleries come under fire. 2D6 random units take a hit.
11	Multiple (D6) Fires	+4 Points	Until each fire is put out (repaired) it does one point of damage per fire every rally phase.
12	Catastrophic Damage	-	Roll on table below.

CATASTROPHIC DAMAGE TABLE

1D6 ROLL	DAMAGE	NOTES
1-3	Collapse	Wrecked The fortification collapses. All troops within are destroyed with no chance to save. Replace the fortification with ruins.
4-5	Ammo Explosion	Destroyed The fortification collapses. Ammo feeds rupture causing massive internal explosions. All troops within are destroyed with no chance to save. All units within 1D6cm of the fortifications take a hit. Replace the fortification with ruins.
6	Reactor Meltdown	Destroyed The fortification collapses. All troops within are destroyed with no chance to save. All units within 2D6cm of the fortifications take a hit. Replace the fortification with ruins.

TOWER - 75 PTS

To further strengthen a line of walls towers are often placed in line or at the corners of fortifications. Some towers stand alone to act as bastions. Towers are usually fitted with anti-aircraft weapons to protect themselves and surrounding walls from aircraft and drop-pods. The maximum size is 40mm square and 60mm tall. Each Tower costs 75 points.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	CAPACITY
-	6	-	8	4	4

WEAPON TABLE

WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Anti-Aircraft Batteries	All Round	30cm	2	-

The AA battery may be placed on special orders as described in the Epic 40,000 rulebook or may snap fire as described in Firepower 1.

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Systems Failure	+4 Points	All systems fail due to damage. Until repaired no unit may enter or leave the fortification. the fortifications assault value is reduced to 0 and it may not contribute half it's damage capacity to any other assaults.
3	Fire	+4 Point	A fire breaks out inside the fortifications. Until the fire is put out (repaired) it does one point of extra damage every rally phase.
4	Troops Hit	+3 Points	The troop galleries come under fire. 1D6 random units take a hit.
5	AA Battery Hit	+2 Points	The fortifications AA battery is hit. The weapon cannot fire until it is repaired.
6	Superstructure Hit	+1 Points	The superstructure takes a hit causing systems to malfunction. Units may not enter or leave the fortification until the damage is repaired.
7	Heavy Hit	+0 Points	The fortification takes a heavy hit causing systems to malfunction. Units may not enter or leave the fortification for the rest of the turn.
8	Defences Hit	+2 Points	The fortifications defensive systems take a hit. Until this is repaired the fortification has an assault value of 0 and may not contribute half it's damage capacity to any other assaults
9	Major Structure Damage	+1 Points	The superstructure takes a hit causing massive systems failure. Units may not enter or leave the fortification until the damage has been repaired. The fortifications armour value is permanently reduced by 1.
10	Troops Heavily Hit	+3 Points	The troop galleries come under fire. 2D6 random units take a hit.
11	Multiple (D6) Fires	+4 Points	Until each fire is put out (repaired) it does one point of damage per fire every rally phase.
12	Catastrophic Damage	-	Roll on table below.

CATASTROPHIC DAMAGE TABLE

1D6 ROLL		DAMAGE	NOTES
1-3	Collapse	Wrecked	The fortification collapses. All troops within are destroyed with no chance to save. Replace the fortification with ruins.
4-5	Ammo Explosion	Destroyed	The fortification collapses. Ammo feeds rupture causing massive internal explosions. All troops within are destroyed with no chance to save. All units within 1D6cm of the fortifications take a hit. Replace the fortification with ruins.
6	Reactor Meltdown	Destroyed	The fortification collapses. All troops within are destroyed with no chance to save. All units within 2D6cm of the fortifications take a hit. Replace the fortification with ruins.

EMPLACEMENTS - 110 PTS

Emplacements are heavy reinforced weapons positions. They are often used as command centres or as strongpoints in defensive lines, linked by trenches or walls. The maximum size for an Emplacement is 60mm square and about 80mm tall. Each emplacement costs 110 points.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	CAPACITY
-	6	2	12	8	8

WEAPON TABLE

WEAPONS (Pick 1)	FIRE ARC	RANGE	FIREPOWER	NOTES
Hvy Weapon Batteries	All Round	45cm	8	-
Mega Cannon	All Round	45cm	(1)	-
Death Ray	All Round	45cm	(1)	-
Heavy Barrage	All Round	45cm	(1)	-

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Systems Failure	+4 Points	All systems fail due to damage. Until repaired no unit may enter or leave the fortification. the fortifications assault value is reduced to 0 and it may not contribute half it's damage capacity to any other assaults.
3	Fire	+4 Point	A fire breaks out inside the fortifications. Until the fire is put out (repaired) it does one point of extra damage every rally phase.
4	Troops Hit	+3 Points	The troop galleries come under fire. 1D6 random units take a hit.
5	Weapons Hit	+2 Points	The fortifications weapons are hit. The weapon cannot fire until it is repaired.
6	Superstructure Hit	+1 Points	The superstructure takes a hit causing systems to malfunction. Units may not enter or leave the fortification until the damage is repaired.
7	Heavy Hit	+0 Points	The fortification takes a heavy hit causing systems to malfunction. Units may not enter or leave the fortification for the rest of the turn.
8	Defences Hit	+2 Points	The fortifications defensive systems take a hit. Until this is repaired the fortification has an assault value of 0 and may not contribute half it's damage capacity to any other assaults
9	Major Structure Damage	+1 Points	The superstructure takes a hit causing massive systems failure. Units may not enter or leave the fortification until the damage has been repaired. The fortifications armour value is permanently reduced by 1.
10	Troops Heavily Hit	+3 Points	The troop galleries come under fire. 2D6 random units take a hit.
11	Multiple (D6) Fires	+4 Points	Until each fire is put out (repaired) it does one point of damage per fire every rally phase.
12	Catastrophic Damage	-	Roll on table below.

CATASTROPHIC DAMAGE TABLE

1D6 ROLL	DAMAGE	NOTES
1-3	Collapse Wrecked	The fortification collapses. All troops within are destroyed with no chance to save. Replace the fortification with ruins.
4-5	Ammo Explosion Destroyed	The fortification collapses. Ammo feeds rupture causing massive internal explosions. All troops within are destroyed with no chance to save. All units within 1D6cm of the fortifications take a hit. Replace the fortification with ruins.
6	Reactor Meltdown Destroyed	The fortification collapses. All troops within are destroyed with no chance to save. All units within 2D6cm of the fortifications take a hit. Replace the fortification with ruins.

FORTIFICATION

by **CARL WOODROW**

Whilst flicking through past issues of *White Dwarf* and some of the older *Epic* rules and publications, I stumbled across an article in the old *Battles Book* discussing fortifications. It occurred to me, particularly after reading Chris Such's rules for *Epic Siege*, that fortifications such as tank traps and razorwire could add a further tactical element to *Epic* battles as well as create a far more interesting terrain to fight over. Plus I grow tired of those cursed *Ork* battlewagons over-running my neatly laid out Imperial defences.

Battles are rarely fought on anything quite as smooth as a nice clear level terrain. In truth most battles consist of short-ranged skirmishes and firefights, or long-ranged artillery exchanges, all often without being able to see the enemy due to the local terrain or other 'line-of-sight' restricting features. Imitating this on a gaming table is virtually impossible (unless you want to make your tables contoured and natural looking which would be quite extreme). There are however a few terrain features that can be added to your battles that are cheap and easy to make, as well as useful for setting the scene and creating an extra gaming challenge.

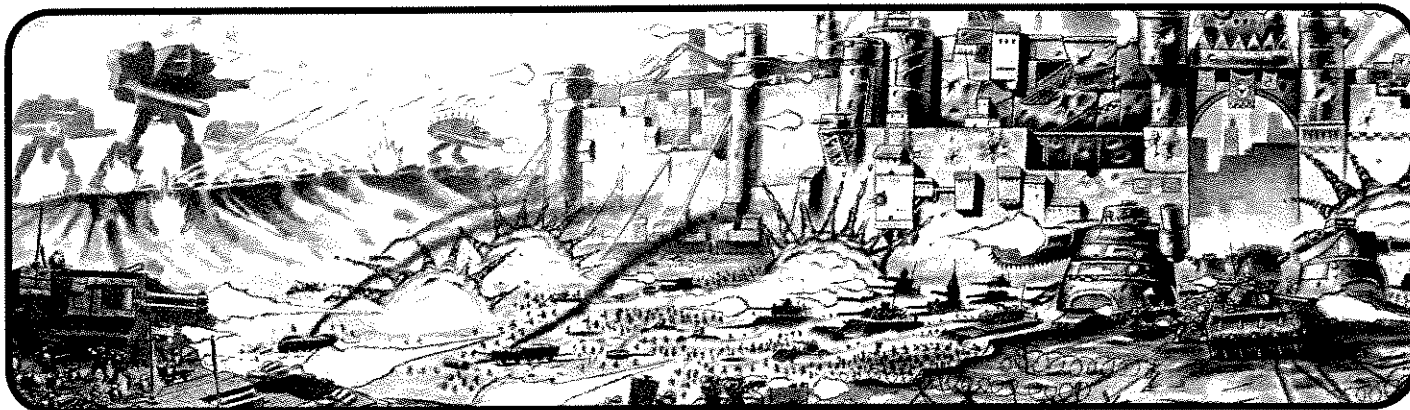
Fortifications

Fortifications can mean anything from a ditch to something the size of the Emperor's Palace. On

average most fortifications fall somewhere between these two extremes and simply mean a wall or a trail of razorwire. For nearly all of my games (both *Epic* and *WH40K*) I use at least some form of fortification as the scenery, such as a row of tank traps or a small bunker. What I hope to show is that creating fortifications is not only easy, but can also make your battles look that much more realistic.

