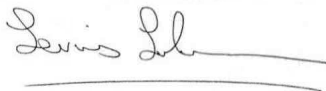


ADEPTUS II TITANICUS

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

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



27 June 2000

INTRODUCTION

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

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

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

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

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

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

TITAN CHARACTERISTICS

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

SPEED (SP)

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

MANOEUVRE (MAN)

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

ARMOUR (ARM) AND DAMAGE TABLES

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

WEAPONS

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

GUNNERY (GUN)

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

CLOSE COMBAT SKILL (CCS)

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

TITAN GUNS

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

RANGE (RGE)

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

FIREPOWER (FP)

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

ACCURACY (ACC)

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

RATE OF FIRE (ROF)

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

STRENGTH (STR)

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

TITAN CLOSE COMBAT WEAPONS

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

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

SWIFTNESS (SW)

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

ACCURACY (ACC)

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

ATTACKS (ATT)

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

STRENGTH (STR)

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

SEQUENCE OF PLAY

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

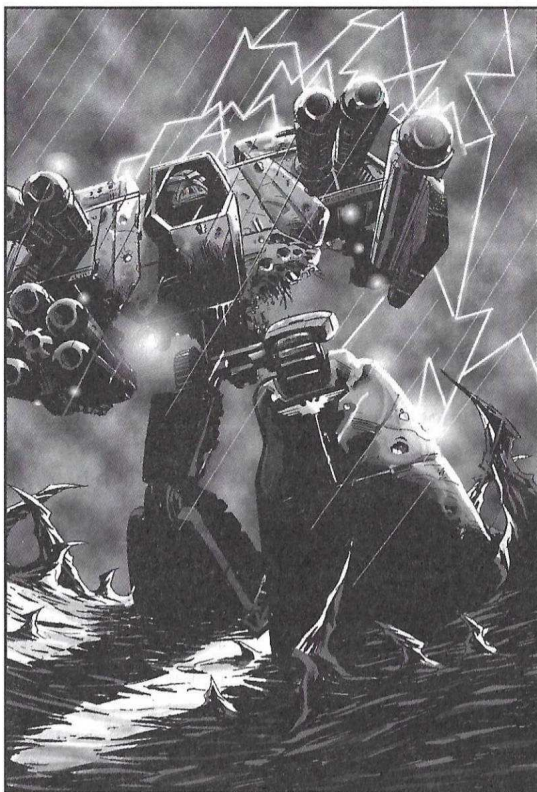
- I. Movement Phase.
- II. Shooting Phase.
- III. Assault Phase.
- IV. Rally Phase (Repairs).

MOVEMENT

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

ORDER OF MOVEMENT

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



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

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

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

EXAMPLE

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

MOVING

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

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

DANGEROUS TERRAIN

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

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

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

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

EXAMPLE 1

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

EXAMPLE 2

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

EXAMPLE 3

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

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

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

IMPASSABLE TERRAIN

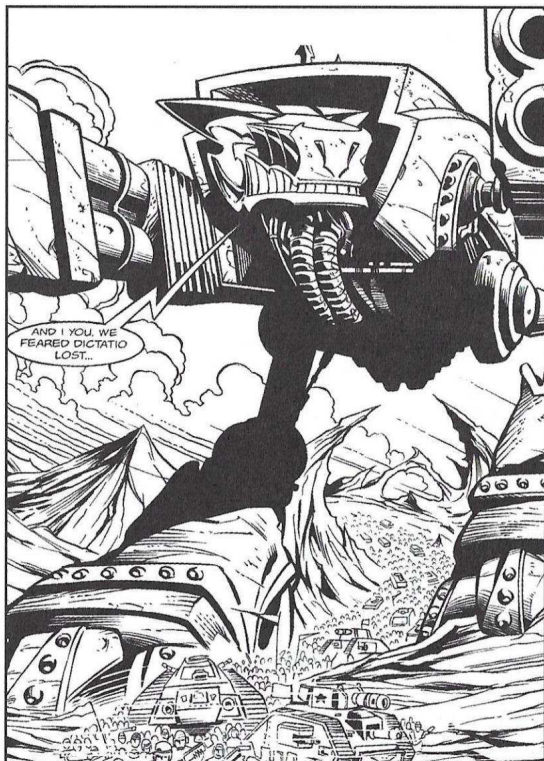
There are some types of terrain a Titan simply cannot enter. A Titan cannot move through impassable terrain under any circumstances, the Titan stops moving before it enters the terrain.

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

Cliffs, deep lakes, lava flows, buildings.

MOVING BACKWARDS

A Titan may move backwards during its turn. Each



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

TITANS IN CLOSE COMBAT

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

SHOOTING

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

TITANS SHOOTING AT TITANS

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

FIRE ARCS

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

ALL ROUND (AR)

The weapon has a 360° fire arc.

AHEAD (A)

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

FORWARD (F)

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

LEFT/ RIGHT AHEAD (LA/RA)

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

LEFT/ RIGHT FULL (LF/RF)

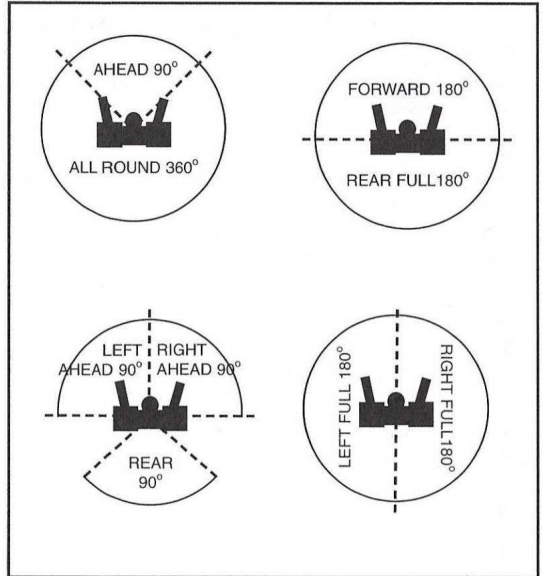
The weapon can fire in 180° arc from straight ahead to directly behind.

REAR (R)

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

REAR FULL (RF)

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



LINE OF SIGHT

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

NOMINATE TARGETS

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

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

CHECK RANGE

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

ROLL TO HIT

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

STATIONARY TARGET

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

STATIONARY FIRER

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

RAPIDLY MOVING TARGET

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

COVER

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

AGILE TARGET

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

WEAPON ACCURACY

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

EXAMPLE

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



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

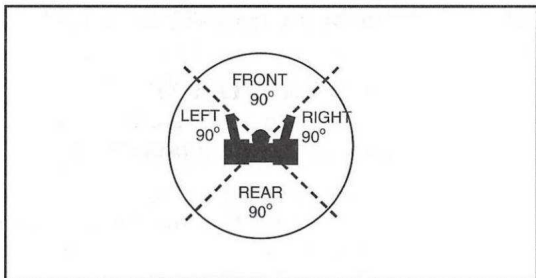
THE RULE OF ONE AND SIX

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

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

RESOLVING DAMAGE

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



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

VOID SHIELDS

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

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

DAMAGE TABLE

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

Apply the results of the damage immediately.

IMPERIAL TITAN DAMAGE EFFECTS

VOID SHIELD GENERATORS

Superficial

One void shield is destroyed for the rest of the battle.

Major

D3 void shields are destroyed for the rest of the game.

Catastrophic

Titan loses all it's void shields for the rest of the battle.

WEAPON

Superficial

The weapon cannot be used until repaired.

Major

The weapon cannot be used for the rest of the game.

Catastrophic

As major, plus inflicts superficial damage on one other random location.

LEGS

Superficial

Speed is reduced by -5cm. May be repaired.

Major

Speed is reduced by -5cm for rest of battle.

Catastrophic

Titan crashes and is destroyed!

HEAD

Superficial

Titan cannot move until damage repaired.

Major

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

Catastrophic

Titan crashes and is destroyed!

PLASMA REACTOR

Superficial

Roll D6 for each weapon at start of every turn. On a 4+ it can be used, on a 1-3 it cannot be used that turn. May be repaired.

Major

As superficial, plus the Titan can only move on a D6 roll of 4+ (roll at start of movement phase and again in assault phase). If repaired, becomes superficial.

Catastrophic

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



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

EXAMPLE

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

THE ASSAULT PHASE

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

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

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

CLOSE COMBAT

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

ORDER OF ATTACKS

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

have the same Swiftness their attacks are resolved simultaneously.

CLOSE COMBAT ATTACKS

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

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

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

IMPROVISED ATTACKS

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

RALLY PHASE (REPAIRS)

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

Scout Titan: 4 repair rolls

Battle Titan: 8 repair rolls

Emperor Titan: 12 repair rolls

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

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

ADVANCED RULES

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

OVERCHARGING ENGINES

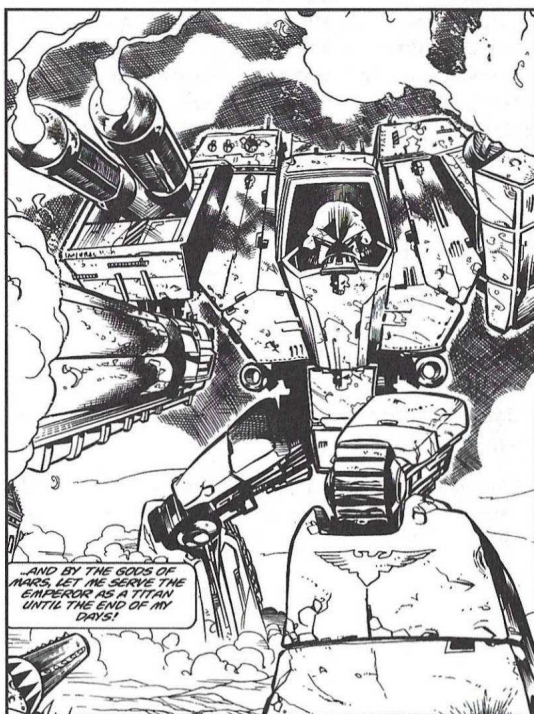
A Titan's commander may opt to forego firing in order to use its reserves of power to gain additional speed. This is called Overcharging. Declare before the Titan moves that it is overcharging its engines. A Titan that has overcharged its engines may double its Speed (note it's MAN stays the same). A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

MERGING VOID SHIELDS

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

SHOOTING INTO CLOSE COMBAT

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



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

DAMAGE CONTROL

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

POINT BLANK FIRING

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

OVERWATCH

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

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

OVERLOADING VOID SHIELDS

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



INTERGRATING ADEPTUS TITANICUS INTO EPIC 40,000

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

THE SEQUENCE OF PLAY

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

I. Movement Phase

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

II. Shooting Phase

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

III. Assault Phase

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

IV. Rally Phase

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

ORDERS & BLAST MARKERS

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

THE MOVEMENT PHASE

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

THE SHOOTING PHASE VEHICLES & INFANTRY

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

THE SHOOTING PHASE TITANS

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

THE ASSAULT PHASE TITANS

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

THE ASSAULT PHASE OTHER UNITS

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



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

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

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

POINTS VALUES

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

TITAN GUNS

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

TITAN CLOSE COMBAT WEAPONS

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

EPIC 40,000 WEAPONS

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

SCENARIOS

EPIC BATTLEFIELD MISSION SCENARIO GENERATOR

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

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

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

FORCE LEVEL

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

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

ENDING THE BATTLE

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

WINNING THE GAME

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

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

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

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

VICTORY CHART

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

DEPLOYMENT

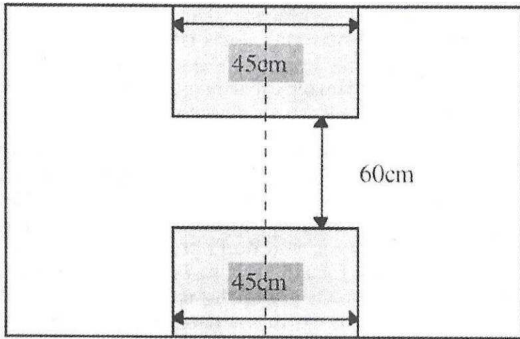
Cross-reference the two engagement types on the chart below to see which deployment map to use.

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

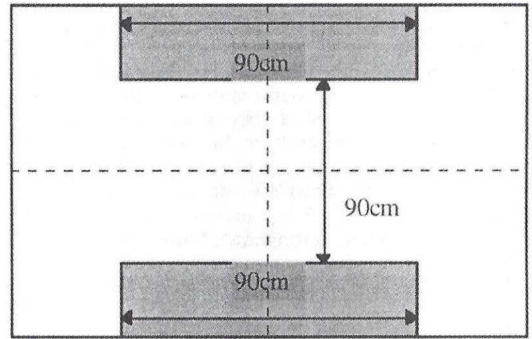
Both players roll a dice each, lowest score sets up a Titan first and then the players alternate deploying their force. As with movement, lowest Man Titans must be deployed first.

DEPLOYMENT MAPS

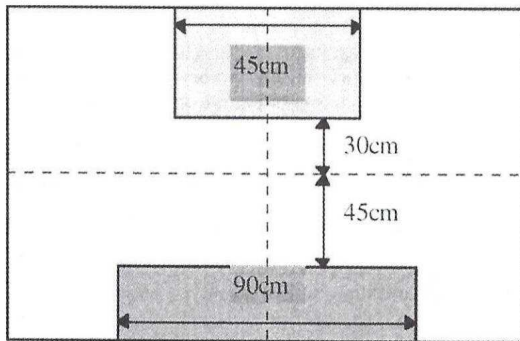
A



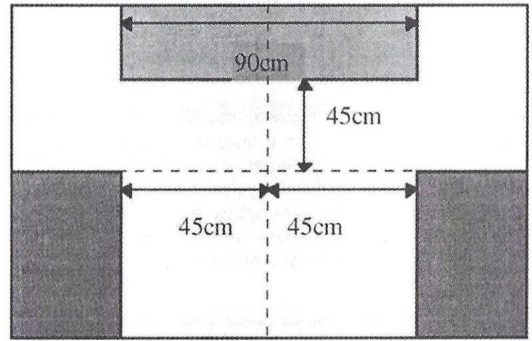
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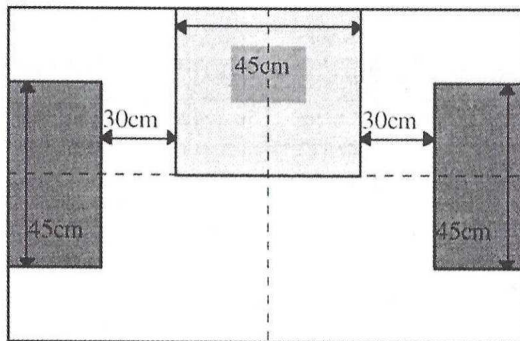
B



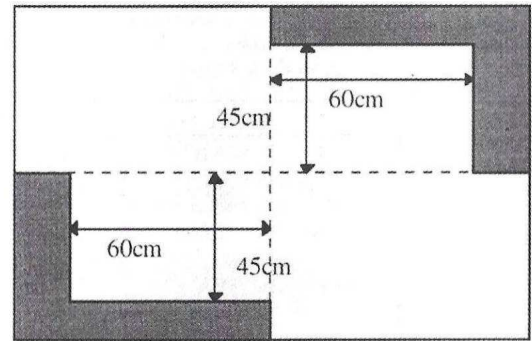
E



C



F



OBJECTIVE CARDS

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



WARHOUND SCOUT TITAN

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
25cm	3	4+	4+	2

WEAPONS

General: Not Gatling Blaster, Laser Blaster, Melta-Cannon, Volcano cannon, Plasma Destructor, Quake Cannon, Support Missile or close combat weapon.

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

HIT LOCATIONS

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

DAMAGE

Left Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Right Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Void Shield Generators	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Legs	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Head	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Plasma Reactor	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>

REAVER BATTLE TITAN

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

WEAPONS

General: Not Plasma Destructor or Wrecker ball
Carapace: Not close combat weapon. **Arm:** Not support missile.

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

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
0-1	Legs	10	0-1	Legs	9	0-1	Legs	10
2	VSGs	11	2	Plasma Reactor	10	2	VSGs	10
3	Head	13	3	Head	13	3	Plasma Reactor	10
4-5	Arm Weapon*	9	4-5	Arm Weapon*	9	4-5	Arm Weapon*	9
6-7	Carapace Weapon*	9	6-7	Carapace Weapon*	9	6-7	Carapace Weapon*	9

*Hits weapon closest to attacker

DAMAGE

Carapace Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Left Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Right Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Void Shield Generators	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Legs	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Head	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Plasma Reactor	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>

WARLORD BATTLE TITAN

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

WEAPONS

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

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

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
0-1	Legs	11	0-1	Legs	10	0-1	Legs	9
2	Plasma Reactor	12	2	VSGs	13	2	VSGs	13
3	Head	14	3	Head	13	3	Plasma Reactor	11
4-5	Arm Weapon*	10	4-5	Arm Weapon*	10	4-5	Arm Weapon*	10
6-7	Carapace Weapon*	10	6-7	Carapace Weapon*	10	6-7	Carapace Weapon*	10
*Hits weapon closest to attacker			*Hits weapon closest to attacker			*Hits weapon closest to attacker		

DAMAGE

Left Carapace Weapon	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Right Carapace Weapon	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Left Arm Weapon	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Right Arm Weapon	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Void Shield Generators	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Legs	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Head	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Plasma Reactor	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>

EMPEROR CLASS TITANS

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

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

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

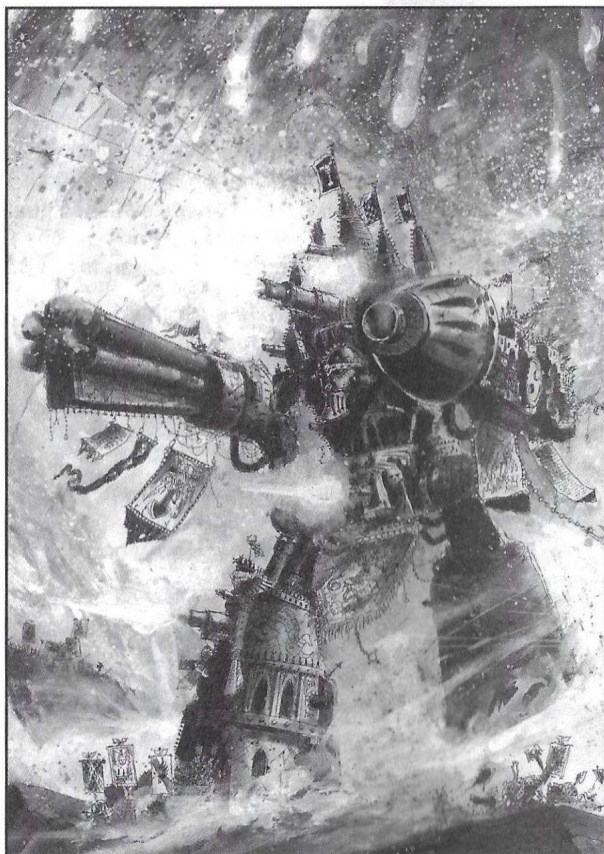
IMPERATOR EMPEROR CLASS TITAN

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

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

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

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



IMPERATOR EMPEROR TITAN

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

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

HIT LOCATIONS

FRONT		
Roll	Location	Armour
0-1	Legs	10
2	VSGs	12
3-4	Arm Weapon*	10
5	Head	12
6-7	Towers**	8

*Hits weapon closest to attacker
** Hits random weapon

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

*Hits weapon closest to attacker
** Hits random weapon

REAR		
Roll	Location	Armour
0-1	Leg	10
2-3	Plasma Reactor	11
4-5	Arm Weapon*	10
6-7	Towers*	8

*Hits weapon closest to attacker
** Hits random weapon

DAMAGE

Quake Cannon	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Volcano Cannon	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Gun Tower 1	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Gun Tower 2	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Gun Tower 3	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Gun Tower 4	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Plasma Annihilator	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Hellstorm Cannon	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Void Shield Generators	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Legs	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Head	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Plasma Reactor	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>

Imperator Special Rules and Weapons

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

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

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

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

WARMONGER EMPEROR CLASS TITAN

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

Warmonger Special Rules and Weapons

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

Bastions: See Imperator Titan above.

