

# Welcome to FIREPOWER

*by Princeps Seniores  
Andy Chambers*

*of the War Griffons Titan Legion*

**\*\*\*INCOMING TRANSMISSION,  
DIVISIO MILITARIS  
BATTLEGROUP HEADQUARTERS,  
TULLARIS PRIME\*\*\***

Greetings, fellow Epic players, and welcome to the first volume of FIREPOWER, a brand new publication entirely dedicated to the Epic 40,000 game. One of the two great joys of writing games is that once in a while you actually manage to produce something you're rather proud of (the other is that you can change the rules and cheat without anybody realising, but that's another story). Epic 40,000 is certainly my favourite game of recent years and the one I find myself continuing to play in my own time, receiving regular beatings from the eponymous Big Pete and handing out reasonably regular beatings to my other opponents. Hence I'm very pleased to be able to present (ta da, trumpet fanfare etc) this humble tome for the hopeful entertainment of all the other players who like to paint small but play big!

We're hoping that this will be just the first of many volumes of FIREPOWER but in order to make this happen we'll need articles and

ideas from the people who play the game (yep, that means you too!). As you can see, we've spread our net wide to fill this volume including letters we've been sent, ramblings by the Games Designers (for example, see above), stuff from that diabolical Internet thing, the articles which never made it into print, even some of the articles which did make it into print which we've reprinted because they've become hard to get hold of. We want FIREPOWER to become the forum for new stuff in Epic, so if you have anything which you think will enhance or clarify the game get scribbling and you could attain immortality by getting your name in print. The continuing existence of FIREPOWER depends on you, so don't disappoint me.

**\*\*\*TRANSMISSION ENDS\*\*\***

# FEATURES

**EDITOR**  
**Andy Jones**

**PRODUCTION**  
**AND**  
**CO-ORDINATION**  
**Steve Hambrook**  
**&**  
**Ian Pickstock**

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**Bill King**

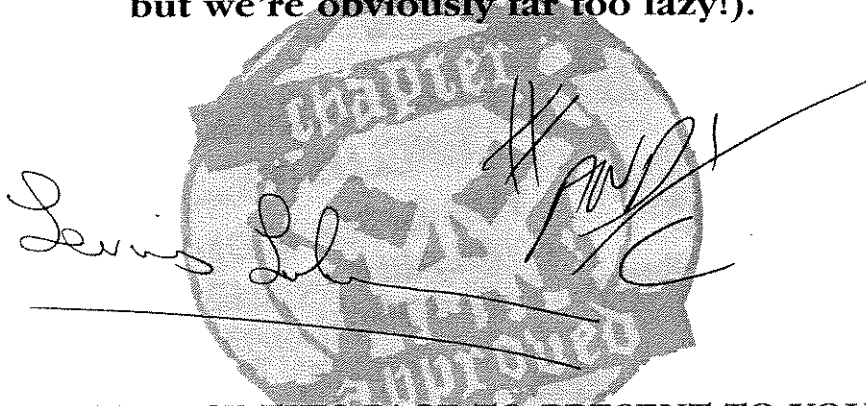
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# EPIC 40,000 FIREPOWER

## Imperial Directive 1.34x

This tome has been found worthy of the Emperor's grace and is hereby declared CHAPTER APPROVED by the Priesthood of Terra. All contents herein are to be considered *Official* in their entirety by virtue of the official 'Chapter Approved' stamp even if stated otherwise on specific articles (we would have changed them but we're obviously far too lazy!).



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# ADEPTUS MECHANICUS DETACHMENTS

*by Gav Thorpe*

Continuing our look at the armies that didn't make it into the Epic 40K boxed set, this issue Gav presents the definitive rules for the mighty Adeptus Mechanicus.

The Adeptus Mechanicus has two forces at its disposal. The might of the Titan Legions have ruled the battlefields for the Machine-God since the founding of the Imperium. Alongside these massive war engines, the Cult Mechanicus also has its regiments of Skitarii. Known by the uncouth and uninitiated as the Tech-Guard, the Skitarii are raised from the populations of the Forge Worlds and are armed and trained in a similar fashion to the Imperial Guard. The Skitarii provide a defensive force for the Forge Worlds and also provide infantry and armoured support for the Titan Legions when they go on campaign. The warriors of the Skitarii are often bionically altered in some fashion and the crews of the Adeptus Mechanicus' tanks are cybernetically linked to their machines and can never leave them.

## INFANTRY

The term Skitarii refers to these regiments as a whole, but the different troops that make up the infantry and tank columns also have ancient titles which refer to their battlefield role and their position within the Cult Mechanicus. The Hypaspists form the standard infantry squads, and are armed with lasguns. Heavy weapons specialists earn the title of Sagitarii, while the honoured tank crews are dubbed Cataphracts and are afforded a great deal of respect for their close links with their machines. The Ballisterai are the artillerists of the Skitarii, experts in raining down fire at extremely long range. The Ballisterai often field large, experimental weapons, designed to smash or cut through armoured tanks and enemy strongholds.

Then there are the Praetorians; biologically and bionically enhanced warriors, with brain-stem implants, neuro-linked processors and alloy reinforced skeletons. Unlike Space Marines who are genetically altered from an early age, the Praetorians are fully grown men who act as walking test beds for the rediscovered technologies of the Imperium. They are fearsome fighters whose devotion to the Machine-God makes them zealous combatants willing to fight to the death. They are the terror troops of the Adeptus Mechanicus, enforcing the will of the Machine-God wherever they are deployed.

	Speed	Range	Firepower	Assault	Armour	Special
Hypaspist	10cm	30cm	1	1	3+	
Sagitarii			As Hypaspists			+ Heavy Weapons
Praetorians			As Hypaspists			+ Assault, Stubborn
Support Weapon	10cm	45	Anti-tank	0	4+	

## ROBOTS

As well as its partially human warriors, the Cult Mechanicus maintains cohorts of mighty robots. Standing twice the height of a man and armed with deadly heavy weaponry and close combat weapons, robots are terrifying on the attack. However, it is as defenders that they really excel, protected by their thick adamantium shells and pouring shot after shot into their attackers with no pause.

## EPIC 40K: Adeptus Mechanicus

As well as standard Chimera transports, Leman Russ battle tanks and other armoured fighting vehicles, the Adeptus Mechanicus also field the mighty Knights and Castellans. These huge walking machines provide a mobile, well-armoured gun platform to lend heavy firepower to the mobile Skitarii. They are protected by a directional power field, which the crew can direct against incoming attacks. As its power is focused on a small area, these power fields do not burn out like those on Ork Gargants, but may also provide no protection at all if they are not directed in the proper fashion. Castellans are fitted with larger guns rather than a chainfist or other close combat weapon, raining even more heavy fire onto the enemy.

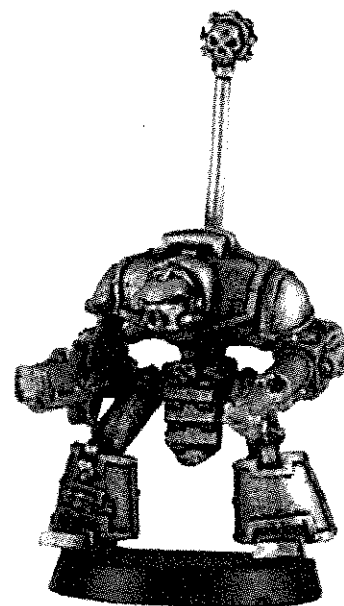
	Speed	Range	Firepower	Assault	Armour	Special
Robot	15cm	45cm	1	2	6+	Rapid Fire
Knight	25cm	45cm	2	4	5+	Save
Castellan	20cm	45cm	4	3	5+	Save

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# ADEPTUS MECHANICUS DETACHMENT

## Command

You must choose a commander

**1 Detachment HQ (See notes) . . . +25 points**  
**One Command squad . . . . . 32 points**  
 Consists of 1 Hypaspist unit

*Extra cost to:*

Include a Magos (Hero)\* +6 points  
 Mount in a Chimera\*\* +14 points  
 Upgrade to Knight\*\* + 24 points  
 Upgrade to Castellan\*\* + 34 points\*

\* A Knight or Castellan may not be upgraded to a Magos.

\*\*Choose one only.

## Main Force

Make up to 10 choices from the following list.

**Hypaspist squad . . . . . 14 points**  
 Consists of 2 Hypaspist units

*Extra cost to:*

Mount in a Chimera +14 points  
 Upgrade to Praetorians (Stubborn, Assault) +6 points

**Sagittarii squad . . . . . 14 points**  
 Consists of 1 Hypaspist unit (Heavy Weapons)

*Extra cost to:*

Mount in a Chimera +14 points

**One Sentinel Squadron . . 8 points per unit**  
 Consists of 1 to 5 Sentinels

**One Leman Russ battle tank . . . 32 points**

## Support

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

**One Robot Cohort . . . . . 24 points per unit**  
 Consists of 1 to 5 Robots

**One Demolisher support tank . . . 22 points**

**One Griffon mortar . . . . . 19 points**

**One Hellhound flame tank . . . . . 12 points**

**One Hydra flak unit . . . . . 28 points**

**One Knight . . . . . 28 points**

**One Castellan . . . . . 38 points**

**Support weapon battery . 13 points per unit**  
 consists of 1 to 3 support weapons

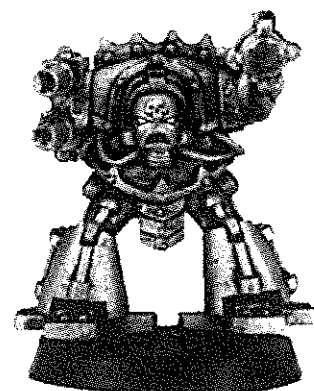
Notes: Any unit in the detachment, except robots, may be designated as the Detachment HQ subject to the detachment's chain of command. If the original HQ is eliminated then the highest unit in the chain of command below becomes the new HQ. Robots cannot be the commander at any time.

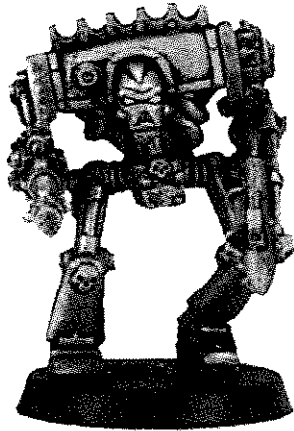
**Chain of Command:** Command HQ > Castellan > Knight > Praetorian > any other unit.



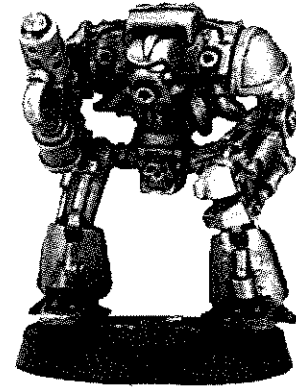
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## ADEPTUS MECHANICUS CATAPHRACT DETACHMENT

### Command

You must choose a commander

**One Command Knight**..... 53 points

Consists of 1 Knight unit

*Extra cost to:*

Upgrade to Castellan + 10 points

### Support

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

**Mechanised Hypaspist squad** . . . 28 points

Consists of 2 Hypaspist units mounted in a Chimera

*Extra cost to:*

Upgrade to Praetorians

(Stubborn, Assault) . . . . . +6 points

**Mechanised Sagitarii squad** . . . . . 28 points

Consists of 1 Hypaspist unit (heavy weapons) mounted in a Chimera

**One Sentinel Squadron** . . . 8 points per unit

Consists of 1 to 5 Sentinels

**One Robot Cohort** . . . . . 24 points per unit

Consists of 1 to 5 Robots

### Main Force

Make up to 10 choices from the following list.

**One Knight** . . . . . 28 points

**One Castellan** . . . . . 38 points

**Leman Russ squadron** . . 32 points per unit

Consists of 1 to 3 Leman Russ

**Demolisher squadron** . . 22 points per unit

Consists of 1 to 3 Demolishers

**Griffon squadron** . . . . . 19 points per unit

Consists of 1 to 3 Griffons

**Hellhound squadron** . . . 12 points per unit

Consists of 1 to 3 Hellhounds

**Hydra battery** . . . . . 28 points per unit

Consists of 1 to 3 Hydras

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

**Chain of Command:** Command Knights> Castellan> Knight> any other unit.

# ADEPTUS MECHANICUS BALLISTERAI DETACHMENT

## Command

You must choose a commander

One Command HQ (see notes) +25 points

## Main Force

Make up to 10 choices from the following list.

**Heavy Artillery unit** . . . . . 41 points

**Siege Artillery unit** . . . . . 54 points

**Deathstrike**

**Missile Launcher** . . . . . 53 points each

**Griffon squadron** . . . . . 19 points each

Consists of 1 to 3 Griffons

**Support weapon battery** . . . 13 points per unit

Consists of 1 to 3 support weapons

**One Robot Cohort** . . . . . 24 points per unit

Consists of 1 to 5 Robots

## Support

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

**Hypaspist squad** . . . . . 14 points

Consists of 2 Hypaspist units

*Extra cost to:*

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

Upgrade to Praetorians

(Stubborn, Assault) . . . . . +6 points

**Sagittarii squad** . . . . . 14 points

Consists of 1 Hypaspist unit (heavy weapons)

*Extra cost to:*

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

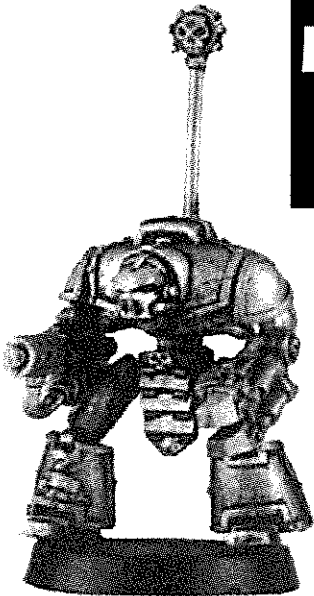
**One Sentinel Squadron** . . 8 points per unit

Consists of 1 to 5 Sentinels

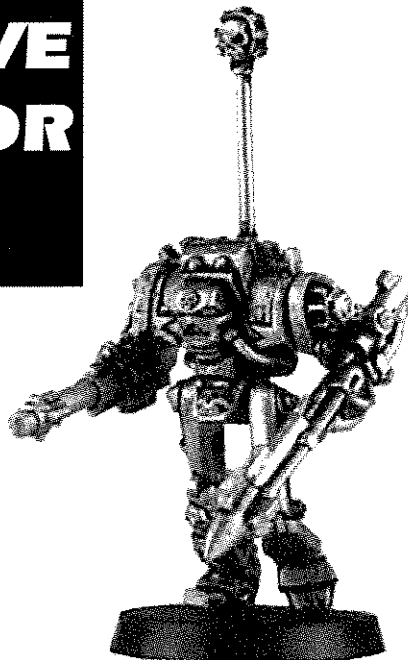
Notes: Any unit that is part of the detachment can be designated as the Command HQ subject to the chain of command. If the original HQ is eliminated the highest unit on the chain of command below becomes the new HQ.

**Chain of Command:** Command Knights > Castellan > Knight > any other unit.

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**F**EELING APPREHENSIVE, Marnoc walked towards the unit's remaining Titans. In the shadow of the ruined buildings the giant war-machines were lined up like guardsmen on parade. There was a beaten air about them, which not even the Warp Runners' centuries of traditions could counter. The Warlords were shabby and dirty, covered in the fine grey dust that rose from the plains of Tallarn during the long dry summer.

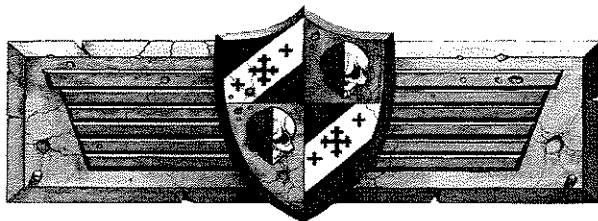
He looked up and saw several of the Adeptus Mechanicus standing on a maintenance tower beside the battered old Spirit of Victory. They were doing the final spot welds that would re-attach its damaged left arm.

One turned to look down at him as he passed. The blank glass eyes of its mask seemed to gaze at him indifferently. He waved jauntily to the Tech-priest but he had returned to contemplating the mysteries of the machine.

Beneath the waiting ranks of Titans the crews slumped atop their bed-rolls and equipment packs. Some were rolling dice, some were sprawled out asleep. The distant thumping of Mole Mortars caused sweat to run down Marnoc's back but it concerned the crews as little as the great clouds of flies. They ignored both.

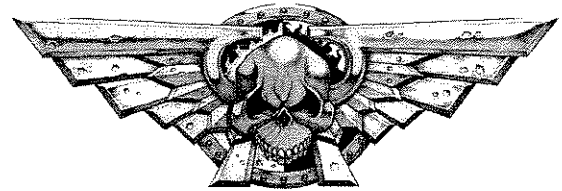
Looking at these shabby, unkempt men with their cold eyes and hard-bitten faces Marnoc felt conspicuous and out of place. His new dress uniform and clean-shaven features marked him as a newcomer among those who had fought the long losing summer campaign against the Rebels.

He heard someone snigger, and mutter something about boys fresh in from command school. Someone made a crack about nobles of high-birth, and how it was a bad sign when a Heaven-born Princeling was



sent to the front. It showed how bad things really were. Marnoc felt his face flush and he fumed to confront the men. All he saw was carefully bland faces.

Marnoc rubbed the printed-circuit pattern caste tattoos on his cheek then walked on. Behind him he could hear quiet laughter. He stepped aside into an arched doorway as a full company of Space Wolves jogged by at the double, bolters held close to their armoured chests: thin, fanatic faces for once not covered by their sinister helmets. Of all those at Castra Septus only the Adeptus Astartes seemed oblivious to the possibility of defeat. The image of blank-faced military precision was somewhat dented when the last one to pass winked at him.



The new Princeps made his way to the feet of the Fortunata Imperatrix: his first command. As he approached he could see the Moderati scrambling to their feet and, standing to attention. He looked up:

high on the carapace were the half-visible remains of previous commanders' logos etched into the armour. A crewman was painting on Marnoc's own family emblem of a silver, robotic fist. Marnoc knew that if he survived long enough then his symbol would be etched onto the Titan by the Adeptus Mechanicus. First, though, he would have to prove himself.

The man who had been painting absailed down the side of the machine. Marnoc saw the wires of his safety harness pull taught as he made the hair-raising descent. The painter unclipped himself and jogged over. He halted in front of the new Princeps and gave Marnoc the Warp Runners' clenched fist salute.

'First Moderatus Toal, Princeps, Fortunata Imperatrix,' he said. 'These are Hazan and Warden. Fist and Plasma respectively.'



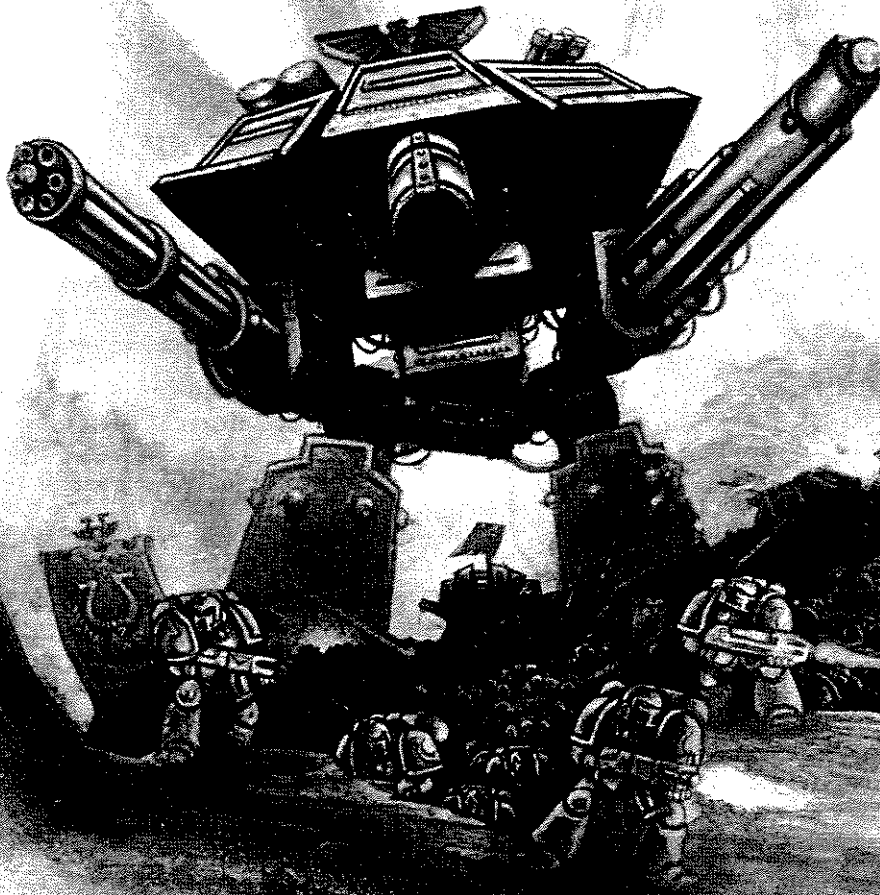
Marnoc returned the salute and introduced himself. He studied his crew carefully. They were all of a type: gaunt, wasted-looking men with pale faces and tired eyes. Marnoc guessed that they spent too much time linked to the *Fortunata* to get much exercise or sun. He noticed that they wore black armbands over their patched sleeves. They were in mourning.

'I understand Princeps Silberman was killed by a rebel sniper. I am sorry,' said Marnoc.

'Father... Princeps Silberman said that he always wished to die in battle, sir. We are

grieved that he was killed dishonourably.'

Marnoc could see that it went deeper than that. These men were lost without their leader. It was not surprising. Titan crews were notoriously close-knit, more so even than families. The ties that bound them were forged in battle and stronger than adamantium. Marnoc thought back to his childhood and adolescence in the Clone Academy in the Overcity of the Forge World. He remembered the discipline and suspicion, and the sense of apartness. He realised that in a way he envied these men.



# From the Battlefield

## Official Rule Amendments and Errata

By Andy Chambers

*After playing lots more games of Epic and talking to players a few things have come up which I felt needed changing (tweaking, meddling with or ruining depending on your point of view). I've talked all of these over with Jervis Johnson and Gavin Thorpe and we're happy that these amendments will improve the game. I've written these up below and they should be treated as rule amendments, not just suggestions.*

### ANTI-TANK SHOTS

Here's the big one. Anti-tank shots are currently only charged for as if they were the equivalent of 2 Firepower, hence they are way too cheap. The correct price for units which have anti-tank shots is shown below, along with a targeting rule to prevent the worst excesses of anti-tank 'sniping'.

The following units increase their points value by 5 points per anti-tank shot. Note that war engines with anti-tank shots such as Eldar Titans do not have their points values increased.

Item	Cost: Old	New
Land Raider	35	45
Support Weapon	13	18
Wraithguard	19	24
Fire Prism	35	40
Exocrine	28	33

### ANTI-TANK TARGETING

When firing anti-tank shots the player shooting must specify whether he is shooting at infantry or vehicles. The casualty removal rules apply for anti-tank shots as for normal firepower, with the closest infantry or vehicle units being removed first depending on which was specified as a target.

### BUNKER OBJECTIVES

Bunkers objectives are rather too potent a way of depleting the enemys' morale, hence they

are changed to be -D6 to the enemy Morale value when destroyed instead of -5.

### VORTEX MISSILES

We've found Vortex missiles to be rather too powerful except as a replacement for a Titan weapon system. Therefore Vortex missiles are now limited to use by Titans only. Also note that Vortex missiles inflict D6 Death Ray shots, *not hits* as noted in the rulebook.

### DEATHSTRIKE MISSILE

These are now the missiles used by Deathstrike Missile Launchers and Ordinatus. Treat these as Vortex missiles which inflict D6 Anti-tank shots instead of Death Ray shots.

### DROP PODS

Units emerging from drop pods are limited to using assault or normal orders.

### WALKERS

As far as I can tell nearly everybody treats Dreadnoughts, War Walkers *et al* as infantry for movement purposes as suggested in the designer's notes. Since walkers are just slow tanks otherwise I think this can safely be made official. In addition walkers are now allowed to be carried in drop pods and transport flyers (but not transport vehicles) just like infantry units.



## FLAK

Overall, using flak vehicles seems to be a waste of time unless you're protecting an immobile target like an artillery battery. In order to make flak units a bit more useful the following rule now applies.

Flak units may *Snap Fire* at flyers and drop pods at up to their maximum range, no special orders are needed. Note, however, that any special abilities the flak unit has do not apply to snap shots (i.e the Fire Prism's Anti-tank ability). If on special(!) orders the flak unit works as described in the rules.

By way of a clarification it is possible to place a detachment on special orders and have the flak units fire at flyers and the artillery units prep barrage. The intention to use a preparatory barrage must be stated at the time when the order dice is placed on the flak to put it on alert.



## SUPER HEAVY TANKS

As with flak I don't think super heavy tanks such as Baneblades, Shadowword and Ork battlefortresses are worthwhile enough at the moment. Their points cost doesn't really equate well with their vulnerability - Criticals vapourize them so easily that having a Death ray in the opposing force means they will disappear within a couple of turns; even firepower is quite capable of taking out super heavy tanks relatively easily because of the large number of dice you get to roll. The War engine orders will help to an extent but the

main problem is the criticals. Try the new critical table for Baneblades, Shadowwords and Ork Battle Fortresses at the bottom of the page.

## Reverse Movement

As an additional bonus Baneblades, Shadowwords and Battle Fortresses may move backwards by going into reverse gear. It costs 5cm of the super heavy tank's movement to make a move in reverse gear, the movement cost is paid in each phase the superheavy tank uses any reverse movement.

## AMBUSH SCENARIO

At present the ambush scenario tends to turn into an invitation to a kicking for the ambusher. To this end the following modifications apply to this scenario.

### Forces and objectives

The attacker may pick up to half of their detachments instead of having to roll randomly. In addition each player must place one objective per 500 points of their force. All objectives are placed along the route of march

The defender places Cleanse objectives. The first cleanse is placed 15cm away from the point where the route of march exits the table edge. The second cleanse is placed 30cm further back along the route of march from the first cleanse. The third cleanse is placed 30cm back from the second cleanse and so on until all of the cleanse objectives have been placed.

The attacker may place Capture and/or Bunker objectives. These are represented by immobile transport vehicles (Rhinos, Chimeras, etc.) which can be assumed to be carrying ammo, supplies etc. These can be placed along the route of march subject to the

2D6 ROLL	RESULT	DAMAGE	NOTES
2-4	Crew Shaken	+0 Points	May not fire this turn.
5-7	Crew Stunned	+0 Points	Immobilised and may not fire this turn.
8-9	Tracks Damaged	+0 Point	Immobilised until repaired.
10	Weapons Damaged	+0 Point	May not fire until repaired
11+	Catastrophic Damage	See Catastrophic Damage Table (Ordinatus)	

normal restrictions for placing objectives (i.e not within 15cm of each other or the table edge), in addition the attackers objectives must be placed no further along the route of march than the most advanced detachment out of the defending force.

### **WAR ENGINE ORDERS**

A little while ago Big Pete showed me a set of War Engine orders that the guys down at his club had cooked up (*see also 'Is there anybody out there?' Citadel Journal 27*). I've used these in a number of games and they do a fine job of putting war engines on a more even footing with infantry and vehicle detachments – especially by giving them an opportunity to use *Overwatch* (heh! heh! heh!).

Important Note: Immobilised war engines may not use special orders. If they are immobilised while special orders are in effect the orders are cancelled and the war engine is treated as being immobilised under normal orders.

#### **Overwatch**

The war engine pauses in its advance to unleash a rapid salvo or a more accurate one.

1. The war engine may move as normal in the movement phase.
2. In the shooting phase it may either:
  - Fire in the vehicle and infantry shooting phase, or
  - Fire in the war engine shooting phase with re-rolls to hit.
3. In the Assault phase it may make one turn but may not move otherwise.

#### **March**

The war engine shifts power from weapons to engines in order to get into battle.

1. The war engine may move at triple its speed in the movement phase, but may not move at all in the assault phase.
2. The war engine may only its free turn, it may not expend 5cm of its move for additional turns.
3. The war engines firepower is halved in the shooting and assault phases. Super heavy weapons need to lock on by rolling a 4+ in

order to fire.

4. The war engine's assault value is halved

#### **Assault**

The war engine closes rapidly without halting to fire to cut down on enemy targeting opportunities.

1. The war engines firepower is halved in the shooting and assault phases. Super heavy weapons need to lock on by rolling a 4+ in order to fire.
2. Any firing against the war engine is treated as being against a vehicle or infantry detachment rather than a war engine.
3. The war engine may use close combat weapons against vehicle and infantry opponents in order to double its assault value.

#### **Flak**

The war engine uses its superior sensors to detect enemy flyers early in their attack runs and plot fire solutions to counter them.

1. The war engine may not shoot in the shooting phase as all guns are pointing skywards.
2. May *Snap fire* at any enemy flier within arc and range of at least one operable weapon.



## **EPIC 40K ERRATA**

Believe it or not even people as perfect as you make mistakes. No, it's true, really. There were some of these in Epic too. These were first covered in WD211 but I've taken the opportunity to haul out the editor's corrections file and give a definitive list here. Most of them are so dull only the most anal-retentive types will care, but it does go to show what fun we have looking for mistakes.

#### **Epic Rulebook**

*Page 8* First line. Change 'In the Battles Book' to 'In the Armies Book'.

*Page 31* Extra text added to the end of para 4: 'Each blast marker on a detachment reduces

its super heavy weapon shots or firepower by one each. The detachment's firepower is always reduced first, and if the blast markers exceed its firepower the remainder are deducted from its super heavy weapons shots.

*Page 35* Extra text added to the end of 3rd para:

Assault specialists with heavy weapons (see below) keep a 45cm range but still have their assault value halved after adding +1 to it.



### **Epic Armies Book**

*Page 8* Detachment card para. 2nd sentence. Change 'Points value' to 'total points cost'. Change 'break point' to 'half strength'.

*Page 15* Rough Riders entry. Add 'Assault' into Special section of box.

*Page 30* Imperial Guard Summary. Rough Riders entry. Add 'Assault' into Special section of box.

*Page 40* Heading on support section of Space Marines roster should read 'detachment support' not 'detachment main force'.

*Page 57* Heading on support section of Ork roster should read 'detachment support' not 'detachment main force'.

*Page 66* Eldar Units summary. The entry between 'Exarch' and 'Great Harlequin' should be 'Harlequins', not 'Aspect Warriors'.

*Page 74* Eldar detachment card. Actual Pv of Farseer is 90. Total points cost is 350.

*Page 82* Vehicle summary. Nurgle Engines line. 'Disrupt' should be in the Firepower column not the special column.

*Page 91* Chaos Engine detachment. Pv of Nurgle Daemon Engine should be 31 not 45.

*Page 94* Heading on support section of Chaos roster should read 'detachment support' not 'detachment main force'.

*Page 94* Chaos detachment card. Actual Pv of Tarkaz Grimsteel is 57. Total points cost is 394.

*Page 105* Tyranid swarm list. In all cases remove 'one' from in front of each entry. Eg. 'One Hive Tyrant' = 'Hive Tyrant'; 'One Termagant Brood' = 'Termagant Brood', etc.

*Page 106* Mycetic swarm list. In all cases remove 'one' from in front of each entry. Eg. 'One Hive Tyrant' = 'Hive Tyrant'; 'One Termagant Brood' = 'Termagant Brood', etc.

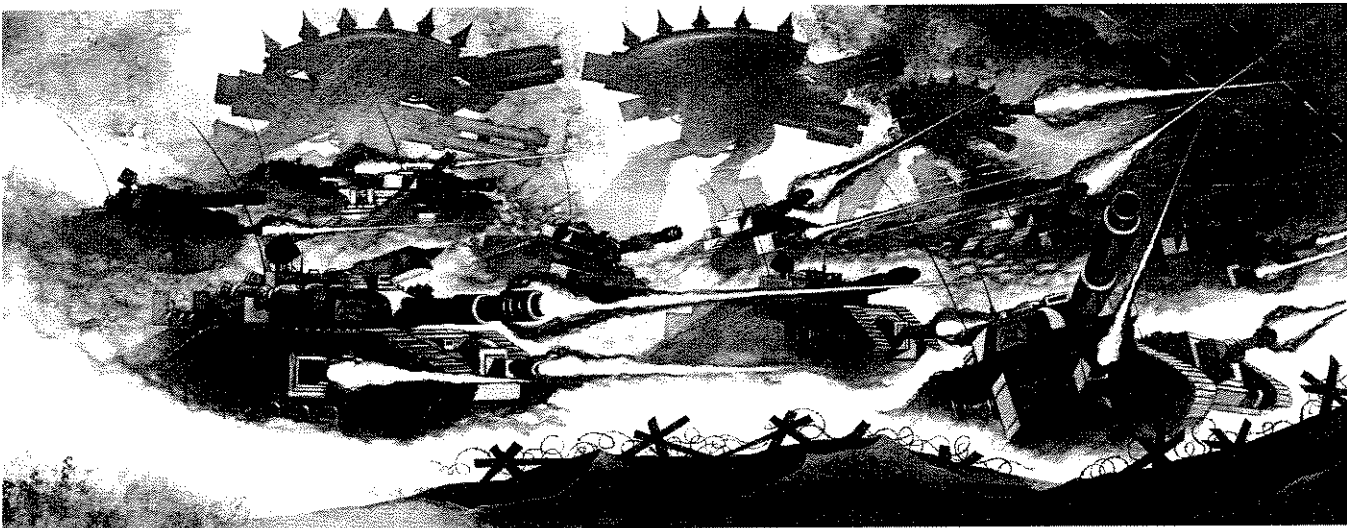
*Page 107* Tyranid Bio-Titan Brood. Change 'One Hierophant Bio-Titan' to Change 'Hierophant Bio-Titan'. Note that Hierodule entry remains the same.

*Page 107* Tyranid Flight swarm. Remove the 'one' from in front of 'Harridan' and 'Gargoyle Brood'.

*Page 107* Hive-Mind Synapse Nexus. Remove the 'one' from in front of 'Dominatrix'.

### **Epic Battle Book**

*Page 37* Change Photo caption from 'Imperial Guard Thunderbolt fighters' to 'Imperial Navy Thunderbolt Fighters'.





# WARRIORS OF JUSTICE

## Adeptus Arbites in Epic 40,000

by Mike Headden

Mike's a bit of an 'old pro' and has been gaming since the mid-60's. He hails from Edinburgh (*wot, another Scot? - Ed*) and has two kids who are also GW fans. Mike plays almost every game we've made (including several we'd forgotten!) but for the instantly recognisable ones he fields Empire, Orc and High Elves in Warhammer, Imperial Fists and Eldar in Warhammer 40,000 and Imperial Fists, the XXth Cadia Victrix regiment of Imperial Guard and Arbites from the ice-world, Frigia, in Epic 40,000.

Mike's been interested in the Adeptus Arbites since the old Rogue Trader and as soon as Epic 40,000 came out he just had to do some conversions. Now the Adeptus Arbites can lead his troops in their eternal mission to punish the guilty, in the Emperor's name!

### INNOCENCE IS NO EXCUSE

The Adeptus Arbites, though sometimes known as the 'Warriors of Justice' are not concerned with Law and Order at an individual level. Murder, theft and the like are of no interest to them unless such incidents threaten the Pax Imperialis. Their interest in the stability of the Imperium means that they are employed mostly to deal with more dangerous threats than internal strife, such as the emergence of Chaos or Genestealer Cults or perhaps dealing with Planetary Governors who are less loyal than they should be.

Together with the Inquisition, with whom they often work closely, they are mankind's first line of defence. They can be mobilised to a threatened sector much quicker than can the lumbering Imperial Guard.