Light Fortifications

Light fortifications include measures such as sandbags, razorwire or even tank traps. These are amongst the easiest pieces of scenery to create and yet look great. In all cases a piece of rigid card is used for the base which is cut to dimensions approximately 3" x 3/4". I then use all-purpose filler to cover the bases to give them some texture



(paint mixed with some sand works equally as well). For the razorwire fenceposts simply cut some small matchsticks in half and space them evenly (3 or 4 to a base is best) by pushing them into the newly applied filler. If they are a little loose apply a small blob of filler to their base to give them a firm foundation. Once the textured filler and posts are completely dry, spray them black or brown to give the paint an undercoat. I often find that because it takes a while for the filler and undercoat to dry I do several bases at once. Paint the base the colour of your choice, scorched brown or goblin green is usually a good start, then once finished dry brush with Snakebite Leather or Golden Yellow to highlight the sandy texture. The fenceposts can then be painted with Boltgun Metal to make them look like metallic pylons. Finally, add some coloured flock or static grass if so desired.

Adding the razorwire is quite simple and can be made using car body filler mesh. This is available from most car part stores such as Halfords and comes in sheets as an aluminium mesh. Using a pair of clippers, cut a single strip along the line of the mesh being careful of the sharp edges. The strip can then be wrapped around a pen or a pencil to create a 'spiral' of razorwire, which once done can be glued to the fenceposts on the base to complete your finished barricade.

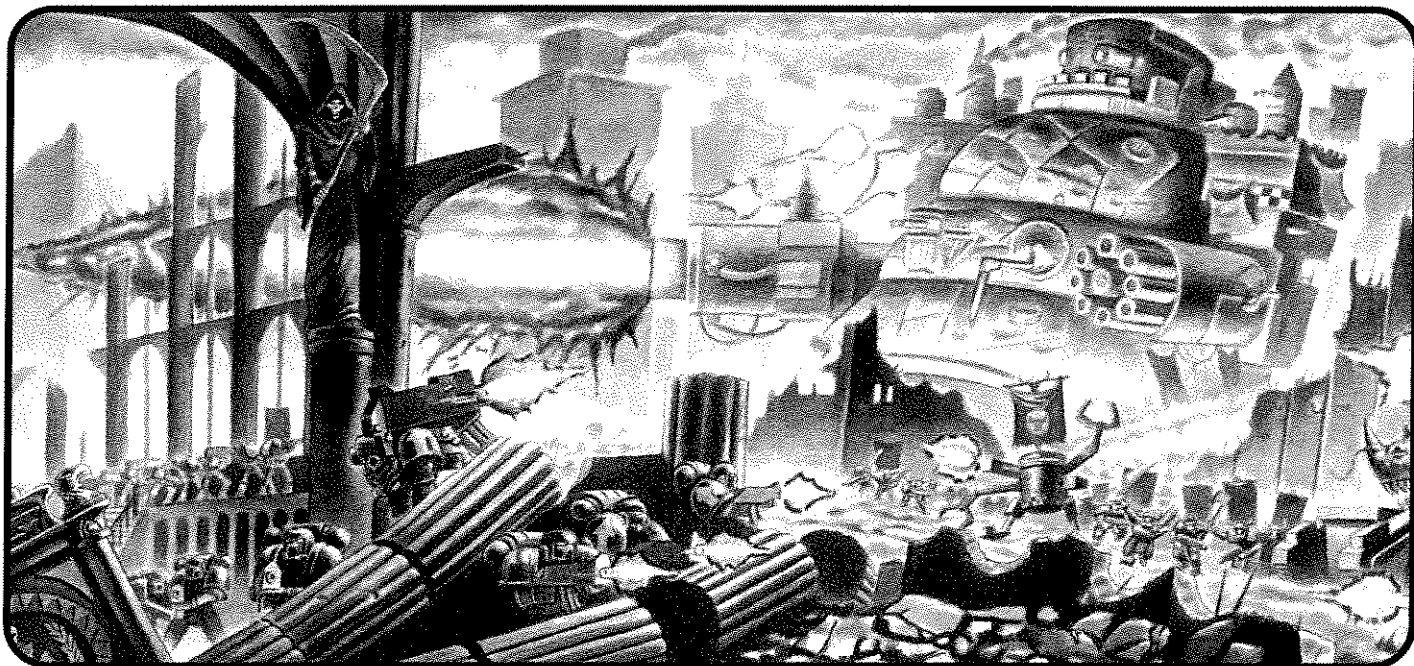
Creating tank traps follows the exact same process above except that instead of inserting fence posts three matches are glued together. These 'tank' barricades can then be glued onto the base and painted Boltgun Metal. If you prefer, razorwire can be added as well creating a combined fortification, or plastic strips can be used to create more realistic looking girders.

Hasty Fortifications

The second category of fortifications I use are what I can 'hasty'. These are the kind of fortifications that are 'hastily' assembled during times of war, such as ditches and bunkers. Ditches are probably the simplest of fortifications to construct and are simple card bases with filler or modelling clay built up around them to create the impression of a trench. The finished fortification can then be finished with some textured paint and drybrushed to highlight. If you want them to match the rest of the tabletop use the same colourscheme or cover the edges with flock. Using this method, long rows of ditches can be quickly created to form sprawling interconnected entrenchments.

Bunkers are also relatively simple to assemble and can come in a huge variety of shapes and materials. One suggestion I heard was to use the empty model blisters as a mould and fill them with plaster to create a rigid sloped hangar like bunker. Once set the outside of the shape can be textured and card pieces stuck to the flat front to create vehicle doors or other such detailing. The whole of the bunker can then be undercoated black with the doors being dry brushed boltgun metal and the textured sides and top painted green then flocked to match the rest of the table.

Another method is to create small square bunkers out of stiff card or even 'foam core card'. It is best to have an idea what you want the finished building to look like before you start, then drawing it onto the card using a pen or a sharp pencil, the dimensions can be plotted accurately. Once the pieces have been cut out glue the walls together and reinforce them with either matchsticks or



small triangles of card glued into the corners.

Once the roof has been added, coat the bunker with textured paint to give a masonry effect. Once dry, undercoat black, then progressively build-up dry brushes of Fortress Grey, Shadow Grey and finally White. Detailing can be added to the top of the roof or the walls using other small components such as Imperial Eagles, banner poles or ventilation units and windows slits (a door might also be handy at this stage).

So how do you use a few of these additional fortifications in your games? It is possible to simply use them as terrain pieces as have them count as difficult terrain for all. However with a little imagination you could come up with some optional house rules such as the ones I have created below.

Razorwire

Counts as difficult terrain for all infantry and vehicles other than Super Heavies and War Engines/Titans. If a vehicle opts to pass through razorwire you must roll a D6 for each vehicle passing through it.

D6	Effect
1 - 2	The razorwire has wrapped itself around the wheels/tracks/legs of the vehicle and permanently immobilised it for the rest of the game. The vehicle may fire as normal, but may not move again during the course of the game. If troops are onboard, they may disembark either side of the barrier at the player's discretion.
3 - 4	The vehicle has successfully passed through the barricade with no difficulties
5 - 6	The vehicle has passed through the barrier with no difficulties, in addition the razorwire has been completely crushed and is now ineffective. Remove the razorwire terrain piece, as it plays no further part in the battle.

Tank Traps

Tank traps count as impassable terrain to all vehicles, and difficult terrain for Super Heavies

and War Engines/Titans*. Infantry can pass through Tank Traps with no penalty as it is assumed that they will simply step around the obstacle. If you have included razorwire with your tank traps on the same terrain piece then you must choose which fortification it represents. A fortification cannot be both a tank trap and razorwire at the same time.

**Tyrannid Bio-Titans ignore tank traps as they are agile enough to step through/over them and suffer no movement penalty.*

Bunkers

Infantry occupying a bunker receive the same cover bonus as if they were in hard cover. In addition infantry assaulting a bunker ignore any blast marker bonuses when calculating assault modifiers. It is assumed that the protection of the bunkers walls will negate any effect blast markers will have on the defending units.

Trenches: trenches provide infantry with additional cover and count as hard cover for the purpose of hits and saving throws. In addition although vehicles may pass over trenches with no penalty (the trench is too narrow to cause any real problems to most tanks), each vehicle must roll 2D6. On a roll of double 1 the vehicle has been attacked by troops hiding in the trench as it passed overhead. Using meltabombs or other such anti-tank munitions the vehicles vulnerable underside is hit and the vehicle is destroyed with no save**.

**Exceptions: Super Heavy tanks roll for a single hit on their critical hits table and War Engines/Titans are not effected (they are just too big) and so don't need to make this roll.*

*** Note: infantry stands do not have to occupy the trench to get this attack, it is assumed that the attack is made by a saboteur or foolishly brave soldier who has stayed hidden until the last moment.*

Hopefully I have given you just a few ideas on how fortifications can be quickly created for a very low cost.

Don't forget, if you have any ideas about building Epic terrain pieces, then why not write about it and send it to us for inclusion in the next issue of Firepower.

Happy building!