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

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

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

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

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

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

WARMONGER EMPEROR TITAN

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

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

HIT LOCATIONS

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

DAMAGE

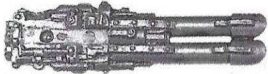
Sensorium	Armour Cracked	<input type="checkbox"/> Superficial	<input type="checkbox"/> Major	<input type="checkbox"/> Catastrophic
Lysander	Armour Cracked	<input type="checkbox"/> Superficial	<input type="checkbox"/> Major	<input type="checkbox"/> Catastrophic
Flak Tower 1	Armour Cracked	<input type="checkbox"/> Superficial	<input type="checkbox"/> Major	<input type="checkbox"/> Catastrophic
Flak Tower 2	Armour Cracked	<input type="checkbox"/> Superficial	<input type="checkbox"/> Major	<input type="checkbox"/> Catastrophic
Flak Tower 3	Armour Cracked	<input type="checkbox"/> Superficial	<input type="checkbox"/> Major	<input type="checkbox"/> Catastrophic
Flak Tower 4	Armour Cracked	<input type="checkbox"/> Superficial	<input type="checkbox"/> Major	<input type="checkbox"/> Catastrophic
Vengeance Cannon	Armour Cracked	<input type="checkbox"/> Superficial	<input type="checkbox"/> Major	<input type="checkbox"/> Catastrophic
Doomstrike	Armour Cracked	<input type="checkbox"/> Superficial	<input type="checkbox"/> Major	<input type="checkbox"/> Catastrophic
Void Shield Generators	Armour Cracked	<input type="checkbox"/> Superficial	<input type="checkbox"/> Major	<input type="checkbox"/> Catastrophic
Legs	Armour Cracked	<input type="checkbox"/> Superficial	<input type="checkbox"/> Major	<input type="checkbox"/> Catastrophic
Head	Armour Cracked	<input type="checkbox"/> Superficial	<input type="checkbox"/> Major	<input type="checkbox"/> Catastrophic
Plasma Reactor	Armour Cracked	<input type="checkbox"/> Superficial	<input type="checkbox"/> Major	<input type="checkbox"/> Catastrophic

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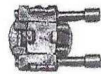
VENGEANCE CANNON



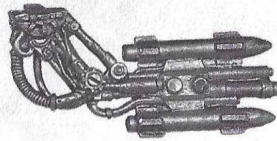
VENGEANCE CANNON STRUT



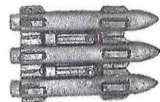
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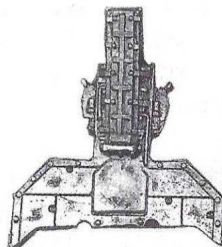
GUNHEAD



SENSORIUM PLATFORM



SENSORIUM



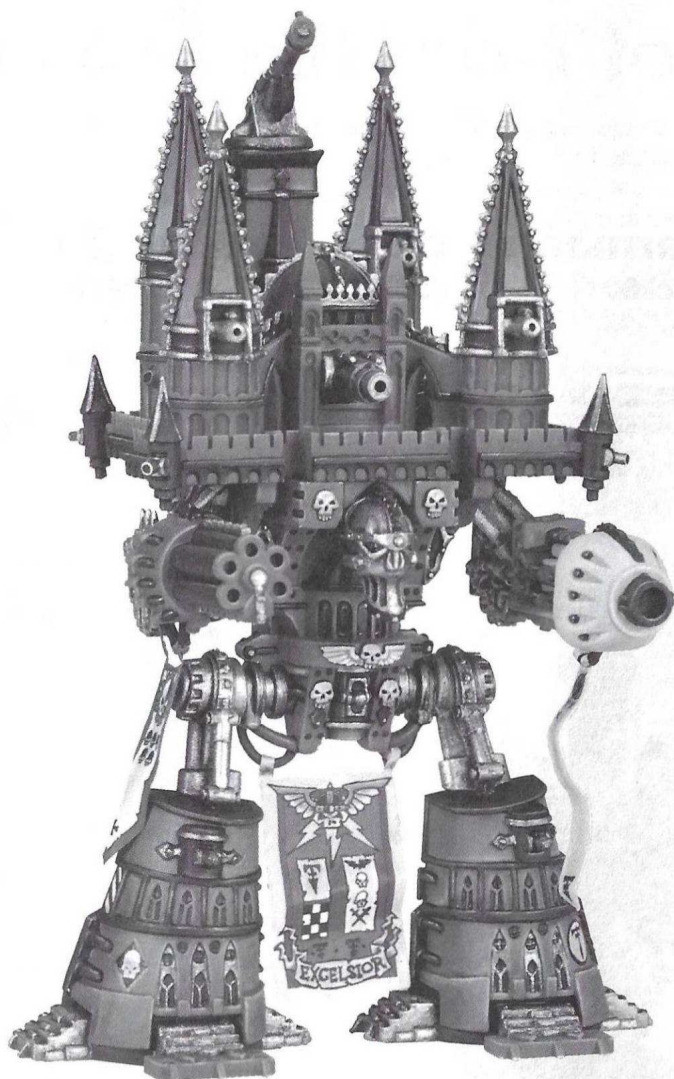
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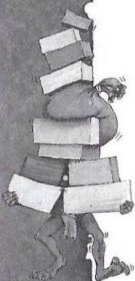
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ADEPTUS II TITANICUS

ADEPTUS TITANICUS II ERRATA AND Q&A by Jervis

Well the new ATII rules have certainly caused a stir! Although I know that some of you are not absolutely sure that they take Epic in the right direction, just the fact that they have got people talking about and playing Epic again makes them a success, at least if you ask me. I'm also very happy with the way that they have focused attention back on the Titans which, lets face it, were the reason that many of us started playing Epic (or one of its earlier versions) in the first place.

This is not to say that the rules are perfect; as many of you have pointed out there are a number of glaring loopholes, especially with regard the way that the new ATII rules integrate with the Epic 40,000 game system. I'm sorry about this and can only say 'mea culpa, mea culpa'; I was in such a hurry to get the rules out and get people playing with them that I went ahead and published them before they were fully tested. I should point out here that this really is all my fault; Gav Thorpe wrote the AT rules as a stand alone game, and I am the one that came up with the rules integrating them into Epic. What can I say other than 'sorry', and thanks for the feedback pointing out the mistakes. Here then are the solutions to the problems you've encountered with the ATII rules we published last issue.

BLAST MARKERS

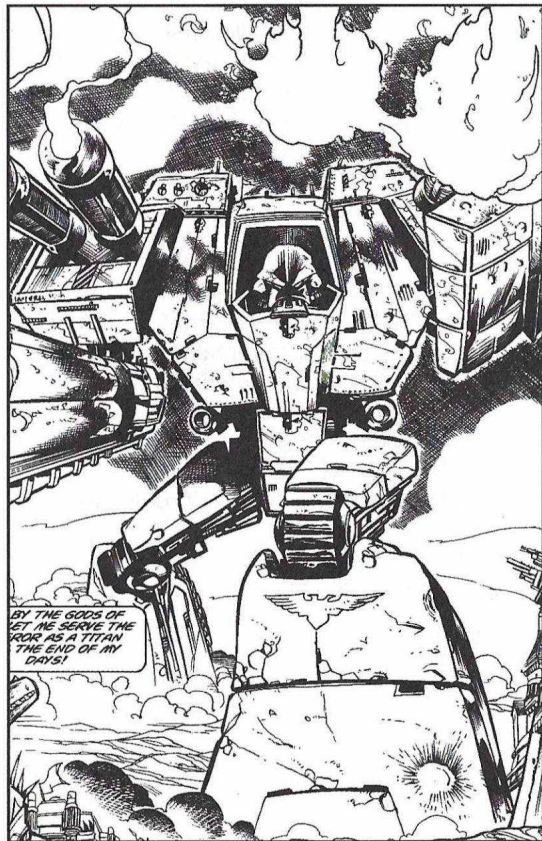
The fact that blast markers don't effect Titans has been the biggest bugbear players have had about the new ATII system, and with hindsight I can see that I did go a bit too far by saying that Titans were simply not effected by them at all. Bearing this in mind, and with suitable humility on my part, the following new rules are used to show the effect of blast markers on Titans and other war machines using the new ATII rules.

PLACING BLAST MARKERS ON TITANS

Blast markers are placed on Titans using the normal Epic 40,000 rules. Simply look up the total firepower of all weapons fired by a detachment at the Titan, and place the appropriate number of blast markers on the target using the blast markers table in the Epic 40,000 rules. Place the blast markers after checking the range but before rolling to hit etc.

For example, a Warbound fires its Gatling Blaster and Laser Blaster at Warlord Titan. Both these weapons have a firepower of 8 giving a total firepower for the attack of 16; looking up 16 firepower on the blast markers table shows that 2 blast markers are placed on the Warlord.

In addition a Titan that loses a Firefight will



receive blast markers as described in the Epic 40,000 rulebook (see also the Titan's In Firefights rule below).

THE EFFECT OF BLAST MARKERS ON TITANS

Blast markers represent in an abstract way the amount of fire that a Titan is coming under. Although much of this fire will simply bounce off the Titans energy shields or thick armour, it can still distract the crew and disrupt the Titans external sensors. Occasionally the sheer weight of fire may cause systems to overload and shut down. To represent these factors the number of blast markers on a Titan will effect its ability to shoot accurately and effect repairs. Under extreme circumstances there is even a chance of the Titan suffering minor damage to its hit locations. All of these things are shown on the chart at the bottom of the page.

To Hit: This modifier applies to all shooting and close combat attacks made by the Titan against other Titans. When shooting at targets *other* than Titans, then the blast markers effect the Titans firepower as described in the Epic 40,000 rulebook.

Repair: The repair roll of a Titan is determined by the number of blast markers it has on it when it rolls for repairs. A Titan with 0-3 blast markers makes its repairs normally (i.e. on a 4+), one with 4-9 blast markers makes repair rolls on a 5+, and one with 10 or more blast markers needs to roll a 6+.

Systems Overload: A Titan with 10 or more blast markers *after* it has rolled to remove blast markers in the rally phase will suffer a system overload and take damage. See the Removing Blast Markers and System Overload rule below.

In addition to the effects described above, the number of blast markers a Titan has effects the modifiers that apply in a Firefight normally.

IMPORTANT NOTE: Blast markers never effect a Titan's ability to move; do NOT roll to see if blast markers stop a Titan from moving.



REMOVING BLAST MARKERS & SYSTEM OVERLOAD

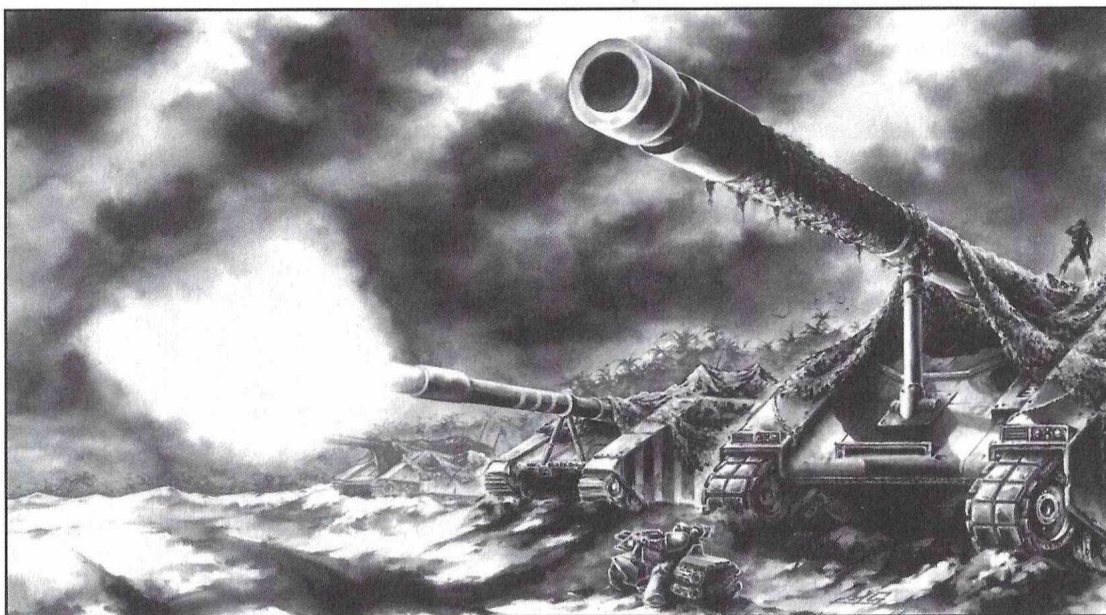
Titans remove blast markers as described in the Epic 40,000 rules. However, a Titan that has 10 or more blast markers remaining *after* it has rolled to remove blast markers will suffer a system overload and take damage.

A Titan that suffers a system overload will lose a shield if it has any remaining (the shield may be repaired). If no shields are remaining then one randomly chosen location suffers an 'Armour Cracked' result. Random locations are found by rolling a D6 once for the facing (1-2 = Front, 3-4 = Side, 5-6 = Rear) and then rolling again on the appropriate hit location table. Do not aim 'high or low' with random hits, just roll the D6 and look up the unmodified result on the hit location table.

TITANS IN FIREFIGHTS

The second aspect of the ATII that caused consternation to many Epic players was that Titans could not longer be assaulted by infantry and vehicles, though they could enter into Firefights with them. Some people felt that infantry should get a chance to 'swarm' a Titan; however, bitter experience of Titans being 'mobbed' by screaming hordes of infantry stands in previous editions of Epic has made me *very* wary of allowing

Blast marker Table			
Blast Markers	To Hit	Repair	Systems Overload?
0-3	0	4+	No
4-6	0	5+	No
7-9	-1	5+	No
10+	-1	6+	Yes



them to assault Titans with the new ATII rules, so I'm going to keep the ban in place. While the idea of some heroic infantry managing to topple a mighty Titan is cool, I think that such actions are better suited to 40K that Epic. Note that this ban also covers Titans lending support to other units in a close combat; such battles are 'beneath the Titans notice' and it does not become involved.

This leaves infantry and vehicles with the option of engaging a Titan in a Firefight, as noted in the Adeptus Titanicus II rules last issue. However, while I allowed this tactic, I failed to inform you how to resolve the firefight if the Titan lost (woops!). To set the record straight, the Titan receives a blast marker, and also takes a single hit resolved in the same manner as a 'System Overload' hit (i.e. it causes an armour cracked result on a single random location). **IMPORTANT:** Hits inflicted by a firefight may NOT be stopped or mitigated by void shields or other protective devices like Eldar holofields or Ork power fields, as the enemy are simply too close for these protective devices to have any effect.

VEHICLE & INFANTRY FIREPOWER

One last area which worried players about the new ATII rules was that infantry and vehicles had very little chance of slowing down or damaging a Titan with their shooting under the new rules. Now, while I'm pleased that Titans are once again striking terror into the hearts of their smaller brethren on the battlefield, I do accept that I may have gone a little too far in

this regard. This was one of the main reasons for reintroducing the idea of blast markers effecting Titans as described above. These new rules give all units a way to effect a Titan when they shoot at it, although it will take a huge amount of firepower to actually cause any damage. In addition to this we've decided to upgrade the effect of tank guns on a Titan a little bit. After all, the heavy weapons fitted to most vehicles should cause more damage than the light 'hand-held' heavy weapons used by infantry teams.

To reflect this I've modified the weapons table for Epic 40,000 units which appeared in the ATII rules by splitting infantry and other units into two separate entries, giving the infantry firepower a strength of 3 (as was the case before) and the firepower of all other units a higher strength of 4. We've reprinted the chart below including the updated information. When shooting at Titan's with 'mixed' detachments containing vehicles and infantry you'll need to roll to hit and so on for each group separately. (As an aside, one player wrote in independently suggesting that tanks get a firepower strength of 4, but that bikes, buggies and so on should remain at 3. I have to admit this would be an even better solution, but unfortunately units are not defined as being tanks within the Epic rules – tanks, bikes and buggies are all 'vehicles' – and so I've only given infantry units a strength of 3, and everything else a strength of 4).

TITAN GUNS

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

TITAN CLOSE COMBAT WEAPONS

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

EPIC 40,000 WEAPONS

Weapon	Range	Accuracy	RoF	Str
Infantry Firepower	As in Epic	-	Firepower value ¹²	3
Other Firepower	As in Epic	-	Firepower value ¹²	4
Super-Heavy Weapons:				
Anti-Tank	As in Epic	-	1	5
Barrage	As in Epic	+1	1	4
Death Ray	As in Epic	-	1	9
Disrupt	As in Epic	-	1	1 ¹³
Distortion Cannon	As in Epic	-	1	7 ¹⁴
Heavy Barrage	As in Epic	+1	2	4
Mega Cannon	As in Epic	-	1	7 ¹⁵
Pulsar	As in Epic	-	D6	6
Super Lifta Droppa	As in Epic		<i>See page 36</i>	

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

ATII Q&A

As soon as Epicmag1 hit the shelves the questions started coming in. Here Jervis attempts to answer those queries.

Q: I'm not quite sure how cumulative damage effects a Titan. I know that two 'Armour cracked' results equals one 'Superficial damage', but what if the said Titan takes a second armour cracked result and already has superficial damage? And what happens if a Titan with superficial damage but no armour cracked results takes its first armour cracked result? And what happens if I repair the location?

A: You're right, this could have been explained better couldn't it! Actually its really quite simple and works like this:

1. Roll for damage. If you score less than '0' then nothing happens, so stop right there.

2. If you get an armour cracked result or better, then cross out the appropriate box on the target's damage table, and all of the boxes to the left of it. For example, if you rolled 'superficial damage' then you would cross out the superficial damage box and also the armour cracked box to the left.

3. If the box is already crossed out then apply the damage to the next box on the right that has **not been crossed off**. In the example above, if you rolled a second armour cracked result, then the 'Major Damage' box would be crossed off instead. If all the boxes are crossed off then the attack has no effect (you just blew off more bits of wreckage!).

4. Some damage may be repaired. For example Superficial Damage to a weapon stops the weapon being used until it is repaired. However, repairing something does NOT result in box on the damage table being repaired; it remains crossed off, and subsequent damage will effect the next box to the right as described above. Carrying on the example of the damaged weapon, even if it was repaired, a second Superficial Damage result would result in the location suffering Major Damage instead. Note that sometimes a major damage result says 'If repaired becomes superficial'; this means that the effect of the damage is reduced to the superficial level, but the major damage box remains crossed off.

Designers Note: We place cotton-wool 'smoke'

on damaged locations to help remember which systems are malfunctioning and can't be used. We use grey wool for superficial damage, black wool for major damage, and painted 'burning' wool for systems that have suffered catastrophic damage.

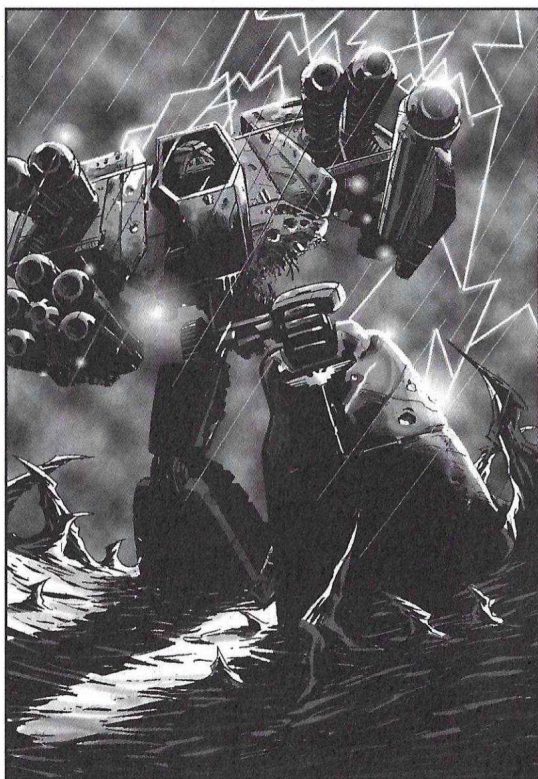
Q: Warhounds are organised into detachments. How does his work with regard to order of movement and shooting?

A: The rules for detachments in Epic 40,000 apply to detachments of Warhounds in AT II. The detachment counts as a single Titan for purposes of movement and shooting. I.e. both the Warhounds in a detachment move and shoot at the same time.

Q: If a Titan receives fire from a weapon with a high ROF (vulcan mega-bolter, or fire power from a large detachment of tanks), after you make the accuracy rolls, does every hit have to be rolled on the location chart, and then for damage?

A: Yes.

Q: Am I right that since the ROF of vehicle Fire Power weapons is the same as the Fire





Heavy weight contest, an Emperor faces off with a Mega Gargant.

Power, you don't have to look the Fire Power up on the FP chart to determine the number of dice?

A: Yes.

Q: How do War Engines aid in a close assault?

A: They don't.

Q: What effect does overwatch orders now have on infantry and vehicles firing at War Engines? Do they get to re-roll only the hit dice or the penetration roll?

A: They re-roll the to hit dice.

Q: It says to use the existing rules for firing with and at war machines not yet included in the update, but what about close combat? Should we be using the old system for this as well?

A: Use the Titan's assault factor as listed in the army book as opposed to the CC skill, and consult the close combat table for the result. If the Titan takes a hit use a strength of 4 as per an improvised attack, rolling to penetrate the armour on a random hit location.

Q: How does damage on a Titan effect an army's 'Army Morale'. Titans no longer have a 'damage capacity' and don't suffer 'catastrophic damage' in the same way.

A: Good question! When using the ATII rules you must subtract a Titan's detachment morale value from your army morale value if the Titan has suffered Major Damage in one or more locations. Case 2 of the Army Morale Modifiers (on page 11 of the Battle Book) remains unchanged when using the ATII – any Titan that is destroyed by catastrophic damage adds to the opposing sides Army Morale.

Q: What points values do I use for Titans under the new AT II rules?

A: Use the points values listed in Epic 40,000.

Q: In some cases the rules state pick a random location. How?

A: Random locations are found by rolling a D6 once for the facing (1-2 = Front, 3-4 = Side, 5-6 = Rear) and then rolling again on the appropriate hit location table. Do not aim 'high or low' with random hits, just roll the D6 and look up the unmodified result on the hit location table.