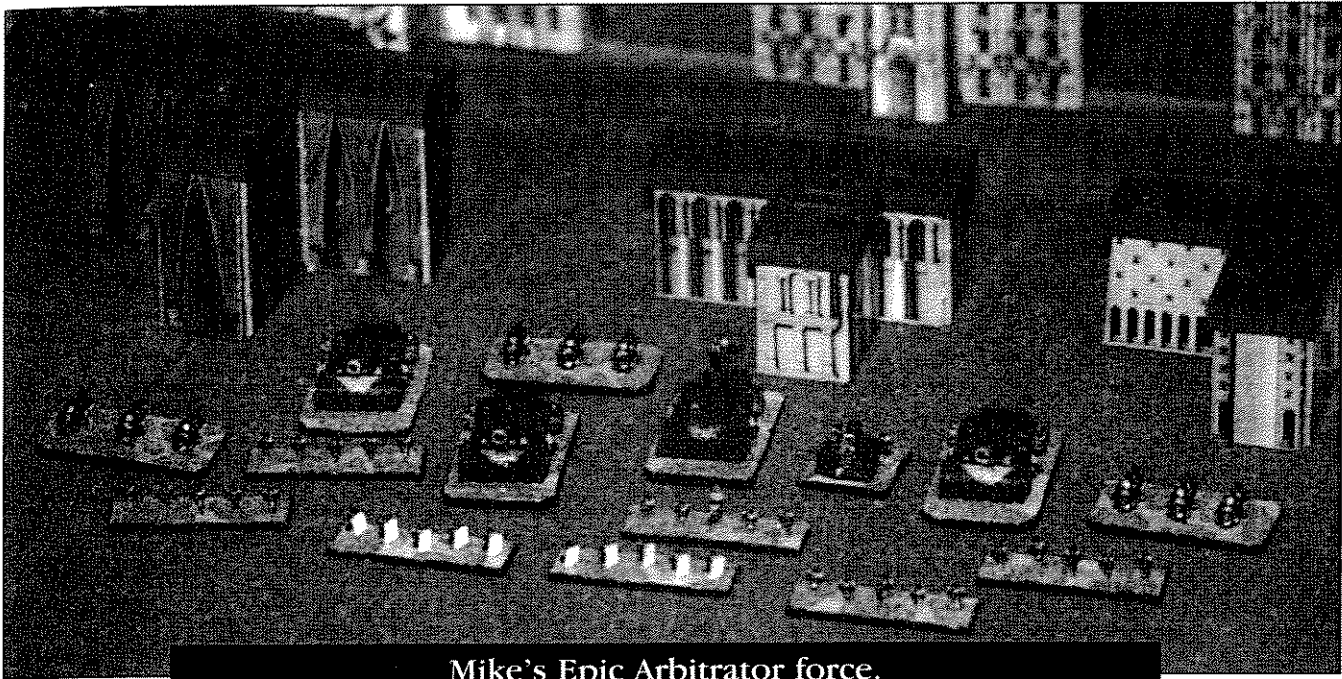
A force of the Imperium may include up to one detachment of Adeptus Arbites.

### INFANTRY

The bulk of the Adeptus Arbites are made up of infantry armed either for firefights, with standard issue Bolters or the more specific Arbites Shotguns; or for close combat armed with Power Mauls and Suppression Shields generally utilised in urban pacification.

They do not have, as standard, the heavy weapons squads that provide much of the firepower for the Imperial Guard, but make up for that with the range of grenades that are available: *Hallucinogens*, *Haywire*, *Photon Flash* and the like which serve to distract and disrupt the enemy. This is because so many of their foes are deluded or easily lead rather

	Speed	Range	Firepower	Assault	Armour	Special
Adeptus Arbites	10cm	30cm	1	2	4+	
Shock Squad				As Adeptus Arbites		+Assault
Judge				As Adeptus Arbites		+Hero
Support Weapon	10cm	45cm	Disrupt	0	3+	



Mike's Epic Arbitrator force.

than being direct enemies of the Imperium. After all, it is much better subduing the brainwashed population of a protagonist and traitorous Planetary Governor, executing the ringleaders and re-educating the masses, than Virus bombing the planet and wasting a valuable resource (people and industry!).

Adeptus Arbites squads are commanded by Proctors who fulfil the role of sergeants just like in any other Imperial Force. The main officer corps is headed by Judges, powerful individuals who as the name implies are Judge, Jury and Executioner, literally their word is the law!

To compensate for the lack of heavy weapons squads, the Adeptus Arbites are regularly backed up by support weapons such as multiple grenade and missile launchers which fire larger versions of the standard issue grenades.

## VEHICLES

The Adeptus Arbites employ comparatively few vehicles and those they have are primarily transport vehicles. The Adeptus Arbites do not use either the Chimera or the Rhino but have instead their own form of transport, the Gorgon. Armed with a turret-mounted, short-barrelled cannon with grenade dischargers on either side of the passenger compartment. They are used to 'soften up' opponents before the Arbites close with them. The peculiar design of these vehicles leaves them open topped, which albeit allows indirect enemy fire to affect the passengers, allows the Arbites to fire out of the vehicle whilst it is moving and therefore bring more firepower to bear. One Arbites unit being transported can fire or fight in melee as normal but cannot be targeted except by indirect fire. Transported troops can be lost as normal if the vehicle is destroyed. Support weapons may not fire from inside the Gorgon under any circumstances.

	Speed	Range	Firepower	Assault	Armour	Special
Gorgon	25cm	30cm	Disrupt	1	5+	Transport(2) Open Top*
Bike	35cm	15cm	1	1	4+	
Sentinel	20cm	30cm	1	1	4+	

Standard Imperial bikes are often used for reconnaissance and fast support and are occasionally supplemented by Sentinel walkers, where longer ranged fire is likely to be important.

### NEW SPECIAL ABILITY

**Open Top\*:** Up to half of the Transport capacity of the vehicle worth of infantry units may fire or melee as normal while being transported but any barrage or heavy barrage weapon automatically inflicts a hit on the passengers if it hits the vehicle.

### FIELDING ADEPTUS ARBITES IN EPIC 40,000

I have converted my Arbites from the old Epic Imperial Guard figures. Some had their lasguns shortened to represent bolters and others had a scrap of paper 2.5mm X 5mm glued to their left arms as a suppression shield and had their lasguns trimmed down to a tube with a slightly fatter cylinder at the end to represent the power maul. The Judge is a conversion of the old standard bearer who now has the eagle from the standard fixed to the top of his helmet!

In the picture below, the Judge unit is in the centre, backed by the Command Gorgon with penant, the Support Weapon and bikes. You can clearly see the Shock Troopers, with their card Suppression shields in the forefront.

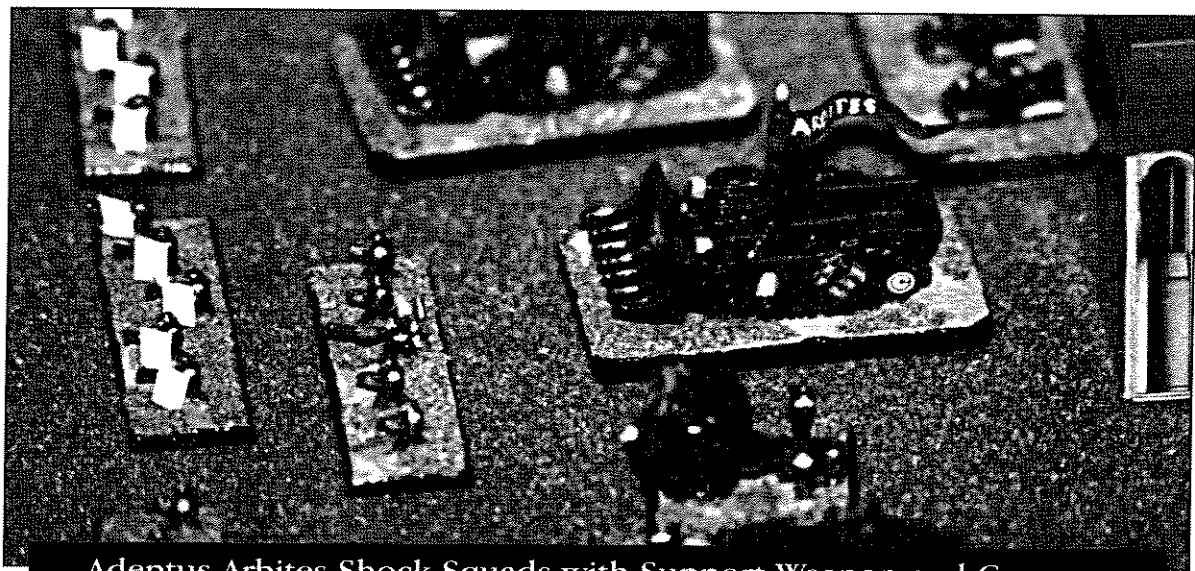
I have even made a conversion for the grenade launcher, using a slice of one of the old Epic flagpoles. (*Is this man mad? – Ed*) Another slice of flagpole was used to make a searchlight for a Techmarine and another, the Crozius carried by the Chaplain on the Space Marine Command stand, although I doubt that you can make this out in the big picture of my Epic army (over the page).

Bikes, gunners and sentinels came from the old Imperial Guard sprues and Thudd Gun support weapons from the Squat sprues.

My colour scheme is based on Judge Dredd – dark blue uniforms, red guns, green boots and gauntlets, yellow shoulder pads and a red-edged visor on the helmet. Naturally, the vehicles are all done in a moody, dark blue.

The Gorgon transport is available from Mail Order, as is the Tarantula support weapon, but the rest of it you need to convert from old Imperial Guard and Space Marines. Amusingly enough, the Marine Company right at the back of the army picture consists entirely of the old metal Marines that were released for Adeptus Titanicus, although I still need two marines with bolters and a sergeant – anyone out there got a spare? (*Well, now you mention it, Mike, I might just be able to get hold of some... but it'll cost ya! – Ed*)

Finally, don't be put off by the diminutive nature and fiddliness of Epic scale miniatures, go ahead and convert them, you'll be surprised at the results!



Adeptus Arbites Shock Squads with Support Weapon and Gorgons

## ADEPTUS ARBITES DETACHMENT

### Command

You must choose one command squad

**Up to 2 Judges.....40 points**  
Consists of 1 Judge unit.

Extra to mount in a Gorgon.....+14 points

### Main Force

Choose up to 10 squads from the following list.

**Adeptus Arbites squad.....18 points**  
Consists of 2 Arbitrator units

*Extra cost to:*

Mount in a Gorgon.....+14 points  
Upgrade to Shock squad.....+8 points

### Support

Make up to 10 choices from the following list

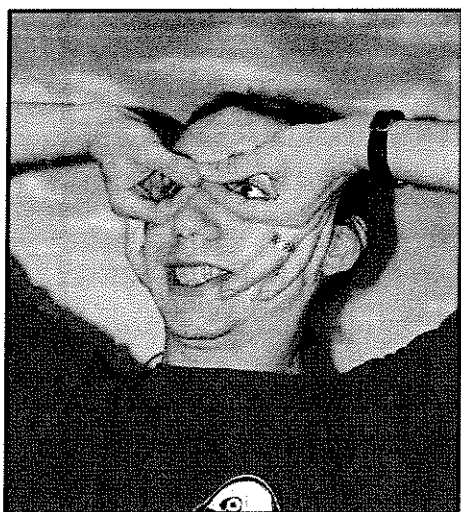
**Support Weapon Battery.....13 points**  
May consist of up to 3 units.

**Bike Squad.....10 points per unit**  
Consists of 1 to 3 bike units.

**Sentinel Squadron.....8 points per unit**  
Consists of 1 to 5 Sentinels.



Mike's Epic Imperial Forces in all their glory!



# AIR SUPERIORITY

By Gav 'Barnstormer' Thorpe

Get ready to start your attack run because we've got loads of new stuff to mess around with for Epic flyers, all penned by Gav Thorpe. There are ideas on how to carry non-infantry units on larger transport vehicles, more on Gargoyles and Swooping Hawks plus a couple of historical re-fights. To kick off though we've got two brand new flyer missions.

## EVAC! EVAC!

As well as rapidly deploying troops into key areas of the battlefield, another use of transport flyers is to airlift troops out of danger or swiftly relocate them from one part of the war zone to another. This introduces the possibility of another flyer mission – Evac (short for evacuation, if you hadn't already guessed). You can only use Evac missions if you have first agreed to do so with your opponent – this is an optional rule, not a sovereign right!

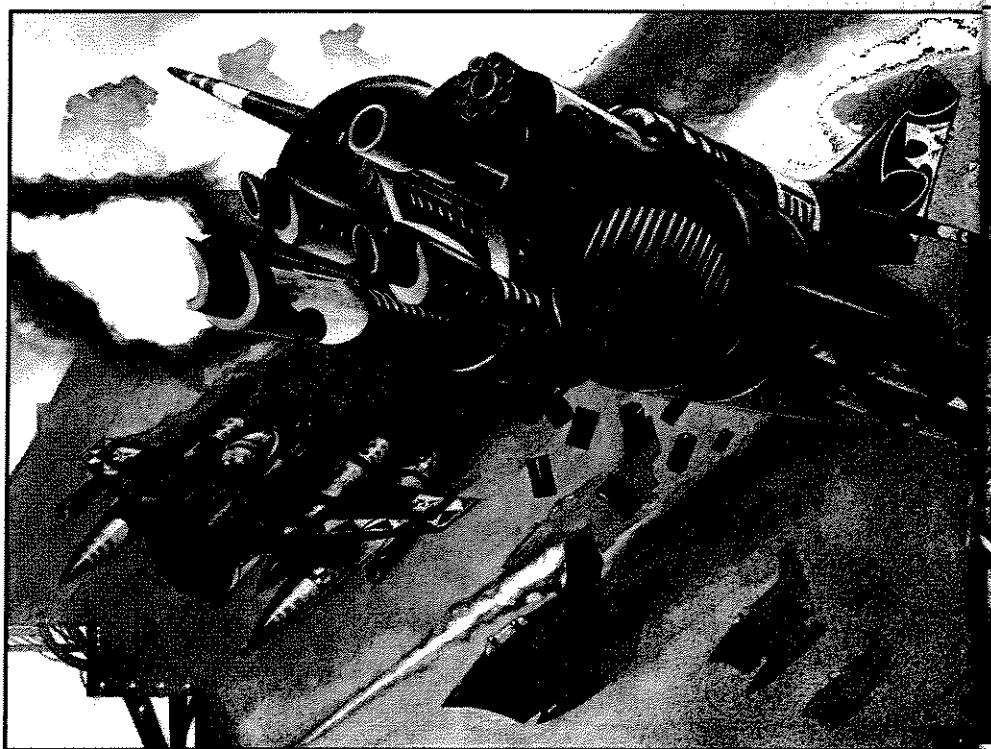
1. Flyers on Evac are placed and moved just like flyers performing a transport mission. They may also shoot in the same way – their firepower is halved and any super heavy weapons require a 4+ to lock-on and fire.

2. After shooting the flyer must remain where it is until the end of the movement phase. The troops being evacuated are allowed to make a 20cm retreat move, just as if they were broken. This means they can move even if they are marked by lots of blast markers. As usual, the troops must sacrifice 5cm of their movement to board the flyers. Flyers which are attacked while on the ground (example: by a preparatory bombardment) are treated like normal vehicles – there is no

chance they will be driven off, a hit is a kill.

3. At the end of the movement phase the flyer takes off and zooms back to its base, taking any evacuated units with it.

4. When the last unit in a detachment is evacuated it loses any blast markers (removing these does not affect army morale) From the next turn onwards the detachment counts as being a flyer detachment in reserve and you should roll to see if it is combat-ready in subsequent turns. When it becomes available it may be returned to the battlefield using a



standard transport mission. The evacuating flyers must refuel and re-arm for a turn as normal.

## COUNTERSTRIKE

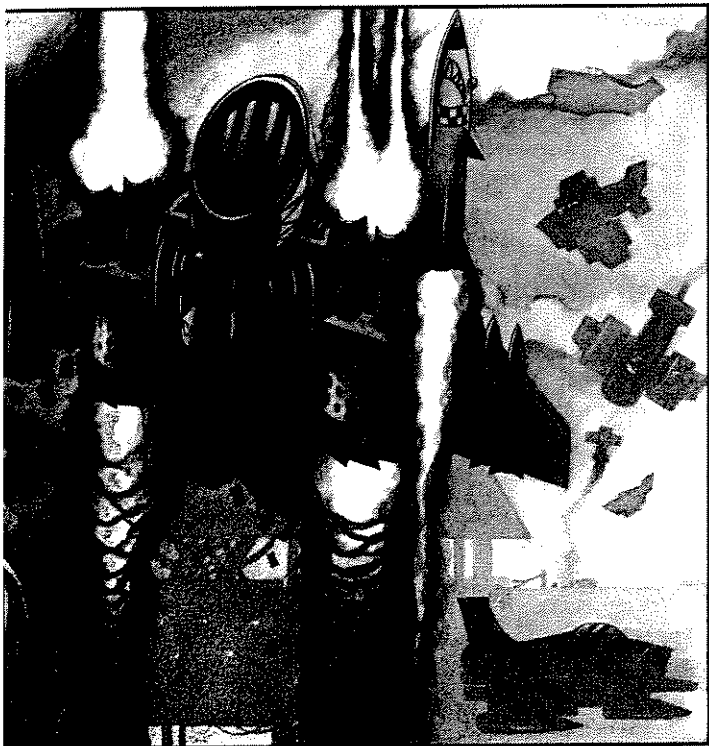
Achieving supremacy in the skies is a key part to winning a battle. If your flyers can ground attack the enemy without risk of interception they will cause your opponent untold amounts of grief. Air superiority can be achieved in a number of ways. Some commanders put their faith in the ability of their interceptors to shoot the enemy out of the sky in a dogfight. Some armies rely on their superior batteries of anti-aircraft guns. Other army leaders prefer to hit the enemy when they are most vulnerable – while they are on the ground! The new counter-strike mission detailed below allows you to

send your flyers on a ground attack on the enemy airbase.

You can only use counter-strike missions if you have first agreed to do so with your opponent (though I'd

recommend them as they can be very entertaining... ).

1. Flyers performing a counter-strike may be intercepted by enemy flyers, just like a ground attack or transport mission.



**Top hole aerial prank from Iain 'Biggles' Compton:**

*'Dropping an Avatar, and a load of Exarchs on to enemy Land Raiders is an absolute winner.'*

2. The defender may roll one snap fire attack at each attacking flyer to represent the anti-aircraft defenses around their base.

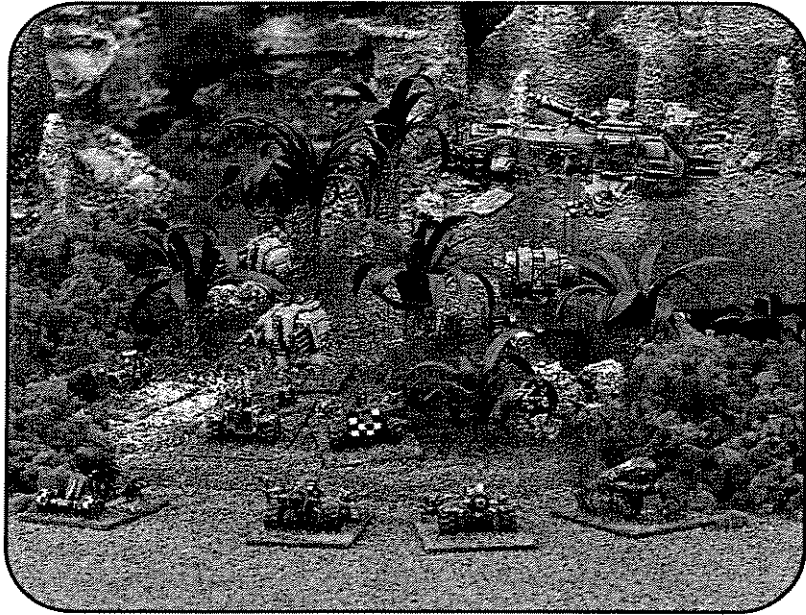
3. Any enemy flyers performing a mission this turn are not affected by the counter-strike – they are already in the air. Enemy flyers that are re-arming can attempt to scramble. Roll a D6 for each flyer, if the score is equal to or less than the flyer's dogfighting value it has managed to scramble and flies clear before the strike hits home. Any models which roll over their dogfight value or are being repaired are potential targets.

4. Work out the attack of the counter-strike just as if the flyers were performing a ground attack, treating all the enemy flyers on the ground as a single vehicle detachment in the open. The attackers are assumed to be in range and the player performing the counter-strike mission can allocate hits to any enemy since there are no closest models. Attackers with a barrage count as having a firepower of 2 each (heavy barrages as 4) when performing a counter-strike. Flyers on the ground are destroyed if they are hit - there is no chance of them being driven off. This attack does not place blast markers.

5. Flyers that have performed a counter-strike must re-arm and refuel as normal next turn.

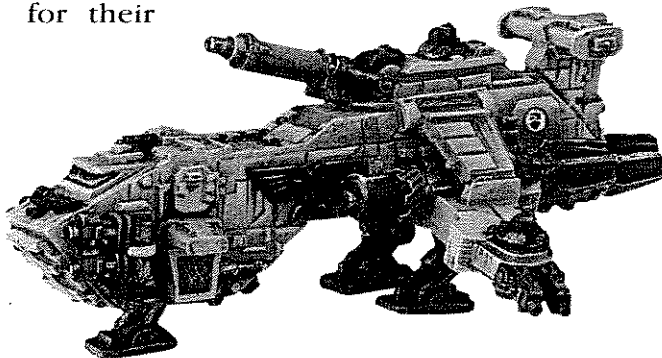


## CARRYING NON-INFANTRY UNITS



In Epic 40,000 transport vehicles are assumed to be only capable of carrying infantry units. However, as mentioned briefly in the Battles Book, it is not entirely unreasonable to assume that larger transports such as Leviathans and Nurgle Plague Towers can carry larger cargoes, like Dreadnoughts or Imperial Guard Sentinels. The same applies to flyers with a sufficient transport capacity (Space Marine Thunderhawks for the moment). There is actually no reason why you can't extend this idea to enable you to transport other vehicles which aren't walkers, both for flyers and ordinary transports. This only applies to transports with a capacity of 6 or more (you can't fit a Rhino into a Land Raider!). Of course, this is only a *house rule* and you'll have to agree with your opponent if you want to transport non-infantry units.

For instance, the Space Marines have several different operational loads for their

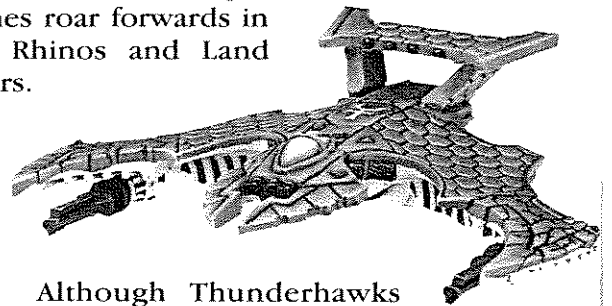


Thunderhawks. As well as being able to carry troops to the planet's surface, Thunderhawks are quite capable of carrying vehicles and even unassembled fortifications such as bunkers and Imperial bastions. Here are just a few of the different loads a Thunderhawk may carry as part of its duties.

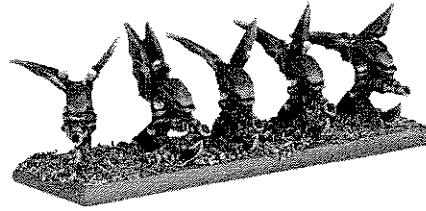
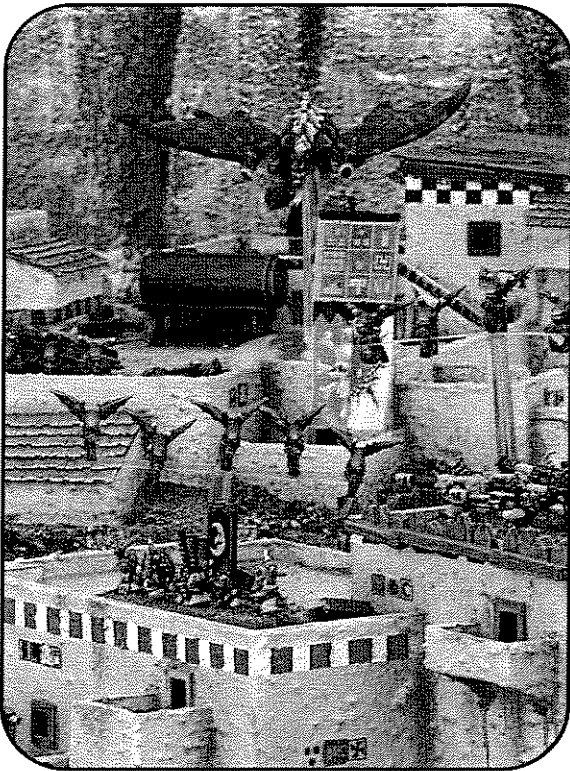
The standard transport is 3 squads of ten Space Marines each. The Thunderhawk contains an on-board medi-centre, plus a small workshop and armoury so that an Apothecary or Tech-Marine can have access to more sophisticated equipment and fulfil their roles to the best of their abilities.

The *Formido* payload replaces one unit of Space Marines with a Dreadnought (so if you are carrying ten-man squads, one can be left behind in favour of two Dreadnoughts). The Space Marines use this kind of load for reinforcing defensive positions or delivering the killing blow to broken troops. It is a great advantage for

the Space Marines to deploy their Dreadnoughts from Thunderhawks, as they may otherwise be left behind as the Space Marines roar forwards in their Rhinos and Land Raiders.



Although Thunderhawks can drop their cargoes almost anywhere, there are still areas which are closed to them – zones defended by intense anti-aircraft fire, for example. However, these places are not invulnerable to the Space Marines' lightning assaults. A Thunderhawk can perform an *Intrepid* landing, carrying a single squad of Space Marines within its armoured shell and also transporting a Rhino slung beneath its hull. This allows the Thunderhawk to deploy the Space Marines as close as possible to the target, who then use their Rhino to complete the journey, striking where the enemy thought themselves safe. When four or five Thunderhawks act in concert this can deliver a sizeable force deep into the foe's territory, ready to assault his rear lines.



If you like, a good house rule for transporting

disassembled vehicles is to say that the vehicles must give up all of their movement phase while they are being assembled. However, this does not stop them moving in the assault phase if the detachment has appropriate orders. Of course, with the skill of the Space Marines, you could just say that having to assemble their Rhino hardly slows them down at all, and there's no penalty whatsoever! It's up to you to agree with your opponent what you think is suitable for your games.

These changes don't just apply to Thunderhawk Gunships. Other large transports should be able to accommodate different payloads too. The best guide for this is to look at the size of the models in relation to each other – if you think a Hellhound could comfortably fit into the back of a Leviathan, then you should discuss this with your regular opponents. In the end, allowing a vehicle with a large transport capacity to carry non-infantry units adds to the colour of your battles and doesn't affect game balance very drastically.

## TYRANID GARGOYLES

The strangest flyers in Epic 40,000 are the Tyranid Gargoyles, which are a kind of flying infantry. Gargoyles are not fast-moving aircraft like Imperial Marauders and Eldar Nightwings but instead swoop down from their perches on the skin of a Harridan, which enables them to traverse the vast distances a flyer can. However, Gargoyles can also operate much like standard infantry, occupying objectives and assaulting the enemy. The following *optional* rules enable you to represent the particular way they can operate on the battlefield.

Gargoyles can, in effect, perform their own transport missions (and Evac if you are using those rules). What this actually means is the Gargoyles can fly in, open fire at half firepower and then 'land' (they actually have no legs so they're really hovering just above the ground). When they have landed the Gargoyles are treated as having a speed of 15cm and the jump packs ability (which

Following on with this principle, the storage bays of a Thunderhawk are easily capable of accommodating disassembled vehicles such as Rhinos and Whirlwinds. In this situation, the Thunderhawks operate in pairs, with one ship transporting three disassembled vehicles while the other carries three squads of Space Marines. Other variations are used too. If one Thunderhawk is carrying two Rhinos and a Vindicator, this is only enough ground transport for two squads, so the other Thunderhawk may well transport two squads and two Dreadnoughts instead of three squads. It is the flexibility of the Thunderhawk that make them such a powerful weapon.

There are other possibilities too, such as carrying a disassembled Land Raider, or perhaps transporting support weapons such as Tarantulas and Rapiers to forward positions to hold off the enemy while the rest of the army deploys.

**Fancy bagging a couple of troop carriers for breakfast? Here's a rum do from Warrick 'Bomber' Kinrade:**

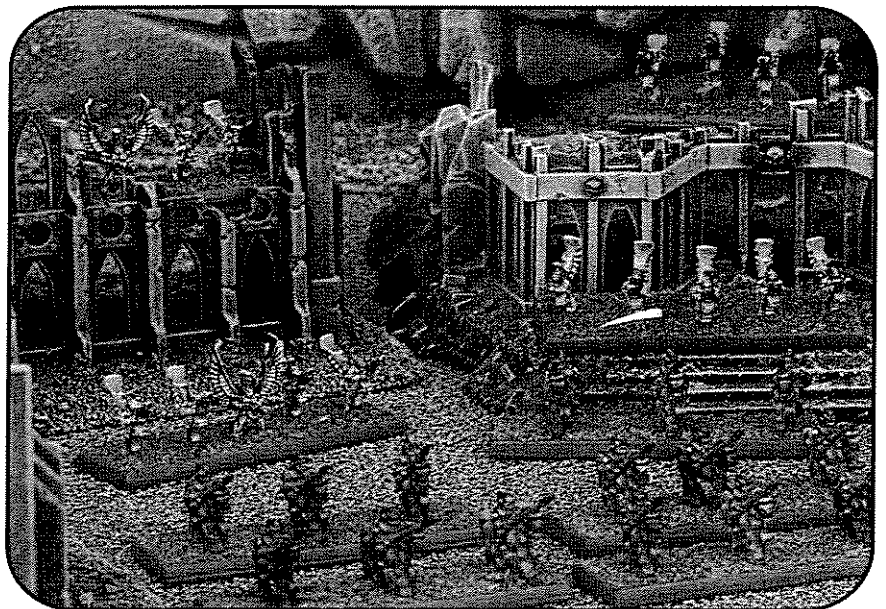
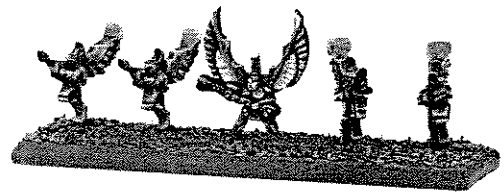
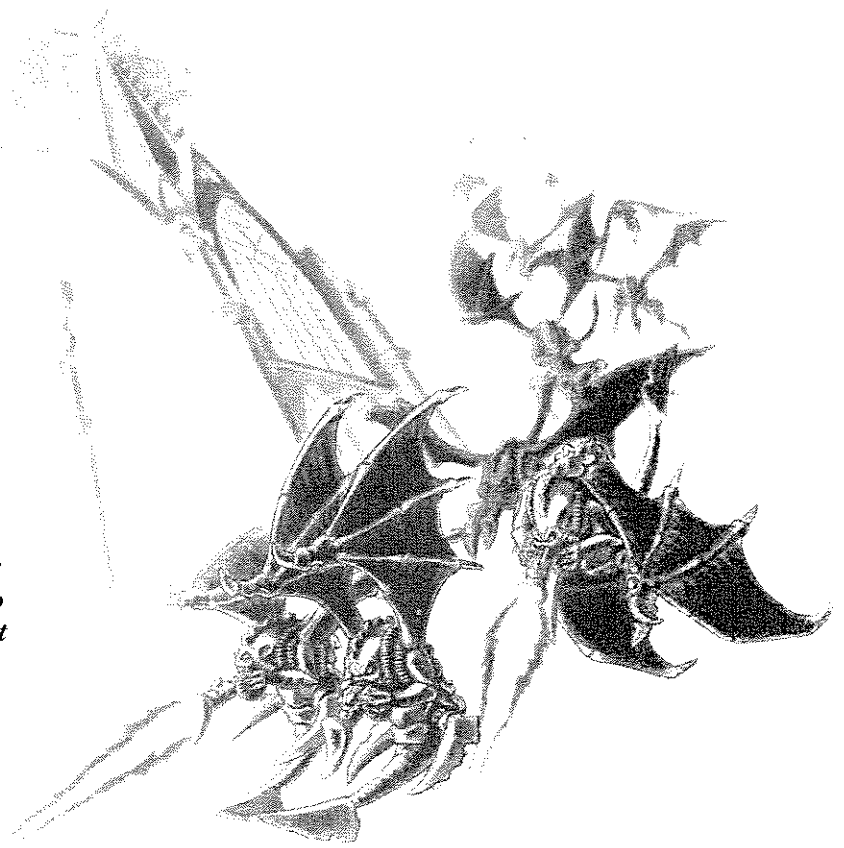
*'Mind your ranges with the fight-bomber, because getting two shot down by a Rhino is some what of an embarrassment.'*

doubles their move to 30cm and allows them to charge 45cm in the assault phase). Their assault value is 1, and they move and fight just like other infantry with jump packs (their Range and Firepower is unchanged). If they wish to leave the battlefield they must perform an Evac mission, following the rules given earlier. *You will find this makes Gargoyles more useful and so we advise you either limit their numbers in some way or increase their points value by two or three points each (probably at least three points).*

## SWOOPING HAWKS

Swooping Hawks are one of the most specialised of the Eldar Aspect Warriors. With their sophisticated flight packs Swooping Hawks are able to traverse the battlefield with astonishing speed, bounding across the warzone with graceful leaps. This is represented in Epic 40,000 by having Aspect Warriors with the jump packs upgrade. However, the winged flight-packs of the Swooping Hawks also gives them the ability to drop down from the skies to almost anywhere on the battlefield. Although Swooping Hawks don't have the speed to act like real flyers you can enhance their abilities by using the following optional rule.

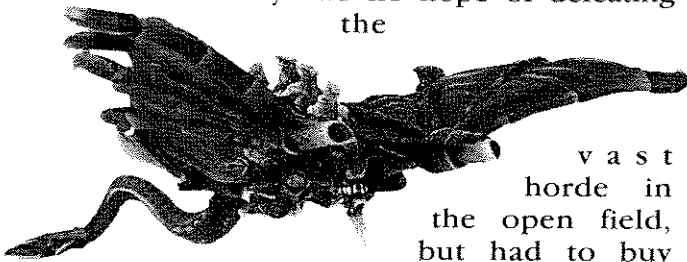
Swooping Hawks can start the battle high in the atmosphere, waiting to drop down and deliver a swift and telling blow to the enemy. To represent this, any detachment that consists solely of Swooping Hawks units (they can include Exarchs if you wish) can use the drop pod rules described in the Epic 40,000 Battles Book. They can do this in any scenario, not just a Planetary Assault.



## GET US OUT OF HERE! THE PURGATION OF XCV-78

The feral planet Laqueus was one of the first worlds which the Imperium had to defend against the onslaught of the Tyranids of Hive Fleet Kraken. Early on in the second Tyrannic War, the Imperium was still mobilising its forces to counter the threat. On Laqueus, Space Marines of the Ultramarines Chapter were deployed to stem the Tyranid advance.

They had no hope of defeating the



v a s t  
horde in  
the open field,  
but had to buy  
time; time for the

Imperial Guard to lay miles of razorwire and construct bunkers and trench lines with which to hold back the bio-engineered monstrosities. What little study of the Tyranids existed showed that Lictors form an important part of the attack, leading the main Tyranid force to the enemy. The Ultramarines' commander devised a plan that would distract the Tyranids from assaulting the main defenses before they were complete. A small force of Ultramarines deliberately allowed themselves to be tracked by the Lictors and sure enough, the Tyranid swarm was soon assaulting their defensive perimeter. All the Space Marines could do now was hope the Thunderhawks arrived in time to extricate them from the Tyranid horde...

### THE RE-FIGHT

This battle uses the following special rules: Hidden Set-up, Razorwire, Fortifications, Reserves and Army Morale.

### FORCES

Decide a total points value for the battle. One player picks a Tyranid force to this total, the other chooses up to 75% of this total from the

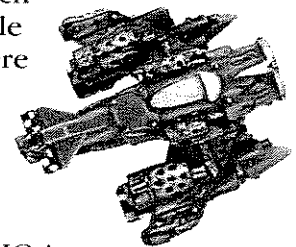
Army of the Imperium list. However, the Imperial player is only allowed to take Space Marine detachments (no massed artillery waiting for the alien swarm!).