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

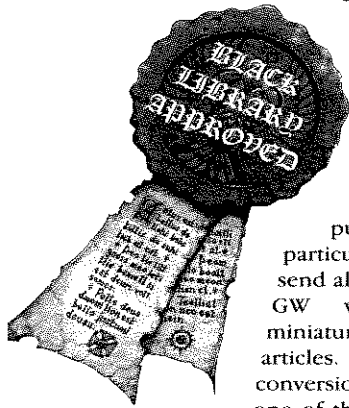
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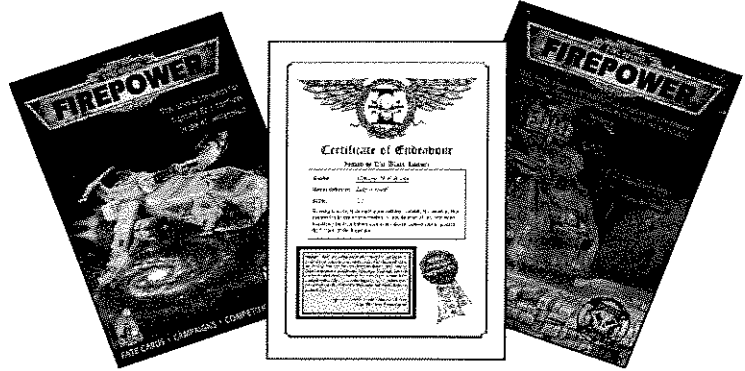
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6. See your name in lights!



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



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IMPERIAL TUNNELLERS

by **CHRIS SUCH**

'The Governor stood deep within his command post. Without warning, the ground began to shake. Looking out across the main hangar he saw the floor began to break up. Through the broken shards of plascrete, massive screws appeared followed by the bodies of various sized digging machines pushed forward on massive thrusters. With a venting of gas, locking bolts fired clear of the vehicles to allow their contents of assault troops to disgorge directly into the heart of the fortress.'



There are times when the best way to deploy troops is from underground. When this is the desired course of action, specialist tunnelling vehicles are deployed. The most common are the Mole and the Termite. While these vehicles are maintained by the Imperial Guard they are used to deploy both Imperial Guard and Space Marines.

These rules were written using information from a variety of sources.

These rules are for those gamers out there who already have a Hellbore, as the model is no longer available through Mail Order. If you want a Hellbore then you'll have to keep a lookout on bring and buy stalls, or scratch build one.

Rules

Termites, Moles and Hellbores operate exactly the same as Drop Pods, (see Scenario Special Rules) the only difference is that the Termite, Mole or Hellbore that replaces the Drop Pod counter remains on the tabletop and may continue to act as a normal detachment or war engine. Before deploying Tunnellers make sure that you have clearly indicated which units are occupying which vehicles.

Like Drop Pods Tunneller detachments always count as Reserves.

Termites, Moles and Hellbores do not count as Drop Pods in Planetary Assault scenarios, but may be deployed with their free transport vehicle.

Imperial Tunnellers

Unit	Mv.	Rng.	FP.	Ass.	Arm.	Notes
Termite	10 cm	n/a	0	1	6+	Transport (1), Rampage, Tunneller
Mole	10 cm	n/a	0	3	6+	Transport (4), Rampage, Tunneller

HELLBORE

The Hellbore belongs to the Imperial Guard Hellbore Company and costs 300 points. The Hellbore is a tunneller and is deployed using those rules. The Hellbore model comes in two major sections: the Hellbore torpedo and the launch vehicle. The rules given here are only for the torpedo. Just use the launch vehicle as a (very nice looking) piece of scenery.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
10cm	6	-	6	16	12

WEAPON TABLE

WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
2 x Hvy Weapon Batteries	All Round	15cm	8 each	-

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Heavy Hit	+0 Points	The Hellbore is immobilised for the rest of the turn.
3	Thrusters Hit	+1 Point	The Hellbore is immobilised until the damage is repaired.
4	Weapons Hit	+2 Points	One weapon battery may not be fired until repaired.
5	Screws Hit	+2 Points	The Hellbores assault value is halved until the damage is repaired.
6	Hull Hit	+3 Points	The Hellbore is immobilised for the rest of the turn and it's armour is permanently reduced to 5+
7	Thruster Destroyed	+3 Points	The Hellbore is permanently immobilised.
8	Transport Decks Hit	+3 Points	The Hellbore is immobilised for the rest of the turn. D6 random units being transported take a hit. Any surviving units must dismount next turn.
9	Fire	+4 Points	The Hellbore moves at half speed and suffers an extra point of damage at the end of each rally phase until the fire is put out (repaired).
10	Multiple Fires	+4 Points	D6 fires break out (See above).
11	Systems Shutdown	+4 Points	All the Hellbores systems are damaged by the hit. The Hellbore is immobilised and may not fire any weapons until the damage is repaired.
12	Catastrophic Damage	-	See table below.

CATASTROPHIC DAMAGE TABLE

1D6 ROLL	DAMAGE	NOTES
1-3	Internal Explosions Wrecked	Internal explosions rip through the Hellbore, killing all the crew and leaving it a smoking wreck.
4-5	Ammo Explosion Destroyed	The Hellbore is destroyed by a huge ammunition explosion. All its crew and transported troops are destroyed as well. Roll a D6 to hit any units within 5cm of the Hellbore.
6	Reactor Explosion Destroyed	The Hellbore is destroyed by a huge reactor explosion, leaving the wreck a blazing inferno. Any units in base contact take D6 hits. Roll a D6 to hit any units with 2D6cm.

IMPERIAL TUNNELLER COMPANY

Command

You must choose a commander

1 Detachment HQ +25 points

Any one main force unit can be made into the HQ unit by paying the points cost indicated

Main Force

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

Mole 20 points per unit

Consists of 1 Mole

Termite 14 points per unit

Consists of 1 Termite

Chain of Command:

HQ> Mole> Termite

IMPERIAL HELLBORE COMPANY

Command

1 War Engine HQ (see notes)

1 Detachment HQ +0 points

The Hellbore is it's own HQ

Main Force

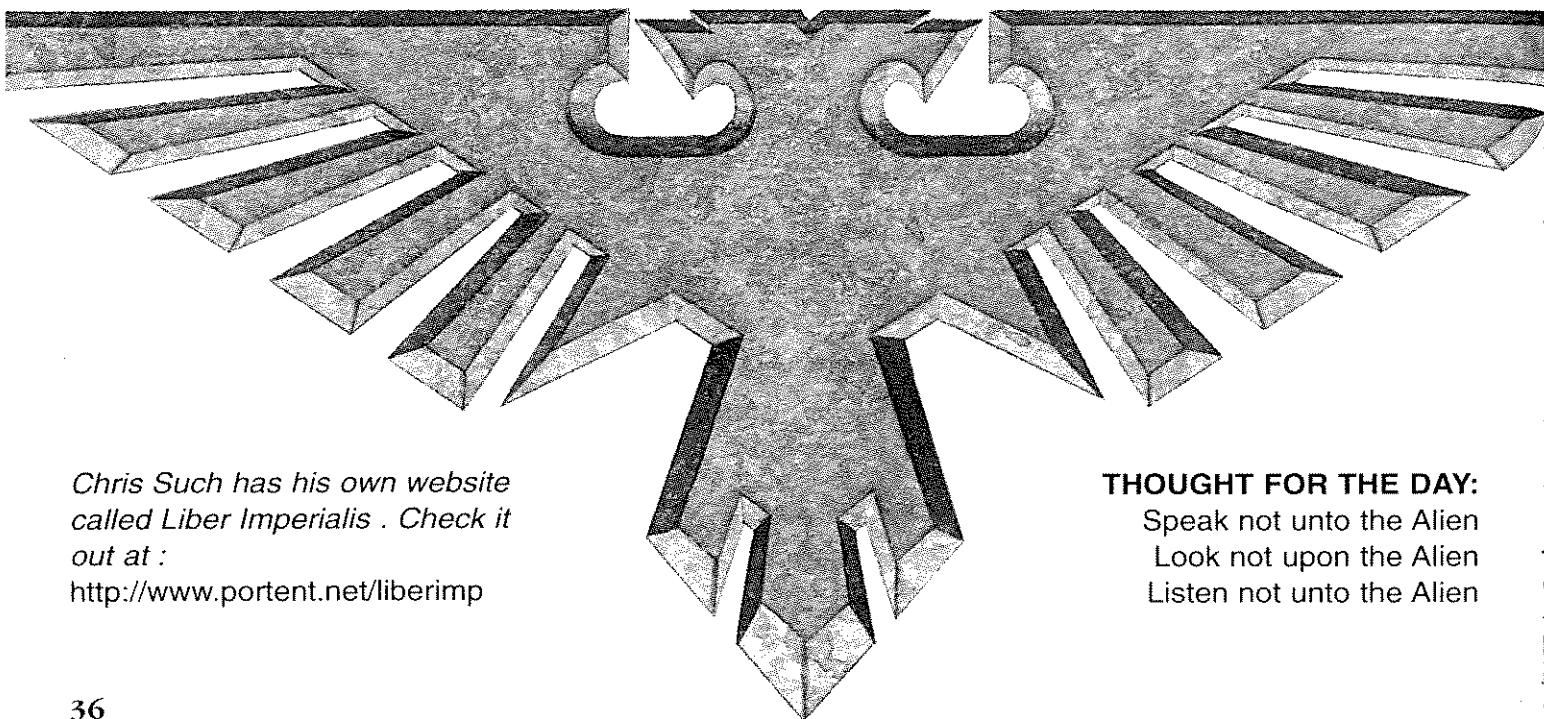
Make 1 choice only.