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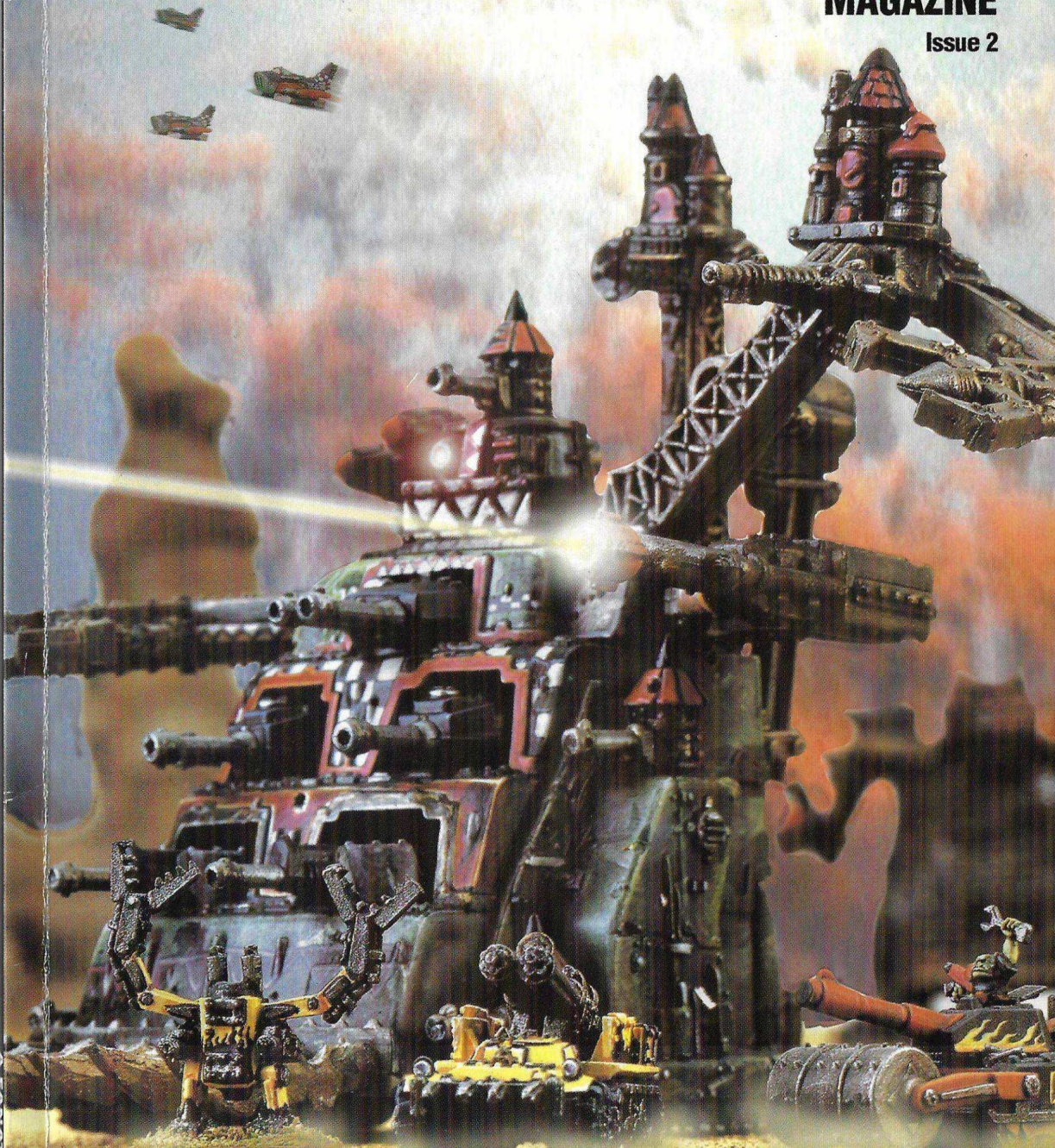
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WARHAMMER

EPIC 40,000

MAGAZINE

Issue 2



WAAAGH! GARGANT

Gargants in Adeptus Titanicus II

Updated Ork detachments

Leman Russ Variants

ORKIMEDES' KUSTOM GARGANTS

Ork War Machines in Adeptus Titanicus II

by PETE HAINES

From early in the Third Armageddon War it was apparent to the Imperium High Command that the Ork forces had access to larger and more impressive weaponry than ever before. The Roks which made planetary landings, the tanker-sized submersibles and the long range teleports were all examples of an unprecedented level of engineering expertise.

As the War Engines of the two sides clashed it also became apparent that the Ork Gargants and Great Gargants had been tinkered with. For one thing the ratio of heavier Gargants was markedly higher than previous experience dictated. For another their weapons were significantly improved. This improved armament came as a nasty shock to Princes who had always been able to out-range Gargants and had access to more punishing weaponry for the Coup De Gras. The belief built up among Titan crews that the kustomised Gargants were the work of a shadowy Ork Mekaniak of quite prodigious talent. With grim humour the Titan crews named this deadly enemy 'Orkimeses'...

ORK WAR MACHINES IN ADEPTUS TITANICUS II

The following rules will allow you to use Ork war machines with the new Adeptus Titanicus II rules from the EpicMag 1 and elsewhere in this issue. All of the rules that apply to Imperial Titans and Super-Heavy Vehicles also apply to Ork war machines, unless the rules below note otherwise. Ork Gargants and Mega-Gargants follow the rules for Titans, while Ork Battlefortresses follow the rules for super-heavy tanks.

ORK POWER FIELDS

Ork Gargants are protected by banks of *power fields*. These energy fields are capable of absorbing vast amounts of damage, the energy from which is transferred to vast batteries located inside the gargant, and then recycled to run systems or discharged into the atmosphere. Hordes of gretchin riggas under the supervision of gimlet-eyed Ork Slavass struggle to maintain the power field's generators and prevent them from over-loading. Inevitably though the generators will finally fail in the heat of intense battle, melting down or burning out as they do so.

Ork Power fields function in a similar way to void shields but have an armour value of 7. In addition, once destroyed they cannot be repaired. The exact number of power fields a Gargant has may vary depending on the ability of the mek that built the machine and the ability of the Ork crew at maintaining the unreliable generators. Because of this the number of power fields a Gargant has is randomly generated at the start of a battle, as listed on the data sheets below. A Gargant containing an Ork Warlord (see Epic armies page 55) always receives the maximum number of power fields.



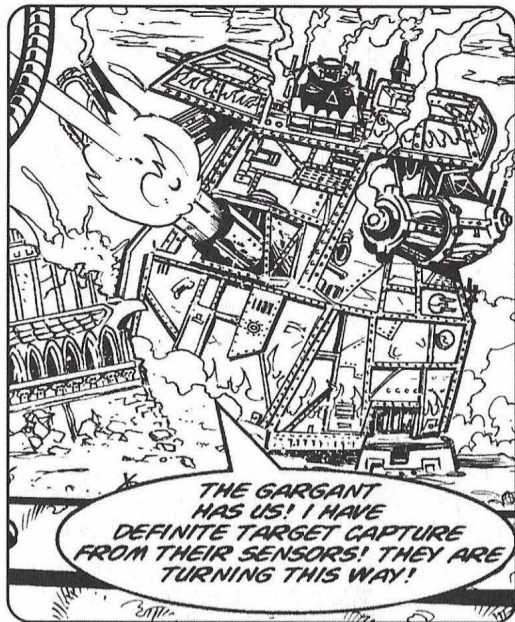
ORK DAMAGE LOCATIONS

The following damage effects table is used for Ork Gargants. Ork Battlefortresses use the Super Heavy Tank Damage Table instead. **IMPORTANT NOTE:** If a location on an Ork Gargant that has suffered catastrophic damage is hit again, then instead of the damage being ignored, one fire is started instead. See the rules for fires below

Fires

Ork gargants are very difficult to destroy with a single shot, but are vulnerable to fire sweeping through the hull and detonating the magazine. Should a fire start (by a location that has already suffered catastrophic damage taking further damage, as noted above), then you must roll a D6 for each fire at the start of the rally phase, before removing blast markers. Roll separately for each fire on the Gargant. On a roll of '1' the fire reaches the Gargant's magazine and it is destroyed in a huge explosion which inflicts one 'anti tank' hit on all units within 4D6 cms of the gargant.

Fires may be 'repaired' like other damage. Each successful repair roll will put out one fire.



ORK GARGANT DAMAGE EFFECTS

ENGINE ROOM

Superficial

May only move on a D6 roll of 4+. May be repaired.

Major

May only move on a roll of 4+. May not be repaired.

Catastrophic

May no longer move.

WEAPON

Superficial

The weapon cannot be used until repaired.

Major

The weapon cannot be used for the rest of the game.

Catastrophic

As major, plus inflicts superficial damage on one other random location.

FEET

Superficial

Speed is reduced by -5cm. May be repaired.

Major

Speed is reduced by -5cm for rest of battle.

Catastrophic

May no longer move, but may turn on the spot.

HEAD

Superficial

May only make a turn on a D6 roll of 4+ until the damage is repaired. Roll just before making a turn; on a roll of 1-3 the Gargant must move straight ahead for the rest of its move.

Major

As above, and weapons must engage the closest enemy target. If repaired, becomes superficial.

Catastrophic

As above, but may not be repaired.

BELLY

Superficial

Crew casualties reduce the number of repair rolls the gargant may make by 1.

Major

Crew casualties reduce the number of repair rolls the gargant may make by half (round up).

Catastrophic

The Gargant may only make one repair roll per turn.

NEW ORK WEAPONS

Ork Gargants have always displayed eclectic mixtures of weaponry. Under the old Epic war machine rules the effect of different kinds of weapon were often 'lumped together'. Under the Adeptus Titanicus II rules the different kinds of weapons have markedly different effects.

Normally Gargants and Great Gargants carry a limited range of weapons: -

Gutbuster kannons firing explosive shot counting as Mega Cannon;

Shoulder-mounted battle kannon turrets counting as Heavy Weapon Batteries;

Arm-mounted Gatling kannons counting as heavy Weapon Batteries;

A variety of close combat weapons including the bizarre Snapper and the more conventional Ripper Fist, both combining limited firepower with a lethal Titan slaying weapon;

The Gaze of Gork, a short-ranged energy weapon of considerable power;

Super lifta-droppa arms.

These weapons remain fundamentally unchanged, although the Gutbuster does benefit from improved and more varied ammunition. All of these weapons can be found on the Ork Weapon tables below and will be familiar to Epic 40,000 players.

In addition to these fairly standard weapons, Ork war machines now have access to a range of new kustom weapons which use a number of special rules. These are described below, along with the new rules for the additional ammunition used by the Gutbuster. The characteristics for the weapons can be found on the Ork weapon tables later on.

The Kluster Busta

Consisting a high velocity gun firing a specially hardened 10 metre-long iron spike surrounded by numerous smaller rapid fire kluster guns. Whilst the kluster guns provide heavy close range firepower well-suited to destroying dispersed infantry formations the Spike gun is reserved for tanks & titans. The kluster busta can be fitted to Great Gargants as an arm weapon. The kluster guns and spike gun can engage different targets.

The Deth Kannon

Normal Gargants lack the knockout punch to defeat the well-armoured Imperium Titans. The Deth Kannon is a way of providing that punch. It can be fitted to Gargants and Great Gargants as an arm weapon. The Kannon itself is a primitive, heavy smoothbore which fires huge shells at low velocity over considerable distances. There is nothing subtle about the amount of explosive packed into the huge shells though. When a deth kannon shell detonates a bright white light is visible at the explosions core which can burn through the thickest armour.

The Slasha Zzap Gun

The Slasha utilises the same technology as Ork Zzap field guns to generate an unpredictable and potentially devastating energy discharge. A Zzap gun can be mounted as an arm weapon on Great Gargants or as a belly weapon on Gargants. Such is the drain of energy that only one Slasha can be fitted to a Gargant or Great Gargant.

Gutbuster Ammo

When firing a hull-mounted mega cannon the ammo will normally be explosive shot (massive kannon shells packed with tons of high explosive!). Alternatively, before rolling to hit a Gargant with a Gutbuster belly gun may nominate to fire one of the following special rounds: -

Chainshot

Chainshot is a euphemism for filling the kannon's breach with chains, spikes and bits of scrap together with a huge sack of propellant. This junk disperses as it leaves the barrel and is capable of cutting a swathe through infantry and light armour.

Solid shot

Solid shot is quite simply a solid iron ball which crashes through defences by virtue of its mass.

GARGANT

Speed	Manoeuvre	Gunnery	CC Skill	Power Fields
15cm	1	5+	3+	3+D3

WEAPONS

Belly: Gutbuster (no special ammo due to their more limited magazines), a Slasha Zzap gun or a Snapper close combat weapon.

Arm: Gatling Kannon or Deth Kannon only

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Belly	F						
Left Arm	LF						
Right Arm	RF						

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
0-1	Feet	10	0-1	Feet	10	0-1	Feet	10
2	Belly Weapon	9	2-3	Belly	10	2-3	Belly	10
3-4	Belly	10	4-6	Arm Weapon*	9	4	Engine Room	9
5-6	Arm Weapon*	9	7	Head	12	5-6	Arm Weapon*	9
7	Head	12				7	Head	11
*Hits weapon closest to attacker			*Hits weapon closest to attacker			*Hits weapon closest to attacker		

DAMAGE

Feet	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Left Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Right Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Engine Room	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Belly Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Belly	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Head	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>

Improvised Attacks

D3

Repair Rolls

4

GREAT GARGANT

Speed	Manoeuvre	Gunnery	CC Skill	Power Fields
15cm	1	5+	3+	6+D6

WEAPONS

Belly: Gutbuster or Snapper only
Arms: Gatling Kannons, Deth Kannons, Super lifta-droppa, Klusta buster, Slasha Zzap Gun or Ripper Fist

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Belly	F						
Left Arm	LF						
Right Arm	RF						
Left Shoulder	AR	Shoulder Battery	45cm	-	2	3	4
Right Shoulder	AR	Shoulder Battery	45cm	-	2	3	4
Head	AR	Gaze of Gork	30cm	-	1	1	9

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
0-1	Feet	12	0-1	Feet	11	0-1	Feet	11
2	Belly Weapon	10	2-3	Belly	10	2-3	Belly	9
3-4	Belly	10	4-5	Arm Weapon*	11	4	Engine Room	9
5	Arm Weapon*	12	6	Shoulder Weapon*	10	5	Arm Weapon*	10
6	Shoulder Weapon*	10	7	Head	13	6	Shoulder Weapon*	10
7	Head	13				7	Head	12
*Hits weapon closest to attacker			*Hits weapon closest to attacker			*Hits weapon closest to attacker		

DAMAGE

Feet	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Right Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Left Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Right Shoulder Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Left Shoulder Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Belly Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Belly	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Engine Room	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Head	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>

Improvised Attacks

D3+1

Repair Rolls

6

MEGA GARGANT

Speed	Manoeuvre	Gunnery	CC Skill	Power Fields
15cm	1	5+	3+	9+D6

WEAPONS

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Belly	A	Batteries	45cm	-	6	27	4
Left Arm - top	LA	Super Lifta Droppa	45cm	see special rules			
Left Arm - low	LF	Slash-Zzap gun	30cm	-	2	1D6-1 AT SHOTS	2D6
Right Arm	RF	Ripper Fist	30cm/6	-/-	1/1	4	4/8
Left Shoulder	A	Deth Kannon	45cm	+1	1	SHW	9
Right Shoulder	A	2xSupport Missiles	Unlimited	Plasma Missile		-	6 ⁸
Head	AR	Gaze of Gork	30cm	-	1	SHW	9

HIT LOCATIONS

Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
0-1	Feet	12	0-1	Feet	11	0-1	Feet	11
2	Belly Weapon	10	2-3	Belly	10	2-3	Belly	10
3-4	Belly	10	4-5	Arm Weapon*	11	4	Engine Room	10
5	Arm Weapon*	12	6	Shoulder Weapon*	10	5	Arm Weapon*	10
6	Shoulder Weapon*	10	7	Head	13	6	Shoulder Weapon*	10
7	Head	13				7	Head	12

*Hits weapon closest to attacker

DAMAGE

Feet	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Right Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Top Left Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Low Left Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Right Shoulder Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Left Shoulder Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Belly Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Belly	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Engine Room	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Head	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>

Improvised Attacks

D3+2

Repair Rolls

8

GARGANT GUNS

Weapon	Range	Firepower/Type	Accuracy	RoF	Str
Gatling Kannon	45cm	8	-	4	5
Deth Kannon	45cm	(1)*	+1	1	9**
Klusta-Busta	45cm	counts as AT	+1	1	6
	30cm	counts as Heavy Barrage	-	2	4
Slasha Zzap Gun	30cm	counts as D6-1 AT shots	-	2	2D6
Gaze of Gork	30cm	counts as Death Ray	-	1	9
Snapper or Ripper Fist	30cm	4	-	1	4
Gutbuster - shell	45cm	counts as Mega-Cannon	-	1	7**
Gutbuster - ball	60cm	counts as AT	-1	1	8
Gutbuster - chainshot	15cm	3D6	+1	1	4

May be used to pick up vehicles and super heavy tanks but not infantry or other war machines. Vehicles are picked up and dropped automatically and super heavy tanks on a D6 roll of 6+. The dropped object is automatically destroyed (i.e. loses all remaining damage).

GARGANT CLOSE COMBAT WEAPONS

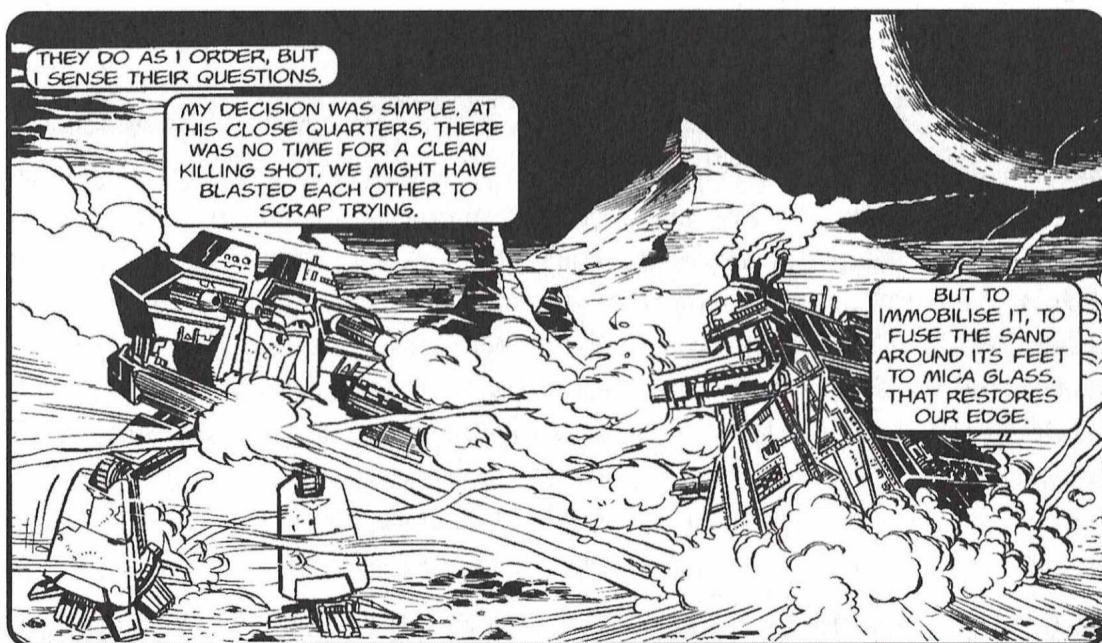
Weapon	Swiftiness	Accuracy	Attacks	Str
Ripperfist	6	-	1	8
Snapper ***	3	-	3	6
Death Roller***	4	-	3 ****	5

* Counts as a Death Ray with Artillery ability

** Always inflicts a minimum of armour cracked result against other war machines

*** Unlike other close combat weapons roll for hit locations as if aiming low.

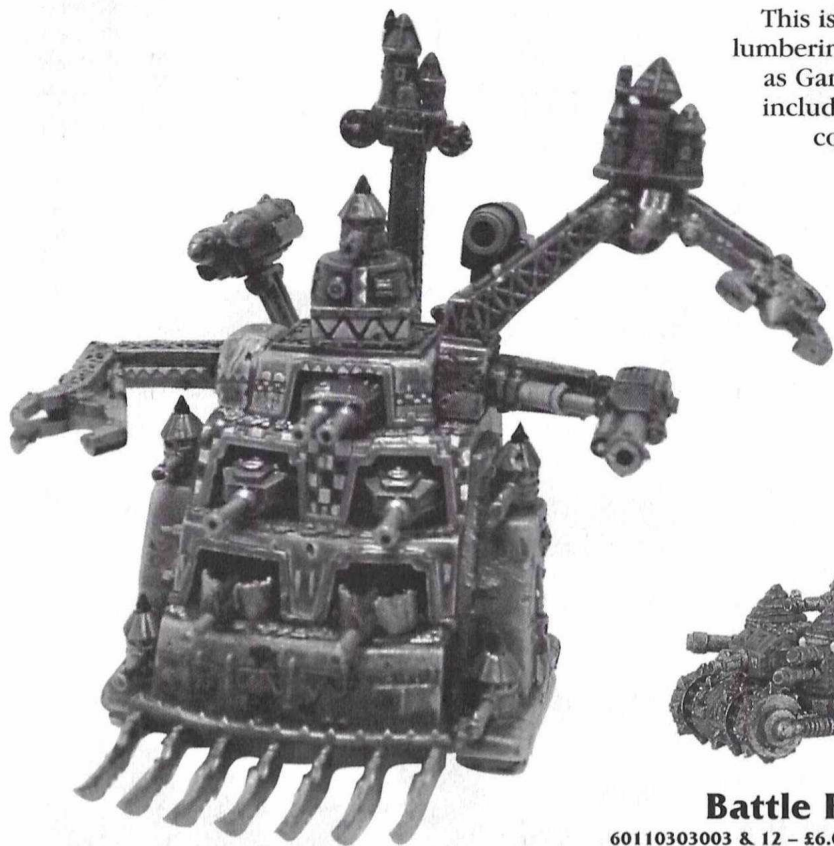
**** A war engine equipped with a Death Roller receives an extra D3 improvised attacks which may only be used against enemy infantry or vehicles.



WARHAMMER
EPIC 40,000

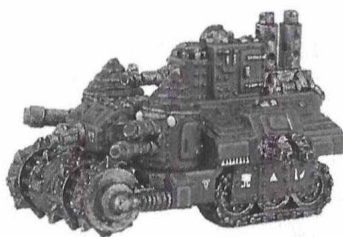
Hot from the Forges

This issue we focus on the lumbering Ork giants known as Gargants. We have also included the parts used to convert Battlewagons.