### SET-UP AND SPECIAL RULES

1. The players set-up the terrain in some mutually agreeable manner.

2. The Space Marines deploy first using the Hidden Set-up rules from the Battles Book, and may set up razorwire and fortifications as they wish. Their whole force, except flyers, are deployed at the start of the game. Any flyers in the Space Marine army are in reserve at the start of the battle.

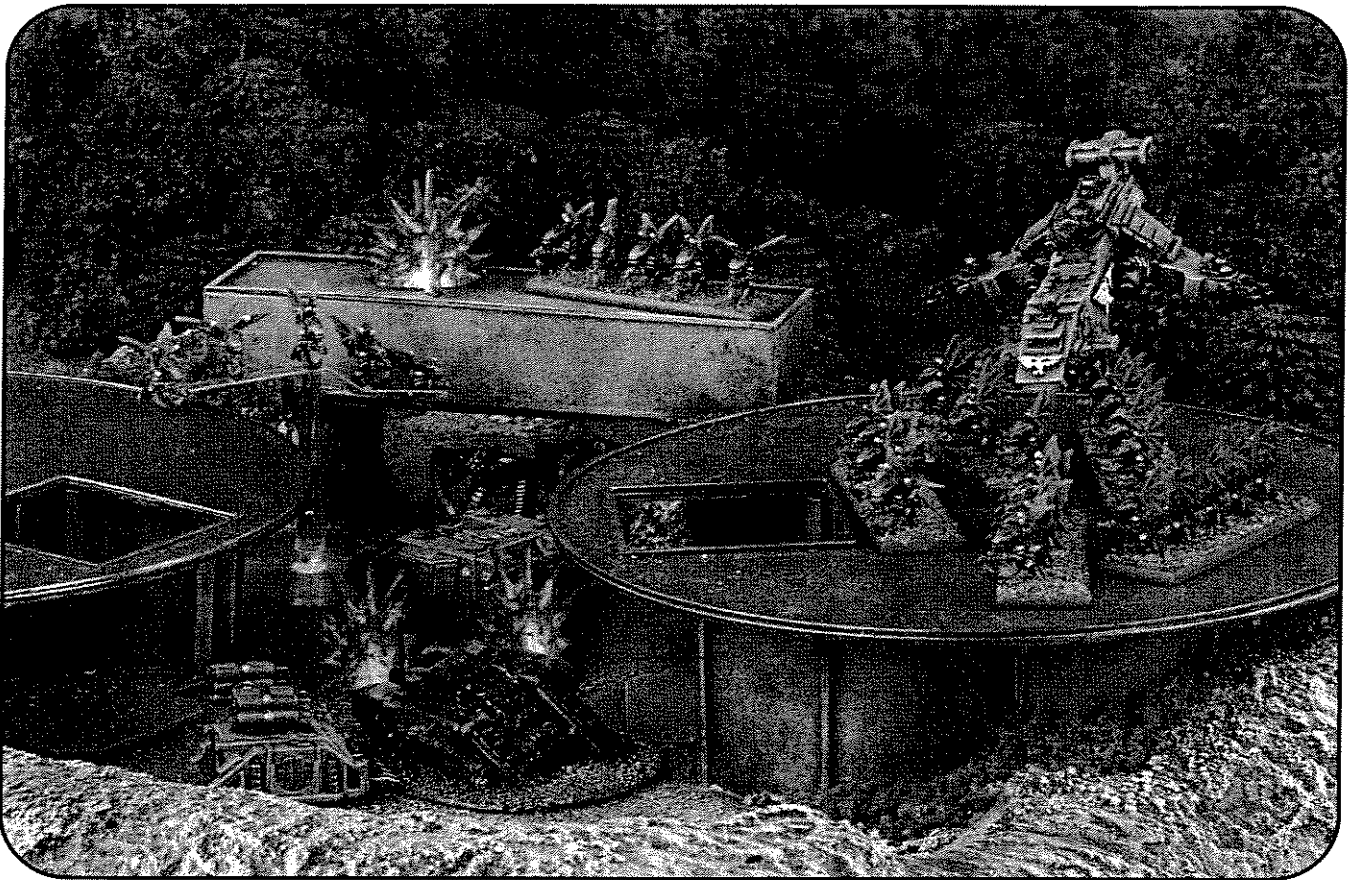
3. The Tyranids move on in the first turn. At the start of the movement phase the Tyranid player places each detachment HQ on any table edge. This indicates where the detachments will move on. If you wish several detachments to arrive at the same point (along a road, for example) then place each HQ in a row, one in front of the other. Each detachment measures its first move from the rearmost HQ.



4. The Evac flyer mission is used in this Re-fight (and if you like you can also use the transporting vehicles and Gargoyle special rules).

**I say, here's a funny sort of thing  
from David 'Blue Max' Owen Meller:**

***'3 Phoenix Bombers + 2 Vampire  
Raiders = Dead Gargant!'***



## GAME LENGTH AND VICTORY CONDITIONS

There are no objectives in this battle, instead for every Space Marine ground detachment that leaves the table before being reduced to half strength (either by moving off a table edge or being evacuated by Thunderhawks) the Space Marines add the morale value of the detachment to their Army Morale.

If one army's Army Morale is reduced to zero or less it has lost the battle. If this has not happened by the end of the sixth turn the force with the highest Army Morale wins a marginal victory.

XCV-78 was a primeval world discovered at the end of the 39th millennium. After the Adeptus Mechanicus Explorators had finished

**No quarter is given to the fiendish Andy 'Rommel' Chambers:**

*'Facing Flyers can be hideous. I've lost count of the number of Gargants I've had flattened.'*

their surveys, huge mines were delved deep into the planet's crust, stripping it of its rich mineral wealth. However, as the work progressed there were increasing numbers of setbacks. Mine heads collapsed, whole work teams, hundreds of men strong, went missing and the populace was gripped by panic. Three regiments of Imperial Guard were raised and brought in to instill more confidence and to police the restless miners. Work began again, burrowing deeper and deeper in the ceaseless quest for yet more resources.

The Eldar attacked without warning. The single station orbiting the planet was destroyed in the first attack, its shattered remnants crashing through the atmosphere to rain debris on the planet's capital. The Eldar poured from their ships, sending wave after wave of fighters and bombers screaming through the sky, while the Ghostships bombarded the mines from space. The lightning strike took a heavy toll on the Imperial defenders, but they managed to muster a defence around the mining province of Diablos. Here they would make their last desperate defence to save the planet from certain destruction.

Dashed unsporting anti-flying chap propoganda from Adrian 'Bofors' Wood:

*'The irritating ability of flyers to skulk just beyond your snap-fire range makes flak absolutely vital'*

## THE RE-FIGHT

This battle uses all the normal rules for the Blitzkrieg scenario, unless otherwise stated below.

## FORCES

Both players pick a force to an agreed points value. The Eldar player must spend at least 25%-50% of his points on flyer detachments.

## SET-UP AND SPECIAL RULES

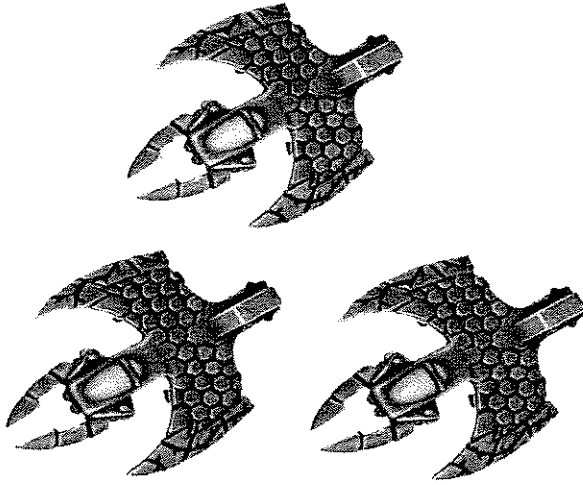
Both armies and objectives are set up as detailed in the Blitzkrieg scenario description.

The Eldar player is allowed to make D3 orbital barrages during the battle. These are resolved as detailed on the Orbital Barrage Fate card. Remember that these can place blast markers on troops who are hidden at the start of the battle.

The Imperial player may add +1 to all of his rolls for reserves to represent the fact that his army is concentrated in the vicinity of Diablos.

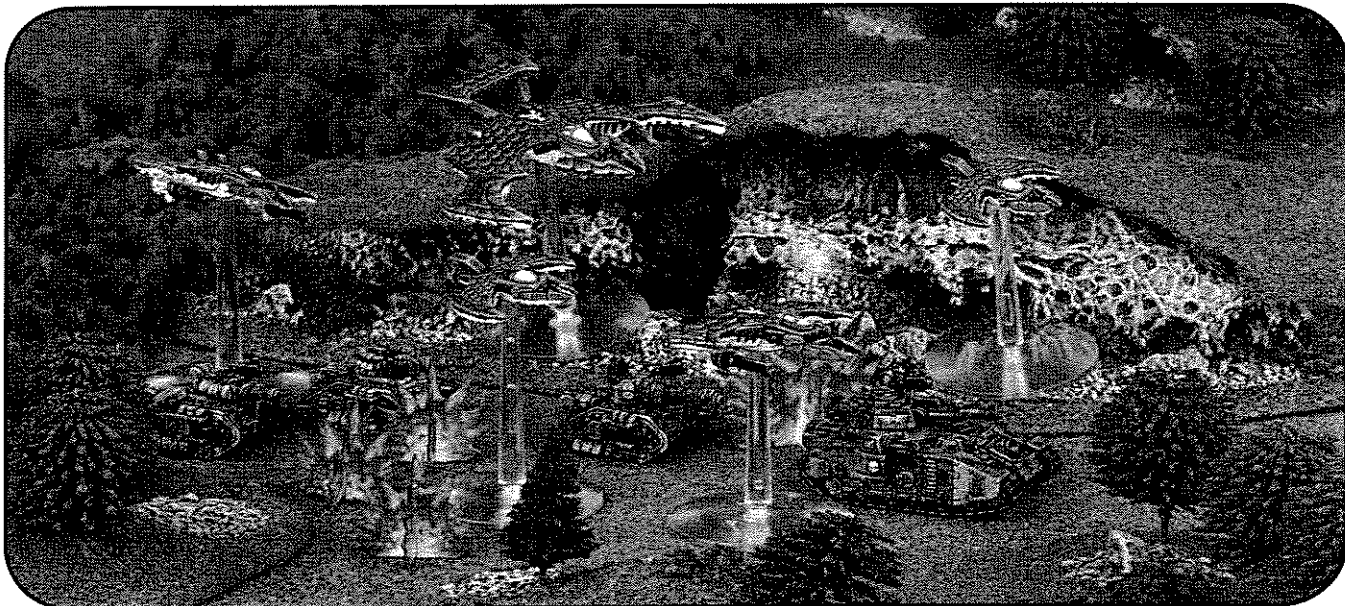
## GAME LENGTH AND VICTORY CONDITIONS

Normal victory conditions for a Blitzkrieg apply.



### GAMING TIP

If you are using a lot of flyers in a game, then commit them to missions in waves. By splitting your flyers into at least three waves, then you can be sure of doing a Flyer mission on every turn of the game – Gary Morley.



# WRITE FOR THE JOURNAL™

The Journal is written *for* fanatical GW gamers *by* fanatical GW gamers. You (yes, YOU!) make the Journal the brilliant, unparalleled hobby magazine that it is – a forum for *every* collector, painter, modeller and army commander of Citadel miniatures.

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## 1. What do we need?

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

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

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

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

Remember, your figures needn't be to studio standard and we certainly don't expect your photography to be either. The Journal is supposed to be a grungy mag!

## 3. Get writing!

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

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

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

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

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- **Special Characters and Army Lists.**

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

Things to keep in mind are:

- **Is it Games Workshop?** Your article has to be based on one of our more current games.

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

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

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

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

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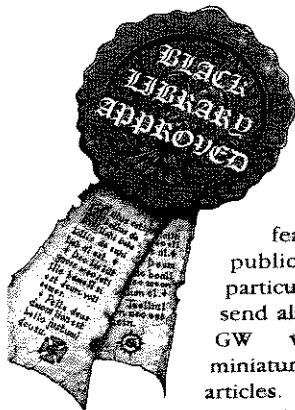
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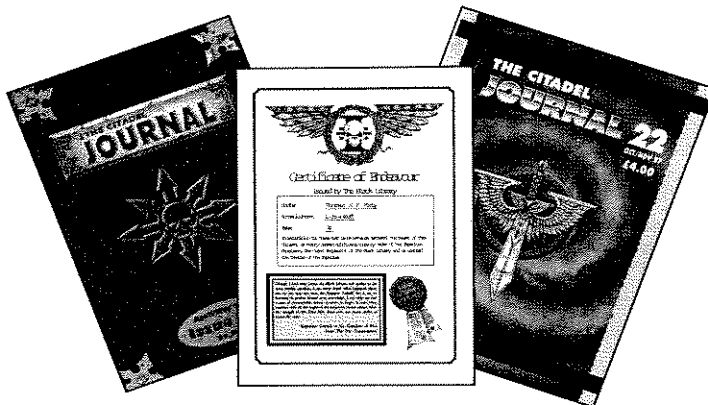
Please title any submission 'Journal Submission'

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

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'What's the word from up top. Princeps?' asked Hazan, a short, humourous looking character with 'Born to Smash' stencilled beneath his crew insignia. 'We stompin' out today?'

'Looks like a big rebel push right across Zones Green, Blue and Grey. They're fighting in Blue right now.'

Tall, feral Warden whistled, a long descending note.

'Looks bad. They could push us back to the Dust Sea. If we lose the spaceport we'll never be relieved, even if the fleet smashes the Rebel blockade.'

'We'll just have to see that doesn't happen, won't we?' said Marnoc. He had intended it to sound encouraging, but when he saw the contemptuous looks that the Moderati gave him he wished he had just kept his mouth shut.

Suddenly the klaxons blared. Marnoc and the Moderati stared at each other for a moment. Then Toal turned and pulled himself up the ladder. The others followed him swiftly, leaving Marnoc standing dazed at the Titan's foot. He turned and saw that the crews of the other Titans were boarding as swiftly as possible. Men vaulted from the carapaces down hatches then slammed them closed. He could already hear the low hum of reactors warming up.

Toal stuck his head back out of the access port. 'Time to get aboard, Princeps. We've got to move out. The rebels are coming.'

Marnoc lowered himself into the command chair of the Titan. He plugged the cyberlink cables into his neck-sockets then reached forward, muttering the words of the Litany of Awakening. He threw the great trip-switches that would activate the Titan.

'Your heart is fire. Let it burn with rage for the Emperor's enemies,' he said. The lights blazed brighter and over the link he felt the Titan rouse itself from dormancy. Like a great beast awakening.

'Your limbs are mighty. Let them smite the foes of our Emperor.' He ordered the weapons into test mode. The limbs stretched. There was a Great creaking as joints strained to move the guns into place. From the Moderatus cabins

below, he could hear Toal and the others begin the Gunner's Chant as they interfaced with their weaponry. Targeting icons were superimposed on his field of vision. He knew that where he could see the head of the Imperial Eagle there he could direct the firefall. He wondered briefly whether the rebels had replaced the symbol with the Eye of Horus.

'The spirits of your fallen are your honour. Let us be worthy of them.' He reached out and touched the sacred relics left by the previous Princeps. First the millennium-old copy of the Liber Belligerum left by Kask, the first Princeps. Next the silver hammer brought from the Forge World by Talon, the ace of a hundred kills. With each relic he touched he fell deeper into the command trance. Finally as he touched the bullet-holed skull of Silberman he felt the true presence of the Fortunata Imperatrix.

He was a tiny thing, dwarfed in the shadow of an entity that had lived a thousand years, that had seen scores of Princeps come and go. He was a mote of light drifting before a vast, dark shadow. The Titan was awake and aware. He sensed its fierce mind begin to look around for an enemy. He felt it flex its claws as it brought its weapons up to full power. He was aware that the reactor blazed to fiery life.

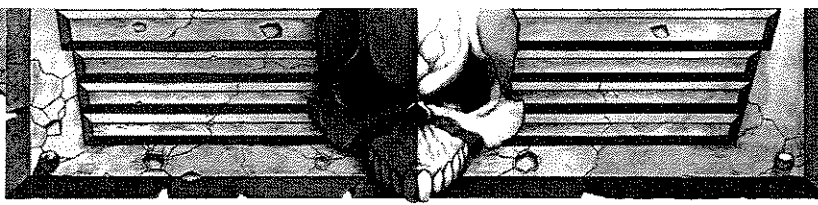
Involuntarily the void shields cut in. His heart was full of the lust to do violence. The ferocity of the Titan infected him.

Ghostly memories of a thousand battles flickered through his mind, augmenting the desire to rend and destroy. He was a particle of rage being drawn down into the fierce heart of the Titan. He was being absorbed.

Somewhere in the vast distance, he heard a voice. 'Princeps, you must master it. Otherwise we will run wild. Princeps master yourself.'

Vaguely he recognised the voice as Toal's. He was shocked back to self awareness. He wanted to reach out and hit the emergency cut-offs, but he realised he must show the Titan who was master. He dropped back into the link.

He concentrated his mind as he had been taught and ordered the Titan to power down the weapons. He had been trained to do this, but the teaching machines had not prepared



him for the strength of a battle Titan. He had to focus every fibre of his being, every spark of what he was, as he strove for sovereignty over the Fortunata. Sweat ran down his brow, his teeth ground against each other. He felt as if he could never win the unequal struggle.

For what seemed like eons he was locked in a battle of wills with the Titan. He strove to remain firm, to resist the urge to give up and let it have its way. Eventually he sensed the weapons power down, but he knew that the Titan was not giving up, merely calling a temporary truce. This was simply a first encounter, a gauging of strengths.

When he opened his eyes he was surprised to see that only a few seconds had passed. The Marines were still forming up in squads and clambering aboard their Rhinos. A flight of jet bikes had just taken off and was arcing skyward towards the North. Over the shattered roof of a tumbled-down building he saw a line of Predators roar off into the distance.

A Warhound stalked forward, weapons raised to the attack position. The Spirit of Imperial Victory swung out to follow it, banners fluttering. Marnoc ordered the Fortunata to take its place in the line. Painfully slowly the Titan obeyed.

The Princes patched himself in to the comnet, listening for orders. Kowley, the Force Leader, called out lists of names. The Titans responded with name and status. Marnoc was pleased to be able to report that the Fortunata was active when his turn came.

Under a sky the colour of blood the Imperial force moved to intercept their enemy. To the right, near the Bromium Refinery were the emplacements. As Marnoc watched, a group of Rapiers took up position within the reinforced earthworks. Three detachments of Land-Raiders went hull down on the brow of a hill. From them Squads of Space Wolves disembarked.

They were taking a defensive position on the outskirts of Rogsburg. Several thousand Marines a dozen Titans and scores of support weapons. It looked impressive as the Marines and Dreadnoughts fanned out through the remnants of buildings landspeeders whizzing overhead like hornets.

Marnoc ordered the Titan to move forward in

support of the Marines. To his right was Dorn's Warhound, to his left and rear was the Spirit. He noticed that the Fortunata had a way of moving its right weapon mount in a small arc as it moved. It was a habit he knew he would have to break, but at this moment he didn't feel strong enough.

'Perimeter secured,' he heard the Marine Commander report over the comnet. Marnoc ordered the Titan to stop. It did so reluctantly.

'Rebels'll be here soon,' said Hazan.

'Bring them on,' said Warden. 'We've a score to settle with them, for Father Silberman.'

They settled into tense silence while the red clouds boiled over head revealing the yellow sky. Marnoc watched couriers on motor bikes race between positions carrying satchels of orders too secret to be transmitted by datapulse.

He felt uneasy. The men he was about to fight had once been loyal Imperial soldiers: Brother Marines and Order Members.

He wondered what had caused them to betray the Emperor, why they had become traitors? He realised that he might soon be dead, that he might never know. He found the thought almost as disturbing as the prospect of death.

More squads of Space Wolves were moved up, positioning Tarantula las-cannon in the cover of the old houses. Land-speeder scouts raced towards the horizon.

Marnoc jacked the Titan's sensors up to maximum, trying to ignore the fear that churned in his gut as he probed for some sign of the enemy. The horizon remained empty even to the far-seeing eyes of the Fortunata.

'Come on,' he heard Toal muttering. Then suddenly the enemy was there. They had come over the curve of the planet, thousands of small blips in the Sensorium of the Titan.

'My God,' he heard Warden mutter. 'There are dozens of them.'

It took a moment to register that he was talking about enemy Titans. Marnoc looked up and saw endless lines of them rise over the horizon.

'Fire at will,' Marnoc said. The Traitors advanced confidently on the doomed position.



# EPIC 40,000 - THE DIRECTOR'S CUT

Introduced by Jervis

A goodly chunk of this issue of the Journal is taken up with material that didn't make it into Epic 40,000, namely the Squat army list (army lists for Eldar and Imperial Knights will appear in Journal 21). Once I found out about this I asked Paul if it would be OK to write an introduction to the section, explaining why we left these sections out of the rules, and also to allow me the chance to print a favourite rule that didn't make it in to the rulebook.

So why exactly did we leave out the army lists printed in this issue of the Journal, especially the Squats? Fortunately there is a fairly simple answer to this, which is that we were not at all happy with the way the Knights and Squats have been presented in the past, and we wanted to put them on a 'back-burner' for a while so we could do a good job on them. The alternative was to 'bash out' a couple of quick army lists and simply ignore the problem - after all, who would care if the Squats and Knights remained a bit naff, *some* people would still collect them, so why waste valuable time on these very minor races. Fortunately the second option was not the way we were asked to do things, with the result that they have been left out of the current edition of Epic, waiting for an opportunity for us to get the time to do a really good job on them.

All of which is very well and good, but what about those poor souls that have already got an army of Epic Squats (now, there's a name to conjure with!) or a force of Imperial or Eldar Knights? Well, not wishing to let you guys down, Warwick has come up with a set of rules and detachment lists for these armies based on the old background, which will allow players to use them with the new Epic rules. Of course the use of these rules is optional and will therefore require an opponent's consent, but hey!, we're all reasonable people here, aren't we?!? And if I know my Mail Order Trolls, there will almost certainly be an advert lurking somewhere or another in this issue of the Journal, for those poor misguided fools out there that want to buy some of the old Squat and Knight miniatures.

## THE 'EPIC RULE WE COULDN'T GET TO WORK' RULE!

For quite a long period during the early testing of the Epic rules, Andy and myself used a rule that allowed infantry to use armoured vehicles as cover. We used the rule because we'd seen photo's of WWII infantry advancing closely behind friendly tanks, using them as protection against enemy small arms fire as they moved forward, and providing the vehicle with close support against enemy tank-hunting teams at the same time. In fact this became such a standard tactic that many tanks had a phone on the back that allowed any supporting infantry to speak directly to the tank crew. Those of you that have seen Stanley Kubrick's 'Full Metal Jacket' movie - and if you haven't, get it out on video immediately! - will remember the US infantry in Vietnam using the same tactic towards the end of the film. Finally, and far more importantly, having infantry advancing closely behind armoured units looks dead cool on the tabletop!

Unfortunately, as play-testing went on we found it very difficult to come up with a simple wording for the rule, which explained how it worked without leaving it open to exploitation by unscrupulous players. It was one of those rules that was dead easy to explain to people in person, but just about impossible to get down on paper without making it seem horribly complicated and confusing. In the end we admitted defeat and gave up, deciding that, although the rule was fun, its effect on the game didn't warrant a page of rules and diagrams!

None the less I liked the rule, so I thought I'd take the chance to present it in the Journal as an optional house rule, for you to use or not as you desire. I'm going to take a pretty free and easy approach to explaining the rule, on the understanding that if you run into someone willing to try and take advantage of it, you will go "Oi unscrupulous opponent, NO!" or words to that effect, and veto its use in the game. Here goes then...

Infantry units that finish the movement phase in base contact with a friendly armoured vehicle unit or war engine are allowed to use it to provide cover against enemy fire that would have to go over or past the vehicle or war engine to hit the stand. The diagram to the right shows how this works. Note that only armoured vehicles provide cover; bikes, buggies or land speeders, for example, will not!

Infantry hiding behind a vehicle receive a +1 armour bonus, and if the enemy wish to be able to hit them at all they must choose to use the 'target in cover' line of the Firepower table before working out how many dice they are allowed to roll. The example below shows how this works in practice. Note that if a vehicle is destroyed, then the infantry lurking behind are not harmed, but will count as being stuck out in the open from that point on.

There is another advantage to having infantry moving closely behind armoured units, and that is that they can provide support against enemy units making assaults. (I'm sure I don't have to explain how horribly vulnerable armoured units

### VEHICLE COVER

*The Space Marines can use the Predator to provide cover from Ork units A, B and C, as all of these Orks must shoot over or past the vehicle to get at Da Oomiez. The Predator does not provide cover from Ork unit D.*

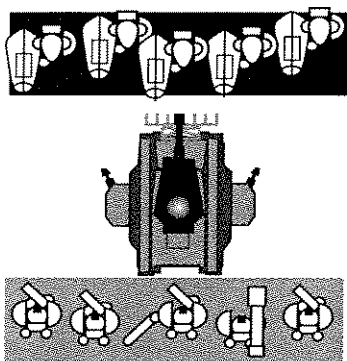
### ARMOUR BONUS

*The Orks have a firepower of five. As they wish to shoot at the infantry they must use the cover line of the firepower table, and only get to roll two hit dice (if they had only shoot at the Predator they could roll 3 dice). The dice are rolled and come up with two '5's. This causes no hits, as the Space Marine armour value receives a +1 bonus raising it from 5 to 6, while the Predator has an armour value of 6. If the Ork had rolled a 6 and a 5, then they could have killed **both** stands; the 6 could be used to destroy the Predator, and then the 5 could be used to take out the infantry who would now be in the open!*

can be to enemy assault troops - just have a look at what happened to my Land Raiders in the battle report in WD 208 and you'll see exactly what I mean!). To reflect this, if an enemy unit attacks a vehicle that has a friendly infantry unit in support (i.e. in base contact), then the infantry unit adds its Assault factor to the close combat, not just +1 for being in support, even if there are no enemy units attacking it directly. In addition the opposing player may not allocate a close combat hit against the vehicle unless he has first used a hit against the supporting infantry.

Confused? I thought you would be (*I am!* - Ed), which is why there is a third diagram to show how this last bit of the rule works. To be honest, even with all the diagrams you'll find this rule requires some common sense to interpret, especially with regard as to exactly how many infantry units can take advantage of cover behind a vehicle. However, I do highly recommend you at least give it a try in the next game you play. The infantry advancing in close formation behind all those tanks really do look cool!

### CLOSE COMBAT BONUS



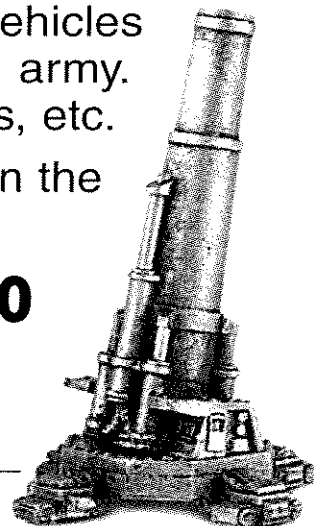
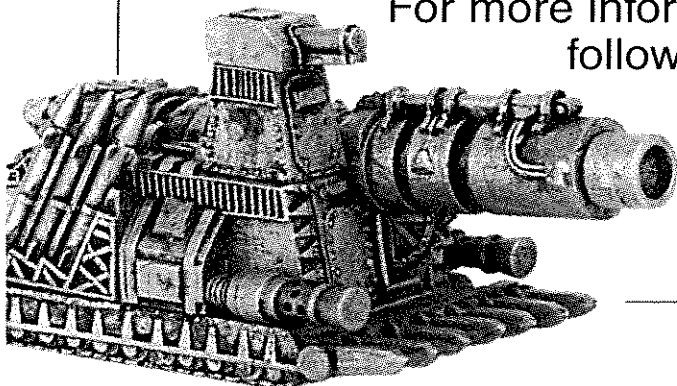
*In this example the Ork Nobz are attacking a Predator. However a tactical stand of Space Marines are touching the Predator, so they can help it out. This means that the Space Marines add their full assault factor to the combat (3 rather than 1). What's more, if the Orks allocate a hit on the Predator then the Space Marine player can choose to lose the supporting Space Marines instead.*

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## **SQUAT ARMIES**

*by Warwick Kinrade*

***The first of our unofficial army lists for Epic 40K provides rules for those stocky, stalwart warriors - the Squats. These were omitted from the Epic 40K armies book but the demand from ardent Squat players was overwhelming. So worry no longer... they're back!***

Towards the galactic core lie the oldest of this galaxy's stars, ancient pale suns around which orbit huge planets. These planets are terrible, barren places of rock and dust and they are named the Homeworlds by their inhabitants, the Squats. These are some of the most inhospitable planets in the galaxy, with little sunlight, high gravity and violent atmospheric conditions. The tortured surface is torn by lethal dust storms, massive rock slides and heavy meteor showers. These are grey and cheerless places where few can survive. However, they are also the richest source of mineral deposits in the galaxy.

The first colonists were miners, who came from Old Earth over fifteen millennia past, in search of mineral wealth. To survive they shunned the tempestuous surface and instead dug their homes deep into the bedrock of the planets. Gradually they created large, self contained mining complexes, supported by hydroponically-grown foodstuffs. The high gravity and harsh conditions slowly took their toll on the settlers. Each generation grew a little tougher, more resilient, they grew shorter and more squat. The process took thousands of years but eventually a distinct race evolved.

The Squats have adapted to their worlds. As tough, resilient and unforgiving as the planets they inhabit, the Squats have developed a culture that is quite distinct from that of their distant human forefathers. They have survived unaided for thousands of years, their worlds cut off from outside help by warp storms. Internal strife, environmental disaster, the repeated invasions of Orks and the rampages of Chaos, all have afflicted the Squats yet still they endure. Long periods of isolation have created a very independant race, who have preserved a practical attitude to technology and a hierarchical culture based around service to their Stronghold.

Squat society is very rigid; a feudal arrangement of lords, lesser lords and workers. Squats live in Strongholds, great impregnable fortresses surrounded by mines and enormous underground complexes. Each Stronghold is ruled by a Stronghold Lord, and a council of lesser Warlords, usually the Stronghold Lord's relatives, command the Stronghold Brotherhoods. Brotherhoods are clans of inter-related Squats who owe fealty to a Warlord. They live, work and fight together, their close blood-bond being unbreakable, even in battle.

The Squats technological knowledge is remarkable. The Technomagi of the Adeptus Mechanicus suspect that the Squats still retain machines and weapons from the Dark Age of Technology, including STC (Standard Template Construct) devices. All this knowledge is guarded by the Squat Engineers Guild. The Guild protect their engineering secrets well, believing such knowledge too dangerous for others to use, particularly in the light of the infamous Contagion of Ganymede.

### **THE BROTHERHOODS**

The bulk of the Squats fighting forces are made up by the Brotherhoods. Hardy warriors, all Squats will serve in the Brotherhoods at some time in their long lives. Many become veterans of wars across the galaxy, defending their Stronghold's interests or being hired out as mercenaries. The Brotherhood fights in one of three ways. As doughty Warriors; who are tactically flexible troops, capable of many different battlefield roles; as Berserkers, courageous and fierce Squats used for fighting in the cramped confines of mine tunnels and attacking the enemy at close quarters, or as the notorious Thunderers who can lay down a withering hail of fire with their heavy weapons.

## Epic 40K: Squats

The Brotherhood is led into battle by a Warlord, invariably a close relative of the Stronghold Lord. Resplendent in his exo-armour a Squat Warlord is a powerful foe. On the battlefield a Warlord is protected by his Hearthguard, made up of the most capable and trusted warriors. A Warlord is often aided and advised by a Living Ancestor. Living Ancestors are those Squats who can commune with the ancients. Especially powerful or old Living Ancestors become Ancestor Lords, truly awesome individuals who demand even greater respect than Stronghold Lords. Ancestor Lords often take overall command of Squat forces when fighting against an especially dangerous foe, using their wisdom and the advice of the Squats millenia of ancestors to guide the Brotherhoods in battle.

	Speed	Range	Firepower	Assault	Armour	Special
Warrior	10cm	30cm	1	2	4+	
Thunderers		As	Warriors			+ Heavy Weapons
Berserkers		As	Warriors			+ Assault
Hearthguard		As	Warriors			+ Save
Warlord		As	Warriors			+ Hero
Living Ancestor		As	Warriors			+ Psyker
Ancestor Lord		As	Warriors			+ Hero, Commander Psyker.
Stronghold Lord		As	Warriors			+ Hero, Commander

## VEHICLES

Squat Homeworlds are rugged places and the Squats vehicles reflect this. Squats still produce Rhino armoured personnel carriers for themselves, and the Brotherhoods use them, in small numbers, as battlefield transport.

Much of their world's terrain is too hazardous even for Rhinos, and to reach these inaccessible places the Squats have constructed highly specialised transporters. The Squats are a subterranean race and many of these vehicles are tunnellers. Termites and the larger Mole are equipped with stone-splitting boring devices to carve out tunnels deep below the ground. Below the surface these vehicles are very safe, but once they surface they are rather cumbersome and slow. Brotherhoods favour them for launching surprise assaults against enemy fortifications, or grabbing objectives quickly.

The Engineers Guild also provide the Squats with vehicles. Their own Guild members ride bikes and heavy weapons trikes, giving Warlords the option of a fast raiding force. The Guild still maintain and use many robots such as converted mining robots carrying heavy weapons. A robots programming means they are slow to react to rapidly changing battlefield situations but their heavy weapons make them particularly effective defensive troops.

**Rules:** Termites and Moles operate exactly the same as Drop Pods (see scenario special rules), the only difference is that the Termite or Mole model that replaces the Drop Pod counter remains on the table and may continue to act with the rest of it's detachment. Before deploying Termites or Moles make sure that you have clearly indicated which Squat units occupy which vehicles. Like Drop Pods, Termites and Moles always count as reserves. Termites and Moles do not count as Drop Pods when the squats are attacking in the Planetary Assault Battle Scenario.

	Speed	Range	Firepower	Assault	Armour	Special
Rhino	30cm	n/a	0	0	5+	Transport (2)
Guild Bike	35cm	15cm	1	2	4+	
Guild Trike	30cm	30cm	2	1	4+	
Robots	15cm	45cm	1	2	6+	Rapid Fire.
Termite	10cm	n/a	0	1	6+	Transport (1), Rampage
Mole	10cm	n/a	0	3	6+	Transport (4), Rampage

## ARTILLERY

Squat strongholds are protected by some truly massive artillery pieces. These big guns pound away at any enemy who should attempt to besiege or assault a stronghold. Foremost amongst these weapons is the Goliath Mega-Cannon, a huge weapon capable of breaking enemy forces single-handed. The Goliath flings massive shells high into the atmosphere before they plunge to earth with devastating effects. Support weapon batteries are shorter ranged weapons, like Thudd Guns and Mole Mortars, used for direct fire support and point defence roles by the Brotherhoods.

The Squats do not have any true air power, but to protect them from the constant threat of enemy air attacks they have developed the Thunderfire cannon, a three barrelled anti-aircraft weapon which can unleash a hail of flak against enemy fliers. Squat forces have learnt to make good use of Thunderfires to cover their advances and artillery positions.

	Speed	Range	Firepower	Assault	Armour	Special
Support Weapon	10cm	45cm	2	0	4+	Artillery
Goliath	5cm	25-125cm	0	0	5+	Mega-cannon, Artillery
Thunderfire	10cm	45cm	3	0	5+	Flak

## AIR WING

The Squats do not use true flyers, the turbulent atmosphere of the Homeworlds makes it impractical, but the Guild still build and maintain two flying vehicles. There are the famous Overlord armoured airship. These dirigibles were first developed to 'harvest' the dense liquid atmospheres of gas giants. Built to withstand the immense pressures within these gas giants they have become a common sight on Squat Homeworlds. Armed with batteries of battle cannons and a payload of high explosive bombs the Overlord hovers above the Brotherhoods, pouring down fire and bombing the enemy in close support of the ground troops.