Hellbore 300 points per unit

Consists of 1 Hellbore

Chain of Command:

Hellbore



Chris Such has his own website called *Liber Imperialis*. Check it out at :
<http://www.portent.net/liberimp>

THOUGHT FOR THE DAY:

Speak not unto the Alien
Look not upon the Alien
Listen not unto the Alien

Write in with your opinions to:

Mailbag

The Journal Bunker, Games Workshop,
Willow Rd, Lenton, Nottingham, NG7 2WS.

If you have any comments or questions about Epic 40,000 or Firepower then write to the Mailbag.

ELDAR ASPECTS

I am a veteran Epic gamer. I have played the first version of Space Marine, and all other of its manifestations. I am still capable of fielding 15,000 or more in most of the Epic armies. Just recently I purchased Epic 40,000 and I was impressed until I got to the Eldar army listing, to be more specific the Aspect Warriors and the Exarchs. In the listing you make the Dire Avengers the same as the Striking Scorpions and

Howling Banshees. I also play Warhammer 40K and the Aspects act nothing like each other. Also Exarchs in Epic 40K are treated just like regular Aspect Warriors except they get the assault special ability. Exarchs are Aspect Warriors trapped on their path and fight with ancient weapons and armour. I think an Aspect Warrior unit with an Exarch should have better stats and have the special ability of the Aspect of the unit plus the hero special. Yes I know I sound insane, but Exarchs are heroes to the other Aspect Warriors, held in fear and awe by the others. In this letter I have

included a list of what I believe would better reflect the abilities of the Aspect Warriors and Exarchs. Before you toss this letter in the trash, try a few games with these listings and see if they seem balanced. If you decide that they are fair and don't massively unbalance the game and would like to use them, then by all means use them. I have passed these listings on to other Epic Veterans and they also felt that they better represent the Aspect Warriors and Exarchs.

**- Ryan Mick,
Sacramento, CA**

EARTHWORKS ARE EASY!

Epic 40K has inspired my terrain building mania like few other games. I have often thought about making entrenchments and redoubts for my other armies, but the lavishly produced Battles Book really got the creative urges flowing! One of the things I did was to make several feet of earthworks and fortifications for those Dawn Assault and Blitzkrieg scenarios. They went together amazingly quickly, and this is how I did it.

You will need:

- o Many wooden popsicle sticks.
- o Coarse sand of varying size
- o Lengths of thick wire, about 10-12mm long. 4 to 6 per posicle stick.
- o White glue
- o Fine wire
- o Superglue

- o Paints
 - o Flocking
- Step 1: Each popsicle stick is a section of earthworks. Or you can cut them in half if you want shorter bits. On each stick lay a zig-zagging bead of white glue and cover with sand. Soldiers always dig their trenches in a zig-zag so

They're are so easy you can quickly make enough to cover the breadth of your table.

that they can set up crossfires and an enemy cannot shoot down the length of their trench.

Step 2: While the glue is still setting up, press about 4 to 6 pieces of wire in between the grains of sand. Reinforce with extra glue as needed. Spread them evenly along the length of the section, with one at each end. These will be the posts for the razor-wire.

Type	Spd	Range	FP	Ass	Arm	Special
Dire Avenger	15	15	1	4	4	
Swooping Hawk	15	15	1	4	4	+Jump Packs
Warp Spider	15	15	1	4	4	+Jump Packs
Dark Reaper	15	15	1	4	5	+Heavy Weapons
Striking Scorpion	15	0	0	5	4	+Assault
Howling Banshee	15	15	1	4	4	+Assault
Exarchs	15	15	2	4	+1	+Hero, +Aspect type

Mailbag

Step 3: Once the glue has dried spray heavily with black paint.

Step 4: Take long lengths of the fine wire and coil it around the end of a paintbrush to make long coils of razor-wire. I got my wire from pulling apart a piece of aluminium window screen. Use the superglue to glue the razor-wire coils to the posts and tops of the sand ridge. Looping the ends of each length will hold them in place.

Scrunching and twisting the wire a little will give them a tangled look too.

Step 5: Dry-brush over the sand with an earth brown. I also painted one side of the base a solid earth brown so that I knew which side of the wire the trench was on.

Step 6: Spread more glue along the side of the base that is still black and cover with flock.

You're done. They're are so easy you can quickly make enough to cover the

breadth of your table. Using spare bases you can make gun emplacements or revetments for tanks to hide in.

- James Mantos, via email.

STREAMLINING

I have finally gotten around to writing a bit about Firepower. I've been playing this game since the early days of Adeptus Titanicus.

There's plenty of good stuff in Firepower, this is the sort of thing I wanted to see in Citadel Journal. But if Firepower becomes the equivalent of CJ purely for Epic stuff, then that's okay. I was particularly pleased to see the Squat army list in FP1. I still have a good collection of Squats in both Epic and 40K.

Down In The Vaults was a real nostalgia trip for me. I still have all 6 'beetle' Titans from the early days and a lot of Marine and Ork sprues from the 1st

edition Space Marine box.

It was Gav Thorpe's Machines of Destruction that finally prompted me to write this letter.

Referring back to an old WD, we find "A common Warlord variant is the replacement of the head

Down in the Vaults was a real nostalgia trip for me. I still have all 6 'beetle' Titans from the early days.

of the Titan with a Deathstrike centre line macro-cannon mount. The Titan's crew reside in a carapace-mounted fire control tower " I thought this was so cool, I fitted a Deathstrike cannon and a control tower to one of my Titans.

And then you changed the rules. Now we get "Most commonly, the central command centre in the Titan 's head was replaced by a secondary weapon system, and the command crew worked in

a small con-chamber further into the Titan's carapace." The game has suffered through so much 'streamlining' already, why did you have to change that bit?

Okay, sorry, end of rant. I like Firepower. I'd like to see it appear more often. But some of us enjoy the earlier versions, and we're tired of being banished to the wastelands if we don't like the new game.

Sometimes we still want to play a few games according to the previous rules, after all they represent a serious investment of time/money/effort/paint/blood/sweat/tears/beer/curry/whatever. Surely building an army for a previous version of a GW game still requires the purchase of more miniatures, even if we do need to get them all from Mail Order? But does Firepower want our input?

- Steve Kerry, Hull.

This raises some interesting points. To

answer your last question first, Firepower is a magazine for Epic 40,000 players, so that's the game we cover, in same way as you won't find rules for Man-of-War or

Necromunda either.

Space Marine is a fine game, and if you enjoy playing Space Marine then you should play it. It's your hobby you don't need permission.

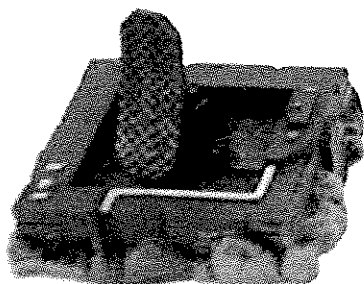
Thirdly, with regard to the 'Machines of Destruction' comments, if you don't like the current rules for macro -cannons, then you could always write your own version, to suit your own ideas of how a Titan might operate. In fact we'd like to see them. Firepower would like that kind of input. - Ed

If you have any comments on Steve's or any of the other letters, or anything else in this issue of Firepower then write in and let us know.

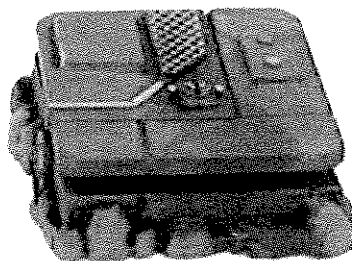
Hot from the Forges

We've got objectives to brighten up any Epic battlefield, and Tyranids by the bucket-full...