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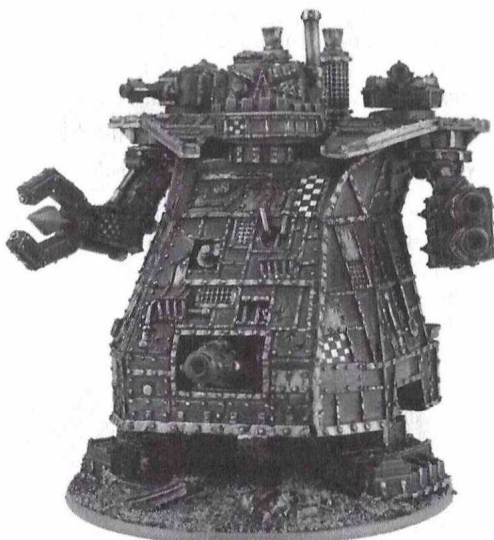
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Battlewagon Conversions

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RIGHT TRACK

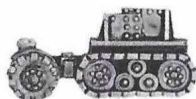


LEFT TRACK

ORK FLAKWAGON
TRACKS 1
030301302

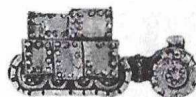


RIGHT TRACK



LEFT TRACK

ORK FLAKWAGON
TRACKS 3
030301307



RIGHT TRACK



LEFT TRACK

SMASHA GUN
030300205



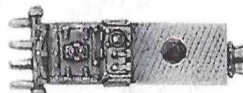
SMASHA GUN TOP



SPLATTA KANNON
030300203



TRAKTOR KANNON
030300204



ORK FLAKWAGON HULL 2
030301304

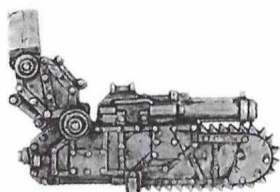


ORK FLAKWAGON HULL 1
030301301

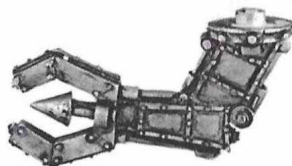


ORK FLAKWAGON HULL 3
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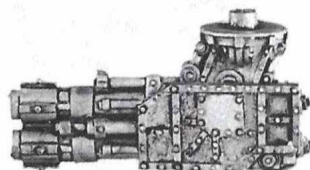
Gargant Weapons



GARGANT RIGHT ARM
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SUPER LIFTA DROPPA
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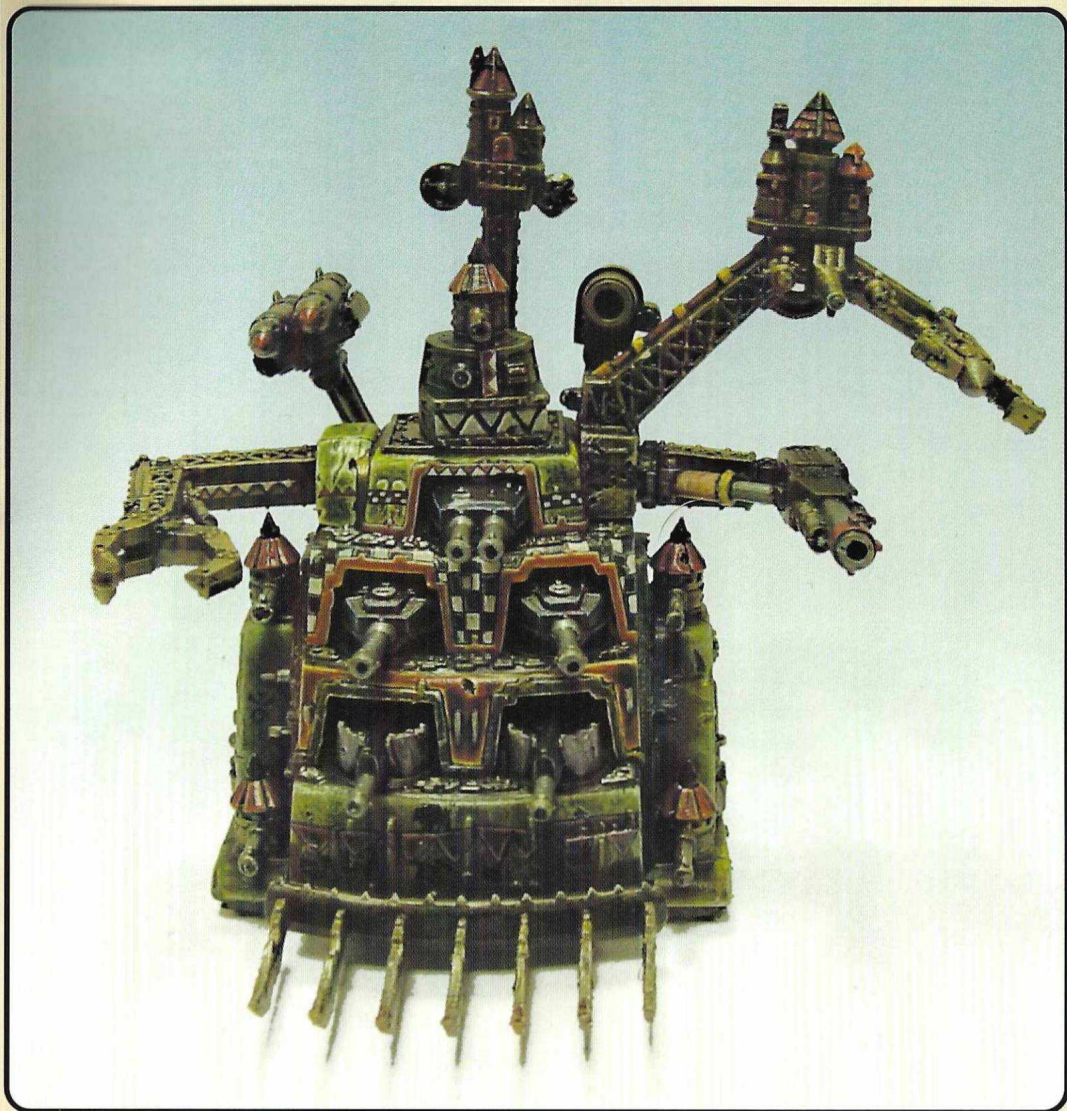
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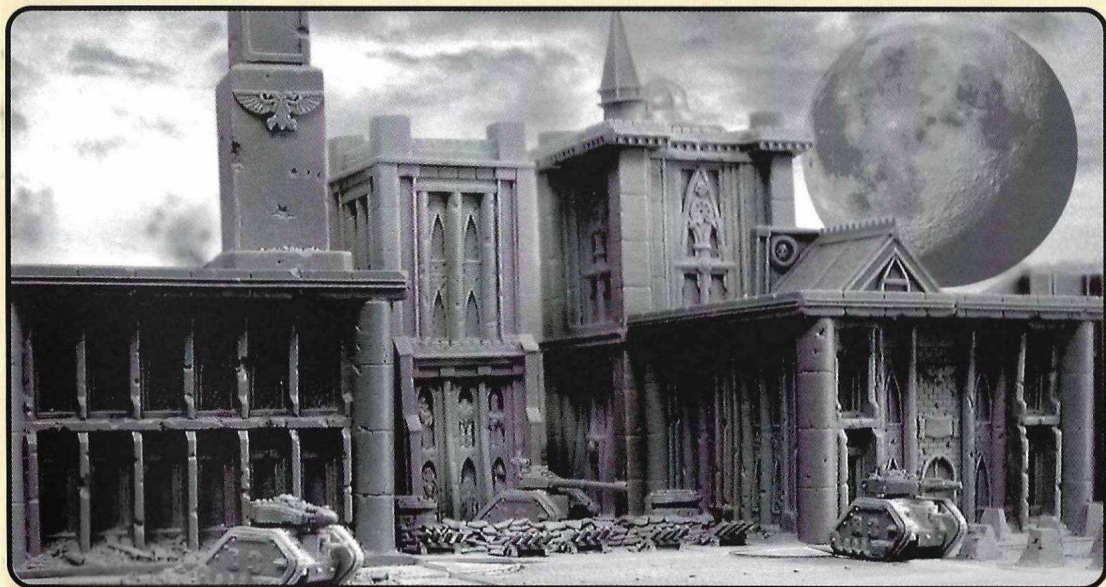
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The horribly beweaponed Mega-Gargant. Painted by Rikard Waldner.



An example of Forge World's new Epic terrain. Sorry we only have a black and white picture, but we think you'll agree it looks fantastic and has great atmosphere.

THE OFFICIAL

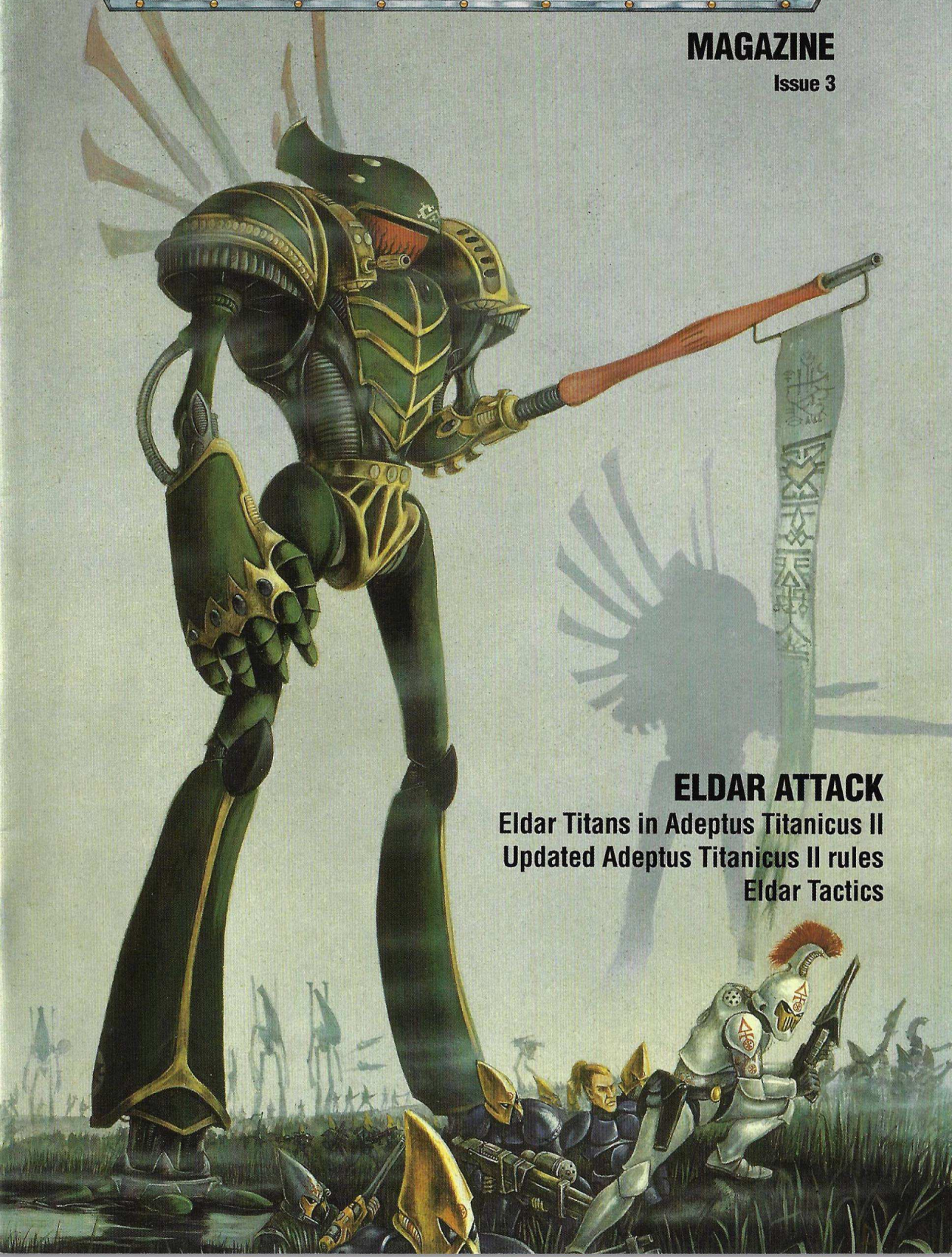
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WARHAMMER

EPIC 40,000

MAGAZINE

Issue 3



ELDAR ATTACK

Eldar Titans in Adeptus Titanicus II
Updated Adeptus Titanicus II rules
Eldar Tactics

EPIC 40,000 & ADEPTUS TITANICUS II

by Jervis Johnson

You live and learn – at no time has this been truer for me than during this last year down in the Fanatic bunker. It has been a really exciting time, and I've relished the opportunity to become involved once again with some of my favourite game systems. With hindsight, though, I probably got a bit carried away at the start, and tried to do too much, too soon.

No where has this been truer than with Epic. Of all the games I've worked on, it is Epic that I am most proud of, so I was really looking forward to sorting out the problems the game has suffered from since its launch and make it into the successful game I know it can be. As part of that process I decided that one thing the game needed was for Titans, Gargants and the other war machines to once again take a more central role in the game, and that the way to go about this was to add more detailed rules for their use into the Epic system. Thus was Adeptus Titanicus II born. However, over the intervening months I've changed my mind about the relationship between Epic and Adeptus Titanicus, and now feel that the two should be treated as separate, though related, games.

STRATEGY VS TACTICS

First of all, don't get me wrong, I still really like the Adeptus Titanicus rules, and we are going to continue to support them in the pages of Epic magazine (as you can see with the Eldar rules in this very issue). However, over the course of playtesting the Adeptus Titanicus rules, I came to realise that while it used the same models as Epic, its appeal to me as a player was completely different.

In a nutshell, these differences are that Epic is a game of *strategy* while Adeptus Titanicus is a game of *tactics*. In Epic you are cast in the role of a general who is in charge of a large army. The decisions you make are to do with the strategy of battle: where will I launch my major assault? Where shall I position my reserves? When will I counter-attack? The nitty-gritty detail of battle are glossed over to allow you to concentrate on important strategic decisions rather than the minutia of combat. In Adeptus Titanicus, you are cast firmly in the role of the commander of a single mighty war machine, and the decisions you make are essentially tactical; which weapon fit will work best? Will moving through that piece of terrain slow me down too much and allow my opponent an advantage? Which target should I engage? Is this the right time to fire my Warp Missile? So with Adeptus Titanicus the nitty-gritty details of battle are all important, and it is the majestic sweep and large numbers of troops involved in a strategic battle which need to be down-played.

The other thing I discovered was that I liked each game equally, although for the different reasons outlined above. In particular the games of Adeptus Titanicus reminded me of the joy of those games that pitch just a handful of models against each other in a fight to the death. Problems with the game only really arose with integrating Adeptus Titanicus into Epic. When you do this the two systems start fighting against each other; the Epic rules interrupt the quick-fire tactical decision making of Adeptus Titanicus, while the detailed Adeptus Titanicus combat rules distract the Epic general from his strategic decision making. It was not that either game was flawed, rather it was the idea that you should join both together which was a mistake. In my hubris and desire to address what I thought of as being a problem with Epic, I had ended up making things worse. You live and learn indeed...

TWO GAMES, NOT ONE

Anyway, much chagrined, I have done something of a U-turn, and am now going to recommend that you do NOT normally use the Adeptus Titanicus II rules to replace the rules for war machines in Epic. Instead we are going to develop Epic and Adeptus Titanicus side by side, as two separate game systems. There will still be some cross-over of course. They will use the same range of models for a start, and we'll keep the rules for combining Epic and ATII so that players can include infantry and tanks in games of Adeptus Titanicus if they desire, or use the more detailed ATII rules in Epic if they do not mind the extra complexity it involves. However, 'cross-overs' like this will be optional and upon agreement of both players.

To tie in with this we'll be putting up a 'gold' edition of the Adeptus Titanicus rules on the Epic website, which will be written with this new philosophy in mind – and with all of the mistakes and typos from the first version taken out too. As already noted, Epic magazine will support both game systems equally, or as equally as we can depending on the submissions we receive, so get writing!

We've also been speaking to Tony Cottrell over at Forge World, and he has agreed to start making new Epic scale war machines in resin, which are specifically designed for use in Adeptus Titanicus, though they will work in Epic too. This will leave Fanatic free to concentrate on making new armies and units for Epic. Top of my wish list for Epic models at the moment is a Dark Eldar army, though I may be swayed from this view by reasoned argument, so get writing if you feel strongly on the matter (alternatively a hefty bribe will probably work too...). However, don't get your hopes up too soon, as it is likely to be 2002 before Fanatic is able to get any new Epic models out. Until then we'll be concentrating on getting Epic magazine out on a regular basis, making sure that it is easy to get hold of the already existing range of Epic models, and on improving the Epic website so that it becomes a vital resource for Epic players.

ADEPTUS TITANICUS II UPDATE

So how does this effect the ATII rules? Up to now we've said that the ATII rules should be used to replace the rules for Titans and other war machines in Epic 40,000. Play-testing has revealed that this probably isn't all that good an idea, so instead from now on we will be treating Adeptus Titanicus and Epic 40,000 as two separate game systems. However, you will be able to 'cross-over' elements from one game to the other if you wish and your opponent agrees to it.

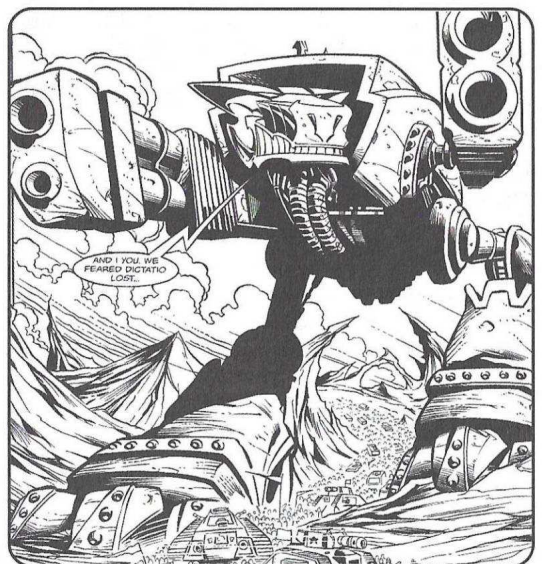
These changes and a number of 'tweaks' are presented below. To keep things as painless as possible I've written the changes in the same order that the rules originally appeared, and have included the page number where the rule originally appeared. In addition we are putting together an updated version of the original article which incorporates these changes, and which will be available as a free downloadable pdf file from the Epic website. Hopefully by the time you read this article the updated file will be available – just go to <http://www.games-workshop.com/40kuniverse/epic40k> to find out!

RESOLVING DAMAGE (page 10 Epicmag 1)

Playtesting has shown that the decision to aim high or low is pretty much a no-brainer, as 99.9% of the time it is always better to aim low, as that way you are more likely to hit the target's vulnerable legs. Because of this we've decided to delete this rule. So now, when you score a hit, simply roll on the target's hit location table without applying any modifiers.

VOID SHIELDS (page 11 Epicmag 1)

Adeptus Titanicus is meant to be a fast paced and exciting game, where things change from turn to turn and phase to phase. In our games, though, we found that Titans and other war machines were so well protected that unless a lot of firepower could



be brought to bear, then they simply were not getting damaged at all. This was particularly true of large Titans, where it was hard enough work stripping off the shields in a turn, let alone damaging the Titan once this had happened. In an attempt to mitigate this we ruled that any hit would strip off a shield, and the effect of this was immediately to make the games we were playing far more dangerous and exciting. So from now on, any hit on a Titan knocks down one shield; no damage roll is required. Ork power fields are also destroyed by any hit.

RALLY PHASE (REPAIRS) (page 12 Epicmag 1)

One other thing that came up during playtesting was that the repair rules meant that damaged shields and other systems were quickly repaired, and that it was rare indeed for damage to last much beyond the turn on which it occurred. This didn't seem right to us, so we modified the repair rules so that you simply rolled once to repair each damaged system or shield, with the number of repair rolls you had counting as a 'cap' on the total number of dice you could roll in one turn. This worked well and meant that once Titans started taking damage it stayed around for a turn or two.

From now on you may only roll once in the repair phase for each damaged shield or system on the Titan, and the total number of dice you roll may not exceed the number of repair rolls for your Titan. For example, a Warlord with three downed shields would roll three repair dice, one for each shield.

INTERGRATING ADEPTUS TITANICUS INTO EPIC 40,000 (page 14 Epicmag 1)

As noted in the introduction, Adeptus Titanicus is now a 'stand alone' game. However, you can, if you wish, intergrate elements from Epic 40,000 into games of Adeptus Titanicus and vice versa. Doing this allows you to incorporate detachments of tanks, infantry or fliers into game of Adeptus Titanicus, or use the more detailed ATII rules in games of Epic 40,000. However, the decision to do this is strictly optional and **MUST** be agreed with your opponent before the game starts.

THE SHOOTING PHASE – VEHICLES & INFANTRY (page 15 Epicmag 1)

The changes to the rules for shields and repairs can make Titans very vulnerable to tanks and infantry being used to 'strip off' the Titans shields, leaving it vulnerable to a killing blow from another unit. To stop this happening, all non-Titan detachments now count as having a gunnery value of 6+. Note that this represents the difficulty they have of damaging a Titan rather than an inability to hit the target per se!

POINTS VALUES (page 15 Epicmag 1)

This isn't a change as such, more an apology. Unfortunately we still haven't got round to working out points values specifically for the units in Adeptus Titanicus. This means that you will need to continue using the points values from Epic for units in Adeptus Titanicus, at least for the time being.

CONCLUSION

And that's about all for this issue. Thanks to one and all of you who has written in with your own thoughts, comments and suggestions about ATII and Epic 40,000. Keep those letters and emails coming with feedback on the latest 'evolution' of the rules.



THE PHANTOM'S MENACE

Eldar War Machines in Adeptus Titanicus II

by **CARL WOODROW**

Unlike their bulky and lumbering human counterparts, Eldar Titans are by comparison things of great beauty and gracefulness. Although both races field huge Titan sized war engines for more or less the same purpose battlefield dominance they achieve it through very different means. Where the Warlord Titan uses brute force and sheer firepower to crush its enemies, the Eldar Phantom uses speed, agility and guile to out-flank its opponent before delivering the crippling shot.

The bond between Titan and crew is very intimate for the Eldar race, and is for life. Each crew member forms part of a single collective consciousness, which also includes the Titan's spirit stone and the ghosts of past Eldar crews. Couple this with the wraithbone core, which runs through and permeates every part of the war engine and the Titan almost takes on a consciousness of its own.

ELDAR WAR MACHINES IN ADEPTUS TITANICUS II

The following rules will allow you to use Eldar war machines with the new Adeptus Titanicus II rules from Epic Mag's 1,2 and elsewhere in this issue. All of the rules that apply to Imperial Titans and Super-Heavy Vehicles also apply to Eldar war machines, unless the rules below note otherwise. Eldar Titans follow the rules for Titans, while Super heavy Grav Tanks follow the rules for super-heavy tanks.

ELDAR HOLO FIELDS

The Eldar do not make use of crude void shield technology to protect them from enemy fire. Instead they employ a system of holographic projectors, which disrupt and scatter the Titan's image into a million shards of multi-coloured light. The faster that the Titan moves, the more the image becomes scattered making it very hard for enemy sensors to lock onto it. This suits the Eldar approach to war, which is predominately hit and run by nature. The only weakness in this system is as soon as the Titan becomes stationary its image coalesces into a solid form offering the Titan little or no protection.

A Titan that has a fully operating Holo-Projector is very difficult to target indeed when on the move. To represent this, when shooting at an Eldar Titan add +1 to the gunnery value if the Titan has moved at all that turn. Note: this is in addition to any other modifiers that may apply.

For example: A Reaver Titan is shooting at an Eldar Revenant, which has moved 25cm. The Reaver would be subject to the following modifiers to its hit roll, +1 target moved over



ELDAR TITAN DAMAGE EFFECTS

WEAPON

Superficial

The weapon cannot be used until repaired.