The Iron Eagle Gyrocopter is the eyes and ears of slow moving Squat convoys, skimming the contours on scouting missions and reconnoitring the convoy's route. Armed with a battle cannon and autocannons the Iron Eagle makes an effective strike aircraft, but lacks the high speeds to be able to intercept and dogfight with enemy high speed flyers.

	Speed	Range	Firepower	Assault	Armour	Special
Iron Eagle	35cm	30cm	3	2	5+	Skimmer
Overlord	15cm	30cm	8	4	6+	Save, Skimmer, Close support

## WAR ENGINES

The Squats build huge vehicles to operate as mobile mining platforms on newly discovered worlds. The Guild have converted these huge hulls into lumbering juggernauts of destruction. Armed to the teeth with weapon batteries, mega cannons or worse, these war engines are a common sight amongst Stronghold forces. Their relentless advance often spearheads Brotherhood attacks. The first of these war engines is the Leviathan; identical to the Imperial guard Leviathan it is primarily a troop transporter used for assaulting well defended enemy positions. Next is the Colossus, a mobile fortress that bristles with weapons, including two mega cannons and rocket launchers. The Colossus also has a landing pad for an Iron Eagle Gyrocopter and operates like a landbound aircraft carrier, with gyrocopters re-arming and re-fueling before lifting off on new reconnaissance missions.

For each Colossus in your force you may include an extra Iron Eagle Gyrocopter as support in another detachment, except the supreme commander or tunneller detachments, for free.

The third war engine is the fearsome Cyclops. The doom of Titans and enemy war engines the Cyclops is mounted with a massive Hellfury cannon. Usually used to make up weapon batteries on interstellar merchant vessel and battle cruisers, a Hellfury is an awesome weapon capable of destroying a Titan in a single shot.

**Rules:** For each Colossus in your force you may include an extra Iron Eagle Gyrocopter as support in another detachment, except the supreme commander or tunneller detachments, for free.

## LAND TRAINS

Squats use Land Trains to transport raw materials, foodstuffs and vital equipment between the scattered strongholds. They can weather the electrical storms, earthquakes and landslides that make the surface of the Homeworlds so dangerous. A Land Train comprises of a huge armoured locomotive, a powerful engine towing up to 4 separate cars. The engine contains a void shield generator for protection as well as a large weapons battery. In times of war the usual transport cars of the Land train are replaced by Battlecars. The Battlecars are designed for a variety of roles, and each also has an additional void shield generator which contributes to the total void shield capacity of the Land Train, and the overall damage capacity. The Dragon battlecar mounts a large firethrower and is used to defend the Land Train a close range. The Berserker Battlecar carries Squat Brotherhood warriors, who can be deployed to shield the Land train from ambushes. The Mortar Battlecar mounts a heavy siege mortar, capable of blasting apart enemies at long range. The Bomb Battlecar acts as a launcher for a deadly vortex missile.

To the Squats each Land Train is a venerable servant, a survivor of countless epic battles and journeys. They are always given titles as a mark of respect, like the Pride of Imbach, Alle's Revenge, the Hammer of Thrund. Lovingly maintained by the Engineers Guild, an individual Land Train can be many thousands of years old, a trusty old guardian of their Stronghold. Warlords favour using the Land Trains in one of two ways, to plough into the heart of the enemy before disgorging hordes of Berserkers, supported by fire throwing Dragon Battlecars, or, as long range support, equipped with heavy mortars and vortex missiles.

## COLOSSUS

The Colossus is a mobile fortress and fire support platform. Unlike a Leviathan, a Colossus has no capacity for transporting troops, but mounts a monstrous number of large cannons and missiles.

The Colossus transports a single Iron Eagle Gyrocopter for scouting and recon missions. For each Colossus in your force one other detachment (except the supreme commander or tunnellers), may take a single Iron Eagle Gyrocopter as support for no points cost. The Gyrocopter counts as part of that detachment when calculating half strength, leadership test bonuses for 15+ units and so on.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
10cm	6	4	8	6	-

### WEAPON TABLE

WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Heavy Weapons Battery	All Round	45	6	None.
2xMega Cannon	Front	60	(1)	Place Template. Roll to hit all units under the template, ignore armour bonus for cover. Each attack places an additional blast marker.
Rocket Launchers	Front	90	Hvy Barrage	Artillery.

### CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Heavy Hit	+0 points	The Colossus is immobilised for the rest of the turn.
3	Tracks Damaged	+1 points	The Colossus is immobilised until damage is repaired
4	Weapons Battery Damaged	+2 points	The Weapons Battery may not be fired until repaired.
5	Mega-Cannon Damaged	+2 points	The Mega-Cannon may not be fired until repaired.
6	Rocket Racks damaged	+3 points	Rocket Launchers may not be fired until repaired.
7	Hull damaged	+3 points	The Colossus is immobilised for the rest of the turn and its armour value is permanently reduced to 5+
8	Tracks Destroyed	+3 points	The Colossus is permanently immobilised.
9	Fire	+4 points	The Colossus only moves at half speed and suffers 1 extra point of damage at the end of each rally phase until the fire is put out by being repaired.
10	Multiple fires	+4 points	D6 fires break out (see <i>Fire</i> above).
11	Systems Damage	+4 points	All the Colossus's systems are damaged by the hit. It is immobilised and may not fire any weapons until the damage is repaired.
12	Catastrophic Damage		See table below

### CATASTROPHIC DAMAGE TABLE

1D6 ROLL	RESULT	DAMAGE	NOTES
1-3	Internal Explosions	Wrecked	Internal explosions tear through the Colossus, killing all the crew and leaving the war engine as a smoking wreck
4-5	Magazine Explosion	Destroyed	Weapon magazines explode, destroying the Colossus and scattering debris over a wide area. Roll a D6 to hit any units within 5cm.
6	Engine Explosion	Destroyed	The Colossus is destroyed in a massive explosion. Any unit in base contact takes D6 hits. Roll a D6 to hit against any other units within 2D6cm.

# CYCLOPS

The Squat Cyclops is a massive war engine, using a heavily modified Colossus hull to mount the hugely destructive Hellfury Cannon. The Cyclops is specifically designed to destroy enemy war engines, but also sports an arsenal of deadly secondary weapons.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
10cm	6	4	8	6	-

WEAPON TABLE				
WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Rocket Launcher	Front	90	Hvy Barrage	Artillery
D3 + 3 Deathrays. (At one target only)	Front	90	(D3+3)	Always roll one dice, needing a 2+ to hit Hits always cause critical hits on war engines.
Weapon Battery	All round	45	6	

CRITICAL DAMAGE TABLE			
2D6 ROLL	RESULT	DAMAGE	NOTES
2	Heavy Hit	+0 point	The Cyclops is immobilised for the rest of the turn.
3	Tracks Damaged	+1 point	The Cyclops is immobilised until the damage is repaired.
4	Weapon Battery damaged	+2 points	The weapon battery may not be fired until the damage is repaired.
5	Death Ray damaged	+2 points	The Death Ray may not be fired until the damage is repaired.
6	Hull damaged	+3 points	The Cyclops is immobilised for the rest of the turn and its armour value is permanently reduced to 5+.
7	Tracks destroyed	+3 points	The Cyclops is permanently immobilised.
8	Controls damaged	+3 points	The Cyclops is immobilised for the rest of the turn and may no longer use its rocket launchers
9	Fire	+4 points	The Cyclops moves at half speed and suffers one extra point of damage at the end of each rally phase until put out (repaired).
10	Multiple fires	+4 points	D6 fires break out; (see <i>Fire</i> above).
11	Systems Damage	+4 points	All the Cyclops's systems are damaged by the hit. It is immobilised and may not fire any weapons until the damage is repaired.
12	Catastrophic Damage		See table below

CATASTROPHIC DAMAGE TABLE			
1D6 ROLL	RESULT	DAMAGE	NOTES
1-3	Internal Explosions	Wrecked	Internal explosions tear through the Cyclops, killing all the crew and leaving the war engine as a smoking wreck
4-5	Magazine Explosion	Destroyed	Weapon magazines explode, destroying the Cyclops and scattering debris over a wide area. Roll a D6 to hit any units within 5cm.
6	Engine Explosion	Destroyed	The Cyclops' engine explodes, destroying it in a huge inferno. Roll one dice to hit any models 2D6cm.

# LAND TRAIN

As well as it's massive armour the Land Train is also protected by 2 Void Shields, due to the extra energy provided by the Battlecars this increases by 1 void shield per Battlecar. The damage capacity also increases with the number of Battlecars in the Land train. The Squats always name their Land Trains with honourable titles such as Uri's Honour, Grunhag's Bane or Alle's Revenge.

SPEED	ARMOUR	VOID SHIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
15cm	6	2+1 per Battlecar	4+2 per Battlecar	6	-

## WEAPON TABLE

WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Engine's weapon battery	Front	45	6	
Mortar Battlecar	All Round	60	Hvy Barrage	Artillery
Bomb Battlecar	All Round	45	U/L	Vortex Missile
Berserker Battlecar	All Round	45	3	Transport (3)
Dragon Battlecar	All Round	30	4	Close Support

## CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Heavy Hit	+0 point	The Land Train is immobilised for the rest of the turn.
3	Wheels Damaged	+1 point	The Land Train is immobilised until the damage is repaired.
4	Weapon Battery damaged	+2 points	The Engine's weapon battery may not be fired until the damage is repaired.
5	Battlecar damaged	+2 points	One random Battlecar may not use it's weapons until repaired. Troops on board a Berserker Battlecar may not dismount until the damage is repaired.
6	Hull damaged	+3 points	The Land Train is immobilised for the rest of the turn and its armour value is permanently reduced to 5+.
7	Battlecar destroyed	+3 points	The Land Train is immobilised for the rest of the turn. One Random Battlecar is destroyed. The Land Train's maximum void shield capacity is permanently reduced by 1. Transported troops escape as usual
8	Wheels destroyed	+3 points	The Land Train is permanently immobilised.
9	Fire	+4 points	The Land Train only moves at half speed and suffers one extra point of damage at the end of each rally phase until put out (repaired)
10	Multiple fires	+4 points	D6 fires break out, (see <i>Fire</i> above).
11	Locomotive Destroyed	+4 points	The Land Train's engine car is destroyed and the remaining battlecars are permanently immobilised. The Land Train's max. void shield capacity is reduced by 2.
12	Catastrophic Damage		See table below

## CATASTROPHIC DAMAGE TABLE

1D6 ROLL	RESULT	DAMAGE	NOTES
1-3	Internal Explosions	Wrecked	Internal explosions tear through the Land Train, killing all the crew and leaving the Land Train as a smoking wreck
4-5	Magazine Explosion	Destroyed	Weapon magazines explode, destroying the Land Train and scattering debris over a wide area. Roll a D6 to hit any units within 5cm.
6	Engine Explosion	Destroyed	The Land Train's Engine explodes, destroying it in a huge inferno. Roll a D6 to hit any models within 2D6cm.

## SQUAT STRONGHOLD ARMY LIST

**Strategy Rating.** The Squats have a strategy rating of 2. If the army includes an Ancestor Lord then this is increased by a D3, rolled at the start of the game.

### SQUAT STRONGHOLD DETACHMENT

#### Command

You must choose a commander

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

**Up to 1 Warlord . . . . . 15 points**

Consists of one Squat Unit (Hero)

*Extra cost to:*

Upgrade to a veteran (Stubborn) . . +2 points

**Up to 1 Living Ancestor ..15 points**

Consists of one Squat Unit (Psyker)

#### Main Force

Choose up to 10 squads from the following list.

**Hearthguard squad . . . . . 13 points**

Consists of 1 Squat unit (Save)

*Extra cost to:*

Upgrade to veterans (Stubborn) . . . +2 points

**Squat Warrior squad . . . . 9 points per unit**

Consists of 1 or 2 Squat units.

*Extra cost to:*

Upgrade to veterans (Stubborn) . . . . . +2 points per unit

Upgrade to Thunderers\* (Heavy Weapons) . . . . . +7 points per unit.

Upgrade to Berserkers\* (Assault) . . . . . +2 points per unit.

(\* Choose one upgrade only)

**Guild Robot Squadron . . 24 points per unit.**

Consists of 1 to 5 Robot units.

#### Support

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

**Guild Bike Squadron . . . 10 points per unit**

Consists of 1 to 5 Bike units.

**Guild Trike Squadron . . . 14 points per unit**

Consists of 1 to 3 Trike units.

**Rhino . . . . . 7 points**

**Support Weapon Battery 15 points per unit**

Consists of 1 to 3 support weapons.

**Overlord Armoured Airship . . . . 62 points**

**Thunderfire . . . . . 31 points**

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

**Chain of Command:** Warlord > Living Ancestor > Hearthguard > Any other unit.

## SQUAT ARTILLERY DETACHMENT

### Command

You must choose a commander

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

### Main Force

Choose up to 10 squads from the following list.

**Goliath Mega-Cannon** . . . . . 75 points

**Support Weapon Battery** . 15 points per unit  
Consists of 1 to 3 support weapons.

**Thunderfire** . . . . . 31 points

Notes: Any unit in the detachment can be designated as the Detachment HQ subject to the detachment's chain of command. If the original HQ is eliminated then the highest unit in the chain of command below becomes the new HQ.

### Support

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

**Squat Warrior squad** . . . . 9 points per unit  
Consists of 1 or 2 Squat units.

*Extra cost to:*

Upgrade to veterans  
(Stubborn) . . . . . +2 points per unit

Upgrade to Thunderers\*  
(Heavy Weapons) . . . . . +7 points per unit.

Upgrade to Berserkers\*  
(Assault) . . . . . +2 points per unit.

(\* Choose one upgrade only)

**Chain of Command:** Any main force unit > any other unit.

## SQUAT SUPER HEAVY DETACHMENT

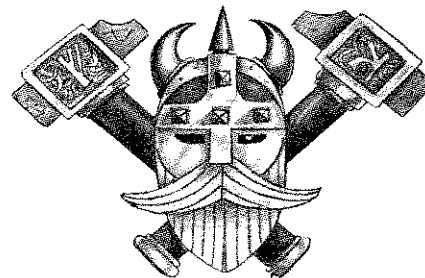
### War Engines

Make one choice only.

**Leviathan** . . . . . 330 points

**Colossus** . . . . . 430 points

**Cyclops** . . . . . 595 points



**Chain of Command:** NA

# SQUAT TUNNELLERS DETACHMENT

## Command

You must choose a commander

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

**Up to 1 Warlord . . . . . 15 points**

Consists of one Squat Unit (Hero)

*Extra cost to:*

Upgrade to a veteran (Stubborn) . . +2 points

Mount in a Termite . . . . . +14 points

**Up to 1 Living Ancestor ..15 points**

Consists of one Squat Unit (Psyker)

*Extra cost to:*

Mount in a Termite . . . . . +14 points

## Main Force

Choose up to 10 squads from the following list.

**Hearthguard squad . . . . . 13 points**

Consists of 1 Squat unit (Save)

*Extra cost to:*

Upgrade to a veteran (Stubborn) . . +2 points

Mount in a Termite . . . . . +14 points

**Squat Warrior squad . . . . 9 points per unit**

Consists of 1 or 2 Squat units.

*Extra cost to:*

Upgrade to veterans

(Stubborn) . . . . . +2 points per unit

Upgrade to Thunderers\*

(Heavy Weapons) . . . . . +7 points per unit.

Upgrade to Berserkers\*

(Assault) . . . . . +2 points per unit.

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

(\* Choose one upgrade only)

## Support

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

**Mole . . . . . 20 points**

Notes: Any unit in the detachment can be designated as the Detachment HQ subject to the detachment's chain of command. If the original HQ is eliminated then the highest unit in the chain of command below becomes the new HQ. A Squat Tunnellers detachment may deploy using the special tunnelers rules given in the main section.

**Chain of Command:** Warlord > Living Ancestor > Hearthguard > Any other unit.

## SQUAT LAND TRAIN DETACHMENT

### War Engines

You must choose a Land Train Engine

Land Train Engine . . . . . 110 points

### Battlecars

Make up to 4 choices from the following list.

Mortar Battlecar . . . . . 60 points

Dragon Battlecar . . . . . 35 points

Berserker Battlecar . . . . . 35 points

Bomb Battlecar . . . . . 60 points

Chain of Command: NA

## GUILD AIRWING

### Command

You must choose a commander

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

### Main Force

Choose up to 10 squads from the following list.

Overlord Armoured Airship. . . . . 62 points

Iron Eagle Gyrocopter. . . . . 31 points

Notes: Any unit in the detachment can be designated as the Detachment HQ subject to the detachment's chain of command. If the original HQ is eliminated then the highest unit in the chain of command below becomes the new HQ.

Chain of Command: Overlord > Iron Eagle

## SQUAT STRONGHOLD LORD

### Commanders

You must choose a total of up to one commander

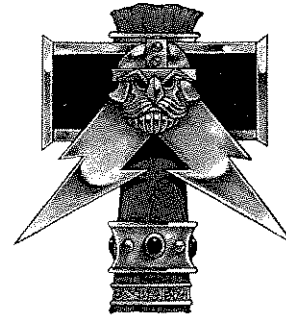
**Up to 1 Squat Stronghold Lord . . . 15 points**

Consists of one Squat Unit (Hero, Commander)

Extra cost to:

- Mount in a Rhino\* . . . . . +7 points
- Upgrade to a bike unit\* . . . . . Free
- Mount in a Termite\* . . . . . +14 points
- Upgrade to an Ancestor Lord . +10 points (Psyker)

(\* Choose one upgrade only)



### Squat Bodyguard

You may choose up to four bodyguards for the Squat Stronghold Lord

**Hearthguard squad . . . . . 13 points**

Consists of 1 Squat unit (Save)

Extra cost to:

- Upgrade to veterans (Stubborn) . . . +2 points
- Mount in a Rhino\* . . . . . +7 points
- Upgrade to a bike unit\* . . . . . Free
- Mount in a Termite\* . . . . . +14 points

(\* Choose one upgrade only)

**Squat Bike Squadron . . . 10 points per unit.**

Consists of 1 to 3 Bike units.

**Squat Warrior squad . . . . 9 points per unit**

Consists of 1 or 2 Squat units.

Extra cost to:

- Upgrade to veterans . . . . +2 points per unit (Stubborn)
- Upgrade to Thunderers\* (Heavy Weapons) . . . . +7 points per unit.
- Upgrade to Berserkers\* (Assault) . . . . . +2 points per unit.
- Mount in a Rhino\*\* . . . +7 points per unit
- Mount in a Termite\*\* . +14 points per unit

(\* Choose one upgrade only)

(\*\* Choose one option only)

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

If the army is led by an Ancestor Lord you may add D3 to the Squat's strategy rating.

If the entire detachment is transported in Termites, it may deploy using the special tunneller rules given in the main section.

**Chain of Command:** Squat Stronghold Lord >Hearthguard > Squats.

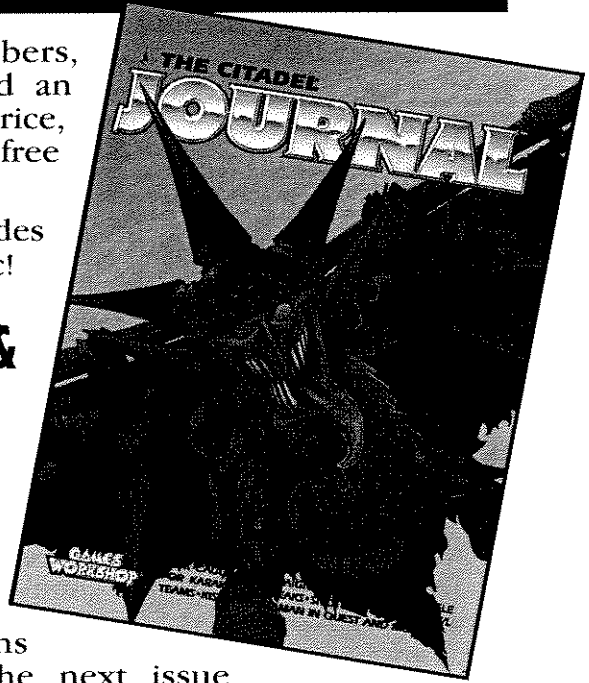
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# WARHAMMER EPIC 40,000<sup>®</sup>



## CHAMBERS OF THE HORNED RAT



More ramblings from veteran gamer and games developer  
**Andy Chambers**

*'Greetings foolish man-things and welcome to my chambers. This month I'm looking at Epic 40,000 campaigns and how to make them work.'*

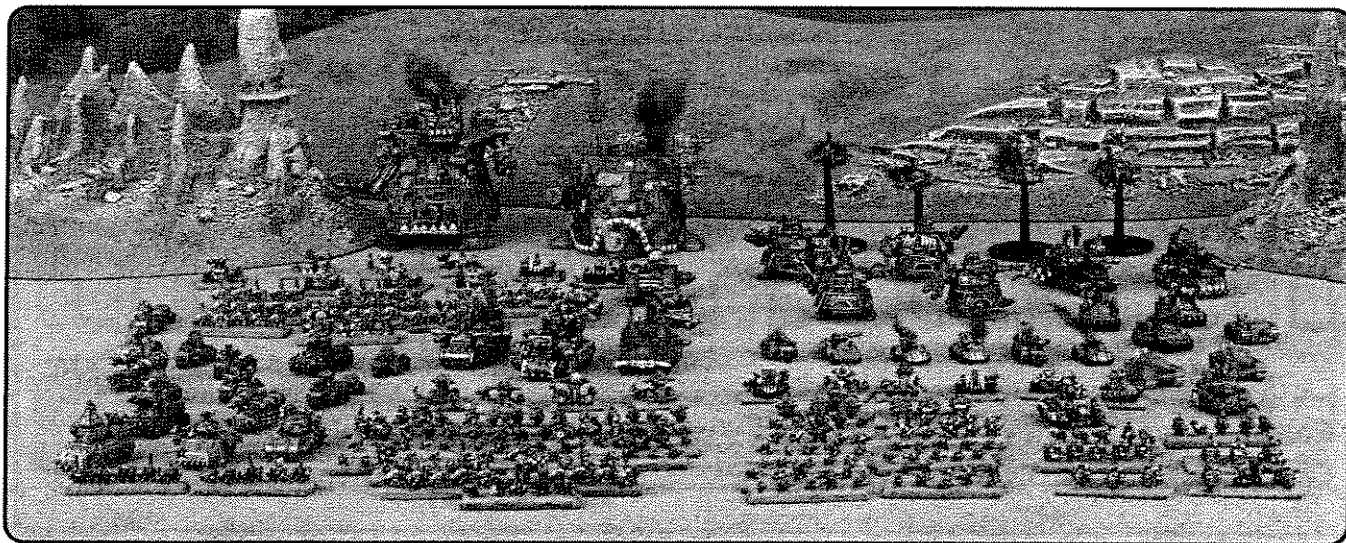
I've been working on my Epic 40,000 Ork army a lot recently, a big chunk of which was shown in WD212. What's more my long-running Warhammer 40,000 campaign, Piscina IV, has been expanded into a new and spangly Epic campaign devised by me and the eponymous Big Pete. Though I'd played Chaos in the Warhammer 40,000 campaign I swapped to an Ork army for Epic. By a bizarre twist Slim, who played Orks in the Warhammer 40,000 campaign, decided to swap to playing Chaos in Epic 40,000.

We've made the Epic campaign an expansion of the Ork invasion of Piscina IV as detailed in earlier Chambers of the Horned Rat articles and (heh, heh!) the Storm of Vengeance scenario pack. I always like to build on top of what's already been done and the campaign narrative for the Warhammer 40,000 campaign gave us a perfect springboard, all we needed was loads more forces to arrive on the planet.

### DEATH FROM ABOVE

To move the story along a bit further we played a few spaceship games to represent the Ork's hulk, the *Scylla* attacking Piscina in order to drop and tellyport an invasion force to the surface (having failed to surprise and overwhelm the Imperial forces through use of the not-so-cunning tellyporta device). In the main engagement the Space Marines' battle barge *Unrelenting Fury* survived crippling engine damage to deal a crushing blow to the *Scylla*, but not before it had disgorged a substantial wave of invaders. A week or two later an Imperial convoy of reinforcements fought their way through Ork attack ships in the asteroid belt to bring much-needed Titans, super heavy tanks and artillery to the defenders.

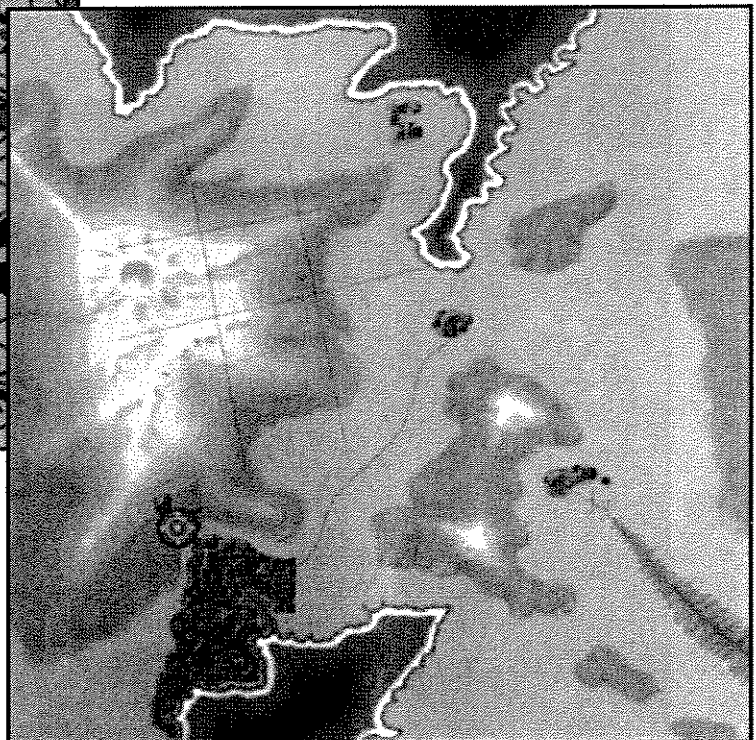
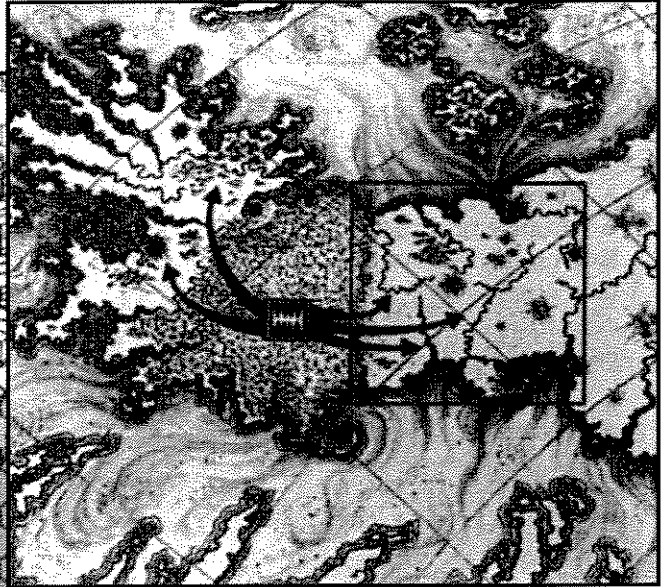
We were in business.



## **WHERE NEXT?**

After the free-form mayhem of the Warhammer 40,000 campaign we wanted to produce something which was far more structured and of a tidy, limited duration (rather than the 20+ games the Warhammer 40,000 campaign ran to). I'm going to digress badly here into a discussion on the different kinds of campaigns we considered, bear with me...

### **A few examples of campaign maps**



### **MAP-BASED**

In a map-based campaign players use a map to allocate their forces to different areas and move them around in campaign turns between battles, with the battles being fought out when opposing sides clash in the same grid location/square/hex or whatever. Sounds great fun but generally isn't because players

## *Chambers of the Horned Rat*

will consistently fail to fight out their games before the next campaign turn and forces get split up too small to make for worthwhile battles ("hah my 2,000 point army has caught your 150 point scouting force – what do you mean you won't play?"). Plus players invariably make up all sorts of rules for baggage trains or supplies and other dull stuff which really belongs in a board game and just slows down a campaign.

Map-based campaigns get Andy's award for Campaign Most Likely to Fold Before Turn Two. I've played in (and run) lots of map based campaigns but I've never finished one yet

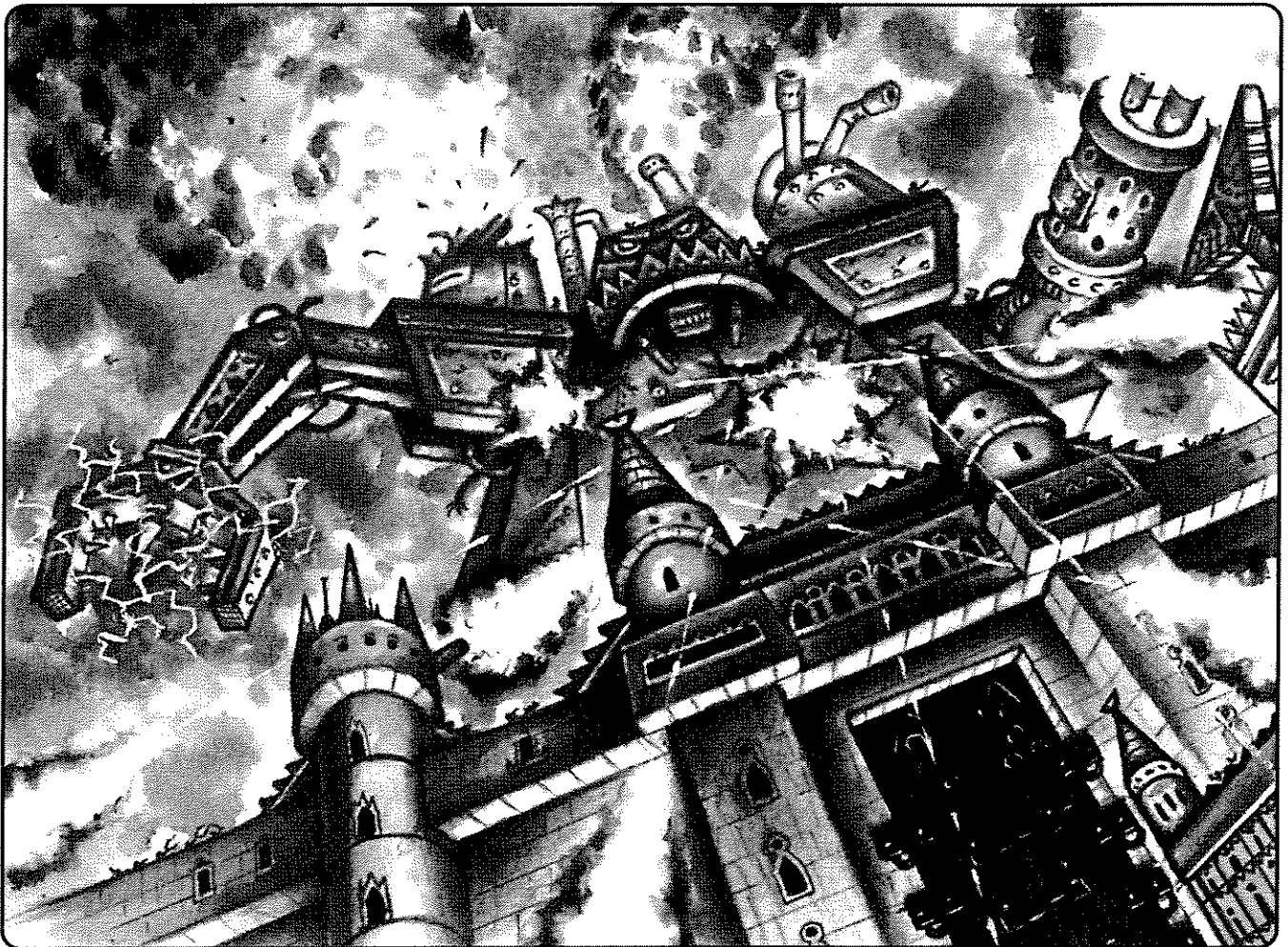
### **STORY**

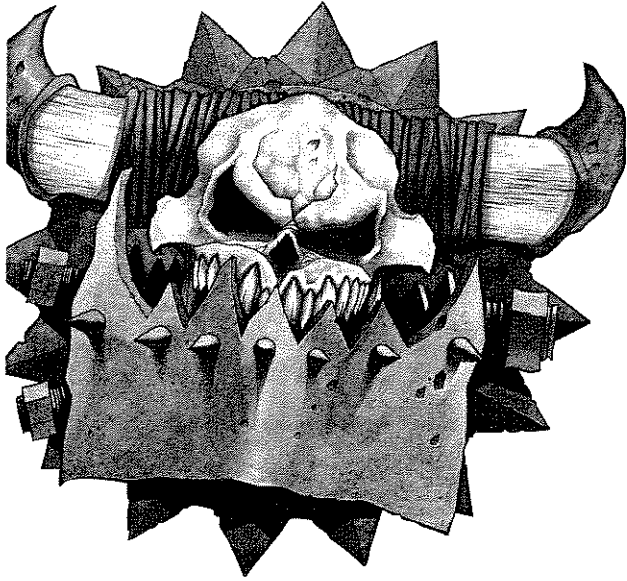
A story campaign is one where a referee/co-ordinator type person interlinks the battles to form a continuous story. As part of this the ref can introduce specific scenarios, victory conditions, extra rules an' so on. Story campaigns are good but can start to sprawl if

the co-ordinator isn't careful about setting parameters for them. For example, the co-ordinator might decide that each time players fight, the winner takes possession of an objective like a vital location, piece of wargear or magic item and keeps it until defeated. After a preset number of games whoever's got the objective is the winner.

### **LADDER**

In a ladder campaign the players agree to play a series of battles in a particular order (you don't really need a campaign co-ordinator for this one). Winning and losing games may introduce a special rule or forfeit into later games, ie if you lose Battle Two you can't include any elite troops in Battle Three. This is the way the Warhammer Campaign packs like Circle of Blood and Grudge of Drong work so take a look at one of these for a better idea of what I'm talking about. Ladder Campaigns are very straight forward and win Andy's award for Campaign Most Likely to Actually Get Finished!





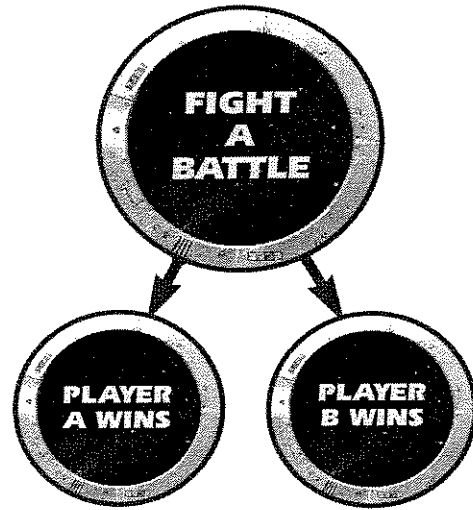
## TREE

In a tree campaign you all play Wood Elves - no, no, I'm lying. Let's start again. In a tree campaign you have a number of battles organised a bit like a flow diagram. Each time you fight a game whether one side wins or loses decides which way you proceed and so which battle you will fight next.