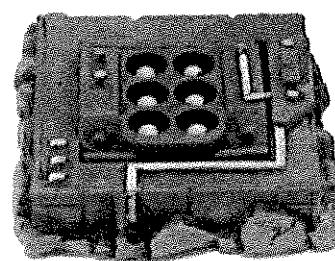
EPIC OBJECTIVES



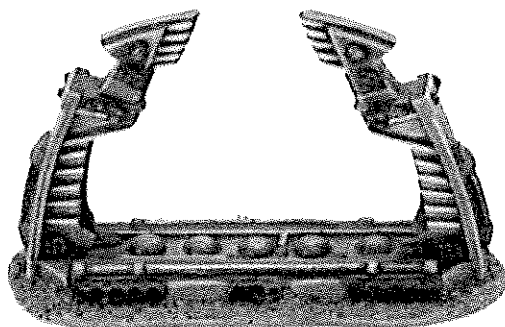
Communications Bunker £2.50



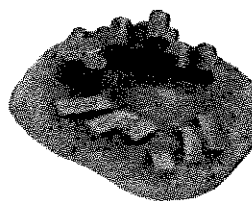
Command Bunker £2.50



Missile Silo Bunker £2.50

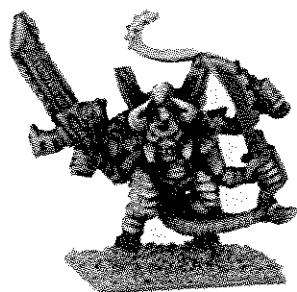


Eldar Warp Gate £2.00



Fuel Dump £0.50

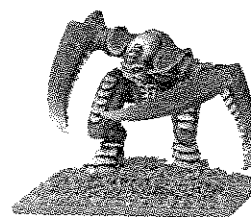
TYRANIDS



Hive Tyrant £1.75
3 variants



Zoanthrope £1.75
3 Body, 4 head variants

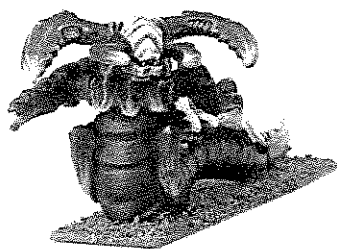


Carnifex £1
4 variants

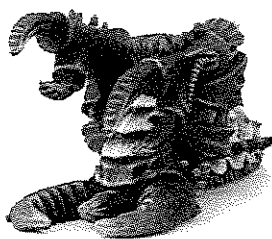


US 1-800-394-GAME

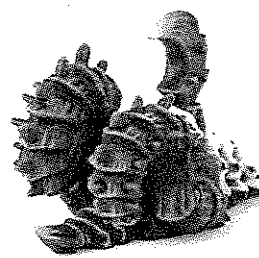
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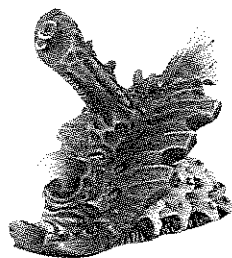
Assault Spawn Trygon £1.75
3 variants



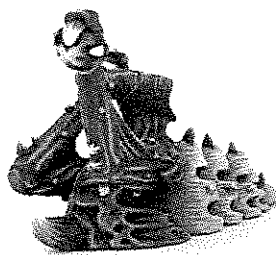
Assault Spawn Haruspex £1.75
3 variants



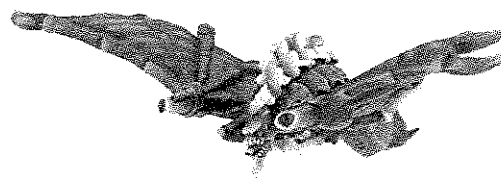
Assault Spawn Malefactor £1.75
3 variants



Exocrine £1.75
3 variants



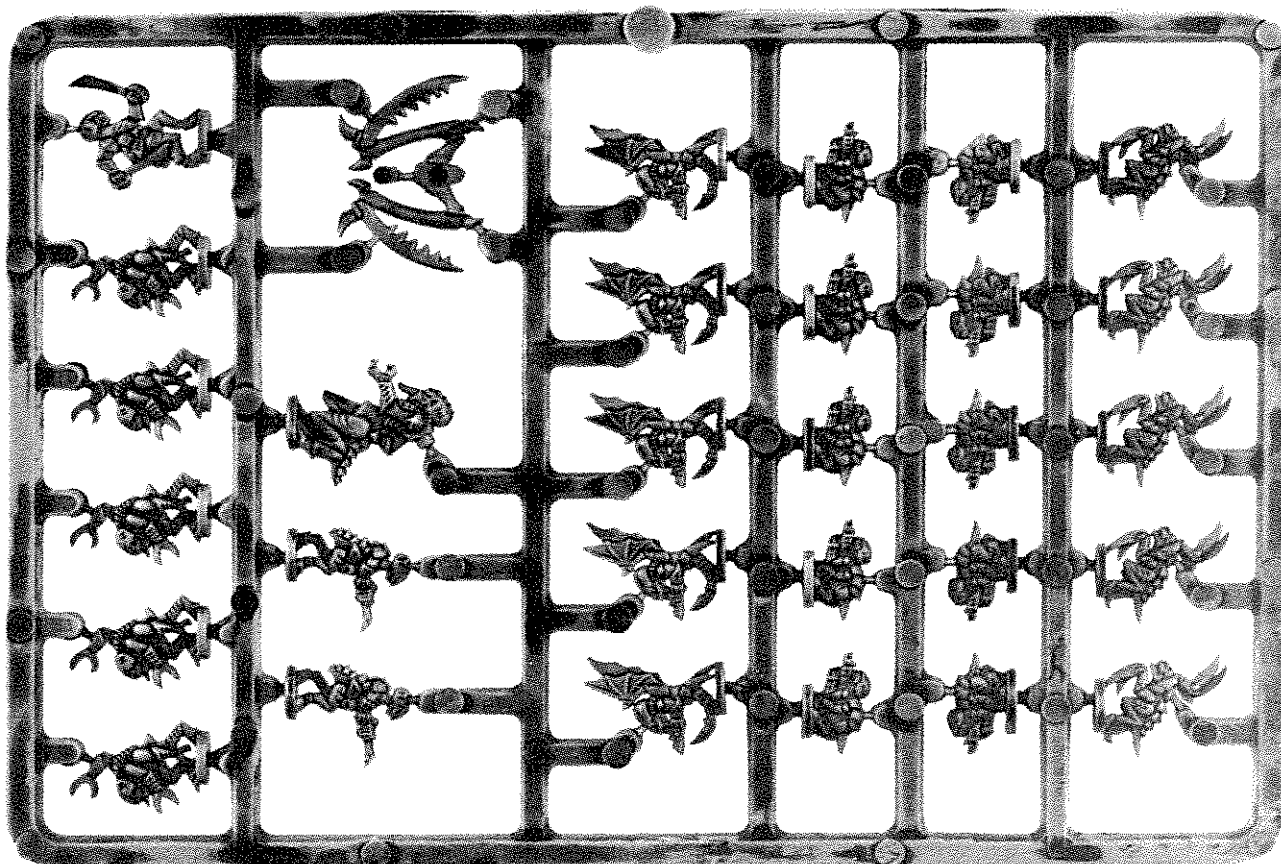
Dactylis £1.75
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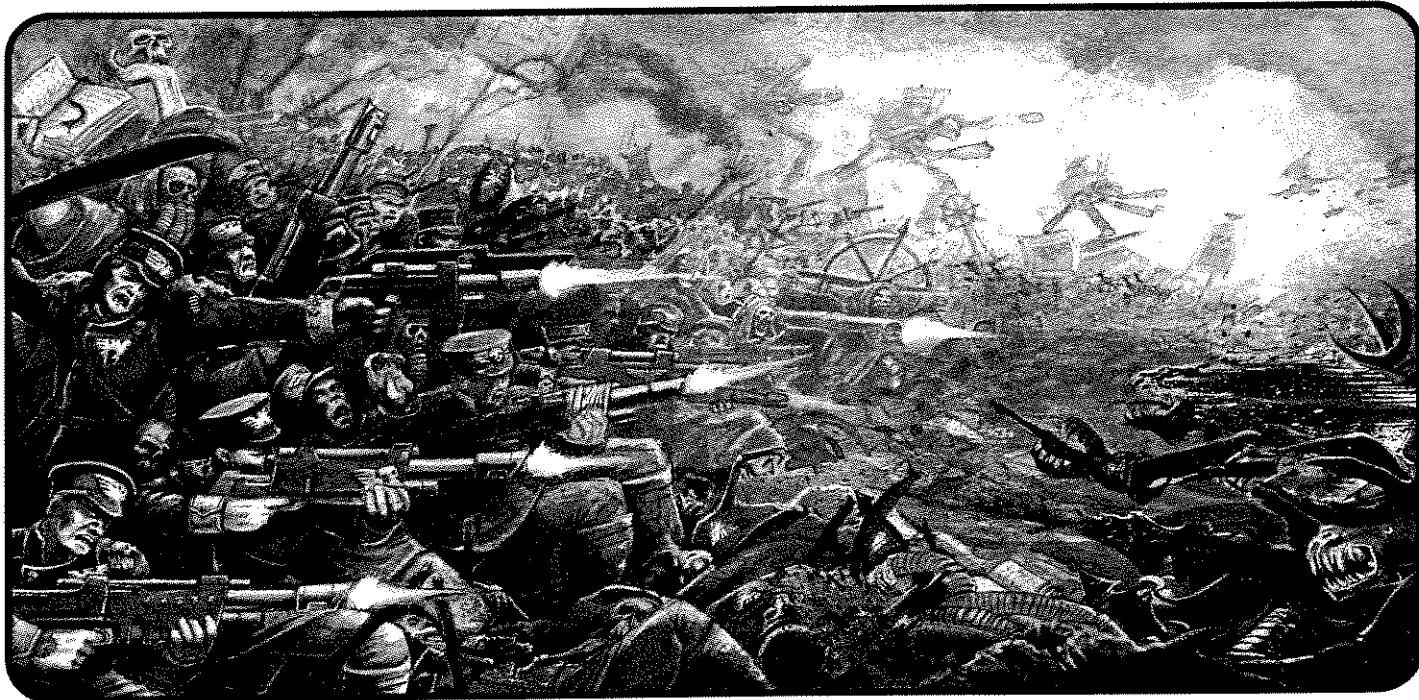
Harridan £5

TYRANID SWARM SPRUE

Sprues £5 each



Sprue contains: 3 x Tyrannid Warriors, 1 x Lictor, 5 x Genestealers,
10 x Termagants, 5 x Hormagaunts, 5 x Gargoyles.