Major

The weapon cannot be used for the rest of the game.

Catastrophic

As major, plus inflicts superficial damage on one other random location.

HEAD

Superficial

Titan cannot shoot until damage repaired.

Major

Titan cannot move or shoot. If repaired, becomes superficial

Catastrophic

Titan crashes and is destroyed!

WRAITHBONE CORE

Superficial

Control of the Titan is temporarily lost. Weapons may only fire at the closest enemy target in range. May be repaired.

Major

The link is severed; the Titan may not move or shoot. If repaired becomes superficial.

Catastrophic

The Titan is completely immobilised. May not move or shoot for the rest of the game. Note, does not count towards victory unless destroyed.

REACTOR

Superficial

Roll D6 for each weapon at start of every turn. On a 4+ it can be used, on a 1-3 it cannot be used that turn. May be repaired

Major

As superficial, plus the Titan can only move on a D6 roll of 4+ (roll at start of movement phase and again in assault phase). If repaired, becomes superficial.

Catastrophic

The Titan explodes and is destroyed, inflicting D6 Str7 hits on any other Titan within 4D6cm!

LEGS

Superficial

Speed is reduced by -5cm. May be repaired.

Major

Speed is reduced by -5cm for rest of battle.

Catastrophic

Titan crashes and is destroyed!

HOLO GENERATORS

Superficial

No effect.

Major

The projectors flicker in and out. The Titan must move over half its speed to gain any holofield bonus.

Catastrophic

The projectors fail completely revealing the Titan. No bonus is gained anymore for having Holofields.

20cm, +1 target has Man of 3 or greater and +1 for being an Eldar Titan moving with Holofields, a total of +3 to the gunnery modifier. Meaning the Reaver would require a D6 score of 7+

Example 2: A Reaver Titan is shooting at a stationary Phantom. The Reaver would be subject to the following modifiers, +1 to hit for stationary target, +1 to gunnery for Man of 3 or greater, hence the Reaver would need to roll 4+ on a D6 to hit (the two modifiers cancel each other out)

Important Note: In the majority of cases the high agility of Eldar Titans coupled with their Holofields will mean that modifiers often require 7+ or greater to be rolled to hit. Obviously this is not possible; however remember the rule of 1 and 6 (a six will always be a hit regardless of modifier). Simply put, it just means that any moving Eldar Titan is going to be a devil to hit and virtually always require rolling 6's. A stationary Titan, of course, is a different matter entirely.

REPAIR ROLLS

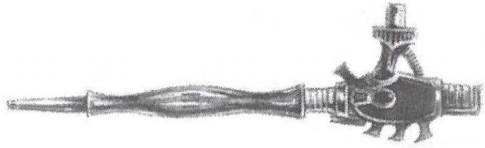
Because the crew share their very thoughts with the Spirit Stone and each other, functions such as repairs are made very efficiently. Eldar crews can identify damage far faster than their human counterparts could ever match. The result of this is that Eldar Titans receive a +1 bonus to all repair rolls.

THE ELDAR ARSENAL

The Eldar have an unrivalled knowledge of warp and beam weapon technology, which is reflected in their armament, whether the lethal Pulsar or the devastating Distortion Cannon.

PULSAR AND STAR PULSAR

The Pulsar and Star Pulsar are the classic example of the expertise Eldar have in beam technology. Sleek and deadly-accurate, the Star Pulsar is flexible enough to deliver a deadly burst of rapid firing pulse shots or the surgical precision of a single sustained beam. The flexibility of this weapon makes it a popular choice with Eldar Titan crews who use the rapid pulse shots to great effect in taking down enemy shields before using the single sustained beam to cut the legs out from underneath their foe.



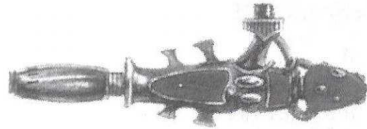
Special Rules

The Star Pulsar can be fired in one of two ways, 'burst' or 'sustained'.

In burst mode the Star Pulsar fires D6 shots, whereas in sustained mode all of the weapons energy is focused into a single lethal shot. At the start of each shooting phase the Eldar player must declare for each Star Pulsar which mode they are going to fire in.

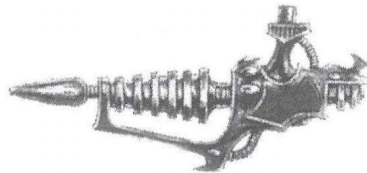
DISTORTION, OR D-CANNON

The Distortion cannon uses the Eldar's knowledge of warp technology to create a rift between real-space and the warp. The focusing of the rift is done within the gun itself, which is in effect just a large warp field generator. Because this is not a projectile or beam weapon, shields offer no protection against it; the warp rift literally opens up within the target itself phasing parts of the target in and out of real-space. Obviously the effect of this is pretty devastating to anyone in the vicinity.



VIBRO, OR V-CANNON

The Vibro cannon functions exactly the same way as its smaller support weapon cousin, only with a greater range and effect. The focused fluctuating magnetic field that the cannon projects induces violent resonant vibrations in the structure of the target, causing it to literally shake itself apart. The weapon has no effect on infantry however.



WARLOCK TITAN WITH PSI-LANCE

The Psi-Lance is an unusual weapon in that it is solely found on what has been dubbed by Imperial forces "the Warlock" Titans. Warlocks are also recognisable by their distinct head shape. The Psi-Lance channels and amplifies the crew's latent psychic ability into a devastating pulse of psychic energy that confuses the senses and overwhelms circuitry. Imperial Titans are particularly vulnerable to a hit from a Psi-Lance as the Mind Impulse Unit that links the crew with the Titans systems is overwhelmed by the psychic shockwave stunning the crew and blowing safety cut-outs.

Special Rules

Any Titan hit by a Psi-Lance may not move next turn and may only shoot with half of its weapons, or half of those remaining if it has already taken damage during the game. Shields and damage repairs function as normal. Shields are no defence against psychic attacks; Psi-Lance hits ignore void shields or energy fields. Other than the disruptive effect to the crew and Titan, no other damage is caused.



RED SCOTT
MILITARY
TITAN
CREW



RED SCOTT
MILITARY
TITAN
CREW



RED SCOTT
MILITARY
TITAN
CREW



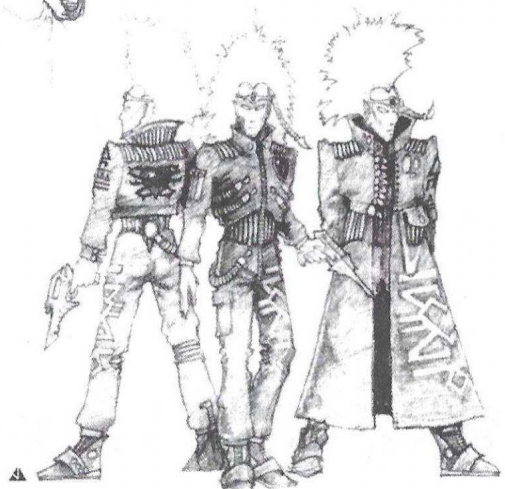
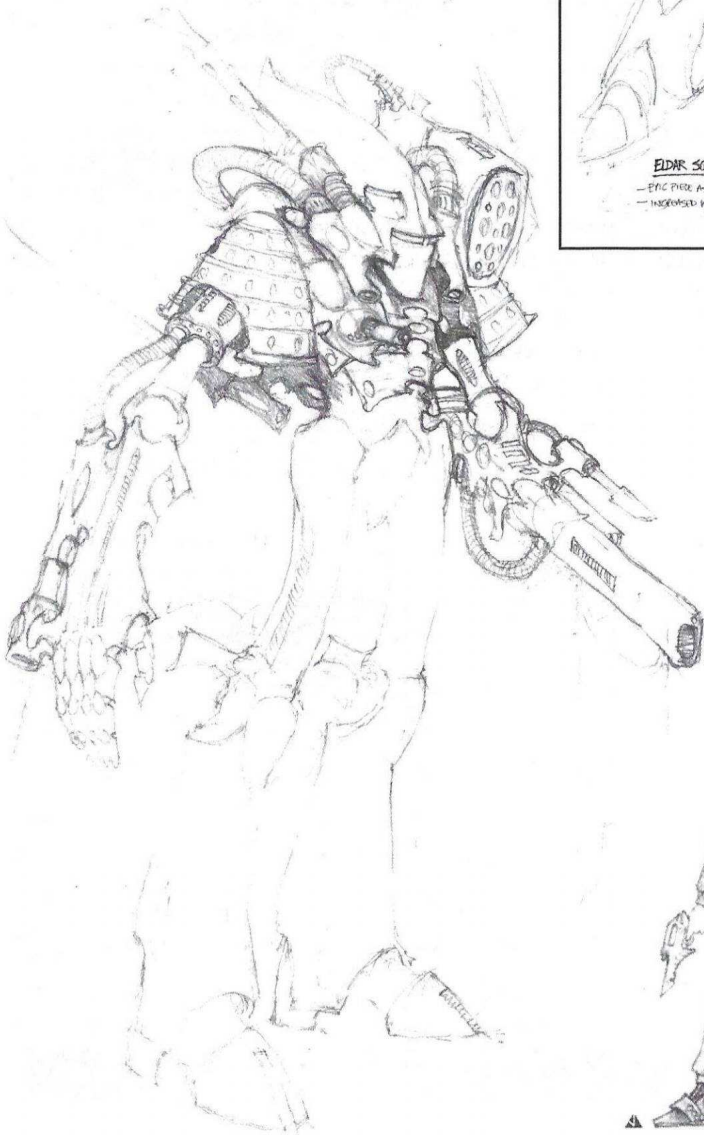
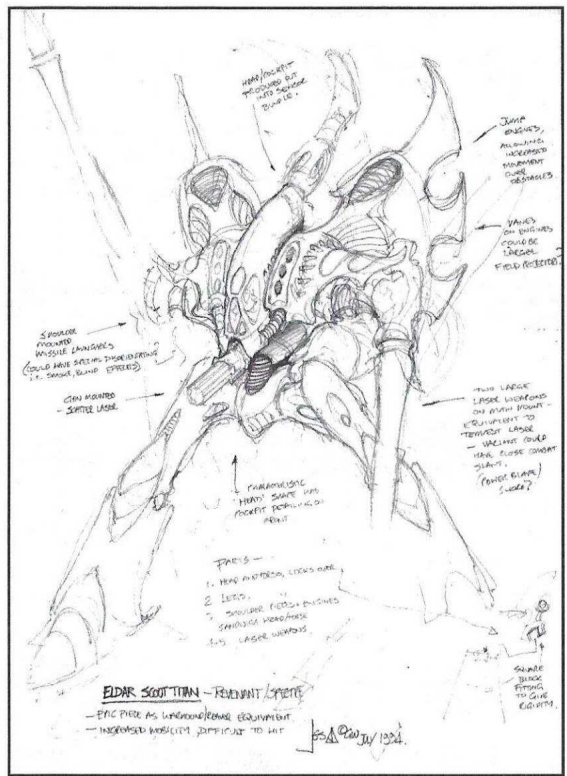
REPEATING
GEOMETRIC
PATTERN



REPEATING
GEOMETRIC
PATTERN



REPEATING
GEOMETRIC
PATTERN



Jes Goodwin's concept sketches for Eldar Titans and crews.

Top left: Eldar Titan banner designs, feel free to photocopy these and use them on your models (see the Eldar Titans on the inside cover for examples).

REVENANT SCOUT TITAN

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
25cm	4	4+	4+	None

WEAPONS

Body: Weapons Battery only **Arm:** Pulsar only

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Body	F	Weapons Battery	45cm	-	4	4	4
Left Arm	LF	Pulsar	45cm	+1	D3 AT shots	D3	6
Right Arm	RF	Pulsar	45cm	+1	D3 AT shots	D3	6

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1	Legs	10	1	Legs	10	1	Legs	9
2	Wraithbone Core	10	2	Holo Generator	10	2	Reactor	10
3-4	Head	11	3	Head	11	3	Head	10
5	Arm Weapon*	9	4-5	Arm Weapon*	9	4-5	Arm Weapon*	9
6	Body Weapon	8	6	Body Weapon	10	6	Body Weapon	8

*Hits weapon closest to attacker

DAMAGE

Body Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Left Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Right Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Wraithbone Core	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Legs	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Head	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Reactor	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Holo Generator	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>

Improvised Attacks	Repair Rolls
1	4

PHANTOM TITAN

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
20cm	3	4+	4+	None

WEAPONS

Wings: Weapons Battery only **Arms:** Star Pulsar, D-cannon, Vibro cannon or Powerfist only.
Psi Lance (Warlock Titan only).

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Left Wing	F	Weapons Battery	45cm	-	4	4	4
Right Wing	LF	Weapons Battery	45cm	-	4	4	4
Left Arm	RF						
Right Arm	AR						

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1	Legs	10	1	Legs	10	1	Legs	9
2	Wraithbone Core	12	2	Holo Generator	12	2	Reactor	11
3	Head	14	3	Head	14	3	Head	11
4-5	Arm Weapon*	10	4-5	Arm Weapon*	10	4-5	Arm Weapon*	10
6	Wing Weapon*	10	6	Wing Weapon*	10	6	Wing Weapon*	10

*Hits weapon closest to attacker

DAMAGE

Left Wing Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Right Wing Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Left Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Right Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Wraithbone Core	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Legs	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Head	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Reactor	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Holo Generator	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>

Improvised Attacks

D3

Repair Rolls

8

ELDAR GUNS

Weapon	Range	Firepower/Type	Accuracy	RoF	Str
Pulsar	45cm	D3 AT shots	+1	D3	6
Star Pulsar (burst mode)	60cm	D6 AT shots	+1	D6	6
Star Pulsar (sustained fire)	60cm	Death Ray	-	1	9
Distortion Cannon	45cm	1	-	1	7 ¹
Vibro Cannon	45cm	Artillery, Disrupt	-1	D6-1	5 ²
Psi-Lance	45cm	see special rules	-	-	-

ELDAR CLOSE COMBAT WEAPONS

Weapon	Swiftness	Accuracy	Attacks	Str
Powerfist	6	+1	1	9 ³

¹ Distortion cannon ignores shields and inflicts damage on the titan itself.

² Vibro cannon ignores shields and inflicts damage on the Titan itself.

³ If you roll a 6 to hit with a powerfist it makes a tear attack and adds +D3 to its strength.

ELDAR SUPER-HEAVY TANKS

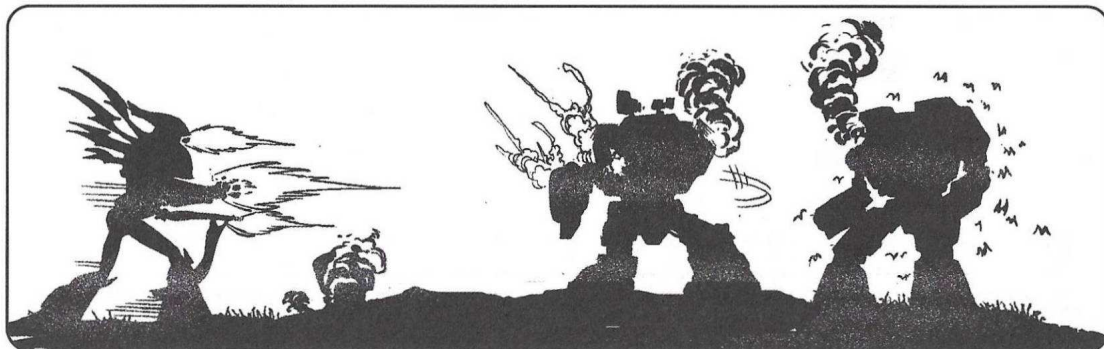
Collectively they are referred to as "Engines of Vaul", however Imperial forces have learned to call them by other names. The Scorpion and Cobra are both fast and deadly. Amongst the largest of vehicles capable of anti-gravitic movement, both the Scorpion and Cobra are highly effective Titan killers as well as siege breakers.

The Scorpion

The Scorpion is a fearsome sight to behold as it glides smoothly across the battlefield, its holo-fields shattering its image into a million shards of coloured light. Frustratingly difficult to lock onto as it pops up to fire, the turret mounted twin Pulsars give the Scorpion an extraordinary punch for a vehicle of its size whilst the addition of a Bright Lance allows it to mop up any survivors. Quite rightly feared by tank commander and Titan Princes alike, the Scorpion epitomises the Eldar style of warfare of strength and elusiveness.

The Cobra

To the untrained eye the Cobra can appear identical to its sister the Scorpion. However in place of the sleek twin Pulsars sits a massive warp-tearing Distortion Cannon. The Cobra is quite capable of literally ripping open holes in enemy lines without any support, the Distortion cannon displacing the enemy into warp-space and back again with predictably catastrophic effects. Its ability to fire straight through an enemy shield or power field is what makes it most feared by Titan crews, and it is against War Engines that the Cobra is most often deployed.



WARHAMMER
EPIC 40,000

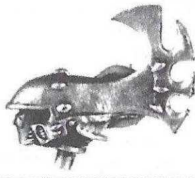
Mail Order

This issue the Eldar Titans stride into the Adeptus Titanicus II system. When ordering a Phantom Titan please state which head variant and which two weapons you require.

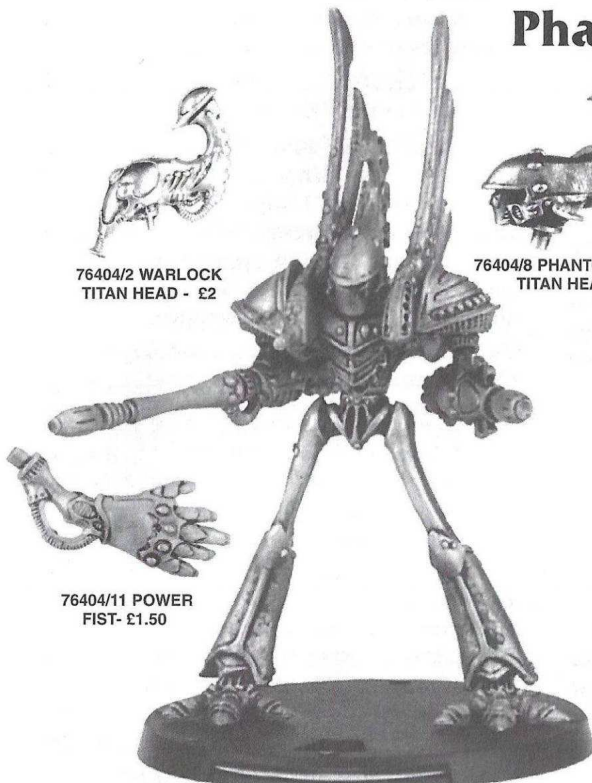
Phantoms



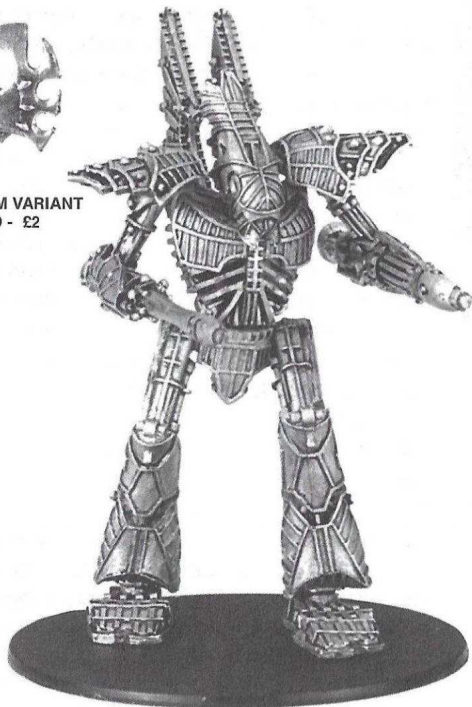
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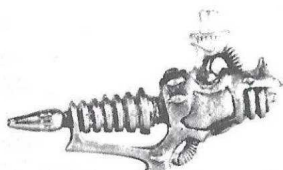
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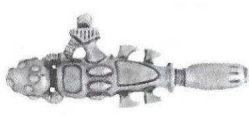
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WARHAMMER

EPIC 40,000

MAGAZINE

Issue 4



HIVE WAR!

Tyranid Bio-Titans in Adeptus Titanicus
Deathstrike Warheads
Raid scenario

BIG, BAD, BUGS

Experimental Rules for Tyranid War Machines in Adeptus Titanicus by CARL WOODROW

Ruthlessly efficient hunters, Imperial Titan Crews refer to them as 'the stuff of nightmares' and rightfully fear them. During a lecture by the renowned 'Legio Ignatus' Princeps Amdahl DeWalt on Mars he had the following to say about Tyranid Titans, "Their size and strength is only matched by their almost effortless ability to literally tear a Titan apart if the crew is unwise enough to let the creature get too close."

Although referred to in archives by the term 'Bio-Titan', Tyranid behemoth constructs such as the Hierophant and Hierodule are in fact a single synaptic creature, capable of feats of agility astonishing for their size. In the same fashion as their smaller brethren, their organic living weapons are a symbiotic part of their genetic construction, bone and muscle projecting bio plasma and corrosive enzymes.

Although Imperial archives identify only two species of Tyranid Bio-Titan, the massive Hierophant and its smaller relative the Hierodule, xeno-biologists have speculated on their possibly being other evolutions that have yet to be encountered.



HIEROPHANT

The larger of the two Bio-Constructs, the Hierophant is six limbed like other Tyranid species, the front fore limbs supporting symbiotic weapons whilst the back four legs are used for locomotion. A tough bonelike carapace protects the body and abdomen whilst the legs are covered in hardened plates. Most Hierophants are armed with a combination of bio-cannon and razor claws, although some evolutions have been seen with additional sets of powerful claws in place of one of the bio-weapons.

HIERODULE

The Hierodule is smaller than the monstrous Hierophant, but no less terrifying. Its smaller size better suited to quickly outflanking other Titans before scuttling in for the kill. During larger campaigns, it has been noted that the Hierodule almost functions as a scout for its larger relatives, engaging the enemy first to weaken them and make them easier prey for the larger Hierophant to finish off.

DOMINATRIX

The Dominatrix is a gargantuan composite creature of nightmarish proportions. This gigantic, bestial

BIO TITAN DAMAGE EFFECTS

WEAPON

Superficial

The weapon cannot be used until repaired.