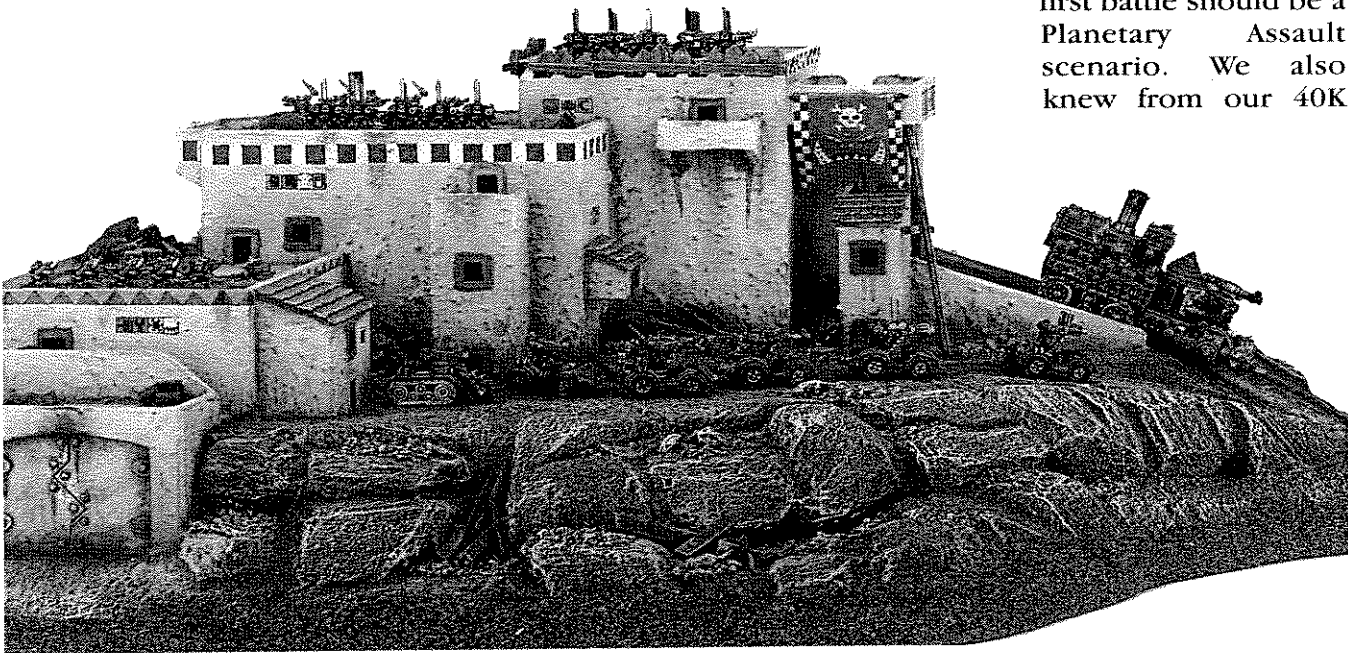
In a more extended campaign you end up with something which looks a bit like a family tree with each battle spawning a couple of others depending on the result.

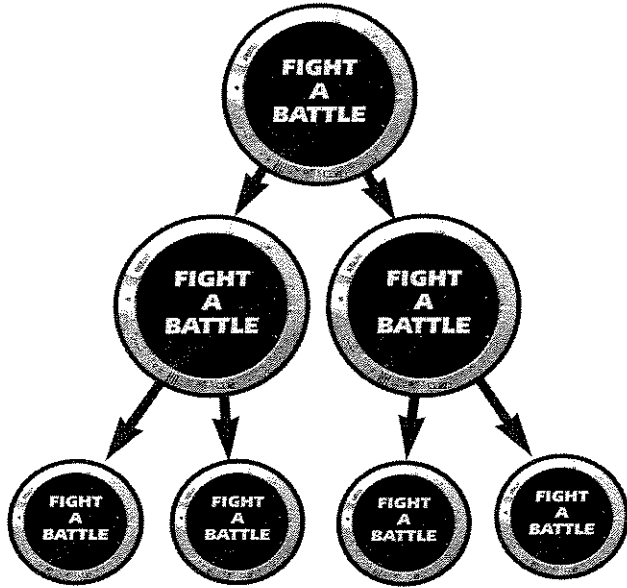
You can add in paths which loop around into sub-plots or skip parts of the tree (appropriate

if one side is beating the other quite resoundingly) and so on. It might sound a bit complex but it's not really, ideas soon start popping out like crazy - anyway we decided to adopt a tree approach for our campaign so I can show you a working example of it later. Tree campaigns are simple to run and offer a bit more diversity than ladder campaigns because all the battles can be different.

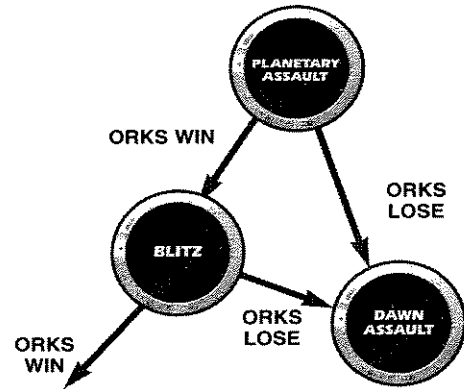


It's comparatively simple to create a tree for Epic 40,000 games because there are twelve scenarios listed in the Battles Book and it's simply a case of working out a narrative for the campaign to follow. For example when we started off ours we knew the Orks would be dropping in from space - so the first battle should be a Planetary Assault scenario. We also knew from our 40K





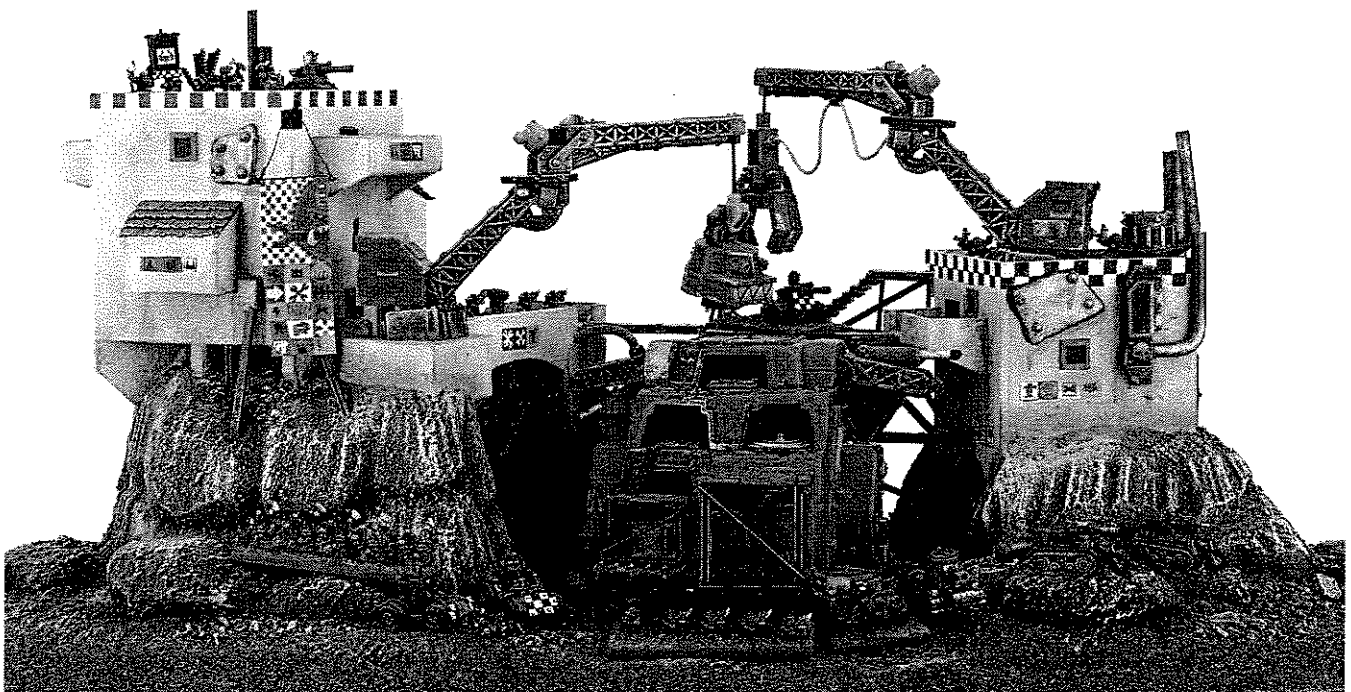
If the Orks were defeated in the Planetary Assault the Imperial forces around Kadillus would be able to launch a full-blown Dawn Assault to try to eradicate the Orks there. We also decided that this would be the likely result if the Ork blitz was stopped. This gave us a start to the tree which looked like this.

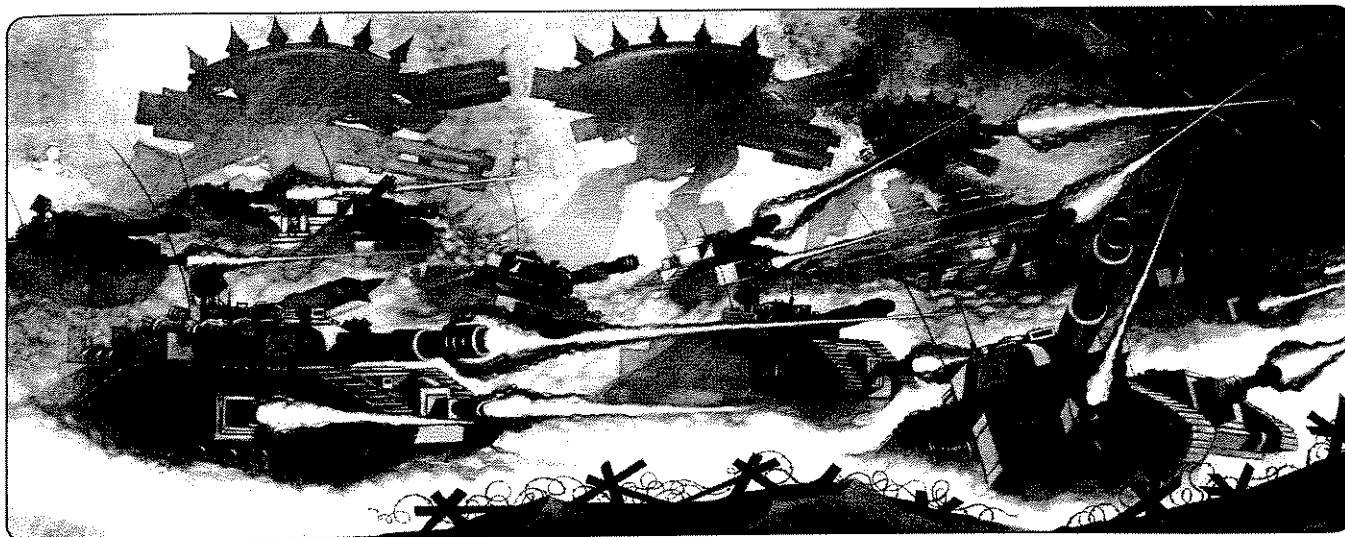


campaign that Nazdreg and Ghazghkull were holding out against encircling Imperium forces in the planetary capital of Kadillus. So if the Orks won their planetary assault they would try to push through to Kadillus and link up with the Orks there. We decided that this would best be represented by a Blitz scenario as the Orks would be advancing after the scattered remnants of the defenders from the planetary assault while the Imperials around Kadillus redeployed their forces to stem the tide.

We carried on following the different paths of possibility (those Eldar Farseers are just making it up you see) until we had a tree of about the right size – which was five or six battles. This was also where the results were getting increasingly hard to extrapolate and it was plenty big enough for us!

Originally we were going to include some 40K battles at certain points of the tree, to represent Nazdreg and Ghazghkull battling to

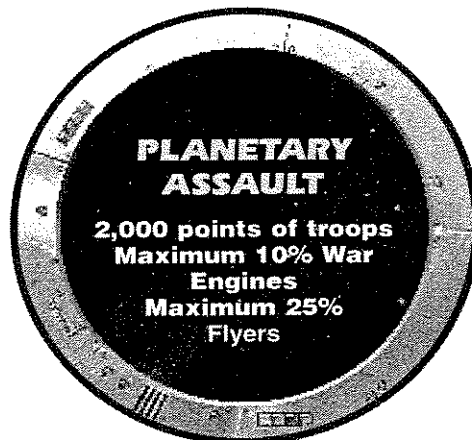
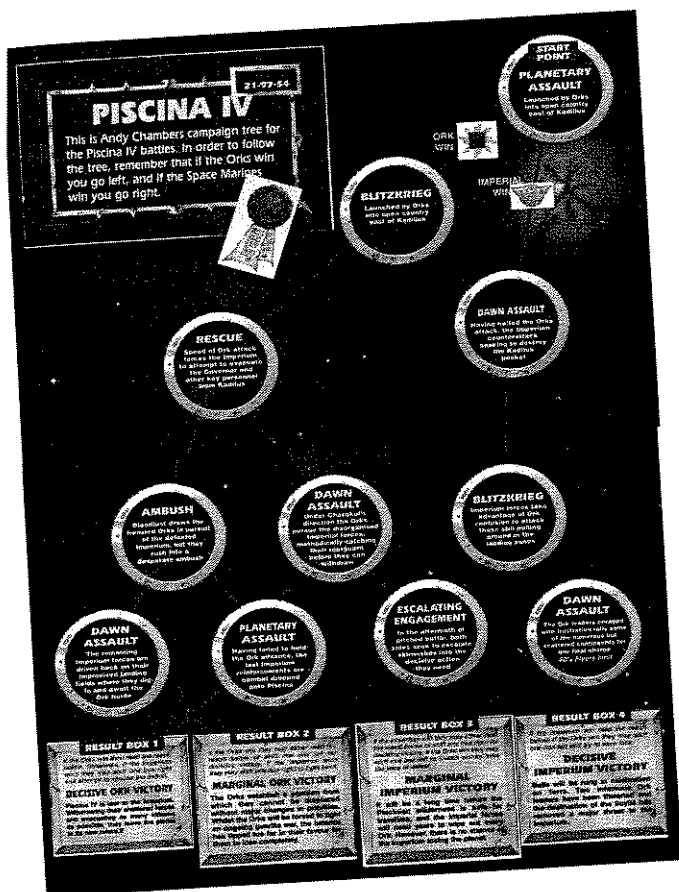




escape from Kadillus for example, but we decided we could play extra games like that when we felt like it anyway.

Another possibility for the tree diagram is adding extra information to scenarios like points limits, restrictions on the points available for flyers or war engines and so on.

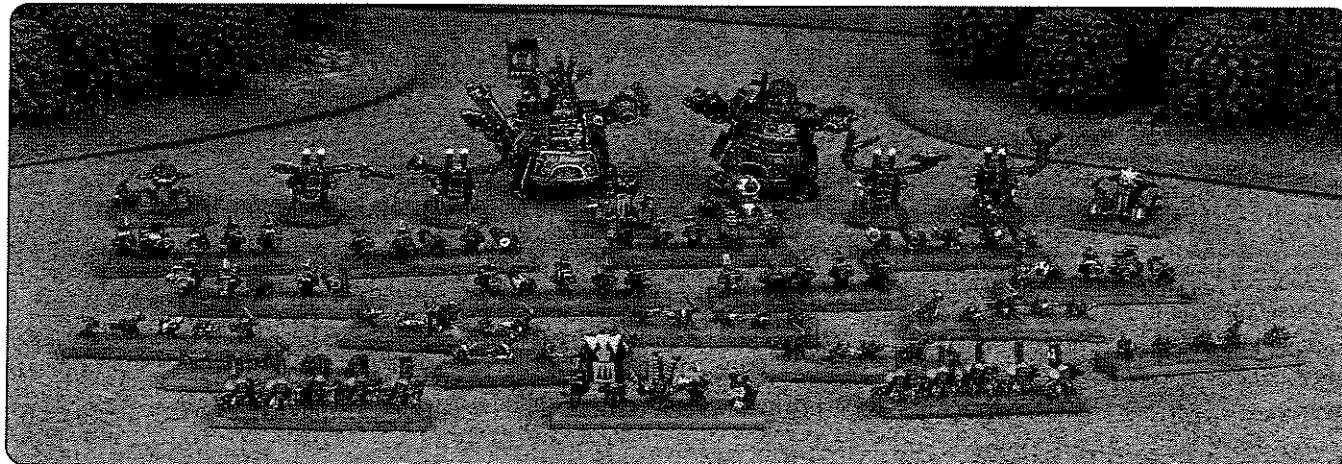
So with a framework sorted out we were ready to start a new campaign – or were we? A campaign is a lot more than just knowing what sequence of battles to fight. It's also about developing some fighting units with a history and character of their own as they participate in major battles and come out as either conquering heroes or lilly-livered poltroons.



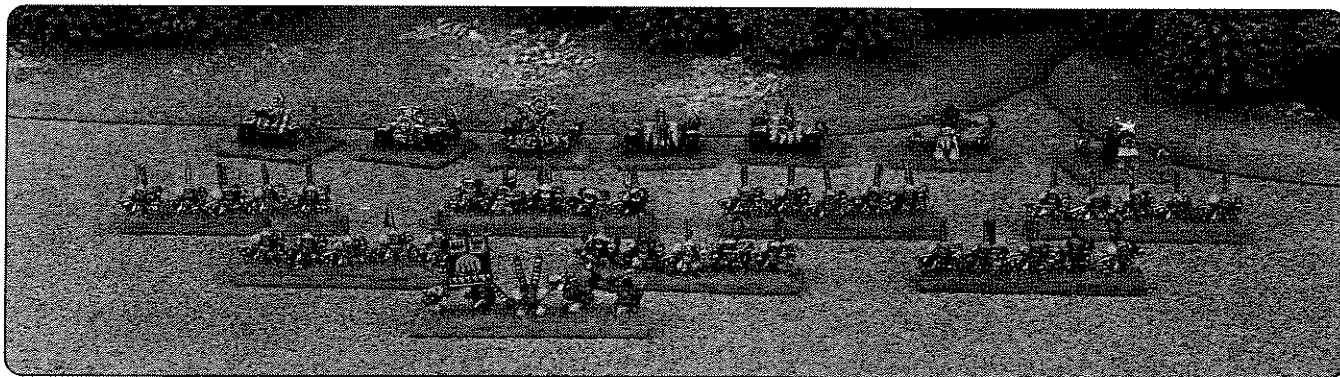
OK, so a campaign can also be about supply lines and carefully husbanding your resources for a decisive strike but we just assumed we had quartermasters and clerks (or the Ork equivalents) to take care of that for us. What we really wanted was a system for detachments earning experience points and getting tougher through the campaign. But more of that later!

## Andy's Waaagh!

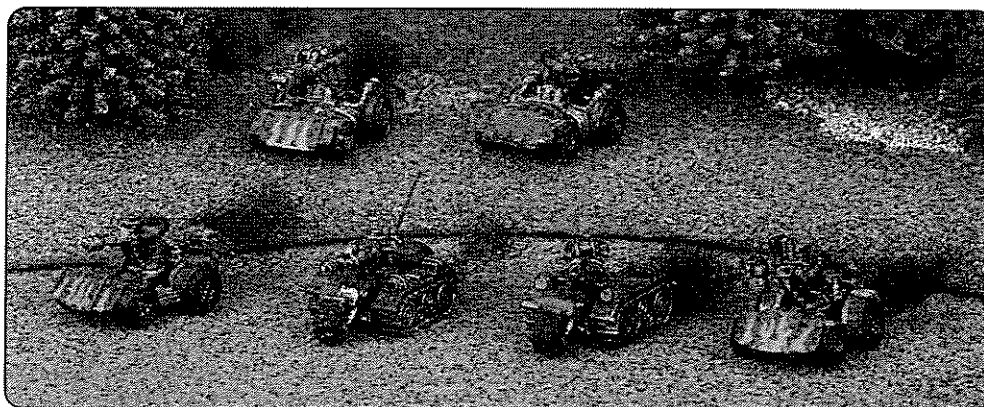
You'll have seen Andy's army before in WD213. Here Andy has picked out his favourite and most notable detachments from the Piscina campaign



**Andy:** The most expensive warband in the army is Uglik Golkop's Deathskulls. They didn't start fighting in the campaign until quite late on as I hadn't finished painting it. Enough firepower to make your eyes water, its greatest achievement was participating in the destruction of a Warlord Titan during the Imperial Blitz – pure spawn, the first point of damage was a critical hit, double sixes for the critical roll, KABOOM!

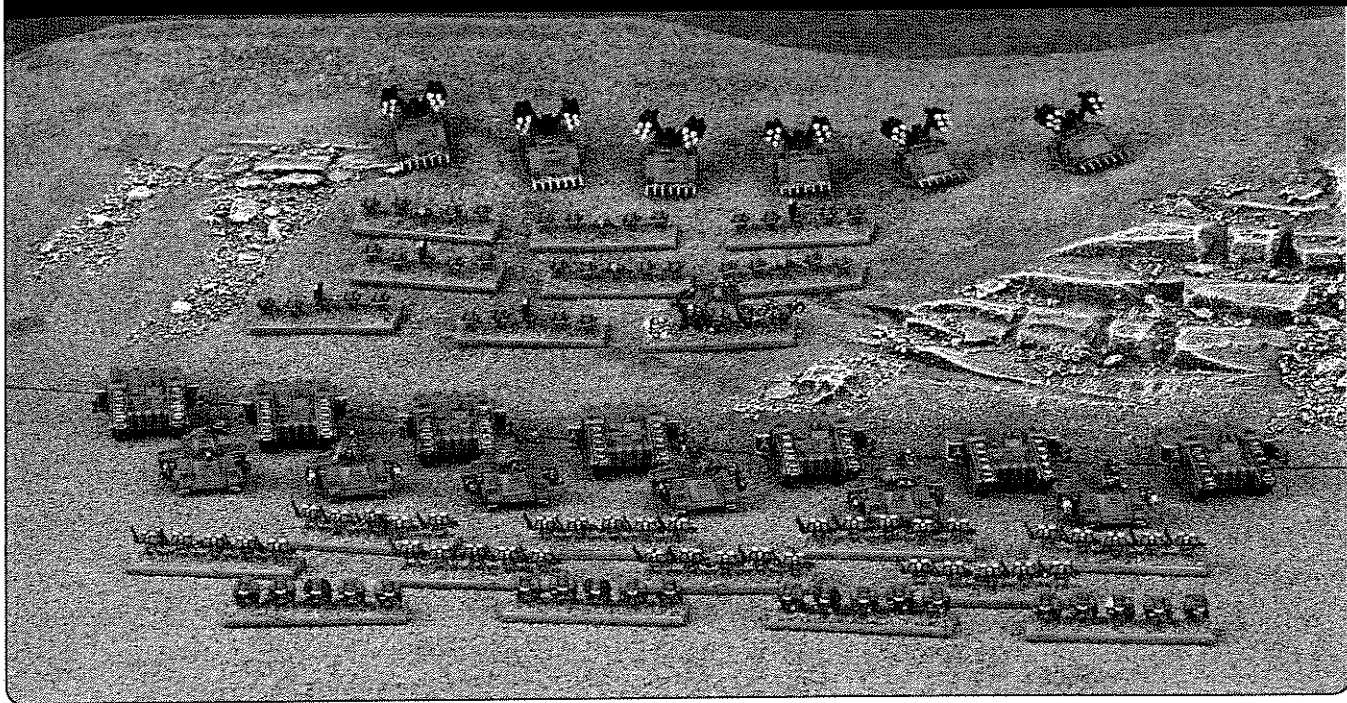


Nazguts Bommas fought in the first planetary assault of the campaign and went on to fight in nearly every other engagement. All the Nobz make it really hard to get down to half strength.



The Ravengers are possibly the most abused detachment in my army, and have fought in nearly every battle in the campaign, being wiped out on three separate occasions. Incredibly useful and incredibly expendable.

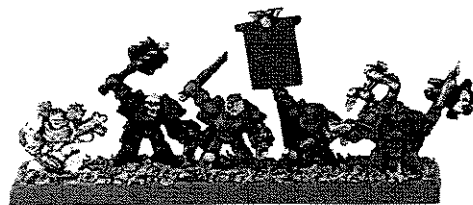
# Big Ted's Blood Angels



Andy C's Piscina campaign has inspired lots of people to have a go at organising a campaign for themselves. In fact Mail Order Trollboss Ted Williams and a bunch of the Trolls had the interesting idea of fighting their own version of the Piscina campaign themselves. When we saw Ted's Blood Angels force we thought it looked so good that we'd let you see it! Ted's army is made up of loads of assault troops, Terminators and Land Raiders. It features lots of converted troops, including assault cannons for the Terminators and extra bolt pistols and power swords for the assault troops!



Ted's converted Assault Troops. Note the power swords and extra pistols

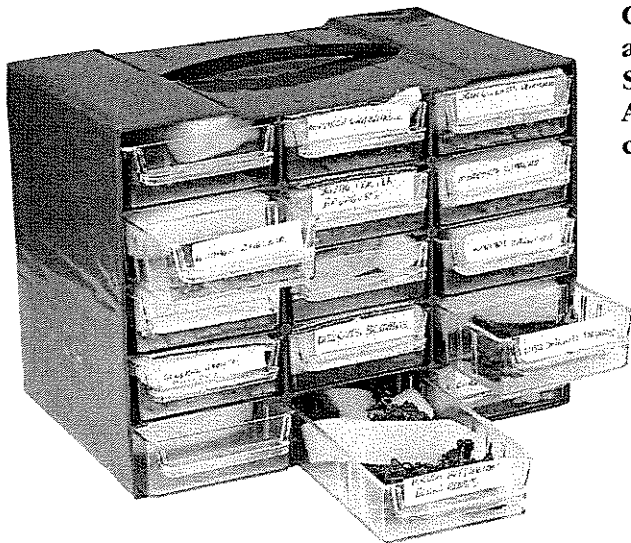


Command section and Terminator Squad, with Assault Cannon conversion



## ANDY'S BOX


Keeping an Epic army together, let alone organised can be a pain, but Andy has come up with a novel solution to the problem. He's put all his models in a box which are available from hardware or DIY stores for about £3. He keeps his detachments in either one or two drawers each with a name tag. What a great idea!



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## PISCINA IV

This is Andy Chambers campaign tree for the Piscina IV battles. In order to follow the tree, remember that if the Orks win you go left, and if the Space Marines win you go right.



**START POINT**  
**PLANETARY ASSAULT**  
Launched by Orks into open country east of Kadillus



**BLITZKRIEG**  
Launched by Orks into open country east of Kadillus



**RESCUE**  
Speed of Ork attack forces the Imperium to attempt to evacuate the Governor and other key personnel from Kadillus

**DAWN ASSAULT**  
Having halted the Orks attack, the Imperium counterattacks seeking to destroy the Kadillus pocket

**AMBUSH**  
Blondlust draws the frenzied Orks in pursuit of the defeated Imperium, but they rush into a desperate ambush

**DAWN ASSAULT**  
Under Ghazghul's direction the Orks pursue the disorganised Imperial forces, methodically catching their rearguard before they can withdraw

**BLITZKRIEG**  
Imperium forces take advantage of Ork confusion to attack those still milling around in the landing zones

**DAWN ASSAULT**  
The remaining Imperium forces are driven back on their improvised landing fields where they dig in and await the Ork horde

**PLANETARY ASSAULT**  
Having failed to hold the Ork advance, the last Imperium reinforcements are combat dropped onto Piscina

**ESCALATING ENGAGEMENT**  
In the aftermath of pitched battle, both sides seek to escalate skirmishes into the decisive action they need

**DAWN ASSAULT**  
The Ork leaders enraged with frustration rally some of the numerous but scattered contingents for one final charge  
20% Flyers limit

**RESULT BOX 1**  
If the Orks win then read the result below. Otherwise, if the Imperium wins they may shift one box right and attempt to reduce the deficit.

**DECISIVE ORK VICTORY**  
Piscina IV is lost to the Imperium. Withdrawing their shattered forces and evacuating as many citizens as possible, they leave the planet to its new rulers.

**RESULT BOX 2**  
If the Orks win they may either read the result below or shift one box left for decisive victory. If the Imperium wins they may shift one box right to fight back.

**MARGINAL ORK VICTORY**  
The Orks establish a position from which they cannot be displaced without major changes in priorities. Whilst the Orks will be forced to fight an ongoing guerilla war, the balance has tipped too far in their favour for them to lose completely.

**RESULT BOX 3**  
If the Imperium win they may either read the result below or shift one box right for decisive victory. If the Orks win they may shift one box left to snatch victory from the jaws of defeat.

**MARGINAL IMPERIUM VICTORY**  
It will be a long time before the Piscinian wilderness is safe for travellers, and the Imperial forces will need years to wipe out every Ork. However, there is no chance of the Imperium losing the planet.

**RESULT BOX 4**  
If the Imperium win read the result below. If the Orks win they may shift one box left and try to save face.

**DECISIVE IMPERIUM VICTORY**  
Bells will be rung in celebration on Terra. Two infamous Ork leaders have been thwarted and the destruction of the Scylla has removed a major threat to the Imperium.

# ARE YOU EXPERIENCED?

*Andy: OK, we've taken a look at the Piscina campaign tree as well as my Ork army and Ted's Blood Angels. Now let's get back to the story...*

Since Pete had been kind enough to work up the campaign tree (*thanks, Pete!*) I took a hand in cooking up an experience system. I decided that it needed to be even more simple and robust than the Necromunda and Bloodbowl approach to experience. I particularly wanted it to encourage you to keep detachments alive and not to alter or change them (much) once the campaign had started.

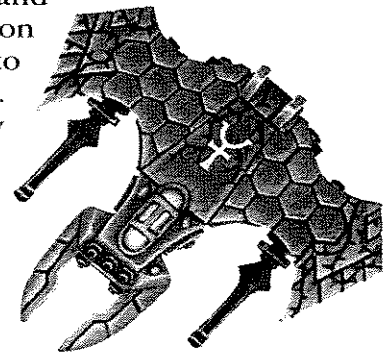
## EPIC EXPERIENCE

My basic premise was that as a detachment gains experience it will become increasingly battle hardened. It will recover more quickly from set-backs and suffer less disruption

under fire. Unless a detachment suffers heinous casualties it will maintain a cadre of experienced troops and leaders which will soon pass on their skills to new recruits.

Conversely inexperienced ('green') troops are likely to panic more easily and remain disrupted for longer if they come under fire.

As you can see below I have used leadership tests and blast marker removal as the main effects of experience.



## STARTING EXPERIENCE

All detachments start the campaign with D3 experience except Space Marine, War Engine and Supreme Commander detachments which all start with D3+5. If you wanted to be a bit more random for starting experience you could make it D6 or D6-1 instead of D3, this would give you a chance of starting off with veterans or green detachments respectively.

War engines with over 21 experience gain one battle honour for each 5 extra

experience points earned (ie 26-30 = 1 honour 31-25 = 2 honours and so on). Haven't done these yet but they'll be based on the old Titan Legions Battle Honours.

## GAINING EXPERIENCE

A detachment gains experience points for each battle it is involved in.

+1 For fighting in the battle.

+1 If the detachment claims a Capture objective during the game, or is in control of a Rescue or Take and hold objective at the end of the game.

+1 If the detachment participates in a close combat or firefight.

+1 If the detachment Wrecks or Destroys a war engine detachment.

-2 If the detachment falls below half strength.

Each of the above modifiers can only be applied once during the game, so the most experience a detachment can gain from a battle is 4 points. The least a detachment can get is 0 experience points from a battle, unless its wiped out.



## EXPERIENCED DETACHMENTS

Detachments can be one of five levels of experience- green, experienced, veteran, crack or elite. Which level of experience a detachment has attained is determined by its number of experience points as shown below.

## FLYERS

I couldn't resist doing a separate set of experience effects for flyers.

XPs	Level
0	Green
1-5	Experienced
6-10	Veteran
11-20	Crack
21+	Elite

All the blast marker removal stuff wouldn't work for them anyway but I was mesmerised by the idea of Ace (fighta bomber) pilots swooping down on their hapless foes. Experience works in exactly same way as for ground detachments except as shown opposite:

## EXPERIENCE

Detachments work slightly differently to the normal rules according to their experience level. The following effects of experience are cumulative

Green	Detachment removes D6-2 Blast markers (instead of D6-1) in the rally phase.
Experienced	Standard rules apply.
Veteran	Detachment becomes Stubborn (if it wasn't before).
Crack	Detachment removes D6 Blast markers (instead of D6-1) in the rally phase.
Elite	Detachment gains a +1 Dice roll modifier in Assaults and Firefights.

### Level Ability

Green	Intercept -1
Experienced	Standard rules apply
Veteran	Intercept +1
Crack	Gunnery +1
Elite (Ace)	Armour +1

(Note: Space Marine Thunderhawks start with D3 experience like everybody else.)

### BEING WIPED OUT

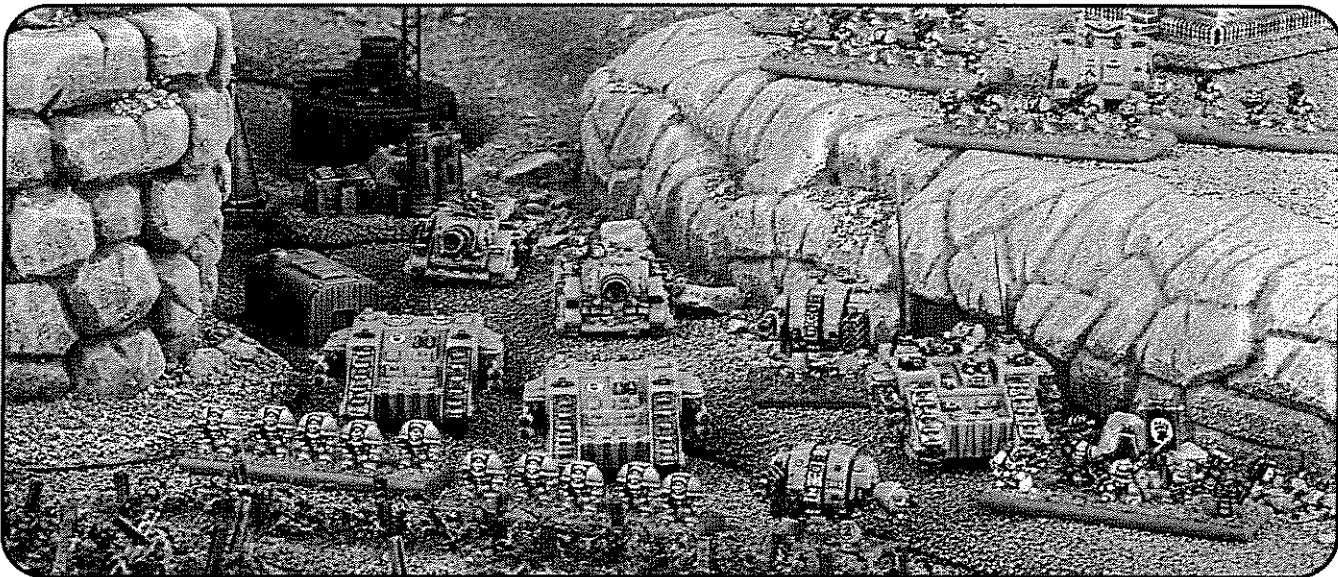
A detachment which is wiped out loses all of its experience from the battle. It also deducts 1 from its experience total due to the massive influx of inexperienced troops needed to rebuild the detachment.

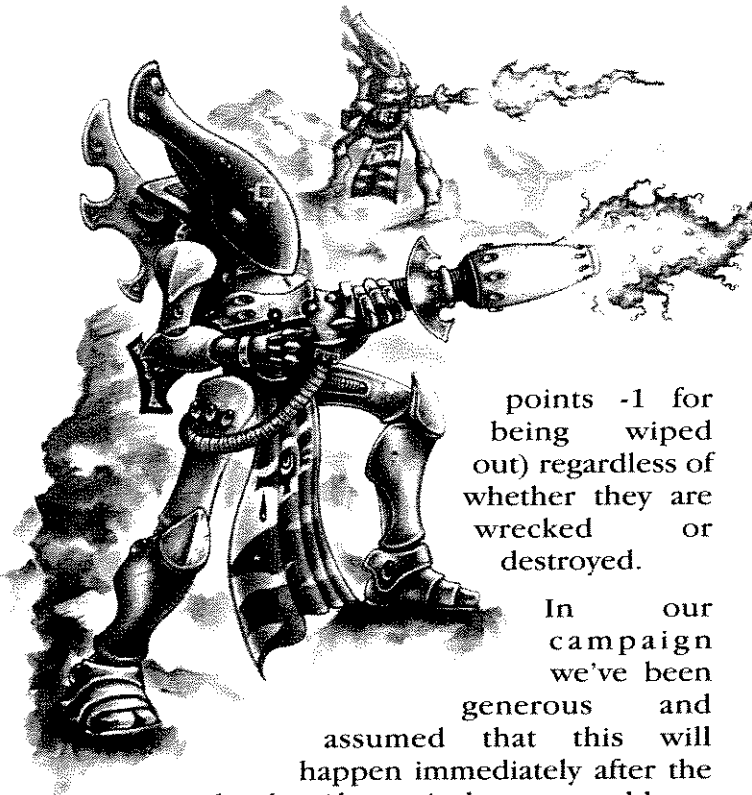
### FLYER EXPERIENCE

- +1 For fighting in the battle.
- +1 Reduce opposing flyer detachment to half strength or below.
- +1 Wreck or Destroy war engine detachment.
- 2 Reduced to half strength.