THE THINKING MAN'S ABATTOIR

by 'BIG' PETE

Epic 40K has been around for a while now and in my humble opinion merits a great deal more attention from the playing public than it seems to be getting. The system has several very strong features, the main one for me being that the best player wins more frequently in Epic than in any other GW system. There is very little scope in Epic 40K for the kind of beardy army-tuning that has been the talk of the letters page of late. This means that if you have a tactically sound plan and execute it well you will not be foiled by the sudden deployment of the Black Gem of Gnar or by a Bolt of Change with Total Power directed at your general. There are NO get out of jail free cards in Epic 40K.

Because there are no cheap tricks in the Epic system one can delight in victory because if you win the chances are you will have thoroughly deserved it.

'Big' Pete is the long time friend of Andy Chambers, and Andy's regular opponent throughout the Piscina campaign. He is the author or co-author of several articles for White Dwarf and the Citadel Journal.

Now before anyone starts quibbling let me clarify that keeping a poker face while telling your opponent that his battle wagons have got a range of 5cm and only get to shoot at your Land Raiders on Shrove Tuesday IS a cheap trick, amusing granted but still cheap. So ... any variant on the unofficial rule amendment, in the margin, in crayon applying only when you want it to should be considered not only beyond the pale but in a just society punishable with a cod-piece full of buzzer squigs.

As with any miniatures game there are three levels at which you must be competitive in your thinking.

Logistics. What troops to use and how to organise them

Strategy. What is your overall plan and how will you execute it

Tactics. How you will respond to detailed problems set by your opponent and get the very most you can out of your troops on a turn by turn basis

I will deal with each of these topics in turn.

Logistics

In Epic there are 5 armies to choose from not counting the odder ones in the Firepower supplement (no I'm not going to list them - if you don't know them you are already well on your way to being war game road kill and beyond my help) but that is not a limitation, its a challenge. Every single one of the armies in the game CAN be competitive with a bit of wit, guile and luck. Moreover every one can be personalised in a number of ways to reflect your own preferences, make a meaningful statement about the kind of

person you are and STILL be competitive.

This is the real challenge of army selection. It is not enough to just come up with something effective, with time or plagiarism anyone can field a theoretically effective army. If you want some kudos come up with something that is effective, original and consistent with the background of the 40K universe.

The easiest way to create an instant theme army is to pick a race and immediately put a line through at least half of the equipment available to it thereby limiting yourself to a much smaller subset of troops. Not only does this focus the mind wonderfully but it ensures that the scope still exists to build another version of the same army using those items that you eschewed first time around. This kind of variety turns the five basic armies into about 20 different variants.

Time for an example. I use Imperium when playing Epic, for my Imperium army I decided to limit what I used in order to create a theme. I therefore decided to focus entirely on Space Marines as this was the army I used in Warhammer 40K and I was keen on fighting campaigns which combined the systems. Fortunately I had already decided on a modus operandi for my Chapter - The Harbingers - that involved them being planetary assault and urban assault specialists. So if it couldn't be delivered by drop pod I didn't want it. Andy Chambers gave me some key facts - notably that a Marine Battle Barge could carry about 4 companies and I started designing from there. What I ended up with was a Space Marine army that didn't include any tanks whatsoever and which relied on dropping on to objectives and holding them against all comers, the only 'vehicles' were :

- Dreadnoughts which really came into their own with no fast tanks to compete with.
- Support Weapons that provided some much need flak and anti-tank capability.
- Land Speeders which compensated for the lack of ground speed elsewhere.

Now it may seem that I was tying one hand behind my back but in practice this decision allowed me to be totally focused on how to use my army rather than worrying about what to include in it. After a few games my detachments were nicely optimised and I knew exactly which to use against any opponent in any scenario. As I expected the win ratio I was able to achieve was completely satisfactory because my army had a method which it executed well.



The alternative to a theme army is to use a bit of everything. I call these photo-fit armies. They include a series of the most obvious detachment designs bolted together to create an army that cannot do any one thing particularly well but a number of things poorly. The worst thing is that they are predictable and any half-decent player will have a standard operating procedure for beating them. Originality is the key to surprise, surprise causes uncertainty, uncertainty leads to mistakes, mistakes lead to being mercilessly thrashed and then mocked to the point of deep trauma - and we don't want that now do we ?

As an example of a predictable photo-fit detachment - anyone out there with an Imperium army with a big artillery detachment protected by hydras ? Thought so - I have seen this stacks of times and after the first few games have had no trouble with it at all. Not because it isn't dangerous but because I have developed counter-measures that make this kind of detachment morale points on the hoof, and often juicily large morale points to boot. A detachment of Devastators and Support Weapons dropped more than 30cm and less than 55cm away is all that is needed. They simply advance into 45 cm range and fire, the artillery detachment is rarely more than 10 or 12 models strong so kill 5 or 6 and you have them. Easy, if you have thought it through beforehand and react quickly.

The problem with this type of photo-fit detachment is having spent 400 to 500 points on a big artillery detachment (lets assume we're playing 2000 points) a lot of players attempt to choose other detachments to give them a balanced force. TOO LATE ! You have just put 25% of your points into a numerically small extremely slow support unit that needs to be protected from virtually everything. An expensive detachment like this has already set the theme for your army, the rest of your points simply have to be spent strengthening the theme not pretending it doesn't exist.

Strengthening the theme does not mean having another big artillery detachment (although it might), it means coming up with a way of spending the rest of your points in a way that stops your opponent focusing on destroying your prized artillery. A good option I have seen used is to front up the army with large powerful armoured detachments, each with lots of Leman Russ. When facing these detachments you really want to have a go at the artillery but the prospect of the tank detachments closing to 45cm and going on overwatch is just so scary that you mass everything to stop them, which naturally enough means the artillery remains untouched and can shell at will. I call this 'rabbit in the headlight' syndrome. The opponent is intimidated into

addressing the most immediate threat and misses an opportunity as a consequence.

There are some obvious errors you can make when selecting your army : -

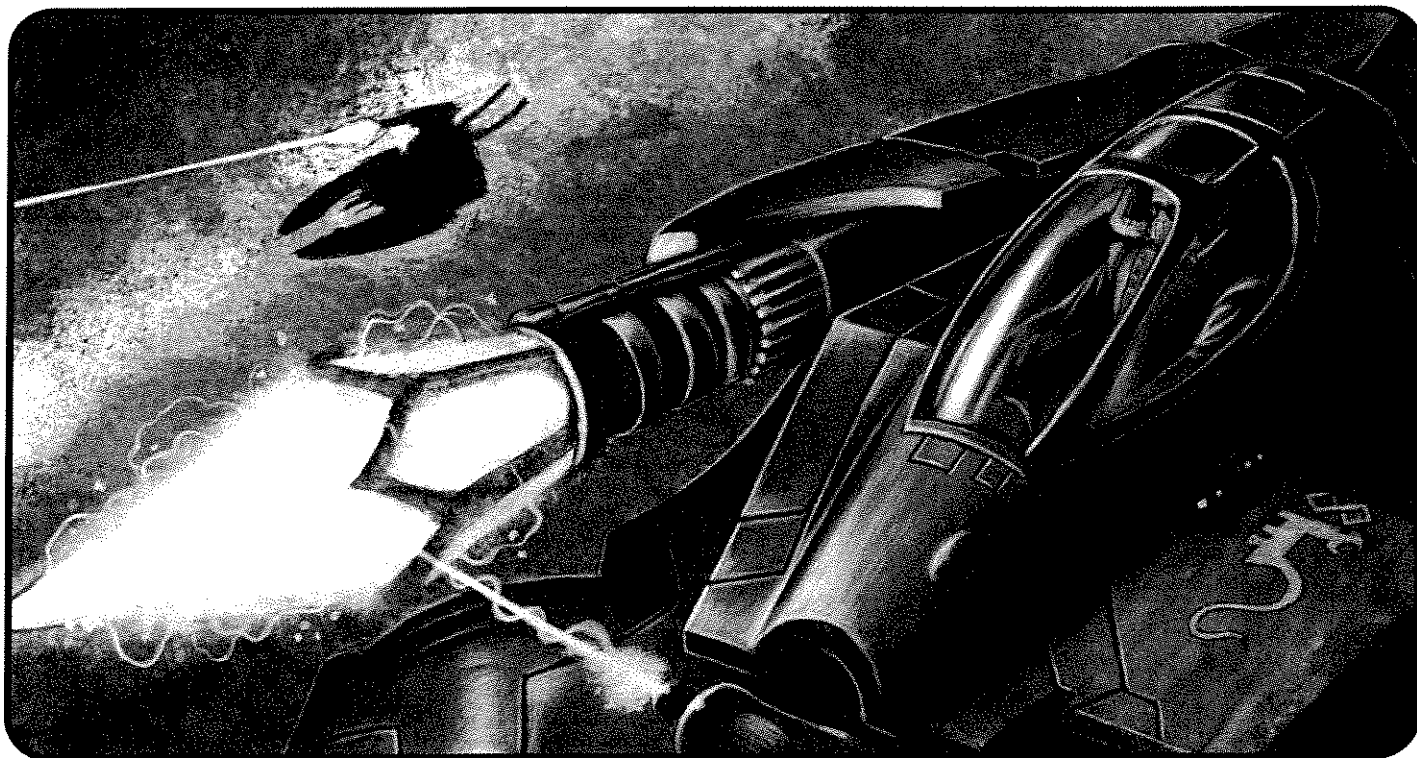
- mixing very fast troops and very slow troops in the same detachment,
- combining troops whose preferred special orders are contradictory, for example mixing Assault Marines and Devastators, half of the detachment wants to assault, half wants to go onto overwatch, result - neither job gets done right;
- finally changing your detachment compositions on the basis of a single poor showing will result in madness, let your army bed down for a while, take your lumps in the short term and get it definitively right in the medium term.