Major

The weapon cannot be used for the rest of the game.

Catastrophic

As major, plus inflicts superficial damage on one other random location.

HEAD

Superficial

Titan cannot shoot until damage repaired.

Major

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

Catastrophic

Titan crashes and is destroyed!

BIO PLASMA

Superficial

One bio-plasma shield is destroyed for the rest of the battle.

Major

D3 bio-plasma shields are destroyed for the rest of the game.

Catastrophic

Bio-Titan loses its ability to generate bio-plasma shielding for the rest of the battle.

THORAX

Superficial

Reduce the Bio-Titans regeneration bonus to D3-1.

Major

Bio-Titan loses regeneration bonus for rest of the battle.

Catastrophic

Nerve bundle is severed; Bio-Titan crashes to the ground and is killed.

LEGS

Superficial

Speed is reduced by -5cm. May be repaired.

Major

Speed is reduced by -5cm for the rest of the battle.

Catastrophic

Speed is reduced to 10cms for the rest of the battle. Any further legs hits cause the Bio-Titan's legs to give way, it collapses and dies!

monstrosity is equipped with ripping claws and fangs, and a stunning profusion of symbiotic weaponry. Dominatrix are brood queens of the Tyranids, acting as a powerful focus for the Hive Mind, instilling its merciless directives in the creatures around it.

TYRANID BIO-WEAPONS

Bio-Cannon

Melded to the Titan at inception, the symbiotic organism that makes up the bio cannon has powerful muscles which are used to propel highly corrosive slug like organisms which can eat through flesh and armour with ease.

Cluster Spines

The cluster spine symbiote is a very similar organism to the smaller venom cannon, in fact it is believed that they may have been evolved from the same sub-species. The organism generates a powerful electro-static charge, which accelerates diamond-hard shards of crystal in massive salvos that punch massive holes through armour and tear apart anyone unfortunate enough to get caught in the open.



TYRANID GUNS

Weapon	Range	Firepower/Type	Accuracy	RoF	Str
Bio-Cannon	45cm	8	-	1	7
Cluster Spines	60cm	Hvy Barrage	-1	D6	5

TYRANID CLOSE COMBAT WEAPONS

Weapon	Swiftness	Accuracy	Attacks	Str
Razor Claws	6	+1	1	9 ¹

¹ If you roll a 6 to hit with a Razor Claw it makes a tear attack and adds +D3 to its strength.

CLOSE COMBAT WEAPONS

Razor Claws

Capable of tearing through metal and ceramite as if it were parchment, the razor claws of a Bio Titan are probably its most potent weapon. Used in close combat to tear and crush its opponent, it is the razor claws that Titan crews fear more than any other weapon when facing Tyranid swarms.

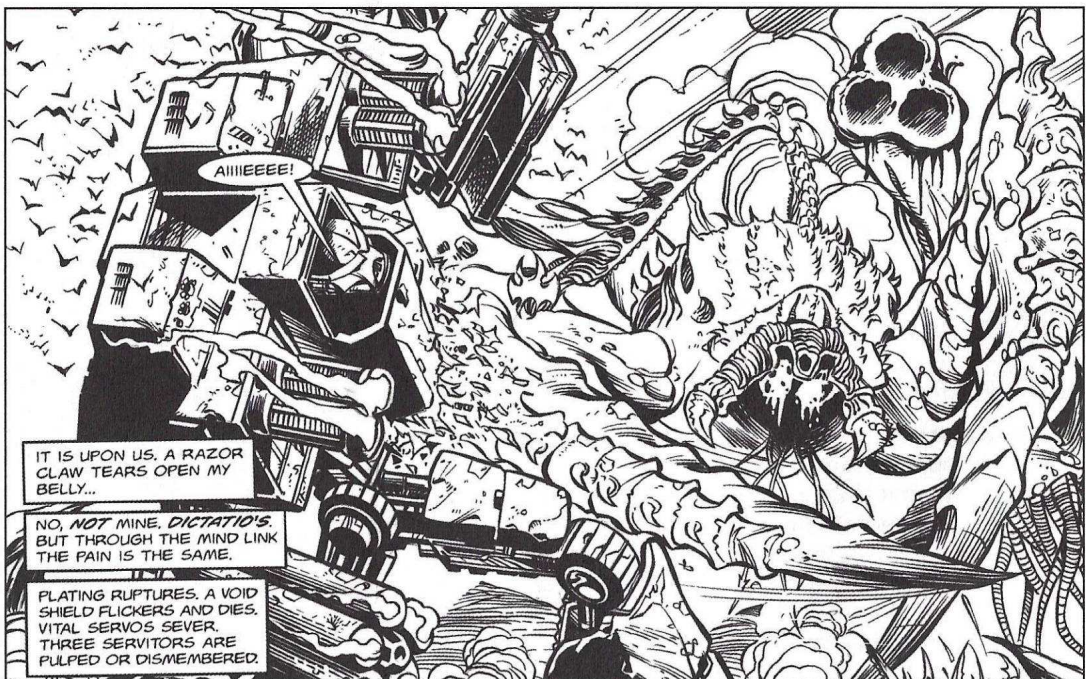
If a Bio-Titan has Razor Claws, it gains +1 to its CC Skill. If the Titan has evolved an additional set of Razor Claws to replace one of its bio weapons, then it receives an additional close combat attack for each set of claws.

The Close Combat bonus received for using Razor Claws is cumulative, or in other words if the Bio Titan has two sets of Razor Claws then it would have a +2 bonus to its CC Skill.

Ripper Tentacles

It is not certain as to the primary function of ripper tentacles, however most Titan crews can testify to their effectiveness in ensnaring their own close combat weapons rendering them useless.

If a Bio-Titan has Ripper Tentacles, it may prevent one war engine it is in close combat with from using one of its close combat weapons.



SPECIAL RULES

Bio-Plasma Shield

The Tyranid species is quick to learn and there are many examples where they have evolved to biologically mimic another races technology. Bio-Plasma shielding is just one example of such mimicry that both the Hierophant and Hierodule have evolved. By rapidly rubbing together small bone like plates underneath their carapace, the Bio-Titan generates a powerful electromagnetic charge. This is then used to polarise bio-plasma emitted from pores along the creature's body. The resulting shield is a highly effective protection against weapons even as devastating as those found on the Titans of other races.

Treat Bio-Plasma Shields in the same way you would Void Shields.

Regeneration

During previous engagements between Imperial forces and Hive Fleets, Titan crews have reported Bio-Titans recovering from injuries that should have proved fatal. Seemingly able to withstand horrific wounds and severed limbs, Bio-Titans have evolved a highly advanced ability to regenerate damaged tissue. When a Bio-Titan sustains an injury, tiny symbiotic creatures which live between the bony plates, swarm over the wound excreting a hardening resin, which staunches fluid loss and seals damaged tissue. This symbiotic relationship between the tiny workers and their host gives Bio-Titans an almost unrivalled survivability.

During the repair phase, a Bio-Titan may add an additional D3 dice to its repair roll.

THE RYLLA INCURSION

Tolson risked a quick look, glancing out across the plaza from the burnt-out wreck of the Chimera he was crouched behind. The city was almost a write off, Tyranids had infested over seventy percent of Rylla Prime, and whispers and comm chatter were hinting of a general retreat. Shifting his weight to ease tired muscles he glanced back at the worried faces of the rest of his squad, mostly young men raised from the farms right here on Rylla, they were ill-prepared to face the horror of a full scale Tyranid invasion.

A shadow fell across the entire square swallowing the guardsmen up in the darkness as a new player entered the arena, weapons sweeping the plaza. None of the hastily conscripted guardsmen had ever seen a Titan before, the sheer size and presence of the majestic Warlord bringing new hope. Surely nothing could defeat them now Tolson thought with the might of the Emperor manifest in this great war machine.

Almost as in answer, one of the buildings across the square crashed down in an avalanche of stone and steel to reveal a creature so vast as to be unimaginable. The Hierodule stepped over the rubble and dropped into a low crouch, huge claws whipping left and right from a either side of a head the size of a battle tank. The Warlord was not slow to respond, its Gatling Blaster drawing a quick bead to the gargantuan Tyranid before unleashing a storm of shells straight at the beast. Tolson could almost hear the shrieks of pain as gaping holes stitched along the side of the creature opening up huge wounds in a spray of blood, tissue and ichor. Incredibly it still lived and was even now scuttling across the square, huge claws snapping in fury. The Warlord was now fully engaged, weapons firing and recycling in synchronisation, the crew fighting to cripple the creature before those terrible claws got too close.

With a final high-pitched scream the Hierodule crashed to the ground, its nerve synapses severed less than a hundred yards from the Imperial war engine. A huge cheer went up from the guardsmen when the beast was felled, but it died in their throats as a choking sob when the smoke cleared. Emerging from behind a building on the opposite side of the plaza was a Tyranid of even greater proportions. Tolson felt sick, it had all been a ruse to lure the Warlord out into the open where the larger Hierophant could get at it. The Titans crew had reached the same conclusion and were frantically backing up and around to bring the newcomer to bear. The sound from the Hierophants bio-cannon was almost a rasping cough, but the effect of the Warlord was far more spectacular, smoke spilling from the great holes in its armour where the corrosive acids and juices were eating through. Cluster spines lanced through the air leaving horrible gouges in the hull, cutting power lines and breaching hydraulics.

The Hierophant was on the move now, closing the distance between itself and the Imperial Titan with startling speed. The Warlord did not even get a chance to fire before the Tyranid was on top of it, claws closing on the war engine with a squeal of tortured metal. Tolson watched with growing horror as the Hierophant lunged closer with the helpless Titan in its grip. Ripper tentacles snapped forward probing the Warlords cockpit before smashing through the view ports gaining access to the helpless crew inside. Tolson turned away shaking uncontrollably as the probing tentacles withdrew, not wanting to see what, if anything, was in their grasp.

Realising someone was frantically tugging his arm, Tolson spun around to see guardsman Wentz crouched next to him.

"Sir, the calls come through, we're to fall back immediately!"

Looking back at the slowly toppling empty husk of the Warlord, Tolson signalled his men to retreat. Surely now Rylla was lost...

HIERODULE

Speed	Manoeuvre	Gunnery	CC Skill	Bio Shields
25cm	3	4+	4+	3

WEAPONS

Symbiote Weapons: Any except Ripper Tentacles

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Left Symbiote	LF						
Right Symbiote	RF						

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1	Legs	10	1	Legs	10	1	Legs	10
2	Head	11	2	Head	11	2	Bio Plasma	10
3-5	Thorax	11	3-5	Thorax	11	3-5	Thorax	10
6	Symbiote Weapon*	9	6	Symbiote Weapon*	9	6	Symbiote Weapon*	9
*Hits weapon closest to attacker			*Hits weapon closest to attacker			*Hits weapon closest to attacker		

DAMAGE

Left Symbiote Weapon	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Right Symbiote Weapon	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Head	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Thorax	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Bio Plasma	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Legs	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>

Improvised Attacks	Repair Rolls
D3+1	4

HIEROPHANT

Speed	Manoeuvre	Gunnery	CC Skill	Bio Shields
20cm	3	4+	4+	5

WEAPONS

Head: Ripper Tentacles only **Symbiote Weapons:** Any except Ripper Tentacles

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Head	F	Ripper Tentacles	-	-	4	4	4
Right Symbiote	LF						
Left Symbiote	RF						

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1	Legs	10	1	Legs	10	1	Legs	10
2	Head	11	2	Head	11	2	Bio Plasma	10
3-5	Thorax	12	3-5	Thorax	12	3-5	Thorax	11
6	Symbiote Weapon*	9	6	Symbiote Weapon*	9	6	Symbiote Weapon*	9
*Hits weapon closest to attacker			*Hits weapon closest to attacker			*Hits weapon closest to attacker		

DAMAGE

Left Symbiote Weapon	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Right Symbiote Weapon	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Head	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Thorax	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Bio Plasma	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Legs	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>

Improvised Attacks	Repair Rolls
D3+2	6

DOMINATRIX

Speed	Manoeuvre	Gunnery	CC Skill	Bio Shields
20cm	3	4+	4+	2

WEAPONS

Head: Bio-Plasma only **Symbiote Weapon:** Bio-Cannon only

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Head	F	Bio-Plasma	15cm	-	1	4	6
Symbiote Wpn	AR	Bio-Cannon	45cm	-	1	8	7

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1	Legs	9	1	Legs	9	1-2	Legs	9
2	Head	10	2	Head	10	3-5	Thorax	10
3-5	Thorax	10	3-5	Thorax	10	6	Symbiote Weapon	9
6	Symbiote Weapon	9	6	Symbiote Weapon	9			

DAMAGE

Legs	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Head	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Thorax	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Symbiote Weapon	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Catastrophic <input type="checkbox"/>

Improvised Attacks

D3

Repair Rolls

2

Editor's Notes: Like the Eldar and Ork rules in previous issues of Epic Magazines, these are Experimental Rules. That means they are not the finished article, they need play testing. That's where you guys come in. These rules are here for you to play with, and feedback to us on. Are the Bio-Titans too reliant on Ripper Claws and close combat, making them too one dimensional and easy to defeat, or is the Dominatrix too vulnerable? These are the types of questions that we need answering, and you (the players) are the ones we to answer them. This goes for all the previous experimental rules as well.

We want to hear from you. So e-mail us at fanatic@games-workshop.co.uk or write to the usual address with your comments.

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The spider-like forms of the Tyranid Hierodule and Hierophant Bio-titans scuttle on to the pages of Epicmag this month.

Hierophant



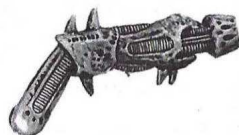
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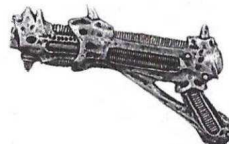
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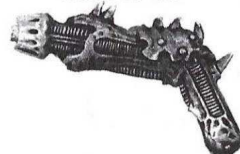
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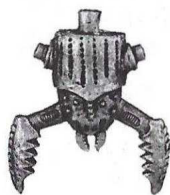


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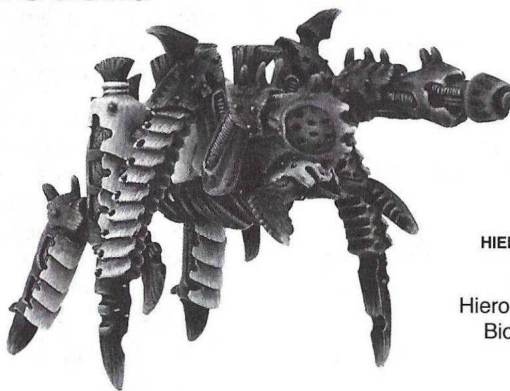
Hierodule



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Hierodules can be fitted with the Bio-cannons shown above.

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MAGAZINE

Issue 5

LORDS OF BATTLE!

Chaos Titans in Adeptus Titanicus
Destroyers and Thunderers in Epic 40,000
New Rules: Allocating Hits

**GAMES
WORKSHOP**

DARK LORDS OF BATTLE

Experimental Rules for Chaos War Machines in Adeptus Titanicus

by **ANDY MEECHAN**

In the dark days of the Horus Heresy great numbers of the Adeptus Mechanicus were lured into the service of Chaos with promises of forgotten knowledge. The Tech Priests of Mars were pitched into a bloody civil war, unleashing forbidden weapons to scour the surface of the red planet. The Titan Legions split into loyalist and traitor factions, with over half of the Titan Legions joining Horus.

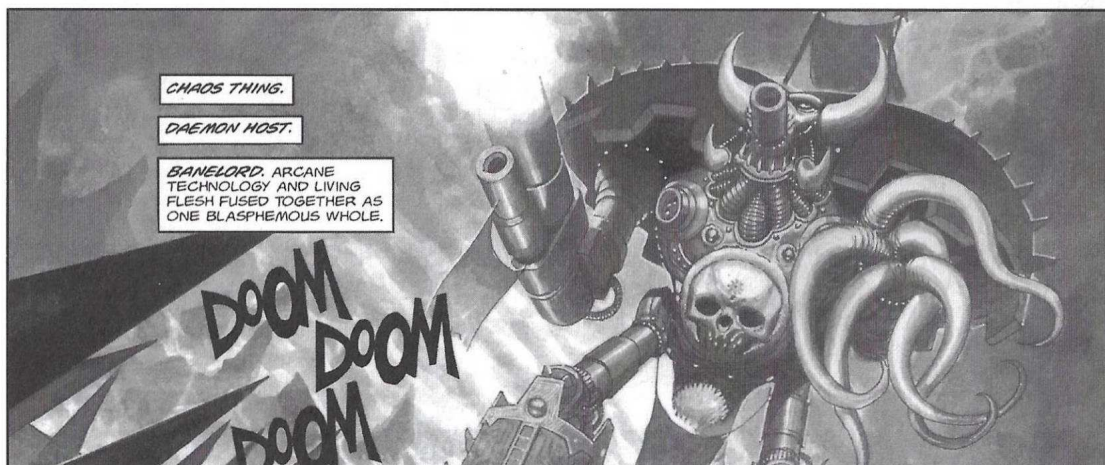
Throughout the Heresy innumerable battles were fought between Titans, and whole cities shook beneath the heavy tread of these awesome war machines. With the failure of the Heresy the renegade Titan legions were driven into the Eye of Terror, where they still dwell ten thousand years on, waiting to board space hulks or ancient transport vessels and ravage the worlds of the Imperium again.

During their long sojourn among the daemon worlds the renegade Titans have been warped and mutated, for the mutable power of Chaos is not limited to creatures of flesh and bone. These gigantic engines of terror are universally feared as they wander the daemon worlds from battle to battle, eternally wrecking the carnage they were built for. No-one knows quite whether these machines retain their original crews, their lives unnatural prolonged by their close contact with the powers of the warp, hidden in the Eye of Terror where time means nothing. Some say they are possessed by the spirits of daemons, whose rage at their entrapment drives the machine to ever greater acts of destruction. Chaos Titans are feared and respected amongst the followers of the Dark Gods as monstrous brooding effigies of ancient gods of war. The Imperium fears the Chaos Titan as the avenging revenants of a horrific past.

CHAOS TITANS

Many Chaos Titans are warlord class Battle Titans as these were the commonest type at the time of the Heresy, Nearly all have become altered in some way. Many have had their heads reshaped into daemonic visages, or mounted with close combat weapons or extra guns; another common change is the addition of long sinuous tails mounting weapons or gigantic blades.

The Chaos Reaver and Warhound are also foul parodies of their Imperial counter-parts. The legions they were part of threw in their lot with the corrupted Warmaster in the Horus Heresy. Now, like the Chaos Warlords they are crewed by insidious thing melded to their machines and have long since ceased to be human.



DAEMON ENGINES

Banelord

The Banelord is perhaps the most horrific of Chaos Titans, its living crew have long since died or become melded with their weapons, leaving the Titan a living, raging machine with an unquenchable thirst for carnage. Aligned to the blood god Khorne it has been warped into a daemonic slaughterer, leading the blood thirsty legions of Khorne into battle. Washed in the blood of thousands of sacrifices and mutated to bear the face of a Bloodletter, the Banelord carries weapons from Khorne's great weapon forges, deep in the heart of the Eye of Terror. A once proud war machine has become the living incarnation of war.

Plague Towers

Ramshackle Plague Towers are the chosen war engines of Nurgle. Tall siege towers, with rotten wooden frames, held together by unseen forces. A tower trundles slowly across the battlefield, followed by swarms of flies and poisoning the ground around it. Inside its walls demented servants of Nurgle howl in praise as they load and fire the engine's mortars and weapons.

Lord of Battle

The Lord of Battle is not just a machine – it is a Greater Daemon of Khorne in mechanical form. Its mighty pistons and grinding cogwheels are driven by a mind as keen and determined as any of the Chaos God's other daemons. The Lord of Battle is constructed of black iron and brass and embodies all the destructive powers of a Titan. Driven by the psychic energy released by bloodshed, violence and fear the Lord of Battle advances furiously, surrounded by coruscating

CHAOS TITAN DAMAGE EFFECTS

VOID SHIELD GENERATORS

Superficial

One void shield is destroyed for the rest of the battle.

Major

D3 void shields are destroyed for the rest of the game.

Catastrophic

Titan loses all its void shields for the rest of the battle.

WEAPON

Superficial

The weapon cannot be used until repaired.

Major

The weapon cannot be used for the rest of the game.

Catastrophic

As major, plus inflicts superficial damage on one other random location.

LEGS

Superficial

Speed is reduced by -5cm. May be repaired.

Major

Speed is reduced by -5cm for rest of the battle.

Catastrophic

Titan crashes and is destroyed!

HEAD

Superficial

Titan cannot move until damage is repaired. The Battlehead cannot be used until repaired.

Major

Titan cannot move or shoot. If repaired, becomes superficial. The Battlehead cannot be used for the rest of the battle.

Catastrophic

Titan crashes and is destroyed!

PLASMA REACTOR

Superficial

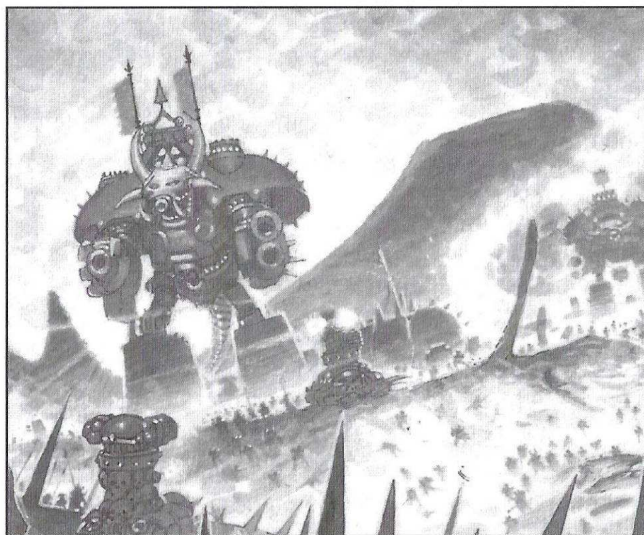
Roll D6 for each weapon at start of every turn. On a 4+ it can be used, on a 1-3 it cannot be used that turn. May be repaired.