### REPLACING CASUALTIES

After every battle all casualties are replaced and all vehicles repaired in the detachments which fought, so detachments are always considered to be at full strength. War engines are assumed to be repaired or replaced (with the same crew and hence the same experience





points -1 for being wiped out) regardless of whether they are wrecked or destroyed.

In our campaign we've been generous and assumed that this will happen immediately after the battle. Alternatively you could say that detachments which go below half strength or are wrecked in the case of war engines must miss one battle. Detachments which are wiped out or destroyed in the case of war engines must miss two battles.

### **ALTERATIONS**

The composition of a detachment can be changed once the campaign has started. However such alterations will upset the carefully built-up

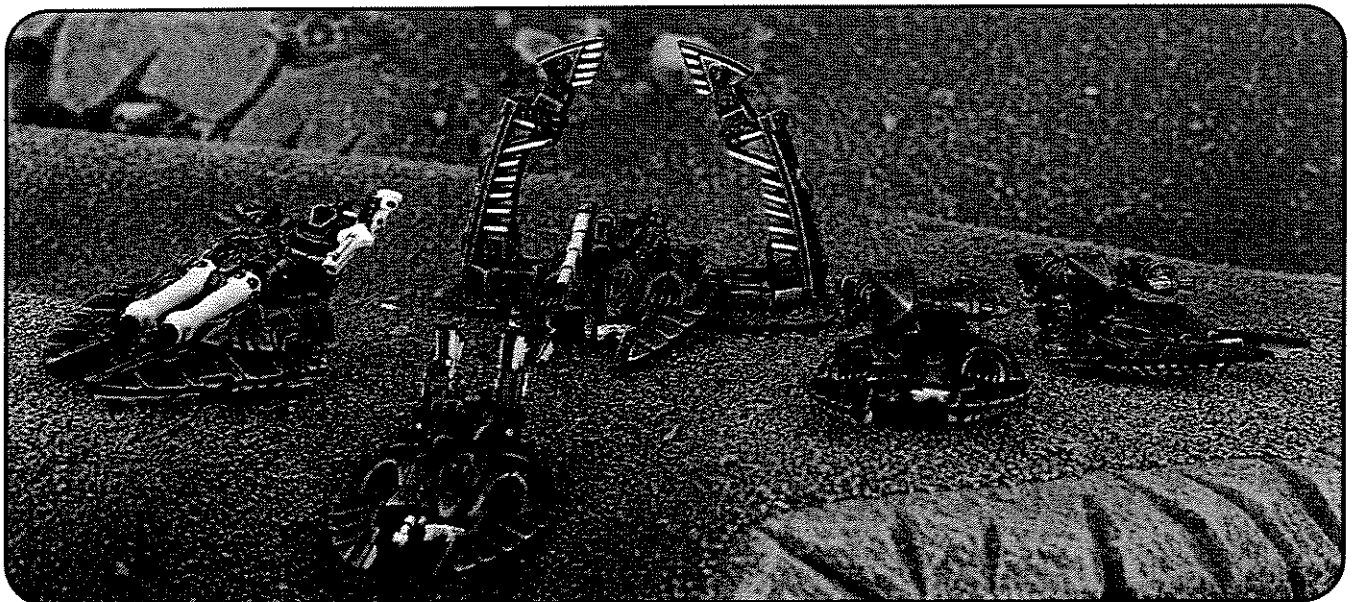
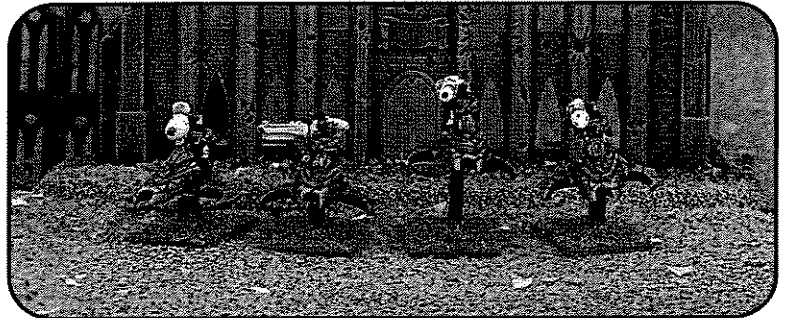
coordination and elan of the detachment.

If a detachment is changed it loses one experience point from its total for every choice altered or added. Note that you can remove choices from a detachment (and so make it smaller) without penalty. Basically this rule is to allow some flexibility in changing detachments, but stops players from boosting their crack or veteran detachments into the size of small armies.

For example, you've got an Imperial Guard Tank detachment which finishes a battle on 4 experience points. After the battle you decide the detachment needs to be strengthened with an extra squadron of three Leman Russ tanks, this would reduce its experience points to 3. If you also decided to increase its Hellhound squadron from one to three strong that would reduce the detachment's experience from 3 to 2.

### **READY TO ROLL!**

With a set of battles laid out and an experience system we were ready to go. We chose 6,000



point campaign armies which we would use to draw our detachments from for each battle. In actuality neither of us managed to work these armies out in full, let alone paint them, until we had got several battles in but it's the thought that counts. I've already blathered on for long enough in this issue so I'll bring you a campaign report on how we got on another time.

The campaign and experience rules have been working very well and I'd recommend them to anyone who's interested in doing something more interesting than one-off battles. In a long running campaign the extra value of experienced detachments would have to be balanced by charging extra points for them - something along the lines of Green: -10%, Experienced and Veteran: basic value, Crack: +10%, Elite: +20%. Apologies to the Tyranids for not doing a different system to cover them, although I think this one should serve just as well (think of it as "evolution" points instead of experience points).

May the Horned One bless your dice and curse your foes.

When we wrote the Army of the Imperium

lists we made the assumption that Space Marines would be fielded as part of a mixed force including Titans and Imperial Guard. Of course that's not how it happened, instead I see lots of pure Space Marine forces running around and this has shown up something which they lack, namely anti-aircraft units. After putting our heads together we came up with a few solutions for this by adapting units they already have for scouring the skies.

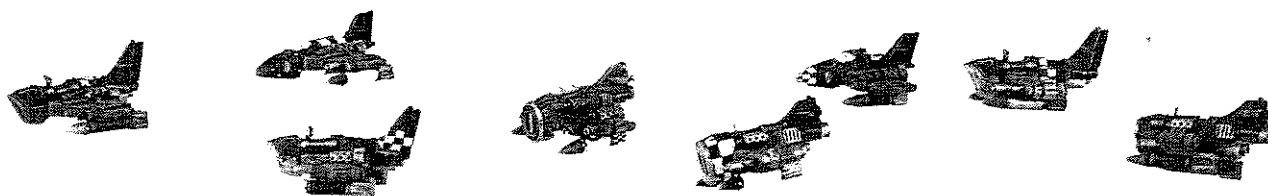
First up there's the humble support weapon. Normally these represent Rapier laser destroyers or Tarantulas with lascannon, which is why they have a single anti-tank shot. However if we assume that they mount autocannon or heavy bolters instead they make ideal close range flak units. Secondly there's the Whirlwind. In the Warhammer 40,000 rules the Whirlwind has a powerful scanner array to direct it's firing, making it a good prospect for launching missiles at incoming flyers as well. With the support weapons and Whirlwinds they would lose their normal abilities but otherwise cost the same points.

Finally there is the mighty Thunderhawk gunship, a fine vessel for delivering ground

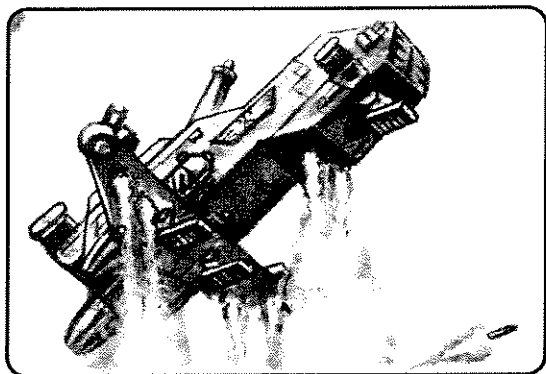


## FLAK ATTACK!

A FEW RANDOM THOUGHTS ARISING FROM ANDY'S PISCINA CAMPAIGN



	Speed	Range	Firepower	Assault	Armour	Special
Support weapon	10cm	30cm	2	0	4+	Flak
Whirlwind	30cm	45cm	2	0	5+	Flak



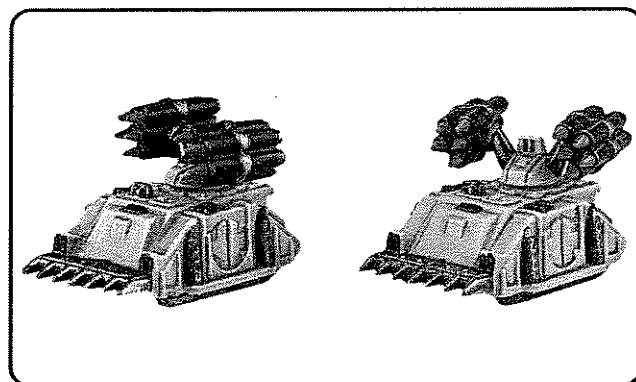
attacks and troops but somewhat cumbersome in dogfights. I think this should be tried without modification to start with, the hefty armour and firepower of the Thunderhawk may simply offset its shortcomings as an interceptor. Of course keeping Thunderhawks hammering at ground targets could well be sufficient to distract opposing flyers anyway.

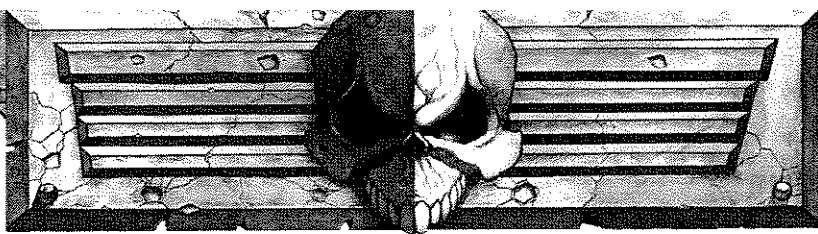
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Finally there is the mighty Thunderhawk gunship, a fine vessel for delivering ground attacks and troops but somewhat cumbersome in dogfights. I think this should be tried without modification to start with, the hefty armour and firepower of the Thunderhawk may simply offset its shortcomings as an interceptor. Of course keeping Thunderhawks hammering at ground targets could well be sufficient to distract opposing flyers anyway.



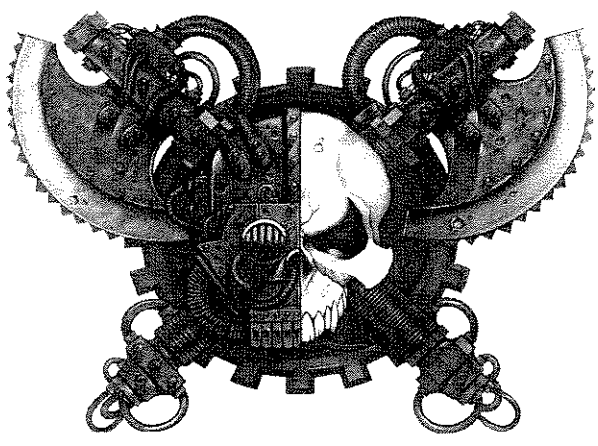


Marnoc gazed out in horror at the enemy advance. The Rebels stalked forward, overrunning the Imperial position with almost contemptuous ease. He ordered the Titan to wheel and retreat, to seek cover behind what remained of the towering buildings.

Reluctantly the Fortunata obeyed. It turned slowly, swivelling the plasma-cannon to balance the movement of the defence laser. Toal kept up a stream of fire even as they moved.

Space Wolves scurried beneath the Titan's feet as it lurched from side to side, instinctively avoiding them. A burst of plasma glanced off the void shields.

Marnoc breathed a sigh of relief as they made cover.



With a sound like a clap of thunder the Titans clashed, void shields merging like two drops of blood running together. Marnoc ordered the Fortunata to dodge to the left but the Titan was ahead of him. Acting on instinct it had already begun to evade

'Hazan. Get the fist into play,' he shouted, before realising that the Moderatus had already grabbed the Rebel's multimelta. Through the feedback systems the Princeps felt the enemy's arm being ripped off with a practiced twist. It fell to the ground surrounded by a great electrical discharge.

There was a hideous shriek as the Rebel's chainsword bit into the carapace. Marnoc felt a twinge of pain in his right shoulder as he

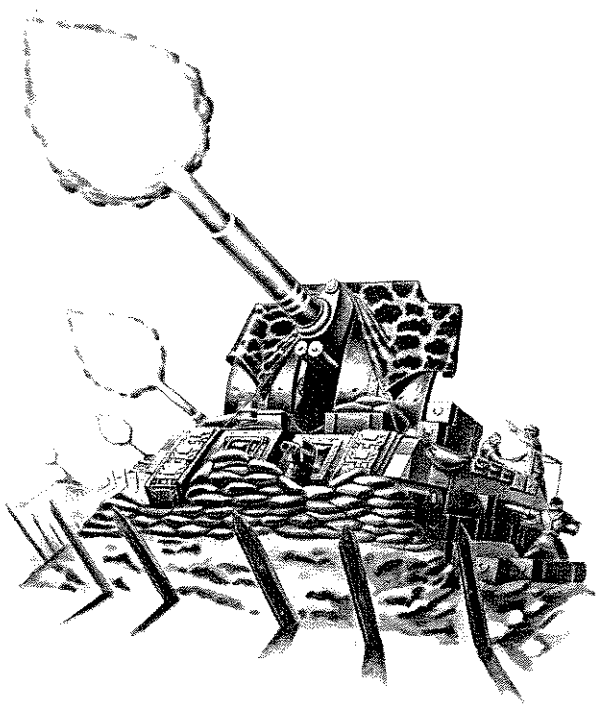
did a quick status check. The armour had not been penetrated. Damage was negligible.

'Kill the chainsword,' Marnoc said.

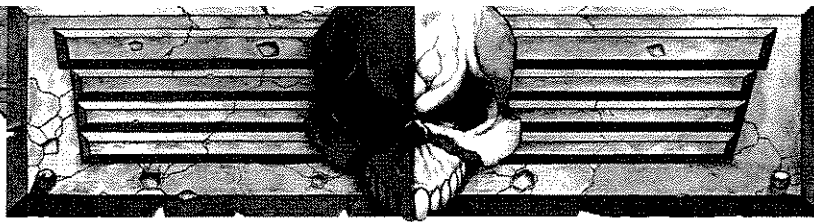
'You'll have to swing me around,' Hazan replied quietly. The tone of his voice suggested the little Moderatus was enjoying this. Marnoc felt sick with fear but he managed to bring the Titan about.

Once more the fist reached out. The chainsword was splintered in its mighty grip. With a back handed swipe Hazan took the Rebel in the side. The Titan toppled and fell in what seemed to Marnoc like slow motion. He saw the whole head fly clear as the crew ejected.

In the moment of respite, Marnoc had time to survey the cratered battlefield. Enemy Titans stalked through the Imperial emplacements, killing as they came. Behind them were waves of Rebel Marines. The position was lost. Time to get out of here, he decided.



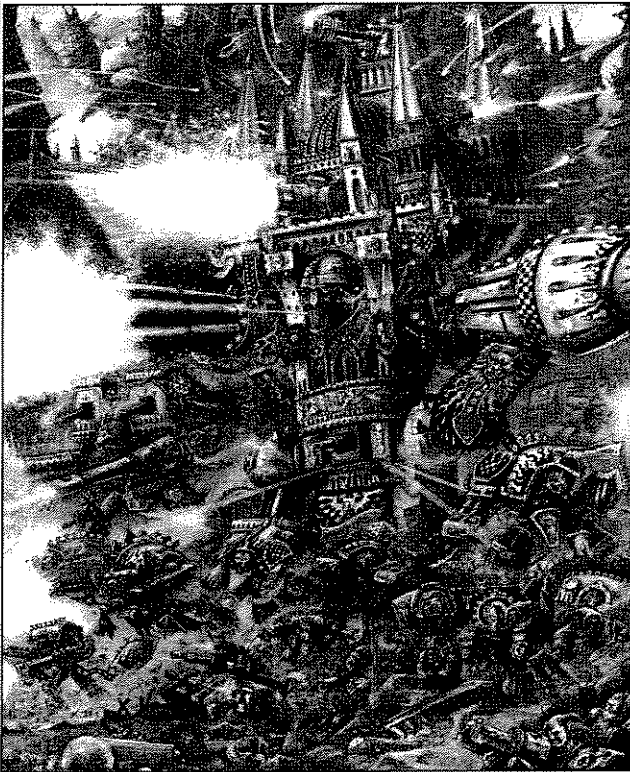
It was night. They had been falling back all day, turning to fight brutal skirmishes when the Rebels got too close. Now Marnoc was bone-weary. He brought the Fortunata to a halt. The place, a boiled out crater that once



had been a sculpted lake, looked safe. For a moment, still linked to the Titan, he dozed.

His dreams merged with those of the Titan, becoming strangely vivid. Down the years many Princes had sat in his command throne and each had left a part of himself imprinted on the Titan's long memory. He drifted into their timelost experiences.

He soared over the Forge World. He saw the Titan being commissioned, witnessed the Tech-Priests chanting the ritual that would activate its blank savage brain. He saw First Princeps Kask, hooking himself in, felt the struggle for supremacy, after which the Fortunata acknowledged its first master. He saw the procession of Princeps and Moderati who had followed down the years of endless warfare.



He took part in battles under strange skies with green-skinned savages who rode enormous oil-belching monstrosities. He danced deadly pavaes with elegant Eldar giants through the ruins of ancient cities. He mowed down Traitor Marines with fire from his plasma guns.

All the time he felt the Fortunata grow, acquiring new tricks from each Princeps having its personality subtly moulded by these strong-willed men and, in turn, altering them. He saw himself at last, felt the Titan assessing him, was made aware of his initial weakness and latent strength.

He thought he sensed a grudging, partial respect in the Fortunata's mind, but when he awoke he was unsure. He wondered if he would ever know for certain...

...While the massed congregation of the Order 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 your 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.***

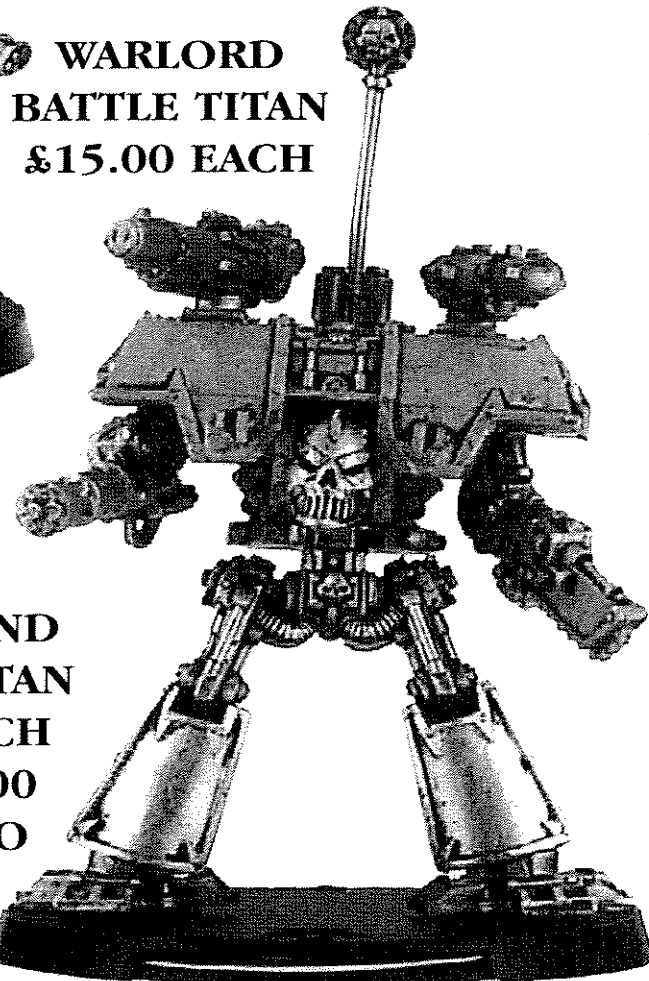
# HOT FROM THE FORGES

MAIL ORDER have been slaving away, as usual, to bring you all manner of ordnance to reinforce your Epic armies with. For this issue they've rediscovered some of the cool old Titan models and gubbinz to add a little experienced backbone to your Legions.

## Imperial Titans



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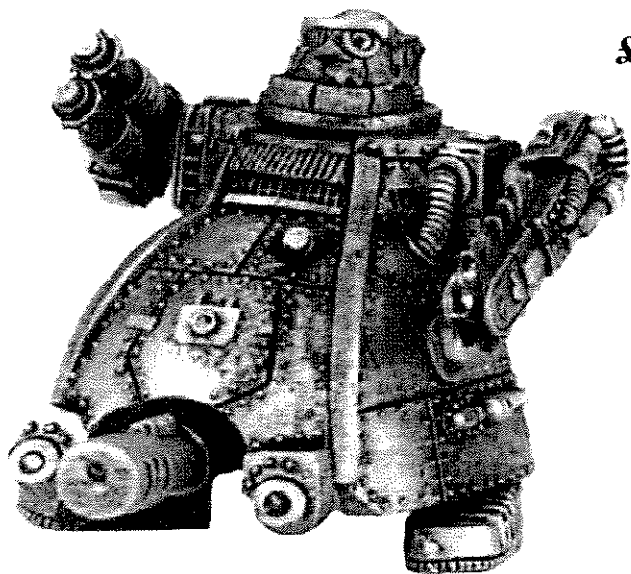
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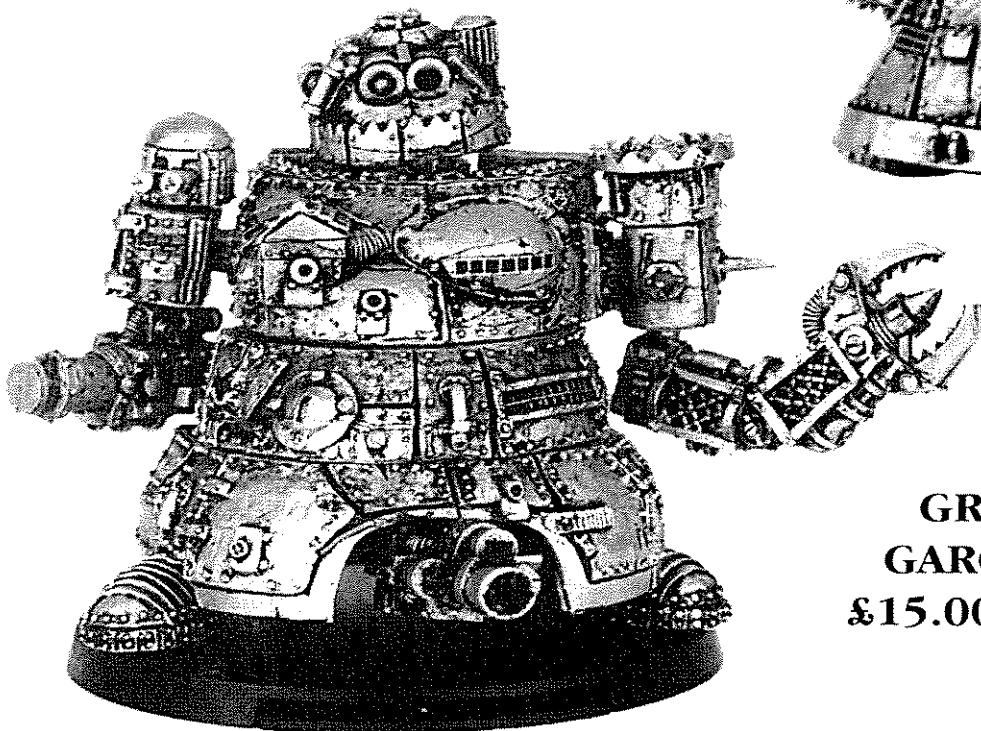
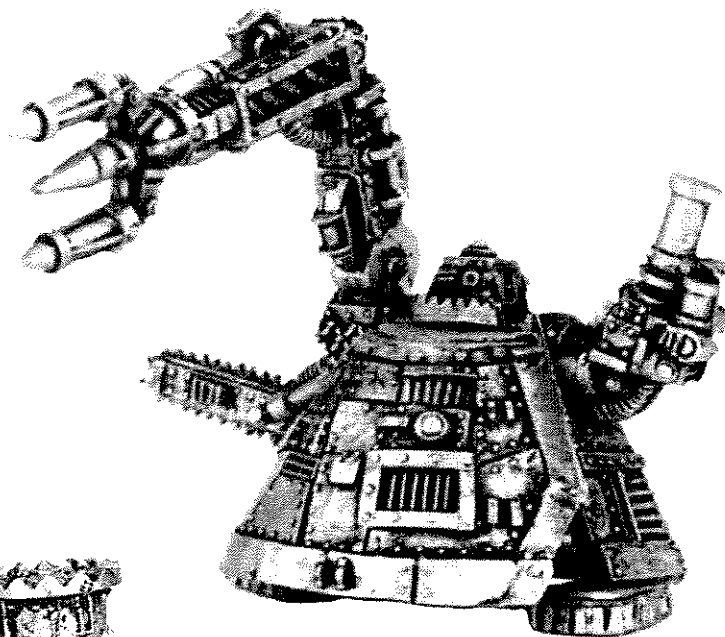
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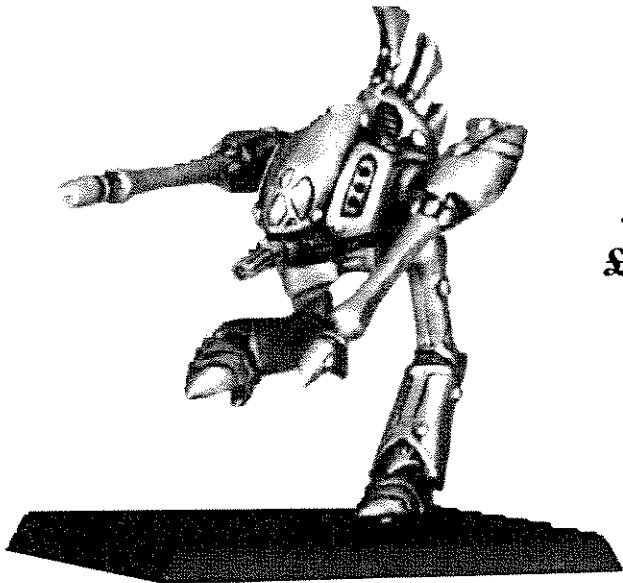


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GARGANT  
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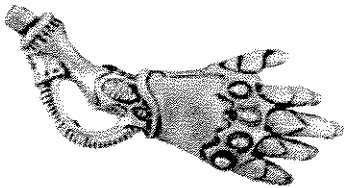
# Eldar Titans



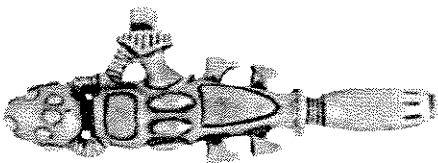
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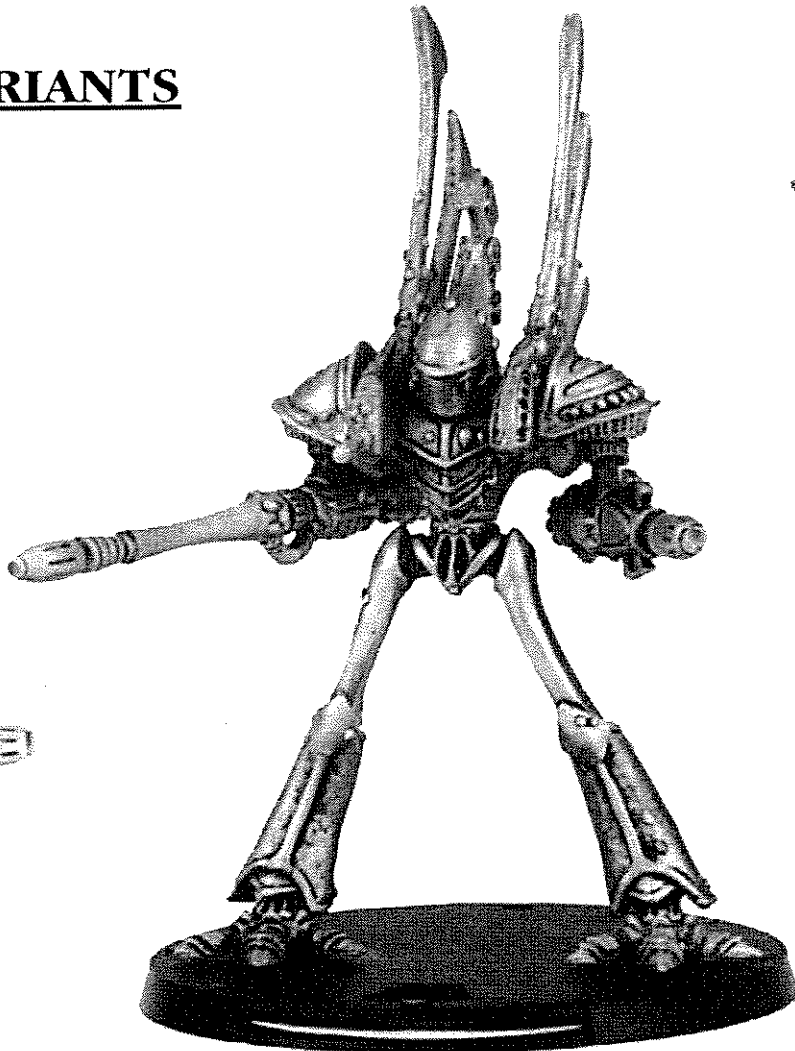
## WEAPON VARIANTS



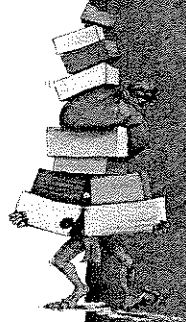
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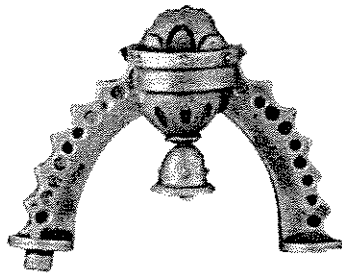
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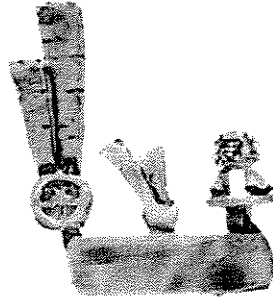
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# Titan Heads and Weapons

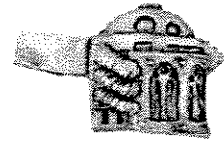
*There are loads of different, compatible heads, weapons and extras that you can use to customise your Titans. We've provided a few here along with codes and prices (refer to pages 72-75, Gav Thorpe's 'Machineries of Destruction', for the relevant rules which will apply to some of them)*



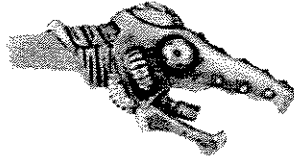
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076027/27 &1.25



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**CUSTODIAN HEAD**  
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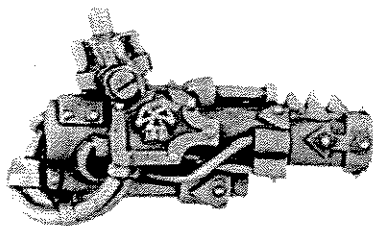
**TZEENTCH HEAD**  
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**SLAANESH HEAD**  
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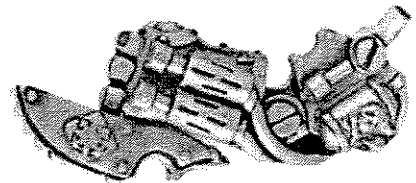
**WEAPON HEAD**  
076027/10 &1.25



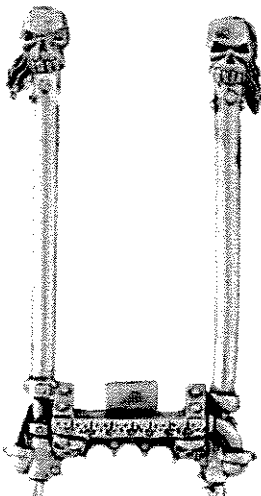
**HELLSTRIKE CANNON**  
0843/4 &1.50



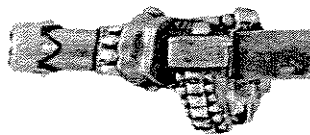
**BLOODLETTER HEAD**  
0843/1 &1.25



**DOOMFIST**  
0843/5 &1.50



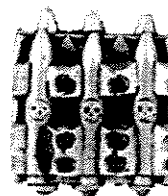
**HAVOC BANNER  
POLES**  
0843/6 &1.50



**HEAD CANNON**  
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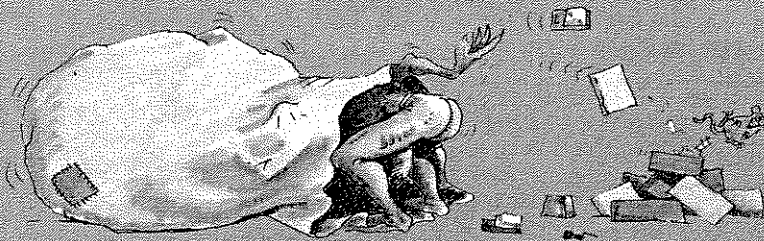
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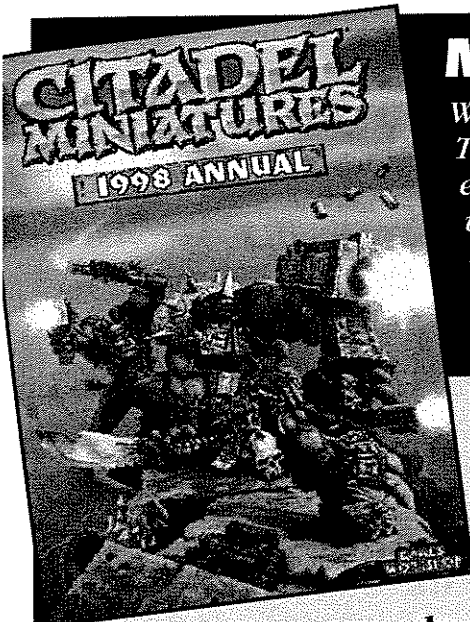
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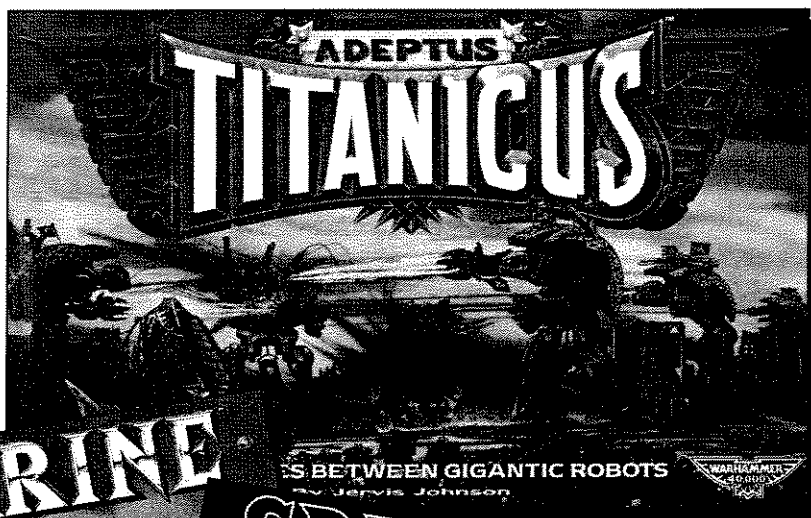
# WARHAMMER EPIC 40,000<sup>®</sup>

## Down in the Vaults

We went exploring the Games Workshop Archives in an attempt to shed some light on the enigma that is Epic 40,000. After stealthily circumventing (*Hey! I told you only three dirty words per issue, remember – Ed*) the prepared auto defenses and valiantly defeating the guardian beast (er... sorry Mat!) we discovered much of our Dark Age Technology. Names like Adeptus Titanicus, Eldar Legion and Battle Titans were revealed to our naive, unprepared minds and here we shall share the fruits of our knowledge.