So in summary

1. Be original within the parameters established for the game background.
2. Don't try to fit everything in the same army.
3. Design your detachments to do a particular job well.
4. Don't change everything at once if you lose.

Strategy

By this time you will have a list of detachments worked out and hopefully a preferred approach. This provides the basis for your strategy for the particular enemy you are facing. Have a look at what the enemy can use and try to identify what their typical detachments will be, obviously if you have played the particular opponent before you will have a lot more clues but even sight unseen you can work out what is potentially their more effective combinations, you can then prepare a means of dealing with each, I refer to these plans as 'match-ups'. A match-up is a way of defeating an enemy detachment with minimal risk and preferably using less points. You should always try to go into a game with about half a dozen favourable match-ups and then look to achieve them as the game progresses. The advantage of having them worked out in advance is that you are playing with clear objectives in mind so that when an opportunity arises you can exploit it immediately because you KNOW how it will work out. A good example of this is a match-up I always look for when facing Chaos armies which utilise Daemon detachments. These detachments are fast, have an invulnerable save, huge assault values and frequently are loaded down with Psykers. They should be lethal BUT ... take a



couple of small detachments of Land Speeders, wait for the assault phase and rush forward and fire fight them. They have no firepower so you will be at +4 all other things remaining equal, may kill one, will inflict a blast marker and will make them run off. On occasions I have managed to isolate this type of detachments with a big Land Speeder wing, surround it and destroy it at no risk whatsoever. Suddenly the lethal assault detachment that the Chaos player thought would win the battle has been turned into a victim and his entire game plan is ruined for no reason other than you were ready for it.

Strategy also covers choice of objectives. Sitting on 4 take and holds brings in an average of 8 morale points which means you could lose a detachment of 400 army points that move and not care (beyond basic sympathy for such a criminal waste of sentient life that is). The point is that objectives are worth having and all manoeuvre should be aimed at securing your own and denying the enemy theirs. This is called maintenance of the aim, if you are going to forget about objectives the moment the shooting starts you are missing out on a good way of either completing a victory or staving off a defeat. During the Piscina IV campaign I fought a battle against Andy Chambers Orks where I committed my troops to a meatgrinder action to secure my own objectives and completely omitted to prevent him securing his. Whilst my attack went well and piled up masses of blast markers on the Orks the points that a seemingly harmless Kult of Speed accrued by sitting on a few take and holds kept the Ork

army up and running long after it should have staggered off to the Dok's for replacement body parts.

I find that getting to objectives early is key. Before detachments start getting vaporised for fun and profit you can use objectives to open up a morale point gap between you and your opponent - this then puts the pressure on them to do something as a straight attritional contest will get them nowhere. Much of this effect is psychological - a good player will not worry about being 5 points down at the end of turn 1 but if you don't ask the question you will never know for sure.

Depending on scenario there are basically two situations with respect to objectives - first where the enemy is virtually certain to be between you and your objectives (Dawn Assault, Blitz, Meeting Engagement, Planetary Assault) and second where you get a free run (Escalating Engagement). In the latter case turn of speed is all that is required coupled with the awareness that the enemy will be looking to do the same thing. In the former case you have to be a bit more subtle. Whatever happens don't place objectives so that it is easy for the enemy to guard them.

Small fast detachments moving from cover to cover or down the flanks or even exploiting a gap with a March move are all great ways of getting to objectives, similarly drop pods and transport missions can do the job. Alternatively if you want the opponent to come to you put all your objectives together, mass your army in front of them and double-dare them to stop you.

Your strategy should determine what objectives you plan to place and how you will go about securing them. For each objective you should be prepared to start pocketing the points ASAP. As objectives vary by scenario its difficult to be too specific but the following should help to get the brain cells working.

Take and Hold

The best value objective-wise as they keep racking up victory points turn after turn, unfortunately they can pin a unit in a disadvantageous position. Consequently I prefer to use small detachments to secure objectives, preferably in the assault phase when there is no shooting to worry about and large detachments to cover the area and prevent the enemy sitting on them.

Capture

A nice objective as depending on the game situation you can use it to bolster your own score or push the enemy to defeat. These are one-shot disposables so I tend to wait until taking them does the most good rather than just grabbing them. If the enemy is down on morale points they may disengage and force you to chase them which can be risky, better to let the opponent think he's doing better than he is and that you are soooo frightened of his detachments that you don't dare go for the objective, take the resulting extra turns firing to break something THEN take the capture in the assault phase and finish him off.

Rescue - can be useful as the rescuee can be nabbed quickly and carted around for the rest of the game scoring points for you and costing the enemy. Remember that this objective can be used by the enemy though and keep it safe. If you ever let the enemy nab the rescue marker then you should hang your head in shame.

Bunker

A personal favourite of mine. If you expect to be slower than the enemy and expect to get picked off as they nimbly zip around you then this is the objective. If you can get into shooting range then you can score points. These are great in Blitz and Dawn Assault as they force the enemy to contest the bunkers with you rather than defending where they want and the points can be picked up almost at will. As with capture I don't rush to blow up the bunkers if delaying encourages the enemy to move other targets up to within range of your carefully selected fire positions full of over-watching troops.

Cleanse

I must confess I don't like using Cleanse

objectives but in some scenarios these are all you get. The most important thing is that using cleanses does not mean you can just sit on them and surrender the initiative entirely to the enemy. Static defence is poor defence, as objectives they are only worthwhile if you are simultaneously denying the enemy his own (more lucrative) objectives. If you have 4 cleanses and the enemy has 4 take and holds you will probably lose (you are getting 4 points a turn, he is getting 4 to 12) so concentrate on keeping the enemy away from his objectives and pick up the cleanses as a bonus. This is the one circumstance where I would advocate putting greater emphasis on denying the enemies objectives rather than securing your own. Generally it is better to make your opponent dance to your tune but when you are facing a blitz with only one detachment there may not be a lot of options open. Needless to say when placing hidden unit counters make sure that they are near enough to pick up the Cleanse objectives, not scoring the points due to a lack of concentration is unforgivable.

Tactics

There is so much that could be said about detachment tactics in Epic that I will hit retirement age before I finish. Consequently I propose to deal with the main points through presenting a series of cardinal rules. These cover the main principles and if you bear them in mind you won't go far wrong.

Remember you have worked out your match-ups and are looking to achieve them, you have picked your objectives carefully and are ready to grab the points as required. Now you are mostly concerned with the detail of how and when to go for it.

The 'when' is critical. The sequence of play is the most important thing in any game system. Master this and you will have a major edge over anyone that does not. This is especially true in Epic because of the way that initiative is decided by phase. The theory here is quite complex but can be summarised as:

Big Pete cardinal rule no 1.

If you move first do not count on ANY of your targets still being there in the firing phases or the assault phase.

Inevitably it is a lot harder to move first than to move second.

Unless the game has already tilted massively in your favour when you move first your focus should always be making sure this move doesn't cost you the game.

Big Pete cardinal rule no 2.

Make your opponent beat you, never, ever beat yourself.

There are a few things you should bear in mind.

Being out-shot

Finding yourself stuck in a disadvantageous shooting match is depressing, especially if your opponent gets to shoot first. The most common problems are as follows -

1. Spreading your units so that the enemy can achieve a greater concentration of fire.
2. Sitting on over watch when the enemy out-ranges you and can bladder you without taking return fire or can engage one end of a long firing line with better concentrated forces.

3. Plodding forward for no real reason so that all the enemy has to do is flip onto overwatch and fire.

If you can be out-shot its only worth staying put if it buys you a bigger advantage somewhere else. Letting units die firing is normally a mistake as they may well die with a scary number of blast markers on them which will cost you the game. The safe option is to bale out and retreat to a position where the enemy cannot get to you to concentrate fire.

Option 3 above is one of the most mindless things it is possible to do. Only present a target to the enemy for a good reason not for the absence of a reason. If there is nothing to be gained then stay out of harms way.

Lost ground can be recaptured later IF you still have troops to do it with, preserve your army.