Major

As superficial, plus the Titan can only move on a D6 roll of 4+ (roll at the start of the Movement phase and again in the Assault phase). If repaired, becomes superficial.

Catastrophic

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



Titans have access to a host of infernal weapons from the hellish, daemonic forges of the Eye of Terror. These additions to the Chaos armoury are detailed on the tables opposite.

Battlehead

With a large cannon jutting from the jaw, this battlehead can commonly be found mounted upon the Khorne Banelord Titan. The assault cannon provides the Titan with an inordinate amount of suppressive fire, softening its target as it closes for the kill.

Castigator Cannons

Psychically powered weapons which launch a barrage of atonal 'noise', a sonic wave powerful enough to crack armour and shatter flesh and bone. This weapon is much favoured by Slaanesh, whose Questor uses them to horrible effect.

Death Storm

Rapid fire salvos of high yield rockets providing a good damage spread against most targets – especially infantry.

Doom Burner

A suitably massive weapon that spews molten metal at its target over a short range.

Havoc Rack

There are only six missiles on the Havoc rack, therefore you have to keep track of the number remaining throughout the battle. Use a small dice on the Titan's base, or a stock of six markers that can be removed as the missiles are loosed upon their target. The Havoc rack takes up both weapon slots on a Warlord Carapace. For each additional missile after the first fired in a salvo, +1 is added to the strength of the shot.

Example: The player chooses to fire four missiles in a salvo. If the shot hits its strength will be 9. Two missiles will be left for the remainder of the battle.

CLOSE COMBAT WEAPONS

Doomfist

Combining the Imperial chainfist and powerfist, then adding a battery of melta-cannon for good measure, the Doomfist is particularly feared by the enemies of Chaos.

Hellblades

An unimaginably huge rendition of the simple power sword, a Hellblade is able to cleave through enemy Titans with ease.

warp energy and the shrieking souls of the vanished, unleashing hellspawned weapons on its foes.

Subjugator and Questor

As the Banelord is to Khorne, the Questor or Subjugator is to Slaanesh. Lithe, swift and deadly, they gallop along on powerful legs, driven by daemonic spirits which chatter and scream with the sensations of battle. The daemons howl with elation as a Subjugator rips apart its foes with its Hellslicers, and the Questor blasts its enemies to pieces.

CHAOS TITAN WEAPONS

In addition to all the weapons available to Imperial Titans, Chaos

CHAOS TITAN GUNS

Weapon	Range	Firepower/Type	Accuracy	RoF	Str
Doom Burner	45cm	Death Ray	-	1	8
Death Storm	45cm	8	-	6	5
Battlehead	30cm	4	-	4	5
Doomfist	30cm	6	-	6	6
Cannon Tail	30cm	4	-1	3	5
Hellstrike Cannon	60cm	Mega Cannon	-	1	7 ¹
Havoc Rack	60cm	Heavy Barrage	-1	1 to 6 ²	6 ³
Castigator Cannon	60cm	6	-	1	6

CHAOS TITAN CLOSE COMBAT WEAPONS

Weapon	Swiftness	Accuracy	Attacks	Str
Hellblades	6	-	2	6
Hellslicer	5	-	1	7
Doomfist	3	-	2	7
Energy Whip	2	-1	3	6 ⁴
Close Combat Tail	3	-1	1	7

¹Against a Titan itself a Hellstrike always inflicts a minimum of an Armour cracked result

²Limited to a maximum of 6 shots for the whole game

³The Havoc adds +1 strength for each additional missile after the first fired in a salvo

⁴On a roll of a 6 to hit an energy whip knocks down D3 shields

Hellslicer

These daemonic pinchers are a horrible fusion of metal and flesh, cracking with warp energy they are capable of slicing through Titan armour and limbs.

Chaos Titan Tails

A common mutation amongst Traitor Legions, tails often carry additional close combat weapons or, as in the case of the Banelord, a battle cannon. A tail which mounts a cannon cannot be used in close combat.

Energy Whip

The whip discharges a massive electrical charge intended to tear asunder the void shields of opposing Titans. Other than this effect, the whip causes only minor damage to Titans, but still represents a terrible weapon against normal armour and infantry.

When rolling to hit for the whip, if any of the Attack dice comes up 6 then D3 shields are stripped from the opposing Titan (these may be regenerated as usual). If there are fewer remaining shields than are rolled for, any excess is added to the Strength of the whip for those Attacks that hit, but did not roll 6's.

THE TRAITOR LEGIONS

Names spoken with only fear and loathing, the Traitor Legions infamy stretch back 10,000 years. Today they still fight a war that ended with the defeat of Horus, raiding from the Eye of Terror and building their strength, seeking to wreak vengeance on servants of the Emperor for the death of their beloved Warmaster. Some Traitor Legions have retained their original heraldic colours, whilst most have adopted the favoured colours of their patron god. For Khorne this is brass, black and blood red. For Slaanesh, pastel shades of pink, blue and green. Tzeentch prefers electric blue, yellow and purple, whilst Nurgle Titans are commonly the colour of rusting steel, bilious greens and browns.

Legio Mortis (Death's Head) – Original Colour: Red and black.

Storm Lords – Original Colours: Blue, grey and black and white cheques.

Flaming Skulls – Original Colours: Red, orange, yellow and black.

Legio Vulcanum – Original Colours: Yellow, dark green and black.

Tiger Eyes – Original Colours: Yellow, white and green.

Fire Masters – Original Colours: Orange, yellow and grey.

Legio Vulturum – Original Colours: silver, white and black.

CHAOS WARHOUND TITAN

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
25cm	3	4+	4+	2

WEAPONS

General: Not Gatling Blaster, Laser Blaster, Melta-cannon, Volcano Cannon, Plasma Destructor, Quake Cannon, Support Missile, Doom Burner, Hellstrike cannon, Havoc Rack, Battlehead, Tail or close combat weapon.

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

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1-2	Legs	10	1-3	Legs	10	1-2	Legs	10
3	VSGs	10	4	Head	10	3	VSGs	10
4	Head	11	5-6	Arm Weapon*	9	4	Plasma Reactor	10
5-6	Arm Weapon*	9				5-6	Arm Weapon*	9
*Hits weapon closest to attacker			*Hits weapon closest to attacker			*Hits weapon closest to attacker		

DAMAGE

Left Arm Weapon	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Right Arm Weapon	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Void Shield Generators	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Legs	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Head	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Plasma Reactor	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>

Improvised Attacks	Repair Rolls
1	4

CHAOS REAVER TITAN

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

WEAPONS

General: Not Plasma Destructor, Battlehead, Havoc Rack, Tail or Wrecker Ball
Carapace: Not close combat weapon. **Arm:** Not support missile.

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

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1	Legs	10	1	Legs	9	1	Legs	10
2	VSGs	11	2	Plasma Reactor	10	2	VSGs	10
3	Head	13	3	Head	13	3	Plasma Reactor	10
4-5	Arm Weapon*	9	4-5	Arm Weapon*	9	4-5	Arm Weapon*	9
6	Carapace Weapon*	9	6	Carapace Weapon*	9	6	Carapace Weapon*	9

*Hits weapon closest to attacker

DAMAGE

Carapace Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Left Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Right Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Void Shield Generators	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Legs	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Head	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Plasma Reactor	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>

Improvised Attacks

D3

Repair Rolls

8

CHAOS WARLORD TITAN

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

WEAPONS

Carapace: Not close combat weapon. **Arm:** Not support missile or Havoc Rack.
Tail: Close Combat or Cannon Tail only. **Head:** Battlehead only

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

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1	Legs	11	1	Legs	10	1	Legs	9
2	Plasma Reactor	12	2	VSGs	13	2	VSGs	13
3	Head	14	3	Head	13	3	Plasma Reactor	11
4-5	Arm Weapon*	10	4-5	Arm/Tail Weapon*	10	4-5	Arm/Tail Weapon*	10
6	Carapace Weapon*	10	6	Carapace Weapon*	10	6	Carapace Weapon*	10

*Hits weapon closest to attacker

DAMAGE

Left Carapace Weapon	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Right Carapace Weapon	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Left Arm Weapon	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Right Arm Weapon	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Void Shield Generators	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Legs	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Head	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Plasma Reactor	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Tail Weapon	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>

Improvised Attacks

D3

Repair Rolls

10

BANELORD TITAN

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

WEAPONS

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Carapace	F	Havoc Rack	60cm	-1	1 to 6	Hvy Barr	6 ¹
Left Arm	LA	Doomfist	30cm/3	-	6	6	6/7
Right Arm	RA	Hellstrike Cannon	60cm	-	1	MC	7
Tail	AR	Cannon Tail	30cm	-1	3	4	5
Head	A	Battle Head	30cm	-	-1	1	5

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1	Legs	11	1	Legs	10	1	Legs	9
2	Plasma Reactor	12	2	VSGs	13	2	VSGs	13
3	Head	14	3	Head	13	3	Plasma Reactor	11
4-5	Arm Weapon*	10	4-5	Arm/Tail Weapon*	10	4-5	Arm/Tail Weapon*	10
6	Carapace Weapon*	10	6	Carapace Weapon*	10	6	Carapace Weapon*	10

*Hits weapon closest to attacker

DAMAGE

Carapace Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Left Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Right Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Void Shield Generators	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Legs	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Head	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Plasma Reactor	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Tail Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>

Improvised Attacks

D3

Repair Rolls

10

SLAANESH SUBJUGATOR TITAN

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
25cm	3	4+	4+	-

WEAPONS

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Torso	F	Battery	30cm	-	2	4	4
Left Arm	LA	Hellslicer	5	-	1	-	7
Right Arm	RA	Hellslicer	5	-	1	-	7

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1-2	Legs	10	1-3	Legs	10	1-2	Legs	10
3	Head	11	4-5	Arm Weapon*	9	3	Plasma Reactor	10
4-5	Arm Weapon*	9	6	Torso Weapon*	9	4-5	Arm Weapon*	9
6	Torso Weapon	9				6	Carapace Weapon*	9
*Hits weapon closest to attacker			*Hits weapon closest to attacker			*Hits weapon closest to attacker		

DAMAGE

Torso Weapon	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Left Arm Weapon	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Right Arm Weapon	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Legs	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Head	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Plasma Reactor	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Major <input type="checkbox"/>	Catastrophic <input type="checkbox"/>

Improvised Attacks	Repair Rolls
1	5

SLAANESH QUESTOR TITAN

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
25cm	3	4+	4+	-

WEAPONS

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Torso	F	Battery	30cm	-	2	4	4
Left Arm	LA	Castigator	60cm	-	1	6	6
Right Arm	RA	Castigator	60cm	-	1	6	6

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1-2	Legs	10	1-3	Legs	10	1-2	Legs	10
3	Head	11	4-5	Arm Weapon*	9	3	Plasma Reactor	10
4-5	Arm Weapon*	9	6	Torso Weapon*	9	4-5	Arm Weapon*	9
6	Torso Weapon	9				6	Carapace Weapon*	9
*Hits weapon closest to attacker			*Hits weapon closest to attacker			*Hits weapon closest to attacker		

DAMAGE

Torso Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Left Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Right Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Legs	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Head	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Plasma Reactor	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>

Improvised Attacks	Repair Rolls
1	5

LORD OF BATTLE

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

WEAPONS

Arms: Any two of Doom Burner, Death Storm, Hellblade, Chainfist

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Head	A	Battery	30cm	-	1	2	4
Torso	F	Battery	30cm	-	2	4	4
Left Arm	LA						
Right Arm	RA						

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1-2	Wheels	10	1-2	Wheels	9	1-2	Legs	10
3	Torso Weapon	9	3	Plasma Reactor	11	3	Plasma Reactor	10
4	Head	13	4	Head	13	4	Head	12
5-6	Arm Weapon*	9	5-6	Arm Weapon*	9	5-6	Arm Weapon*	9
*Hits weapon closest to attacker			*Hits weapon closest to attacker			*Hits weapon closest to attacker		

DAMAGE

Torso Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Left Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Right Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Wheels*	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Head	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Plasma Reactor	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>

Improvised Attacks	Repair Rolls
D3	10

* Treat Wheels as Legs

PLAGUE TOWER

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

WEAPONS

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Upper Torso	A	Battery	45cm	-	4	8	5
Torso	F	Plague Cannon	30-90cm	-1	D6	Hvy Barr	5
Lower Torso	LA	Quake Cannon	90cm	-	1	MC	7

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1	Wheels	10	1-2	Wheels	9	1-2	Legs	10
2	Plasma Reactor	9	3	Plasma Reactor	11	3	Plasma Reactor	10
3-4	Lower Torso	13	4	Head	13	4	Head	12
5-6	Arm Weapon*	9	5-6	Arm Weapon*	9	5-6	Arm Weapon*	9

*Hits weapon closest to attacker

DAMAGE

Torso Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Left Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Right Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Wheels*	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Head	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Plasma Reactor	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>

Improvised Attacks	Repair Rolls
D3	6

* Treat Wheels as Legs

ABOMINATUS

Experimental Rules for the Despoiler of Worlds in Adeptus Titanicus

by **ANDY MEECHAN**

Last issue we ran out of room for the largest of all the Chaos Titans – Abominatus, the corrupted and heretical version of the Imperial Emperor class Titan. As yet there is no model for this monstrous war engine, so if you want to include it in your games then you'll need to convert one from an Emperor or War Monger (if you are lucky enough to own a copy of Firepower magazine issue 2 then you'll already have Adrian Wood's article on how he made his Abominatus). Failing that see pages 8-9 of this magazine for some ideas on converting Chaos Titans, and just apply them on a grand scale!

MOTHER OF ALL TITANS

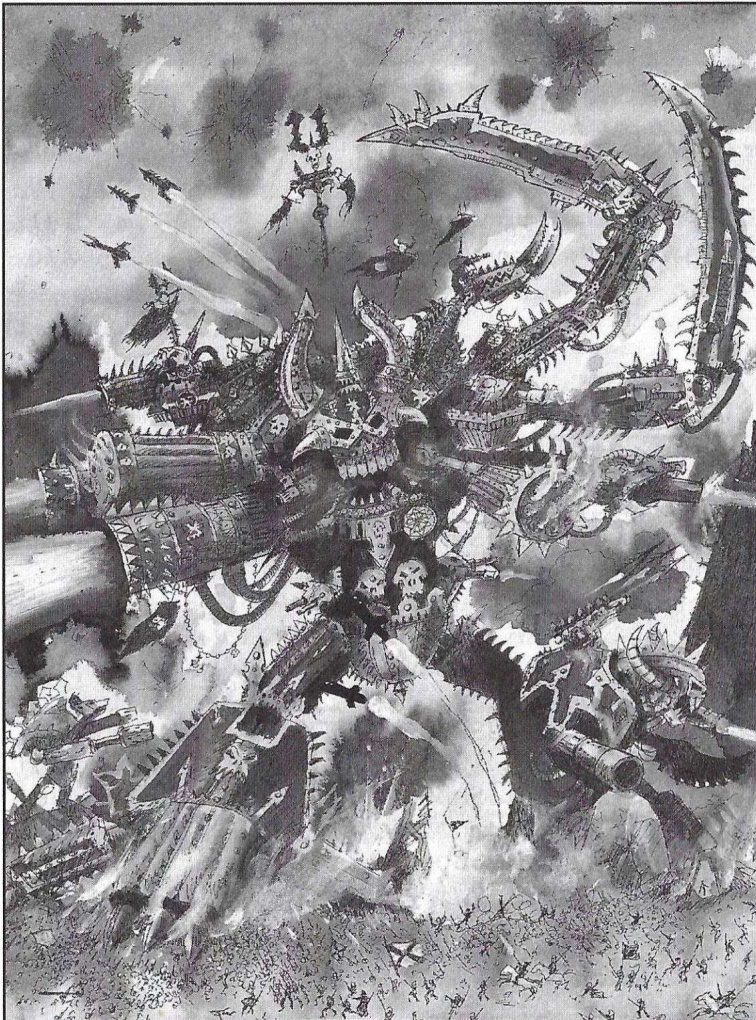
How many Traitor Legions still possess the fearsome Abominatus (as Imperial forces have called it) is the subject of much conjecture amongst Imperial commanders. Whatever the truth it cannot be many, as they are rarely encountered. If there are many more, hidden away behind the

shroud of the Eye of Terror, then the forces of the Imperium are in great peril, for few weapons can stop them. Armed and armoured much like its loyal counterpart, the Abominatus has one advantage. Where the Emperor uses massed firepower to defeat its foes, the Abominatus has the Mangler, a massive close combat weapon easily capable of destroying any other Titans. This crucial advantage means the Abominatus dominates any battlefield it bestrides!

Any Grand Master of a Titan Legion dreads an encounter with such a terrible weapon, knowing that stopping it will cost him heavily in Titans and crews.

POINTS COST

For the moment use Epic 40,000s points cost for the Abominatus in Adeptus Titanicus. Each Abominatus costs 900 points.



ABOMINATUS

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

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

HIT LOCATIONS

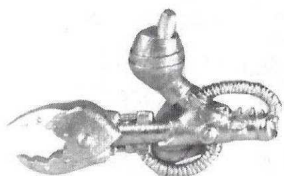
FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1	Legs	10	1	Leg	10	1	Leg	10
2	VSGs	12	2	Plasma Reactor	12	2-3	Plasma Reactor	11
3-4	Arm Weapon*	10	3-4	Arm Weapons*	10	4-5	Arm Weapon*	10
5	Head	12	5	Head	12	6	Towers**	8
6	Towers**	8	6	Towers**	8			

*Hits weapon closest to attacker
** Hits random weapon

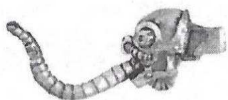
DAMAGE

Mangler	Armour Cracked	<input type="checkbox"/>	Superficial	<input type="checkbox"/>	Major	<input type="checkbox"/>	Catastrophic	<input type="checkbox"/>
Volcano Cannon	Armour Cracked	<input type="checkbox"/>	Superficial	<input type="checkbox"/>	Major	<input type="checkbox"/>	Catastrophic	<input type="checkbox"/>
Gun Tower 1	Armour Cracked	<input type="checkbox"/>	Superficial	<input type="checkbox"/>	Major	<input type="checkbox"/>	Catastrophic	<input type="checkbox"/>
Gun Tower 2	Armour Cracked	<input type="checkbox"/>	Superficial	<input type="checkbox"/>	Major	<input type="checkbox"/>	Catastrophic	<input type="checkbox"/>
Gun Tower 3	Armour Cracked	<input type="checkbox"/>	Superficial	<input type="checkbox"/>	Major	<input type="checkbox"/>	Catastrophic	<input type="checkbox"/>
Gun Tower 4	Armour Cracked	<input type="checkbox"/>	Superficial	<input type="checkbox"/>	Major	<input type="checkbox"/>	Catastrophic	<input type="checkbox"/>
Plasma Annihilator	Armour Cracked	<input type="checkbox"/>	Superficial	<input type="checkbox"/>	Major	<input type="checkbox"/>	Catastrophic	<input type="checkbox"/>
Hellstorm Cannon	Armour Cracked	<input type="checkbox"/>	Superficial	<input type="checkbox"/>	Major	<input type="checkbox"/>	Catastrophic	<input type="checkbox"/>
Void Shield Generators	Armour Cracked	<input type="checkbox"/>	Superficial	<input type="checkbox"/>	Major	<input type="checkbox"/>	Catastrophic	<input type="checkbox"/>
Legs	Armour Cracked	<input type="checkbox"/>	Superficial	<input type="checkbox"/>	Major	<input type="checkbox"/>	Catastrophic	<input type="checkbox"/>
Head	Armour Cracked	<input type="checkbox"/>	Superficial	<input type="checkbox"/>	Major	<input type="checkbox"/>	Catastrophic	<input type="checkbox"/>
Plasma Reactor	Armour Cracked	<input type="checkbox"/>	Superficial	<input type="checkbox"/>	Major	<input type="checkbox"/>	Catastrophic	<input type="checkbox"/>

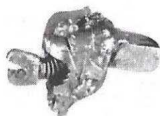
Improvised Attacks	Repair Rolls
D3+2	12



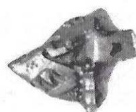
Battle Claw
076027/44 £1.50



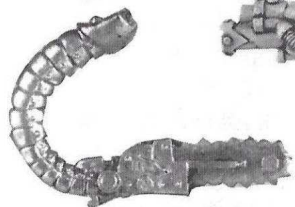
Slannesh Head
076027/9 £1.50



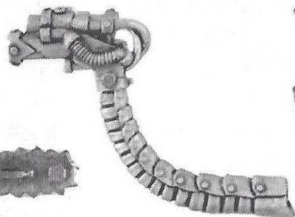
Nurgle Head
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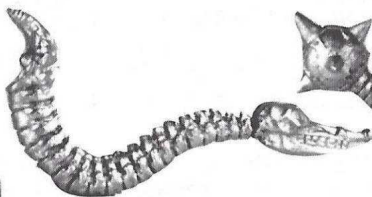
Khorne Head
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Chaos Tail 1
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Khorne Tail
0843/3 £1.50



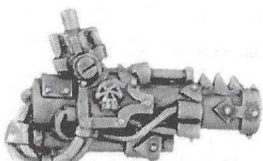
Chaos Tail 3
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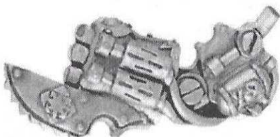
Chaos Tail 2
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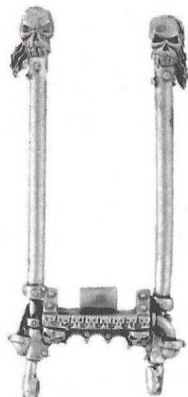
Banelord Head
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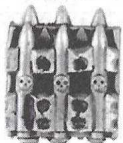
Hellstrike Cannon
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Doomfist
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Havoc Banner Poles
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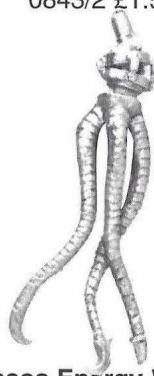
Havoc Rack
0843/7 £1.50



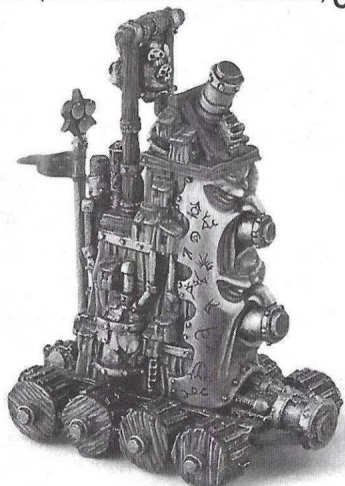
Head Cannon
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Subjugator
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Chaos Energy Whip
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Plague Tower
£8.00 complete



Lord of Battles
£8.00 complete

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ALLOCATING HITS

New Rules by Mark Mullins

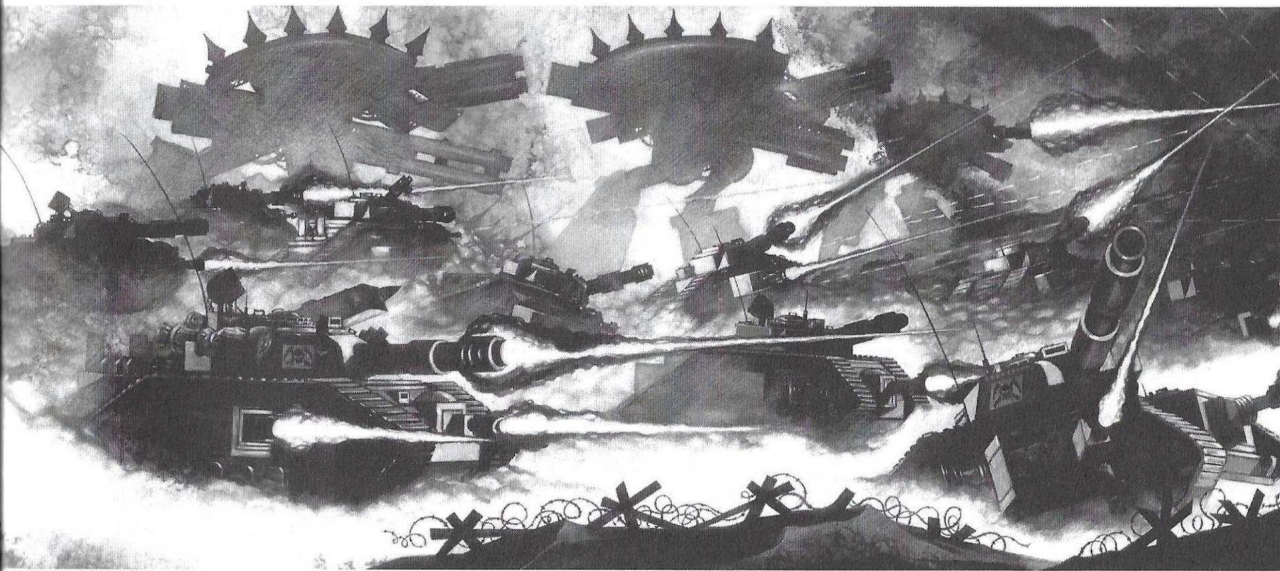
Following Epic Magazine Issue 1 and the Experimental Rules by Mark for allocating hits from shooting, here are the final version. As many of you will know we ran a poll on our website, asking players to vote on whether they liked the rules or not. Approximately 70% of all the people who voted said yes, they liked the rule and would use it. So we have made it an official New Rule for Epic 40,000.