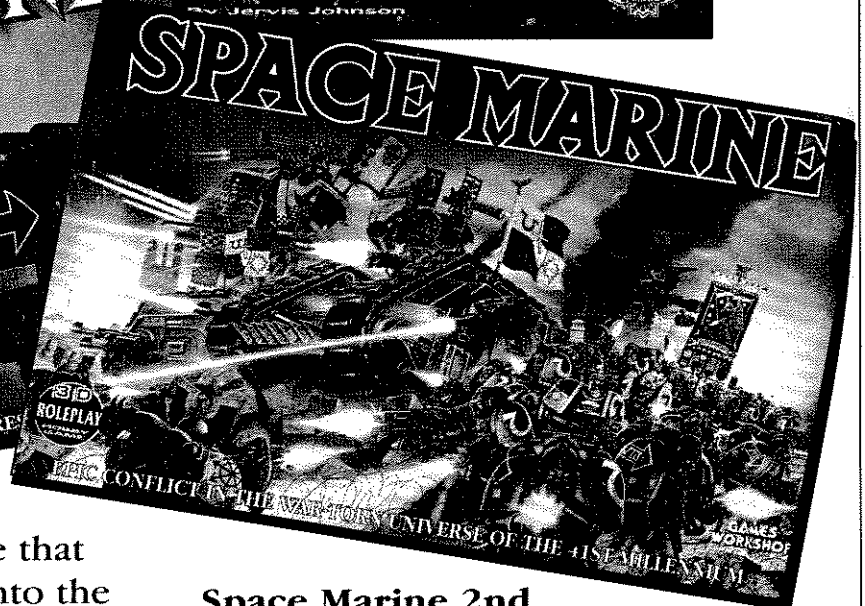
**Adeptus Titanicus**, the first great foray into battling with Titans, published in 1988.

Game Design by Jervis Johnson, cover art by Tony Roberts.



**Space Marine**, the game that introduced infantry and tanks into the fray, published in 1989.

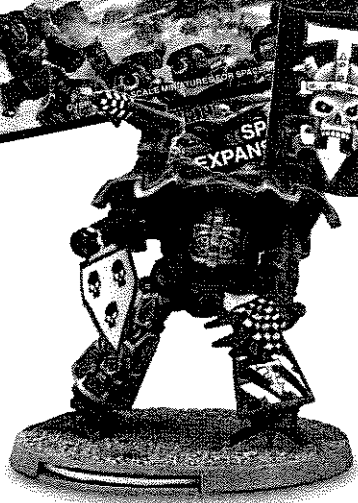
Game Design by Jervis Johnson, cover art by Jim Burns.



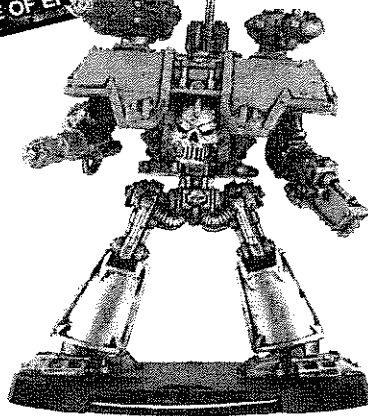
**Space Marine 2nd Edition**, published in 1992.

Game Design by Jervis Johnson and Rick Priestley, cover art by Gerry Grace.

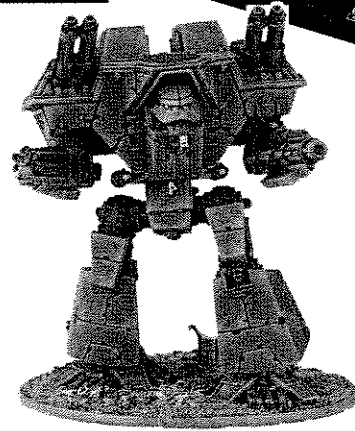
**Titan Legions**, the game that gave us the awesome Emperor Titan and Mega Gargants, published in 1994. Game Design by Jervis Johnson and Andy Chambers, cover art by Geoff Taylor.



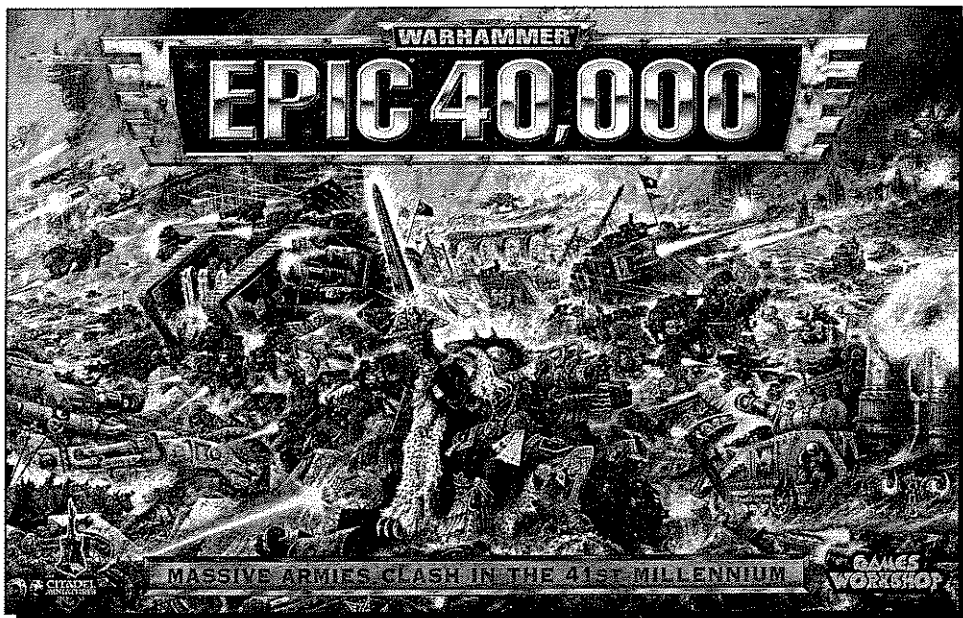
**Warlord Titan, Mark I**  
(Da Beetle!)



**Warlord Titan, Mark II**  
(Da Milkfloat!)



**Warlord Titan, Mark III**  
(ass-kicking)



**Epic 40,000**, published in 1997. Game Design by Andy Chambers and Jervis Johnson, cover art by John Blanche.



# MACHINES OF DESTRUCTION

*by Gav Thorpe*

*If, like me, you have been playing Epic scale battles for many years (ever since Adeptus Titanicus in my case) you will have seen many changes. In the most recent version, Epic 40,000, we felt it was important that the game was not slowed down or the feel of a massive battle was compromised by niggly, detailed rules. For this reason, most of the various weapons for Titans and other war engines have been rationalised into fewer weapon types, and some other modifications to Titans have also been left out to save confusion. Recently I turned my attention towards these Titan enhancements and this article explains my ideas for using such things as Carapace Landing Pads, Fire Control Centres and so on.*

## **HISTORY**

When you develop your own rules it's good to think about the background of the Warhammer 40,000 or Warhammer universe and what you're trying to represent with the rules. In this instance, the various Titan modifications I'll be going into next demonstrate the manner in which Titans are built and armed by the Imperium. Like the battleships of the present era, each Titan represents a large investment of resources and time. Unlike bolters, Leman Russ turrets and other equipment of war, a Titan is not mass-produced inside huge factories on the Adeptus Mechanicus' Forge Worlds. Instead, each Titan is painstakingly designed and constructed over many years and much of the technology used to construct them is so arcane that even the Tech-Adepts do not fully comprehend the techniques and methods they themselves are employing.

The building of a Titan is as much a spiritual rite as an exercise in construction and at every stage the Tech-Adepts must ensure that the proper litanies are spoken, the correct runes inscribed and the proper unguents and incense are used. A Titan is far more than a walking gun platform, it is a towering symbol of the Emperor's might and an idol of the Machine-God. Such an endeavour is never taken lightly, and every Titan in the Imperium's arsenal is carefully maintained according to the ancient traditions.

Titans are created for special roles within the Titan Legions. Some are intended as heavy support machines, with racks of missiles and batteries of immense bombard. Others are armed for close quarter fighting, with short ranged weaponry ideal for neutralising foes in urban areas and other dense battle zones. To further increase the effectiveness of the Titan in these roles, the Adeptus Mechanicus fits additional hardware which augment the Titan's weapon systems and tactical purpose in some way. These secondary systems are detailed below.

## **RULES BITZ**

Below are my ideas for using some of the old Titan additions in Epic 40,000. They are by no means official or anything like that, and to be honest they are really just the first thoughts that came into my head. You can use them, adapt them or forget them at your leisure, and I'm sure Paul Sawyer and his crew would be more than happy to get a letter from you if you had some different (perhaps better...) ideas for incorporating this type of thing into your games. The important thing to remember is that these allow you to create individual Titans and are not just an excuse to make them better. As you will see, each of the upgrades below generally has some kind of negative aspect, whether that's a reduction in some other area of the Titan's performance or at the cost of a weapon.

I first thought about charging points for some of these, but then decided against it. This was mainly due to the fact that war engines, especially Titans, are pretty expensive already so a set of Rubble Claws costing an extra 10 or 15 points isn't going to give anyone any second thoughts. However, it is also rather characterful of the Imperium's technology that nothing comes free. To increase one thing you have to compromise another and this seemed a much more appropriate course of action. Anyway, have fun and don't forget to write to the Journal with any of your own ideas, for Imperial Titans, bizarre Gargant upgrades, weird Eldar modifications or anything else which appeals to you. The universe is a vast place, and if you can think of it, it probably existed somewhere, some time...

## **CARAPACE AND HEAD MOUNTS**

Many of the following modifications replace one of the Titan's carapace weapons or its head. In terms of critical damage, the upgrade is treated just like a weapon or head as normal, and may be damaged in the same way (and repaired if appropriate). Note that this does apply to the Carapace Landing Pad, as the landing pad is also coupled with additional communications equipment that keeps the Titan in contact with its recon Speeder. A Titan with Carapace Multi-lasers which takes damage to any carapace location should roll a D6. On a roll of a 1, 2 or 3 the Multi-lasers are also damaged and cannot be used until they are repaired in the end phase. On a 4, 5 or 6 the Multi-lasers are unaffected by the hit.

## **CARAPACE LANDING PAD**

Titans armed with Multiple Rocket Launchers, Vortex Missiles and heavy Mega-Cannon are primarily used to smash foes at a distance. However, the technology of the Imperium is arcane in some respects, and the Princes of such Titans often find that once they have annihilated a portion of the enemy, no other targets present themselves to the rudimentary targeting matrices of the Moderatii gunners. To counteract this problem, some Titans have one of the weapon systems replaced with a landing pad, which is used in combination with a specially modified land speeder. The Land Speeder scouts for enemy targets and relays this information back to the Titan, delivering vital target co-ordinates and information on the foe's movements.

A Warlord Titan may have Carapace Landing Pad instead of a carapace weapon. The Carapace Landing Pad comes complete with a Land Speeder (the same as a Space Marine Land Speeder, though crewed by Praetorians). The Land Speeder must remain within a 60cm command radius of the Titan, and if it is further than this or the Titan is destroyed it will act like any other unit which is out of command range. The Titan can fire any Mega-Cannon, Vortex Missile or Multiple Rocket Launcher with the special artillery rule at any target the Land Speeder can draw a line of fire too (within the weapon's normal range, of course). If this ability is used to make a Preparatory Bombardment the Titan does not go onto overwatch but may not move in the movement phase (it can move in the assault phase as usual). The Land Speeder can be given orders just like a normal detachment. If it is destroyed then the Titan loses any abilities associated with the Landing Pad.

## **CARAPACE MULTI-LASERS**

Titans which have been fitted for combat in jungles, cities and other close terrain often find themselves surrounded by enemy infantry and light vehicles and unable to bring its main weapon systems to bear on them. As a defence against these types of ambushes, some Titans are fitted with Carapace Multi-lasers for close-range defence. The Multi-lasers are fitted onto the rear of the Titan's carapace pointing behind the Titan, covering its rear as it advances into the enemy. Although short ranged, the Multi-lasers can have an important effect on firefights with ambushing enemy.

Only Warlord Titans may be fitted with Carapace Multi-lasers. Carapace Multi-lasers have a 180° fire arc to the rear and can only be used in a firefight. For every enemy unit within firefight range and the fire arc of the Carapace Multi-lasers, you may add +1 to the Titan's firepower for resolving the firefight. This means that the more enemy trying to ambush you, the more effective the Multi-lasers are. Unfortunately, the space and energy requirements of the Carapace Multi-lasers are usually offset by removing a void shield generator. This is generally not seen as too much of a compromise as much of the Titan's fighting will take place at close quarters, within its void shields. A Titan with Carapace Multi-lasers has one void shield less than normal.

## **FIRE CONTROL CENTRE**

As huge as a Titan is, once you have allocated space for the plasma reactor, internal control conduits, tank-sized engines and servos, immense ammunition bays, a small chapel to the Machine God, scanning arrays, comm-net chambers, crew billets and the weapon systems themselves, there's not much room left for sophisticated target acquisition and tracking sensors and fire control mechanisms. This means that as potent as a Titan's weapons are, accuracy is never their strongest point - rate of fire and raw firepower are given greater credence than pinpoint accuracy. However, some specially constructed Titans have one weapon system replaced with a Fire Control Centre. Crewed by tech-adepts, the Fire Control Centre can track incoming fire and calculate enemy positions, re-direct the Titan's fire and also relay information about target positions and movements.

Only Warlord Titans may have a Fire Control Centre. The Fire Control Centre replaces one of the carapace weapons. A Titan with a Fire Control Centre may re-roll any misses from one weapon system in each shooting phase, just like troops in overwatch. You must designate which weapon system is using the Fire Control Centre before rolling any dice, but you may change which weapon has the benefits from turn to turn.

## **RUBBLE CLAWS**

Titans are capable of unleashing a constant salvo of fire as they march relentlessly forward. However, though relatively fast across open ground, Titans are by no means manoeuvrable or able to rapidly react to enemy movements and attacks. This is further compounded by certain types of terrain, such as ruins, woods, swamps and rivers. Fighting across this type of battlefield can be particularly hazardous as the Titan loses its footing on smashed tree stumps, slips on uneven river beds and overloads stabilisers and servos smashing through ruined buildings. Rubble claws were incorporated into some Titans to allow them to move over such features with greater safety. The greater size and improved suspensors of the Rubble Claws allow the Titan Princeps a greater control over his war engine. Unfortunately, the Rubble Claws are somewhat more ponderous and restrict the manoeuvrability of the Titan even more than normal. For this reason Titans fitted with Rubble Claws are generally used in engagements against static enemy defenses and slow moving foes, when the Titan does not have to turn speedily and can steadily advance, crushing trees and pulverising plascrete with each stride.

Any Titan may have Rubble Claws provided they are suitably represented on the model. A Titan with Rubble Claws must use its 45° turn at the start of its move, otherwise it must pay 5cm for each turn as normal. However, if the Titan enters dangerous terrain there is no chance of the Titan taking a hit if it rolls a 1. The Titan is stopped as normal but do not roll another dice to see if it takes damage.

## **WEAPON HEADS**

During a particular era of the 34th Millennium, the prevailing doctrine amongst the Techno-Magi of the Adeptus Mechanicus was Strength Is Everything. Titans built during this period featured heavier payloads or more weapon systems than earlier or later Titans, although not without detriment to other factors. Most commonly, the central command centre in the Titan's head was replaced by a secondary weapon system, and the command crew worked in a small con-chamber further into the Titan's carapace. Although firepower was substantially increased, there is a downside. The reduced command capacity of the Titan affects the cohesion of the crew's actions and its ability to maintain its attack under constant pressure.

A Warlord or Reaver Titan may replace its head with either a Gun Battery or an Assault Weapon. Weapon Heads have a front fire arc.

A Gun Battery has a range of 30cm and 6 firepower.

An Assault Weapon allows the Titan to add +D6 to its assault value when fighting against another war engine.

A Titan with a Weapon Head loses its Stubborn ability and only removes D6-2 blast markers in each end phase (treat rolls of less than 0 as 0).

## **WEAPON HEAD FORMERLY KNOWN AS 'DEATHSTRIKE'**

One of the old Weapon Head variants was the Deathstrike Centerline Cannon. As this fell out of use, the name Deathstrike was then recycled in an environmentally friendly fashion for the devastating support missile launchers of the Imperial Guard. Therefore, I've come up with a few new name possibilities. If you feel strongly about this please write in and make your vote for which one you prefer. (*Don't you bloody dare!* - Ed)

- A. Obliterator Cannon      B. Exterminator cannon      C. Annihilator Cannon

The >enter name< follows on from the idea that firepower is all-important. With a head-mounted Mega-Cannon a Titan can make an excellent siege-breaker, or defensive bastion. Unfortunately, this is about all the Titan can do, as moving is very difficult with no dedicated command and control centre.

This can only be fitted to Warlord Titans. The Titan has a Mega-Cannon mounted instead of a head command centre. The Mega-Cannon cannot be fired if the Titan moves in the same turn. When the Titan moves, each additional turn of 45° costs 10cm of movement rather than 5cm.

## **CUSTODIAN BELL**

Titans are moving, fighting incarnations of the Machine God, and are one of the ultimate symbols of the Emperor's might. To further enhance this role, a few Titans are designated as Custodians. A Custodian Titan is commanded by a high-ranking Princeps as usually leads Titan Battle Groups into the fray. Custodian Titans are fitted with a huge devotional bell atop their carapace, whose deafening tolls resound across the battlefield as it strides forward, dealing death to the enemy. This is a very inspiring sight for all servants of the Emperor and troops accompanied by a Custodian Titan will fight to their utmost and perform acts of almost insane courage.

A Warlord Titan may be fitted with a Custodian Bell. It's also preferable that the Titan is also enhanced in some other fashion, with one of the special Custodian heads, extra insignia, preaching balconies and so on. Any detachment with its Command HQ within 15cm of the Custodian Titan (including the Titan itself) removes one additional blast marker in the end phase (D6 rather than D6-1 usually). If the Custodian Titan is wrecked or destroyed you must deduct an additional 5 points from your army morale total due to the devastating loss of the Emperor's finest war machine.

### **OTHER IDEAS**

Well that's some sample rules for Imperial (mainly Warlord) Titans. Many of these can also be used for Chaos Titans (particularly Weapon heads), and you can look at the weapon tail of the Banelord Titan for other ideas about the machines of Chaos. Eldar Titans can have sophisticated systems that enable them to track foes, move even faster, make 'reaction' shots and such like. Some of your Gargants (like mine) may have an observation platform or Snapper, and you may like to devise some rules for these. Anything goes really, it's up to you how far to take it. Cheerio!

# Titan Upgrades

*Mail Order UK have a vast array of alternative heads, weapons, etc that will allow you to customize your Titans to either make each unique or to take advantage of Gav Thorpe's ace rules in this issue. To get your hands on these extra bitz give the phones trolls a call on 0115 91 40000 and they'll furnish you with your hearts desire!*

### **WEAPON MOUNTS**

Warp Missile	076027/25	£1.25 each
Harpoon Missile	076027/43	£1.25 each
Barrage Missile Launcher	076027/35	£1.25 each

### **CLOSE COMBAT WEAPON MOUNTS**

Power Saw	076027/39	£1.25 each
Power Ram	076027/26	£1.25 each
Trident	076027/38	£1.25 each
Battle Claw	076027/44	£1.25 each
Corvus Assault Pod	076027/31	£1.25 each
Wrecker	076027/30	£1.25 each
Chaos Energy Whip	076027/29	£1.25 each

### **CHAOS TITAN TAILS**

Tail 1 (Chain Saw)	076027/45	£1.25 each
Tail 2 (Spiked Mace)	076027/41	£1.25 each
Tail 3 (Skull Cannon)	076027/40	£1.25 each
Tail 1 (Scythe)	076027/42	£1.25 each

### **CARAPACE MOUNTS**

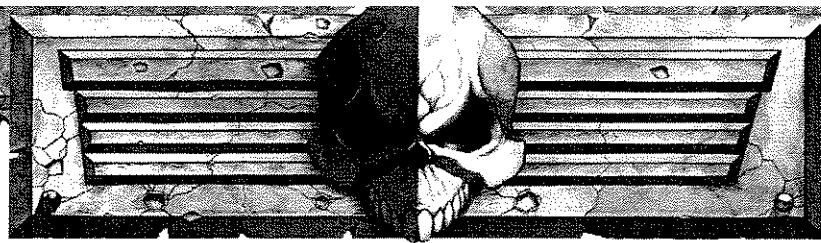
Carapace Multi-Lasers	076027/36	£1.25 for 2
Banner Pole 1	076027/23	£1.25 each
Banner Pole 2 (Eagle)	076027/24	£1.25 each
Devotional Bell	076027/27	£1.25 each

### **ALTERNATIVE FEET**

Rubble Claws	076027/37	£1.25 each
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### **HEAD VARIANTS**

Imperial Titan Head 1	076027/15	£1.25 each
Imperial Titan Head 2	076027/8	£1.25 each
Imperial Titan Head 3	076027/3	£1.25 each
Imperial Titan Head 4	076027/17	£1.25 each
Imperial Titan Head 5	076027/5	£1.25 each
Weapon Head 1	076027/14	£1.25 each
Weapon Head 2	076027/12	£1.25 each
Eagle Head	076027/6	£1.25 each
Dragon Head	076027/7	£1.25 each
Corvus Assault Head	076027/19	£1.25 each
Custodian Head	076027/13	£1.25 each
Command Head 1	076027/11	£1.25 each
Command Head 2	076027/1	£1.25 each
Close Combat Head 1	076027/2	£1.25 each
Close Combat Head 2	076027/18	£1.25 each
Slaaneshi Head	076027/9	£1.25 each
Khornate Skull Head	076027/21	£1.25 each
Khornate Hound Head	076027/4	£1.25 each
Nurgle Head	076027/21	£1.25 each
Tzeentch Head	076027/10	£1.25 each
Horned Helm Head	076027/20	£1.25 each



**MARNOC KNEW THAT** the enemy was close behind them now. He could pick up comm-pulses of several rebel Titans, almost within weapons range. There was no way the damaged *Fortunata* could take on so many. Even the Titan itself seemed to realise this. It ran unprotestingly before the advancing Traitors.

Marnoc had powered down the void shields so that they would not show up on enemy sensors. He knew that the buildings of Rogsburg would shield them from radar. He could only pray that they encountered no enemy scouts.

The area they passed through had obviously seen heavy fighting. A burned out Warhound lay across the street, the skeleton of a crewman visible through the sides of a shattered escape pod.

'Perhaps we should stop, Princeps. Scavenge parts,'

'We can't stop, Toal. Enemy are too close.'

They pressed on. Marnoc monitored the comm-pulses from around the sector. Rumours the the rebel blockade had been broken and the Imperial reinforcements were about to arrive flickered up and down the line. Marnoc hoped they were true.



Marnoc looked across the plain. The sky was bright with dropships. Assault pods drifted down like armoured spores. When they hit the ground they burst open and Ultramarines leapt forth to secure their dropsite. Marnoc raised the *Fortunata's* fist in welcome and was rewarded by a cheer from the battle-brothers.

Reinforcements had arrived. Marnoc believed that they were enough to turn the tide of battle and drive the Rebel's from Rogsburg for the third time.

We can win, he thought, exulting as he watched hundreds of pods touch earth.

Suddenly a hail of fire tore through the Ultramarines. Those who had not got clear of the landers were mown down. Assault pods were caught at their most vulnerable, while airborne, and burst into flames. Marnoc wheeled the Titan and spotted three Death's Head Warlords.

He let out a low moan. The rebels had enough firepower to end the beachhead before it was established. He felt his mouth go dry with fear but he swiftly reached a decision. He opened the comm-link to the Moderati.

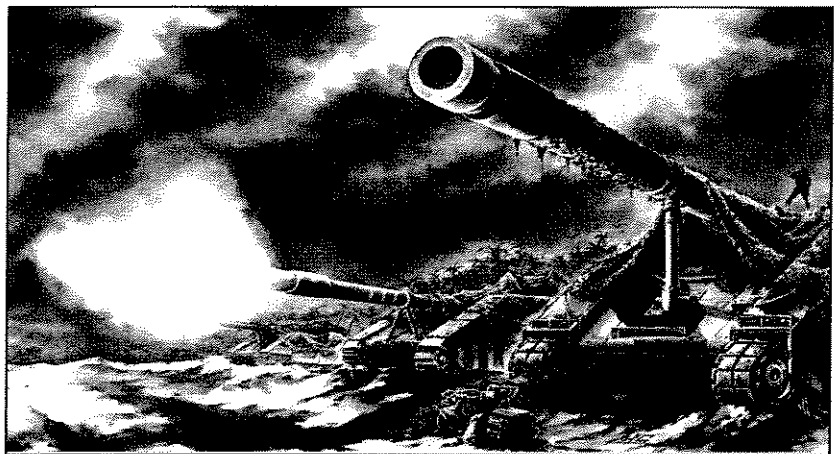
'There's only one thing to do,' he told them. 'We've got to protect the Marines.'

The Moderati knew it was certain death. They didn't hesitate. 'Go and get them. Princeps,' said Toal.

Marnoc wheeled the *Fortunata* easily. It no longer seemed to fight him.

Functioning as a team they raced towards the Death's Heads weapons blazing. Marnoc concentrated fire bringing the targeting icons to bear on a Warhound. It tried to evade but was too slow. The plasma cannon gnawed away at its void shields till they flared out. Toal put a burst from the defence laser into its reactor. It halted.

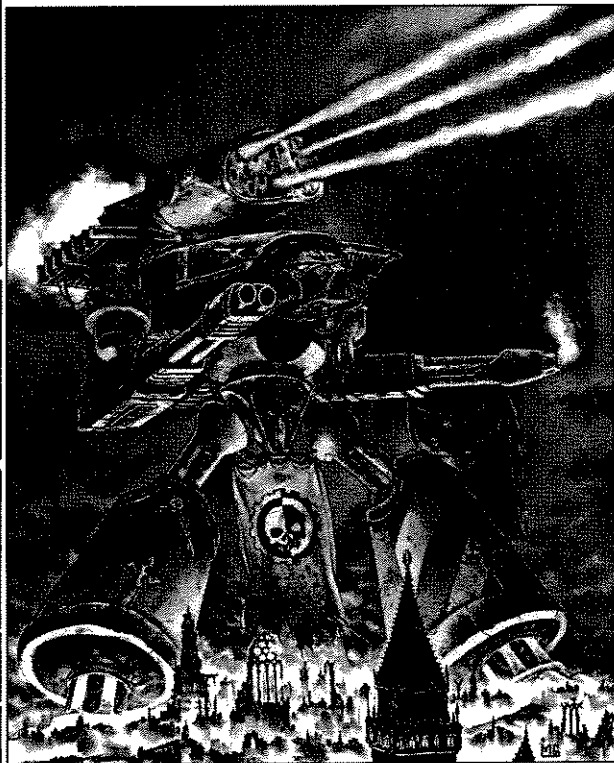
The enemy returned fire. Pain seared Marnoc as he concentrated on maintaining his own shields. He bounded forward while the Moderati blasted away. Then they were on top of the Rebels. From below him he heard Hazan shouting abuse at their foes as the powerfist tore and ripped.





Slowly Marnoc walked towards the bonfire. He felt growing sadness as he watched the ritual continue. So many dead, he thought. Reports were coming in from across the sector. It looked like casualties numbered in the hundreds of thousands. The scale was too great for him to comprehend. The figures were so large as to be meaningless.

All he could do was put individual faces to a few of those statistics: Toal, Hazan, Warden, scores of scorched and bullet-riddled strangers. Some of them he had killed himself. He would remember them all till the day he died.



There was a crackling sound as another rebel banner was thrown on the fire. He watched it crumble and burn. The great eye was slowly eaten away by flames. Sparks floated skyward like the souls of the departed.

'As this banner burns and is forgotten so let the Chapter who bore it be forgotten. In death their shame is as nothing. Their betrayal is forgotten,' said the man who was conducting the ceremony. Marnoc recognised him as Trask, an Ultramarine Librarian. He wondered why a mere

Lexicanian was conducting the service. Perhaps all the Chaplains were dead.

He knew it was possible. The rebels had fought like rabid wolverines once the blockade was broken and their last desperate offensive was thrown back. They had asked no quarter and given none. He had heard it said by Terminator Marines, seasoned veterans of centuries of warfare, that Tallarn was the bloodiest campaign in living memory. He did not doubt it.

'Let us remember our brothers. who by their courage honoured us all,' said the Lexicanian as two Marines added another unit insignia to the blaze. Marnoc saw Kurtz, the scout ace, who had hunkered down by the fire, rise up and spit disgustedly on the banner. The Marines muttered that this was disrespectful. Kurtz didn't seem to care. He stalked off into the Night to return to his beloved Warhound.

Trask's voice never faltered even though he noticed the scout's action. 'Let us take heart from their example. And hope that when our time comes our courage matches theirs.'

The Princes understood how Kurtz felt. Marnoc had lost his crew and his Titan defending the Ultramarines' dropsite. He had barely managed to crawl from the wreckage carrying the dying Hazan. The last words the little man had spoken were 'thank you, father.'

He had no sympathy for those who followed Horus. They had cost him too much by their betrayal. He wanted only to see the war ended. Watching the banners burn he felt a mixture of sadness, hope and renewed determination.

Curse you, Lord Horus, he thought. Curse your treachery and your rebellion. Well, you started this war but we're going to finish it. He fumed and looked at his new crew, fresh-faced boys, he thought, but they'll do.





# Princes of Chaos

*Everybody starts with ignorance*

*But I saw the truth*

*And heard the lies*

*Mighty Tzeentch has blessed me above all others*

*Lord, what fools these mortals be!*

*C'Thrawl, Daemon Prince of Tzeentch*

## Daemonic Legions by Gav Thorpe

Daemon Princes of Chaos are amongst the most valued servants of their twisted gods. Physically they can rival, or even surpass, the power of a Greater Daemon. However, they have something far more valuable than raw power, they also have the advantage of independence. Daemons of the Chaos Gods are slaved to their master's whims and desires and their very existence stems from their god in a very direct way. Daemon Princes are great Champions of Chaos, like the Primarchs of the Traitor Legions, who have proved their prowess and devotion over the millennia and have been rewarded by their unnatural masters for their great service. Daemon Princes are more akin to mortal servants of Chaos, with their own desires and goals, strengths and weaknesses and although they are still subject to the powers of their dark master they have their own destinies to fulfil.

### SUMMONING DAEMONS

Daemons are naturally attracted to the aura of despair and terror that pervades every battlefield, and may be summoned to war through foul magics which break down the barriers between their immaterial realm and our universe. If you wish to summon a Daemon detachment, then it is not deployed at the start of the battle and is in Reserve (even if the battle does not normally use reserves). Roll for their arrival as detailed in the Reserves rule. In addition, if the opposing army lost more from its army morale total last turn than

the Chaos army, you may add +1 to the D6 roll. When the Daemons become available then they are deployed using the rules for Drop Pods.

### DAEMON PRINCES IN EPIC 40,000

The Chaos Black Crusade army list in the Epic 40,000 Armies and Enemies of the Imperium book includes a very simple list of upgrades you can use to slightly tailor your Daemon Princes. The Daemon Princes in that list are



also rather 'middle range' in terms of their power and abilities. The following Daemonic Legion army list allows you to field a daemonic army, such as can be found on any of a thousand Daemon Worlds in the Eye of Terror, battling with each other for the constant amusement of their gods. Daemonic Legions do not generally exist outside the warp/real space interface of the Eye of Terror and fight against each other. However, if your opponent agrees there's no reason why you couldn't use a Daemon Prince generated using the system below in other battles.

Each Daemon Prince has its own history and motives, and these are just as important as its profile and special abilities. You can chart the progress of your Daemon Princes from battle to battle, recording their deeds in long sagas dwelling in gory detail on the mighty feats of their god's most trusted champions.

## **CREATING DAEMON PRINCES**

The most powerful Daemon Princes have a patron god who elevated them from their mortal to past to Daemonhood, so this is the first choice you must make. Once you know who your Prince's patron is, you can upgrade their profile with the options shown in the sections below. All Daemon Princes start with the standard profile given in the *Armies and Enemies of the Imperium* book, and the options given in the *Chaos Black Crusade* army list remain unchanged (i.e. upgrade to Skimmer, Psyker and so on).

### **DAEMON PRINCES OF KHORNE**

Daemon Princes of the war god Khorne are the most frenzied, bloodthirsty killers in the galaxy. They delight in

the mass slaughter of their foes and are terrifying creatures to behold. The following options are open to a Daemon Prince of Khorne (note that they cannot take the Psyker upgrade from the army list):

**Assault value.** A Daemon Prince of Khorne may add up to 8 points to its assault value, and pays 2 points for each extra point of Assault. For example, to take your Daemon Prince's Assault up to its maximum of 14 would cost an additional 16 points.

**Terrifying.** Some Daemon Princes of Khorne exude such an aura of menace and destruction that foes flee at the sight of them. An enemy detachment which is in close combat with the Daemon Prince must take a leadership test before any dice are rolled. If



## Princes of Chaos

the test is failed the detachment immediately becomes broken with the negative effects that entails. This costs 10 points.

**Magic Immunity.** Khorne despises the use of psychic powers and his Daemon Princes are often very resistant to their effects. A Daemon Prince with this ability cannot be chosen as the target of a psychic Fate card (such as Psychic Blast). In addition, if the Daemon Prince is in base contact with an enemy Psyker, the Psyker is not counted when totalling up which side has the most psykers involved in the close combat. This costs 5 points.

**Mighty Wings.** The Daemon Prince moves about the battlefield on immense wings, swooping down to smash aside its foes. This can only be chosen by Daemon Princes who already have the Skimmer ability, and adds +10cm to the Daemon Prince's Speed. This costs 10 points.

### DAEMON PRINCES OF TZEENTCH

Tzeentch is the supreme lord of magic and his followers excel at the use of arcane arts. Daemon Princes of Tzeentch are almost unsurpassed in their manipulation of psychic powers and it is these abilities which are their greatest weapon.

**Assault value.** A Daemon Prince of Tzeentch may add up to 4 points to its assault value, and pays 2 points for each extra point of Assault. For example, to take your Daemon Prince's Assault up to its maximum of 10 would cost an additional 8 points.