Being assaulted

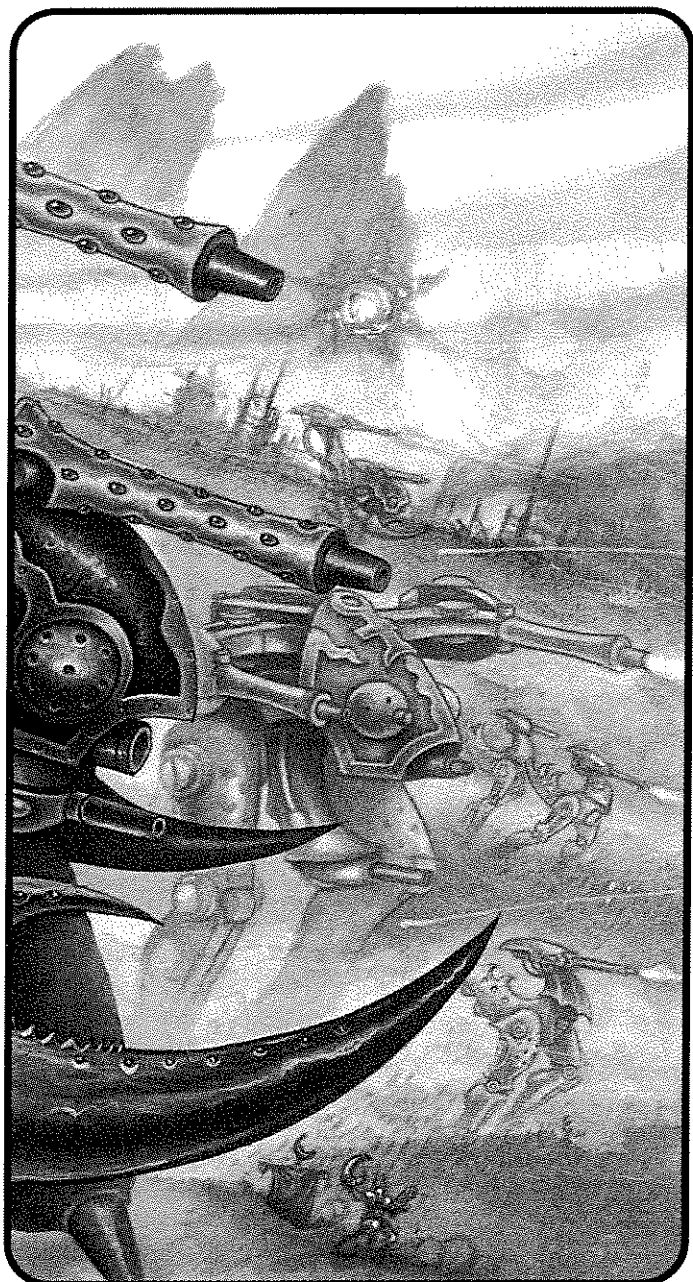
There are two types of assault to consider, the first is the general assault, where a detachment is engaged by a comparable or larger assaulting detachment with lots of units physically engaged, the second is the limited assault, where a detachment is only partially engaged by either a small part of an enemy detachment or more commonly a small specialist assault detachment. This latter category includes firefights as only limited losses can be inflicted.

The biggest worries here are -

1. Standing close to terrain that blocks your line of fire and permits the enemy to sit securely out of sight waiting for the assault phase whereupon they will leap out at you without being weakened first.
2. Not covering your flanks and rear so that if forced to retire you have no escape route available to you.
3. Where the enemy is capable only of a limited assault and can engage units which are of negligible value in that situation.

You can remedy each of these relatively easily. Blocking terrain can be avoided or you can move troops into it allowing them to fire on troops on the other side. Encirclement can be avoided by maintaining a line or by keeping your distance from possible threats. Having some good assault troops in a detachment and positioning them in the way of any likely assault is also a good plan as it will at least make things tricky for the enemy.

Nothing lays waste to a detachment like a general assault - it is also very risky as it is down to a pair of dice (so having Fate cards for re-rolls is a



necessity). Even if you get the right result spread the loser can still kill loads of units with a few tactically shrewd 6's. Because of these factors the general assault tends to be quite rare but anyone who has had 10 units of Eldar Swooping Hawks, all with Exarchs and with 2 or 3 Warlocks pile into them from a staggering distance away knows that you have to be cautious.

By far the best counter to the assault is a detachment or two of fire fighters, these are small detachments containing fast, high assault or firepower units and at least one psyker. This sort of detachment can loiter on assault orders (as it probably lacks any worthwhile long range firepower anyway), can position itself in dead ground within support range of other threatened detachments and act in the assault phase to pre-empt the enemy. If you lose initiative in the movement phase there is at least a better chance you will win initiative in the assault phase.

If you can actually conduct an assault against 3 or 4 enemy units its even better because you can leave them groaning under a pile of blast markers into the bargain. Even if you cannot pre-empt the assault you can ensure that the enemy do not enjoy the fruits of victory by counter-attacking and driving them off any objectives they have secured as well as dealing a bit of death. Naturally this leads to the mouse trap approach - you leave the cheese (something expendable and oh-so-assaultable) in plain sight to draw in enemy shock troops (to take the cheese) and then nail them with the counter-attack.

A further ploy that can be quite effective is to back up an assaulting detachment with a second detachment which has high FP values. If you lose the assault your troops can always fall back safely through the reserves leaving the hopefully depleted enemy to be repelled in the subsequent firefight. Often this will be particularly naughty as the enemy may have come leaping forward ahead of its supports and be in a position where it can be surrounded and wiped out. This may seem an obvious mistake for an opponent to make but it is worth trying just to gauge the calibre of the enemy.

Big Pete cardinal rule no 3.

Give your opponent every opportunity to make mistakes.

There is initially a lot of space on a battlefield, as detachments arrive and advance the available space declines, the less space you have the harder it is to avoid nasty enemy detachments and the greater the chance that any mistake you make will be exploitable. It is not easy to fence an opponent in without losing all chance of

concentrating force so I tend to use a detachments zone of influence. This is the distance that a unit could potentially assault or move and shoot from. A detachment kept nicely out of sight can inhibit enemy moves within a very large area of the battlefield. Take the Eldar Swooping Hawk detachment I mentioned earlier. It can move 30cm then assault 45cm - anything within 75cm is a potential target and should therefore be very careful about marching. Positions of influence should therefore be sought out and occupied by units which can exploit them, you inhibit the enemy actions and allow yourself to achieve a decisive concentration elsewhere.

Big Pete cardinal rule no.4.

The threat of what a detachment might do is often more effective than actually doing it.

A detachment which can threaten up to three enemy detachments from a position of safety is doing a good job, your opponent will feel pressure on more of his army and will gradually surrender the initiative.

As you move your detachments ask yourself what the detachment is contributing, in theory every single detachment should be either :-

Securing victory points by holding objectives

Denying the enemy objective points for his own objectives

Applying pressure to an enemy unit from a position of safety

Be engaged in an advantageous exchange of fire

Either be conducting a decisive assault/firefight or pre-empting one of the enemies

Any detachment not doing any of the above is a waste of points, sometimes a move or two is needed to get from one useful position to another, this is worsened if you forget to use Assault and March moves properly but otherwise make sure every unit earns its pay.

Big Pete cardinal rule No. 5.

Always use everything for something.

Which brings me to the end of this particular Epic diatribe and I haven't even touched on Flyers and Flak, Intelligent Target Selection, War Engines, Preparatory Bombardment and Scenario-specific tactics yet. So for now, have fun, be lucky and remember its a target rich environment out there.

DESIGNER'S NOTES



By Andy Chambers

Hello there all. Personally I thoroughly enjoyed issue 3 of Firepower, but there was one thing in it which sparked something of an ... erm ... debate between myself and Warwick.

SMOKE RULES

Oh yes, you probably couldn't guess it but smoke rules are a subject of great passion for me, mainly because they annoy me endlessly. I think I can trace my antipathy to smoke back to the old Adeptus Titanicus days when I ran into a player who used large numbers of smoke missiles to hide his entire force and then sallied out with a single Titan which proceeded to use the Relay upgrade to direct a swarm of Vortex missiles onto my guys. I won't go into the fact he didn't even bother having arms on his Titans ("why bother, they cost points"), the thing that really galled me was that despite my Titans being covered in sensors, augurs, active and passive ranging and all the rest of it, a few square metres of particulate matter was apparently as impenetrable to them as a solid concrete wall.

Zip forward to 2nd edition 40K, blind grenades et al. Players habitually used these not to cover a storming attacks across open ground, but to create a little bunker on their side of the table with all their units hiding behind it on overwatch. The first unit foolish enough to move through the blind clouds gets blasted. Similar tactic, same problem. In both cases the enemies' tactic involved not superior skill or strategy but basically boring you to death until you get impatient enough to charge onto their guns.

You'll note that every game system I've had a hand in since has been singularly lacking any rules for smoke, blind or anything similar. Now this isn't because I deny the existence of such things but because I know such things don't get used in any sort of realistic fashion. This is usually because the games designer (yes I mean me too) hasn't recreated what their effects truly are, usually going for the cop-out approach of it blocking line of fire, maybe with some vague rules about it drifting around.

Utter rubbish, smoke may block line of sight,

briefly and unpredictably, but it sure as hell doesn't stop the enemy firing through it. I'm also led to understand that in military circles the presence of smoke is usually taken as a sign of enemy activity and so artillery rounds and heavy weapons fire are actually directed into it to prevent such naughtiness. Add to this the ability of most decently equipped troops to see (at least partially) through smoke and it starts to look a lot less of an ultimate weapon and more of an invitation to a kicking. To summarise my hatred of smoke I have not one but two reasons:

- 1) It is generally treated in an unrealistically effective fashion.
- 2) Its use tends to make for boring, static games.

So what about a solution then? Well the most straightforward approach is to not use it at all (my personal favourite). No smoke, no problem. However, for those sticklers that insist on it I think its vital not to overrate it. In Epic terms firing through smoke should give you a right column shift, in 40K terms a cover save and so forth, charge points for its use and potentially include rules for running out the damned stuff (possibly even limit to a one-use per battle approach), history is littered with times when smoke barrages failed due to high winds or lacks of smoke-shells.

Well that's all folks, Andy-rant over and out. Hope you enjoyed issue 4 of Firepower.

HUMBLE PIE TIME!

Firepower would like to apologise for the omission of a credit on the 'Making Smoke in Epic 40K' rules (p.30 Firepower 3). These rules were written by J.Michael Looney, and he'll be receiving his free copy of FP3, and this issue, along with all the other contributors. -Ed