The following explanation is meant to replace stage 7 of the shooting procedure, see page 20 of the Epic rule book. The rest of the firing procedure remains exactly the same. So working out, firepower, placing Blast markers, working out hit dice using the target detachments lowest armour value are all unchanged, until it comes to allocating hit dice.

7. ALLOCATE HITS

Next you allocate your hit dice against units from the target detachment. Allocate one dice at a time. Dice are allocated to the closest target first, then the second closest, and the third closest, and so on. Each dice must be allocated to a unit whether it can effect it or not. The attacking player can choose in which order he allocates the dice but must apply a dice to the first available target. This is explained in more detail below.

- i. Each dice must be allocated against the nearest unit in the target detachment regardless of whether it can be affected or not. (eg, you must use a hit dice that rolled a 4 against a closer unit, even if its armour value means it cannot be effected, you cannot ignore a closer unit to hit a unit behind it. If this is the case then the shot is wasted, it bounces off harmlessly). You can allocate dice in any order you like. Remember that targets in cover can't be hit unless you used the cover column on the Firepower table.
- ii. Hits may only be allocated against units that are in range and in the line of fire of at least one unit from the attacking detachments (you can't be hit if you can't be shot at!).
- iii. You may only allocate one hit to each unit in a target detachment that can be affected until all of the units that can be affected have taken a hit. Then you may allocate each unit a second hit, starting with the closest. If all the units have taken two hits you may allocate a third, and so on.



ALLOCATING HITS EXAMPLE

A detachment of Space Marines is firing at a mixed detachment of Orks and Battlewagons. The Space Marines have a Firepower of 9. Some of the target detachment are in cover, some of them are in the open.

The Space Marine player decides to ignore the Orks in cover to fire at those in the open. Consulting the firepower table he sees that firing at infantry and vehicles in the open gives him five dice. He scores a 5, 4, 4, 3 and 2. The lowest armour value in the target detachment is 4+ for the Ork Boyz. The 2 and the 3 are discarded as misses.

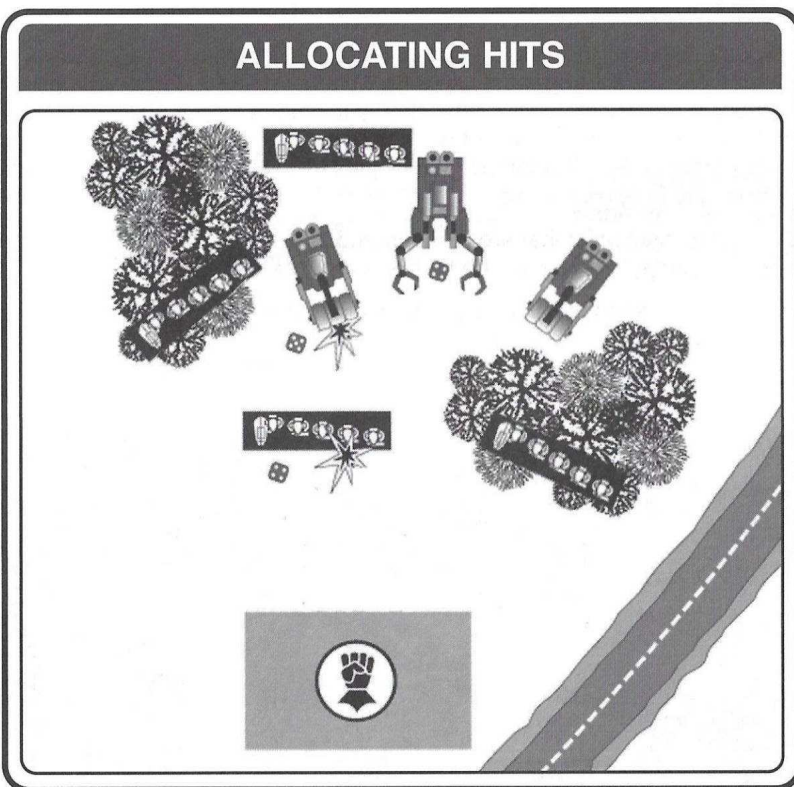
The closest unit to the Space Marines is a Boyz unit, the Space Marine player allocates one the 4's to it and it is destroyed.

The second closest unit is a Boyz unit in cover. As he did not fire using the cover column of the Firepower table this unit cannot be hit and is ignored.

The next closest unit is a Battlewagon. The 5 is allocated to it and it is destroyed.

The next closest unit is another Boyz unit in cover, again this is ignored.

The next closest unit is another Battlewagon behind a wood. No Space Marine unit in the firing detachment has a line of sight to it, and therefore it cannot be hit.



The next closest unit is a third Battlewagon. The 4 must be allocated to this, and as a Battlewagon is armour 5+ the shot bounces off harmlessly.

Firepower 9 also places one Blast marker on the Ork detachment.

NB. In firing as described in the rulebook, the final 4 would have been able to hit and destroy the Ork Boyz unit behind the third Battlewagon. As the 4 is unable to harm its Armour 5+ it would have ignored the Battlewagon. The change is that now the 4 must be allocated to a closer target, even though it is ineffective.

8. REMOVE CASUALTIES

As you allocate the dice remove destroyed units from the table. Alternatively, you can flip them over, mark them with black smoke or replace them with detailed wreck models, or whatever you do with dead 'uns.

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WARHAMMER

EPIC 40,000

MAGAZINE

Issue 7

FROM THE WARP

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WARMONGER TITANS

EXPERIMENTAL RULES FOR USING WARMONGER TITANS IN EPIC 40,000 by ED BUNTON

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

WARMONGER EMPEROR CLASS TITAN

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



While the massed congregation chant the Prima Incubatoria, a senior Tech-Priest sprinkles the Titan with sanctified oils. An honoured apprentice swings a censer containing purifying herbs to ward off any evil influences. A slain Grox, chosen for its ferocity and strength, provides the Deathbringer's first taste of blood. The spirit of the Titan is roused by the ritual. The will of the Emperor is done.

As the blood of the slain is laid upon you so may you lay the enemy's blood at the feet of the Emperor.

Lay blood at the Emperor's feet

As the rune of protection is inscribed upon you, so may the litanies of protection ward you soul.

May your soul be guarded from impurity.

As the warriors within you guide your weapons, may you, in your turn, guide their lives.

Stand true against the trials of war.

The Prima Incubatoria

WARMONGER TITAN

Warmonger Titans, largest of the massive Emperor class, are colossal war machines – mobile strongholds with enough weaponry to level a city. They are used to spearhead attacks against enemy fortifications and form strongpoints around which the Imperial army can muster. In their armoured bastions a whole detachment of troops can shelter from enemy fire before launching a well-timed assault to capture a vital position or mop up any survivors of the Imperator's destructive salvos.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	5+	12	24	30	8

WEAPON TABLE					
WEAPONS BATTERIES	FIRE ARC	RANGE	FIREPOWER	NOTES	
4 x Hvy Weapon Batteries	All Round	45cm	4 each	-	
ARM WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES	
Vengeance Cannon (2 x Death Ray shots)	Left Side	90cm	(2)	Always roll one dice, needing a 2+ to hit. Hits always cause critical hits on war engines.	
Doomstrike (8 x Vortex Missiles)	Right Side	Unlimited	(1)	Place Barrage template. Inflict D6 AT shots on each affected unit.	
HEAD WEAPON	FIRE ARC	RANGE	FIREPOWER	NOTES	
Hvy Weapon Battery	Front	45cm	6	-	

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

CATASTROPHIC DAMAGE TABLE			
1D6 ROLL	DAMAGE	NOTES	
1-4	Body Shattered	Wrecked	The Warmonger is rocked by a powerful blast. It crashes to the ground, scattering wreckage over a wide area. All crew and troops on board are killed. Units within 5cm take D6 hits.
5	Internal Explosions	Destroyed	The Titan is destroyed by huge internal explosions. All its crew and transported troops are destroyed as well. Any unit in contact takes an automatic hit. Roll to hit any other units within 2D6cm.
6	Reactor Meltdown	Destroyed	The Titan is destroyed by a huge meltdown explosion. Any units in base contact take D6 hits. Any other units within 4D6cm take a hit.

ADEPTUS TITANICUS RULES UPDATE

Errata, Q & A and Experimental Rules by WARWICK KINRADE

Over the past few months we have been collecting your feedback and playing a few games of Adeptus Titanicus. Now that all the forces have their Titan datafaxes and rules it is time to address some of the rules problems we have encountered. In this article I'll be clearing up some problems which the changes to the game have thrown up, answering some of your questions about the game system, and finally, giving you a set of Experimental Rules for plasma reactors and actions which we have added to our games. Hopefully you can see that Adeptus Titanicus is developing into a completely separate game from Epic 40,000, even though both games use the same range of models. As ever we want to know what you think, as all of this article is the result of player feedback.

RULES UPDATE

Blast Markers

Now that Adeptus Titanicus is again a separate game the need to introduce Blast markers to the game is removed, so Blast markers should not be used during games of Adeptus Titanicus. At the moment the only effect Blast markers have on Titans is to overload the Void Shields and it takes a lot of Blast markers before they start to affect its chances of hitting, which seems like a small thing compared to the extra book keeping needed, as well as having to refer to the Epic rules.

Improvised attacks

As they stand improvised attacks are useless against any location on a Titan other than the legs because they are Strength 4 and can only damage locations with an armour rating of 10 or less. Improvised attacks are supposed to represent the Titan kicking, bashing and barging into the other Titan, using the Titan's huge mass as a last desperate defence if it has no close combat weapon. They shouldn't be anywhere near as effective as a dedicated close combat weapon but raise the strength of improvised attacks to 5, so they become a little more threatening.

Hit Locations

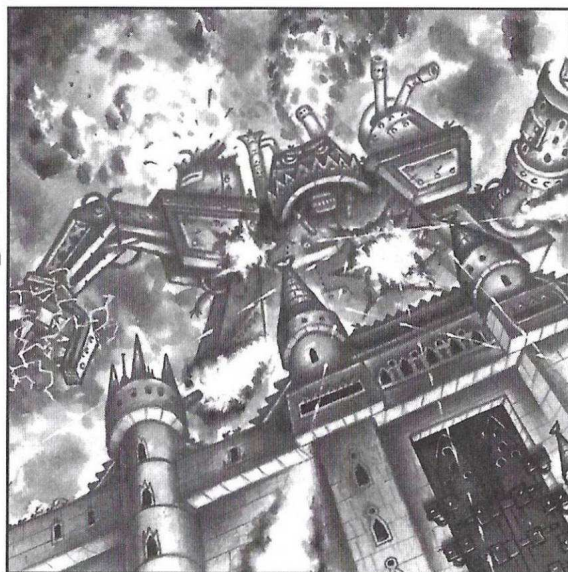
Since removing the rules for shooting high and low, and therefore modifying the hit location by +/- 1 in Epic Magazine 3, page 3, this has thrown up a few problems when firing at Orks and Imperial Titans.

Imperial Titans ignore to 0 and 7 results. This means legs are now hit on a 1, and carapace weapons on a 6. There are no 0 and 7 results.

For Ork Gargants this is more of a problem. Ignore the 0 results, so feet are hit on a 1. For all other results the head is now hit on a 6, this generally means that Arm weapons, which were formerly hit on a 5-6 result are now only hit on a 5 result.

This doesn't work quite so simply for Great Gargants and Mega Gargants because that would mean Shoulder weapons, currently hit on 6, couldn't be hit at all. Push the shoulder weapons down to 5s, and push arm weapons down to 4.

The new Great Gargants hit location tables should look like this:



FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1	Feet	12	1	Feet	11	1	Feet	11
2	Belly Weapon	10	2-3	Belly	10	2	Belly	9
3	Belly	10	4	Arm Weapon*	11	3	Engine Room	9
4	Arm Weapon*	12	5	Shoulder Weapon*	10	4	Arm Weapon*	10
5	Shoulder Weapon*	10	6	Head	13	5	Shoulder Weapon*	10
6	Head	13				6	Head	12
*Hits weapon closest to attacker			*Hits weapon closest to attacker			*Hits weapon closest to attacker		

The new Mega Gargant's table looks like this:

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1	Feet	12	1	Feet	11	1	Feet	11
2	Belly Weapon	10	2-3	Belly	10	2	Belly	10
3	Belly	10	4	Arm Weapon*	11	3	Engine Room	10
4	Arm Weapon*	12	5	Shoulder Weapon*	10	4	Arm Weapon*	10
5	Shoulder Weapon*	10	6	Head	13	5	Shoulder Weapon*	10
6	Head	13				6	Head	12
*Hits weapon closest to attacker			*Hits weapon closest to attacker			*Hits weapon closest to attacker		

The same principle should be applied to the Skullhamma and Giblet Grinda Battle Fortress. The 7 result becomes the 6 result and reduces the chance of hitting the location currently hit on a 6.

Bio-Titans Armour

Playtesting has shown up that Bio-Titans rarely, if ever, get to use their ability to regenerate. This is a shame, because we envisioned that Bio-Titans would not be that hard to stop, but would keep getting up again and chasing after you! We think the current Armour values of the Bio-Titans are too high, resulting in them shrugging off fire rather than regenerating from hits.

Reduce the Armour value of every hit location on the Heirodule and Heiropphant by -1.

Bio-Titan Regeneration

In addition to the current regeneration rules any Tyranid Bio-Titan, including the Dominatrix, can reduce the damage effect on one location by one level on a roll of 4+. So, on one chosen location, a major damage can become superficial damage on a 4+. If you reduce a catastrophic damage to major damage then the Bio-Titan is no longer destroyed and may continue to act, suffering the effects of major damage.

Bio-Titans and Dangerous Terrain

Unlike other Titans, Bio-Titans have four legs. This means they are far better adapted for difficult terrain. A Bio-Titan can climb and scuttle like a spider. They are not affected by dangerous terrain and treat impassable terrain as dangerous terrain.

Bio-Titan Weapons

At the moment a Bio-Titan's range weapons is just about useless. Whilst we don't want them to be shooty, close combat is their main strength, we would like them to at least give some return fire. To rectify this the Bio-cannon should raise its Strength to 8. Add to the list of weapons the following weapon:

Pyro-Acid Spray	Range	Accuracy	ROF	Str
	15cm	+1	3	6

BIO-TITAN CLOSE COMBAT WEAPONS

At the moment a Bio-Titan equipped with two Razorclaws will never miss, due to gaining +1 to its CC skill and getting a +1 Accuracy bonus. This is not right, so the Razorclaw loses its +1 Accuracy bonus. A Bio-Titan with one Razorclaw now has a CC skill of 3+, and with two a skill Razorclaws of 2+.

Ripper Tentacles: These are currently too reliable and effective. Rather than automatically ensnaring an enemy close combat weapon it must roll to hit. If it hits then one enemy close combat weapon is rendered useless. It has a Swiftiness of 6.

Chaos Weapons

Doomfist: As it stands a Doomfist is currently an uber-weapon, good at everything (hmm – I'll take two please!). To reduce its effects its ROF for firing should be reduced to two Strength 6 shots, still worth considering but not so over the top.

Doomburner: This is currently an under-powered Volcano cannon, so why take one when you can get a Volcano cannon? Well, to avoid this problem the Strength of the Doomburner should be increased to 10, but the range reduced to 30cm and its Accuracy is now -1.

Havoc Rack: The all or nothing nature of this weapon, with it taking up effectively two weapon slots has meant it is a very unpopular choice. Instead of adding +1 to the strength per shot fired, add +2. This means that if you fire three shots it will have a Strength of 10, out to a range of 60cm, this makes it dangerous enough to be worth considering. The six shots maximum still applies.

QUESTIONS AND ANSWERS

Q. Will you be publishing rules for the Ordinatus Armageddon/Golgotha/Mars miniatures? Please say "Yes", we have these models and would really like to be able to use them in games of Adeptus Titanicus.

A. *Sorry, but no. The models are no longer available and we can't publish rules for miniatures people can't get! If anybody would like to create their own house rules and send them in we'd be happy to consider them.*

Q. Why is the Giblet Grinda War Machine only Strength 4 and 4 RoF when it has 6 FP, as this is no stronger than normal vehicles which get 1 RoF for 1 FP?

A. *It should have a RoF of 6.*

Q. If a Titan is hit by a Psi-Lance it "may not move next turn and may only shoot with half of its weapons...". What would happen if the same Titan were to be hit by another Psi-Lance during the same turn?

A. *Subsequent hits do not affect the Titan, it will only suffer the effects of a Psi-Lance hit once.*

Q. How does a Titan which has been hit by a Psi-Lance shot fight in close combat?

A. *It can fight normally in close combat.*

Q. When an Eldar Super Heavy Grav-Tank takes a hit on the "HULL", where would you find the information about this location (Armour value & effects of damage)?

A. *The Armour value is given on the Hit Location chart for the vehicles on its datafax. The damage results were missed out. As a stand-in measure treat Hull damage as Crew Compartment damage.*

Q. Nurgle Plague Tower. The use of Left and Right Arm weapons as Damage Locations is not a very good idea for this unit since they are all centered and stacked on top of one another. No weapon is really closer than any other weapon in terms of which one would take a hit from enemy fire.

A. *You're right, instead of hitting the closest weapon randomise which is hit: 1-2 Upper Torso Weapon, 3-4 Torso Weapon, 5-6 Lower Torso Weapon.*

Q. The stat line (page 9, EpicMag #5) for the Battlehead does not make sense when compared with the stat line found on the 'Chaos Titan Guns table' for a Battlehead. Which is correct?

A. *The stats found on the Chaos Titan Guns table are the correct ones.*

Q. In regards to the Chaos Energy Whip what do the words "... but [it] still represents a terrible weapon against normal armour and infantry" mean? I thought there were no rules concerning assaults against infantry and vehicles by Titans. How would you use an Energy Whip weapon against such targets?

A. *You can't at the moment. In the long run we will incorporate rules for infantry and armour in Adeptus Titanicus – mainly to give the Titan something to step on! For now, ignore this comment.*



EXPERIMENTAL RULES

Points Costs

OK, we know this is long overdue, here is our first stab at the cost of Titans in Adeptus Titanicus. We want to keep it simple, so Titans of the same type, no matter how they are armed have the same value. A standard sized game might be 50 to 100 points. When using the scenario generator in Epic Magazine 1 divide all Battle Force levels by 20.

IMPERIAL VEHICLES

Emperor	72pts
Warlord	40pts
Reaver	32pts
Warhound	24pts
Baneblade	18pts
Shadowsword	18pts
Leviathon	22pts

ORK VEHICLES

Gargant	24pts
Great Gargant	40pts
Mega Gargant	56pts
Battle Fortress	16pts

CHAOS WAR ENGINES

Chaos Warhound	24pts
Chaos Reaver	32pts
Chaos Warlord	44pts
Banelord	40pts
Subjugator/Questor	24pts
Lord of Battle	28pts
Plague Tower	20pts
Abominatus	72pts

ELDAR VEHICLES

Phantom	40pts
Revenant	30pts
Scorpion	18pts
Cobra	18pts

TYRANID CREATURES

Heirodule	26pts
Hierophant	36pts
Dominatrix	18pts

Next issue I'll have some more Experimental Rules which change the way Titans attack. Until then do send in your feedback, especially on the points values.