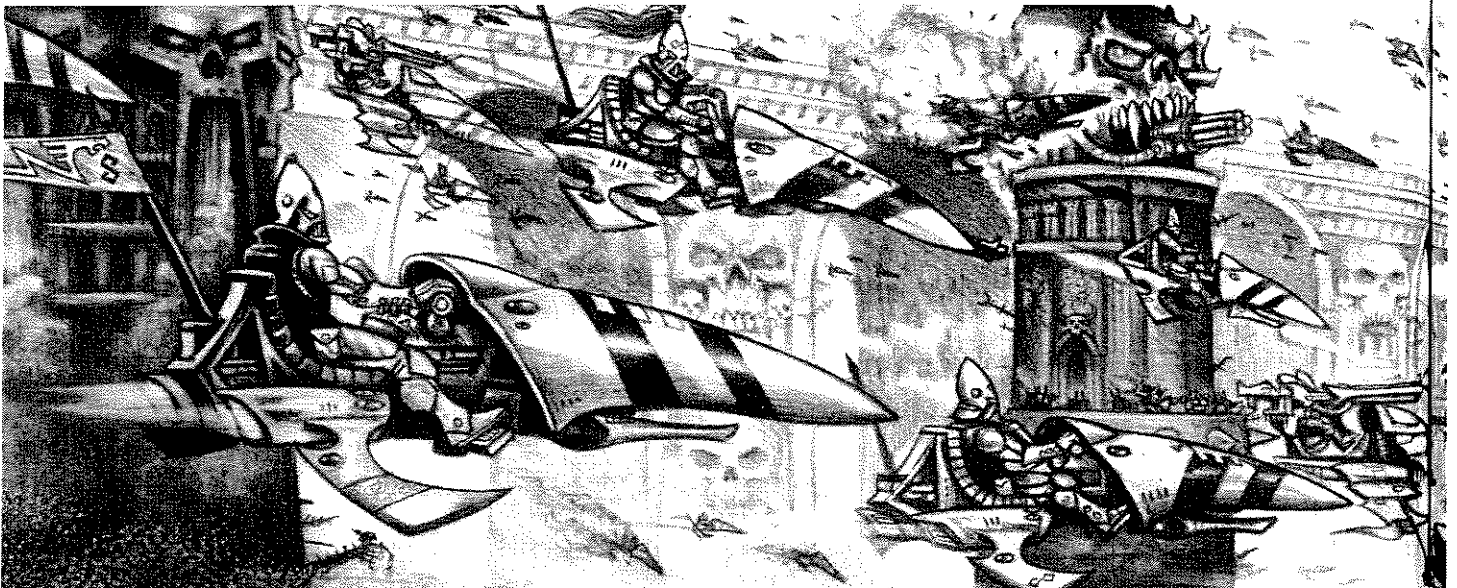
**Psychic Mastery.** The Daemon Prince is a master of magic and can manipulate the power of the warp to unrivalled effect. This option is only available to Daemon Princes who already have the Psyker ability. The Psyker adds +1 to the value of any Psychic Fate cards directed through it. In addition, the Daemon Prince always adds +1 to assaults and firefights it is involved in (though if the enemy have more psykers they also add +1). This costs 10 points.

**Warp Power.** The Daemon Prince can tap directly into the energy of his master to fuel his spells, expending less energy than other psykers. This option is only available to Daemon Princes who already have the Psyker ability. When the Daemon Prince uses a psychic Fate card roll a dice after its effect has been resolved. On a roll of 4 or more you do not have to discard the card, replace it back in your hand. This costs 10 points.

**Mighty Wings.** The Daemon Prince moves about the battlefield on immense wings, swooping down to smash aside its foes. This can only be chosen by Daemon Princes who already have the Skimmer ability, and adds +10cm to the Daemon Prince's Speed. This costs 10 points.

### DAEMON PRINCES OF NURGLE

Nurgle, the god of decay, is generous with his pestilential gifts and follows the lives of his most successful minions with individual interest. His Daemon Princes are amongst the most noisome beasts to ever stalk a battlefield.



**Assault value.** A Daemon Prince of Nurgle may add up to 6 points to its assault value, and pays 2 points for each extra point of Assault. For example, to take your Daemon Prince's Assault up to its maximum of 12 would cost an additional 12 points.

**Cloud of Flies.** The Prince of Nurgle is surrounded by a swarming mass of flies which distract foes who stray too close. Enemy units in base contact with the Prince must halve their Assault value, rounding fractions up. This costs 5 points.

**Nurgle's Rot.** The Daemon Prince is a carrier of the deadly contagion, Nurgle's Rot. Those who approach too close may catch the horrific disease, quickly succumbing to its lethal effects. At the start of a close combat, before any dice are rolled, the Chaos player can roll one dice to hit any model in base contact with the Prince, like a snap shot. This costs 10 points.

**Stream of Corruption.** The Daemon Prince can vomit forth a gout of blood, bile, maggots and other filth. It has a firepower of 2 with a range of 15cm. This costs 5 points.

### **DAEMON PRINCES OF SLAANESH**

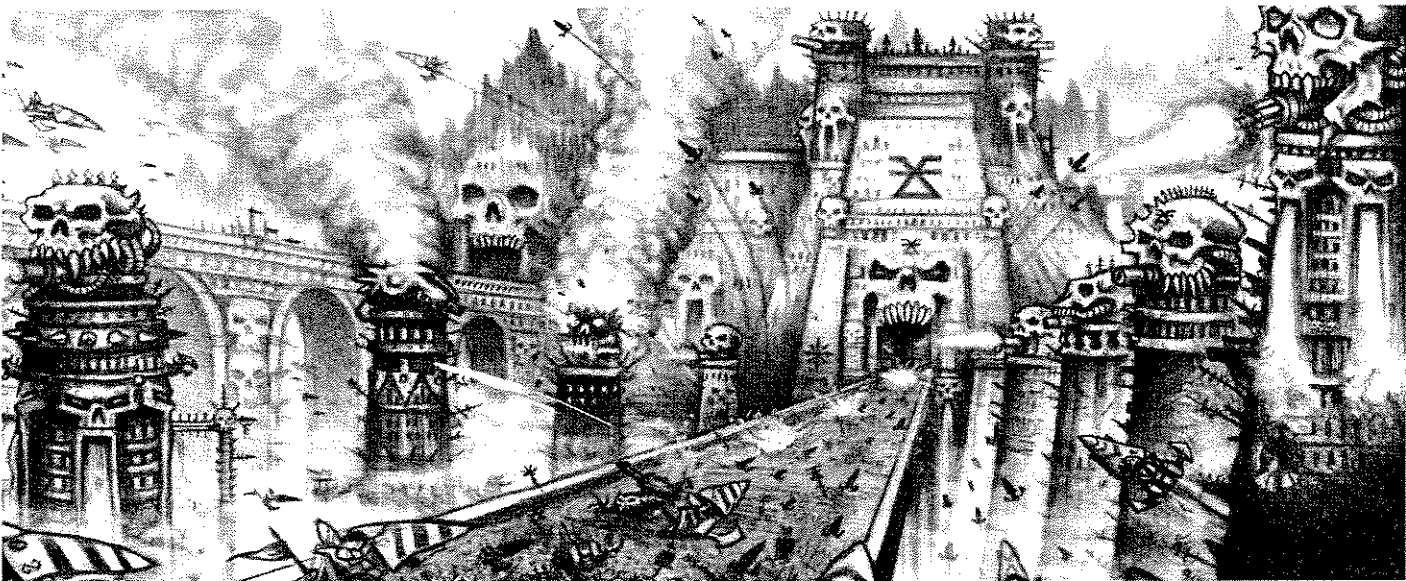
Slaanesh is the sensual Lord of Pleasure and his gifts allow his Princes to more fully enjoy the sensations that daemoniac life has to offer. The Daemon Princes revel in the terror of their foes and greet every new experience with equal welcome.

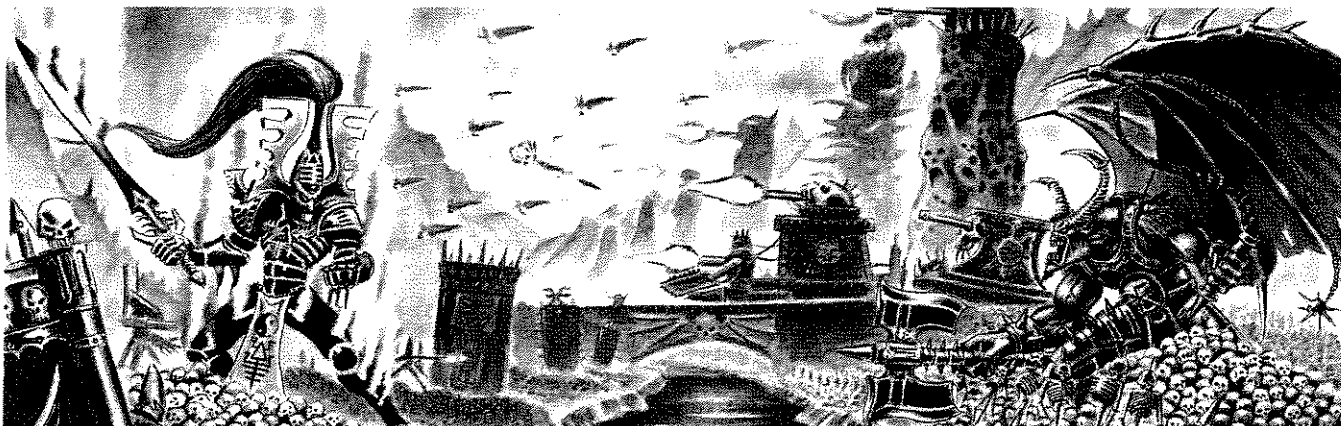
**Assault value.** A Daemon Prince of Nurgle may add up to 4 points to its assault value, and pays 2 points for each extra point of Assault. For example, to take your Daemon Prince's Assault up to its maximum of 10 would cost an additional 8 points.

**Aura of Slaanesh.** The Daemon Prince is surrounded by a tangible aura of ecstasy and depravity. Those caught within it's invasive musk are confounded by sensations of pure pleasure. Any detachment in close combat with the Daemon Prince must pass a Leadership test (before any dice are rolled for the combat) or take an additional blast marker immediately. This costs 5 points.

**Inspiring Commander.** The Prince of Slaanesh is an awe-inspiring sight, and its followers would gladly through themselves into the jaws of death if he were to lead them there. The detachment led by the Daemon Prince becomes Stubborn as long as the Daemon Prince still lives. This costs 15 points.

**Acquiescence.** The Daemon Prince can alter the minds of those around him, causing them to suffer bouts of vagueness and stupidity, detaching their minds from the world around them. Any model in base contact with the Daemon Prince which is forced to withdraw due to losing a close combat is automatically destroyed, The affected unit makes no attempt to disengage and is cut down by the Daemon Prince. This costs 5 points.





### **AND EVERYTHING ELSE...**

These are just a few ideas for personalising Daemon Princes, and there are many others which you can probably think of. For example, how about giving a Prince of Tzeentch an anti-tank psychic Doombolt? Of course, you'll have to sort out a suitable points cost with your opponents. Also remember that the existing special abilities may also be applied, if interpreted in a characterful way. For example, a Daemon Prince of Slaanesh with the Rampage ability might not necessarily tear through the enemy in a display of pure savagery like a Bloodthirster. It's more likely that it entrances its foes with a hypnotic glare and then cuts them down at a more leisurely pace, but is so unconcerned with its own well being (actually enjoying the pain of being shot and attacked) it will never retreat. Similarly, you could have a Daemon Prince of Tzeentch who can teleport itself and its bodyguard into the thick of the fighting. You could either say the whole detachment has the Infiltrate ability, or they could be deployed using the Drop Pod special rules.

### **DAEMONIC LEGIONS**

On the Daemon Worlds of the Eye of Terror, Chaos armies clash with each other in eternal battle. Some merely fight to prove their dedication to their god, others have more real ambitions and goals. The Chaos Gods themselves will throw their followers at each other in bloody conflict too, using a battle of minions for amusement or to decide some dispute between the great powers. The following Daemonic Legion army list allows you to field armies of this type, battling with other Daemonic Legions to see who is the victor. Occasionally a Daemon World may be attacked by other forces, such as an army from the Imperium led by the Ordo Malleus or an

Eldar Warhost intent on some alien mission. However, these are very special circumstances, and you would have to agree with your opponent before using a Daemonic Legion against an army which is not another Daemonic Legion.

A Daemonic Legion can choose allies from the Chaos Black Crusade or Waa-Ork army lists as detailed in the Armies and Enemies of the Imperium book.

You must choose a patron Chaos God for your Daemonic Legion. The Daemonic Legion can only include Daemons, Greater Daemons and Daemon Princes which follow the Chaos God of the whole Legion. For example, you cannot include Plaguebearers of Nurgle in a Daemonic Legion dedicated to Tzeentch.

Since Daemonic Legions fight on the Chaos-saturated Daemon Worlds of the Eye of Terror, any Daemons in the army are treated like any other troops. They are not summoned and start the battle deployed or in reserve as any other detachment.

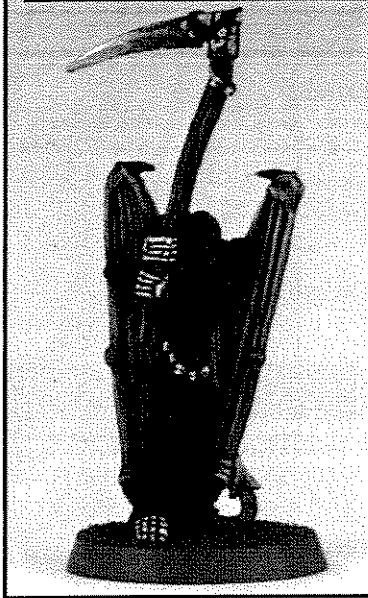
### **FORCES OF TERROR**

As well as Daemons, the Daemonic Legions of Chaos also contain many mortal followers. The majority of these are the foul Beastmen and their larger cousins such as Trolls and Minotaurs. There are also the ranks upon ranks of Chaos Warriors who battle with each other in bloody hand-to-hand fighting.

Note that Minotaurs and Trolls are mounted three to a base, like Tyranid Warriors.

commander become Stubborn and may reroll their leadership tests. If the commander (not just his bodyguard) participates in an assault or firefight you may reroll the dice for that combat.

**Daemon Princes of Nurgle, Khorne, Tzeentch and Slaanesh**



**Speed Range Firepower Assault Armour Special**

Daemon Prince      15      –      0      6      6+      Special



**Speed Range Firepower Assault Armour Special**

Beastmen	10	0	0	2	4+	
Beastman Champion						+Assault
Minotaur	15	0	0	4	5+	
Troll	15	0	0	3	5+	Save
Chaos Warrior	10	0	0	3	5+	Rampage
Chaos Champion			As Chaos Warrior			+Hero
Chaos Magus			As Chaos Warrior			+Psyker

**SUPREME COMMANDER**

**Commanders**

You may choose up to one commander

**Up to 1 Daemon Prince.....45 points**

Consists of Daemon Prince (Commander)

May choose up to two abilities out of the following list:

*Assault*.....+2 points

*Psyker*.....+10 points

*Rampage*.....+2 points

*Skimmer*.....+3 points

(See also the Daemon Prince options given earlier.)

**Daemonic Bodyguard**

You may choose up to one Bodyguard pack for your Daemon Prince

**Khorne Daemon Pack**

Consists of 1 to 5 Daemons chosen from the following list:

Bloodthirster.....29 points each

Bloodletters – Daemon unit

(*Rampage*).....11 points each

Flesh Hounds – Daemon unit

(cavalry).....16 points each

**Nurgle Daemon Pack**

Consists of 1 to 5 Daemons chosen from the following list:

Great Unclean One.....27 points each

Plaguebearers – Daemon unit

(*Psyker*).....15 points each

**Slaanesh Daemon Pack**

Consists of 1 to 5 Daemons chosen from the following list:

Keeper of Secrets.....25 points each

Daemonettes – Daemon unit

(*Psyker*).....15 points each

Fiends – Daemon unit

(cavalry).....16 points each

**Tzeentch Daemon Pack**

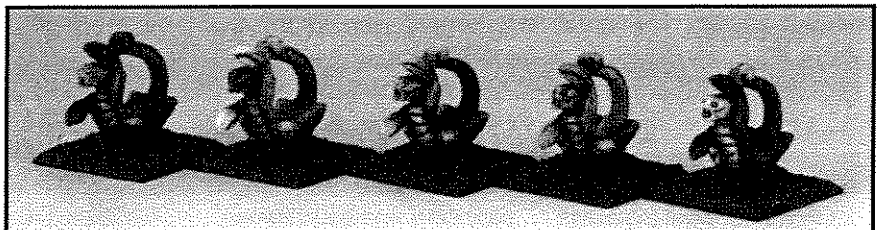
Consists of 1 to 5 Daemons chosen from the following list:

Lord of Change.....27 points each

Pink Horrors – Daemon unit

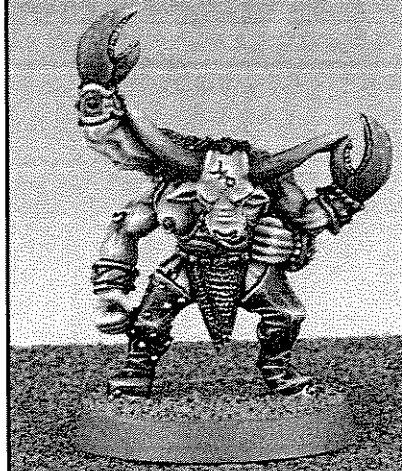
(*Psyker*).....15 points each

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



**Greater Daemon of Nurgle and Fiends of Slaanesh  
(Note: Fiends should be based in threes)**

**Greater Daemons of Tzeentch, Khorne and Slaanesh**



**Bloodletters of Khorne and Plaguebearers of Nurgle**



**DAEMON DETACHMENT**

**Commander**

You must choose a detachment commander

1 Detachment HQ (see below).....+25 points

**Khorne Daemon Pack**

Consists of 1 to 5 Daemons chosen from the following list:

- Bloodthirster.....29 points each
- Bloodletters – Daemon unit  
(*Rampage*).....11 points each
- Flesh Hounds – Daemon unit  
(cavalry).....16 points each

**Nurgle Daemon Pack**

Consists of 1 to 5 Daemons chosen from the following list:

- Great Unclean One.....27 points each
- Plaguebearers – Daemon unit  
(*Psyker*).....15 points each

**Slaanesh Daemon Pack**

Consists of 1 to 5 Daemons chosen from the following list:

- Keeper of Secrets.....25 points each
- Daemonettes – Daemon unit  
(*Psyker*).....15 points each
- Fiends – Daemon unit  
(cavalry).....16 points each

**Tzeentch Daemon Pack**

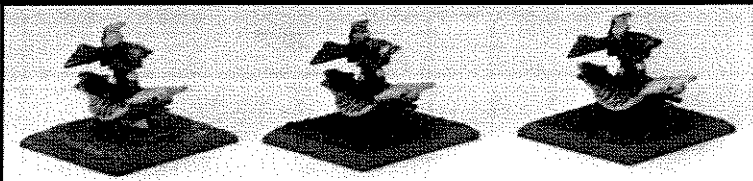
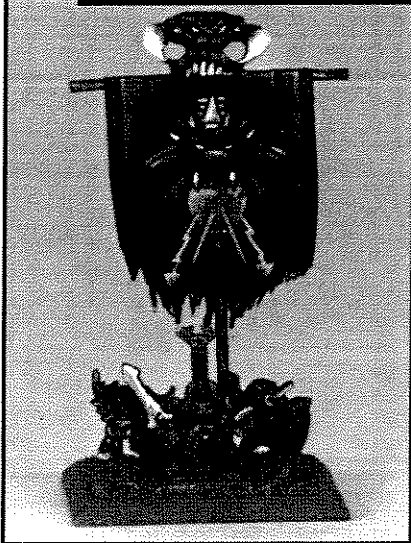
Consists of 1 to 5 Daemons chosen from the following list:

- Lord of Change.....27 points each
- Pink Horrors – Daemon unit  
(*Psyker*).....15 points each
- Flamers – Daemon unit  
(Jump Packs).....16 points each

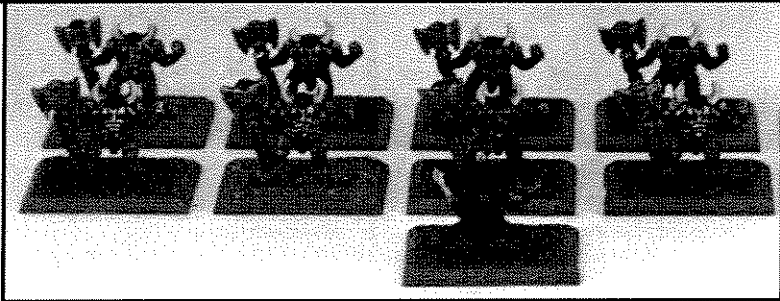
**Notes:** Any unit that is part of the detachment can be designated as the detachment HQ, subject to the chain of command. If this unit is destroyed, follow the chain of command below.

**Chain of Command:** Greater Daemon > Daemon

**Chaos Champion, Disc riders of Tzeentch and Minotaur Warband**



**(Note: Minotaurs should be based in threes)**



**MORTAL DETACHMENT**

**Commander**

You must choose a detachment commander

**1 Detachment HQ (see below).....+25 points**

**Up to 1 Daemon Prince.....45 points**  
 Consists of Daemon Prince (Commander)  
 May choose up to *two* abilities out of the following list:

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

(See also the Daemon Prince options given earlier.)

**Up to 1 Chaos Champion.....14 points**  
 Consists of 1 Chaos Warrior (*Hero*) unit.

Extra to upgrade to Juggernaut of Khorne or Steed of Slaanesh (cavalry)\* – Free

**Up to 1 Chaos Magus.....17 points**  
 Consists of 1 Chaos Warrior (*Psyker*) unit.

Extra cost to upgrade to Disc of Tzeentch (*Cavalry, Skimmer*)\* – Free

Extra cost to upgrade to Steed of Slaanesh (cavalry)\* – Free

**Main Force**

Choose up to 10 squads from the following list

**1 Chaos Warrior Warband.....7 points**  
 Consists of 1 to 4 Chaos Warrior units

**1 Minotaur Warband.....9 points**  
 Consists of 1 to 3 Minotaur units

**1 Beastman Warband.....5 points**  
 Consists of 1 to 4 Beastmen units  
 One unit may include a Beastman Champion (Assault) +1 point

**1 Troll Warband.....17 points**  
 Consists of 1 to 3 Troll units

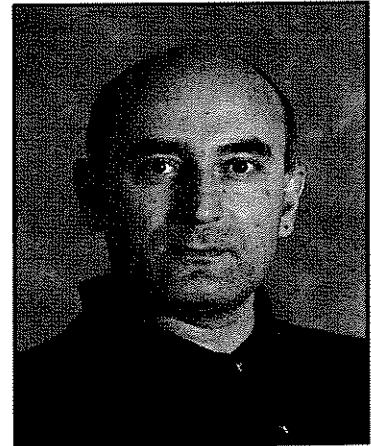
**Notes:** Any unit that is part of the detachment can be designated as the detachment HQ, subject to the Chain of Command. If this unit is destroyed, follow the chain of command

**Chain of Command:** Daemon Prince>Chaos Champion>Chaos Magus>Chaos Warriors>Beastmen Champion>Any other unit

# MODELLING WORKSHOP

By Robin Dews

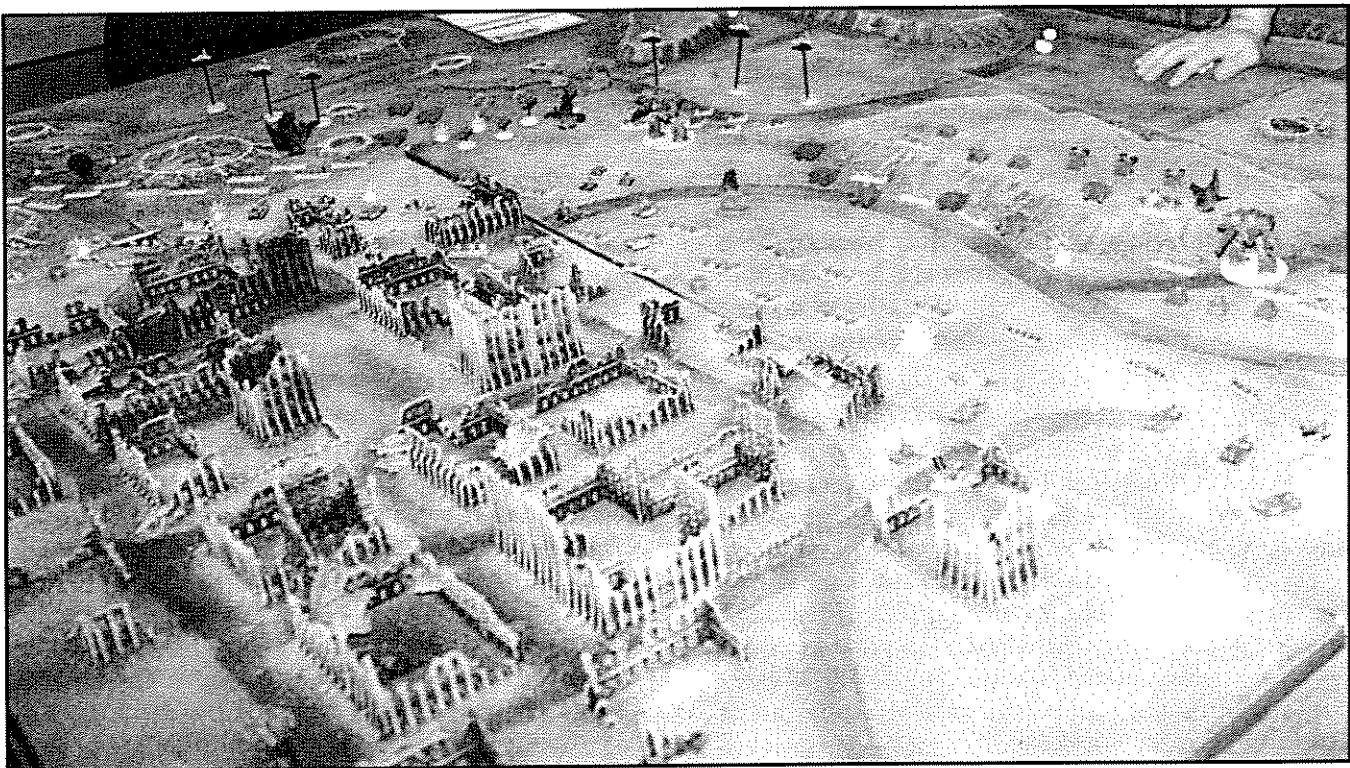
In this month's Modelling Workshop Robin talks about his love of building and gaming with fully modelled terrain boards...

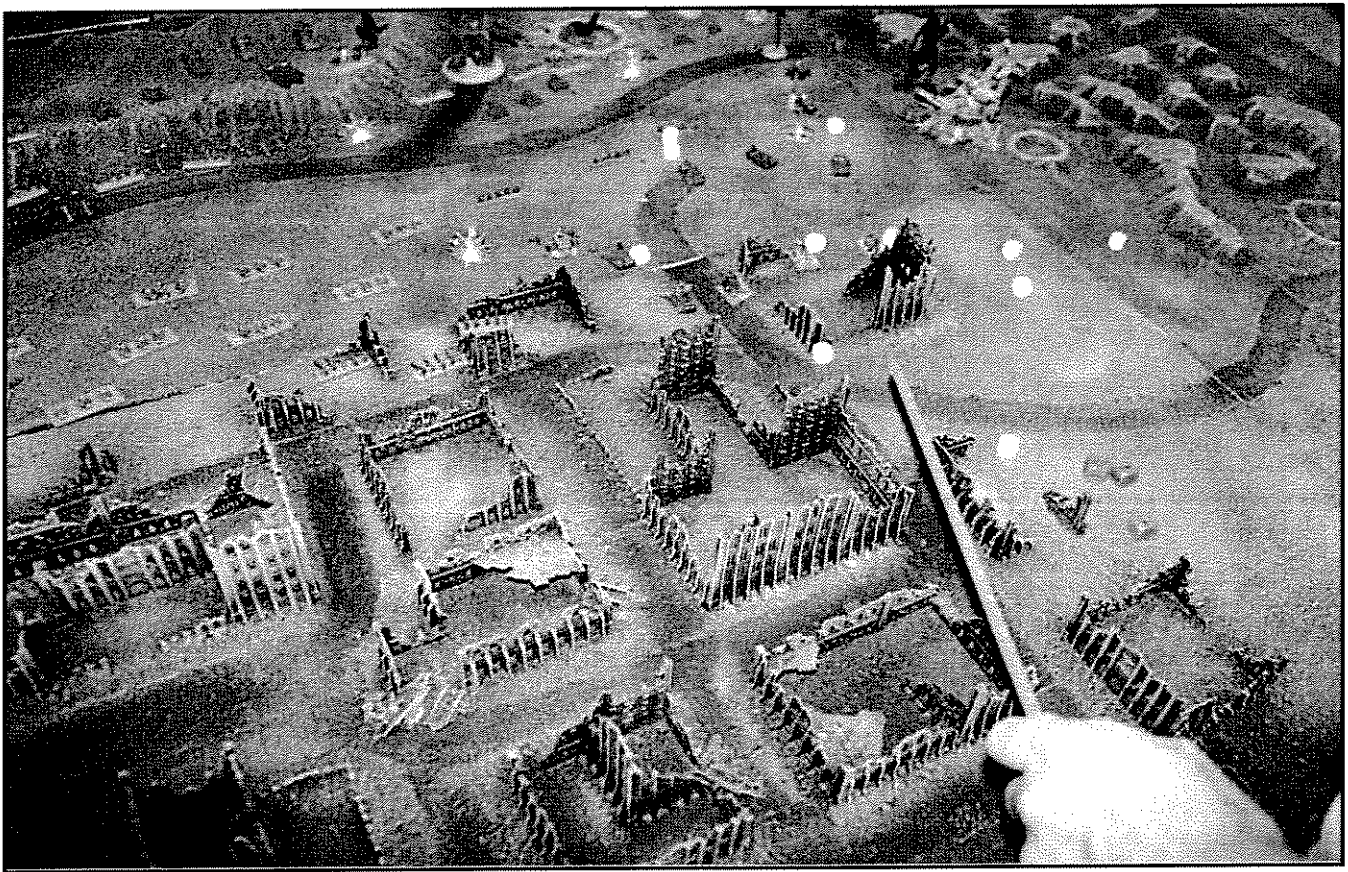


## A LONG TIME AGO...

Long before I started to play Warhammer and Warhammer 40,000, probably even before there was a Games Workshop (*yes I remember, people played in the streets with old tyres and sticks – Ed*), I'd been a wargamer. In the evenings and at weekends I would spend many happy hours painting up armies of model soldiers, creating battlefields and fighting dozens of different kinds of engagements from small skirmish games to occasional massive multi-player battles.

I also have to admit that I am a terrain maker. Maybe it comes from owning a model railway set at an formative age, but I've always loved the process of creating and modelling miniature landscapes. The first bit of wargames terrain I made was when I was about 11 years old. It was a WWI battlescene which I built on top of the cupboard in the corner of my bedroom, complete with paper-mâché trenches, barbed wire entanglements (fuse wire wrapped round a pencil really) and a wrecked MkI tank in the middle of a water filled crater – just like the ones I'd pored over





in books. To my 11 year old eye it all looked pretty spectacular and I would spend hours lining up my infantry in the trenches and simulating the bloody chatter of a maxim gun DAKKA! DAKKA! DAKKA! (*get on with it, Dews! – Ed*).

Where you actually play your games of Warhammer or Warhammer 40,000 comes down to how much space you have available – not only when you are playing the game, but also in terms of storage space between times. The luxury of a spare room that we can turn into a full-time games area is beyond the ability of most of us, and usually it comes down to the dining room table or the bedroom floor.

When we were doing the development work on Epic 40,000, we decided very early on that we wanted the battlefields themselves to look great, not just the miniatures we placed on them. That's partly why we came up with the fantastic plastic ruins you get in the game, because with a little effort (a quick spray with black paint followed by a drybrush with Shadow Grey, topped off by Skull White) anyone can use these to create some great looking terrain.

The other thing we learned early on in the development of the game was that due to the small scale of the miniatures in Epic 40,000 the tabletop really benefited from the addition of roads. Somehow they seemed to tie the different areas of the tabletop together, and not leave you looking at a ruined city in the middle of a field!

Needless to say, Andy and Jervis also enshrined this principle in the rulebook by giving all models a 5cm increase to their base rate move if they spend their entire turn travelling along the road, and a good rule it is too!

### **MONEY AND MOUTH!**

During one of our regular development meetings for Epic 40,000 (when everyone involved in the project sits around a table and argues about who's ideas are the best!) I told everyone that they should go off and bring back some examples of the kind of terrain they'd like to play on for the next meeting. Having banged on about how much I like modular terrain, no sooner had I said this than I realised that I would now have to put my money (and my modelling knife and

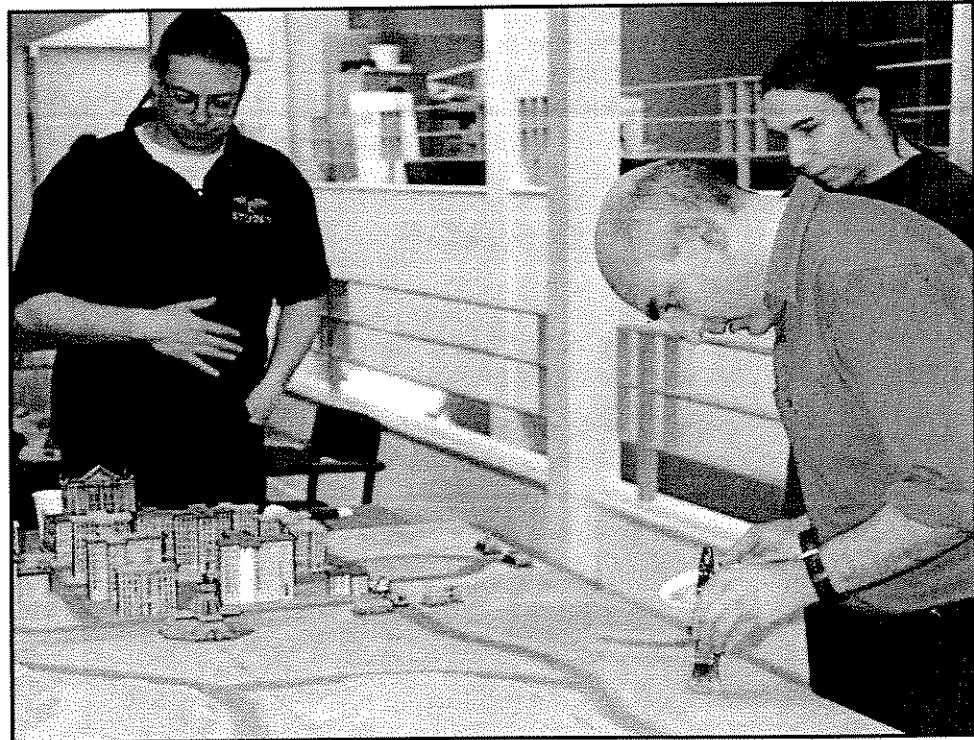
paintbrush) where my mouth was and go off and make some Epic 40,000 modular terrain. Little did I know when I started where this was likely to end up...

## MODULAR TERRAIN

Modular terrain is the name given to a type of wargames scenery that you make in discrete bits (modules – see!) and that you join together in a number of different ways to create a larger gaming area. I like this kind of terrain. So long as you plan a bit before you actually start to make it, you'll find that it's simple to build and will provide you with an almost endless variety of gaming set ups, particularly if you have a few hills and other bits you can move around on top. What pleases me is the way in which the rivers actually run through the battlefields rather than merely sitting on top, and the way in which the hills and other landforms actually become part of the landscape.

Once I'd committed myself to some serious terrain building, I started out by planning to make just four 4'x2' game boards. However, as it often does when I start a new modelling project, things rapidly started to get out of hand.

The photographs in this article show the two different sets of modular terrain that I ended up building. The first one is the Ash Wastes. This set-up consists of eight (count 'em) 4'x2' boards that include a fully modelled up city board. They are all criss-crossed with an interlinked road system that joins together whichever way you lay down the boards. Because of the size and scale of these, they are now stored in the gaming area at the Studio. The second set (the green ones) I made for use at home, and I designed these to be packed up and stored away under a bed or in a wardrobe.



## FIRST STOP...

The first stop was my local timber yard, although B&Q or Homebase or any other DIY store would do just as well. 4'x2' chipboard sheets should cost you about £1.25 a go, and so for a fiver you can get enough to create an 8'x4' table. The great thing about buying your gaming table like this is that when you've crushed your opponent and the battle is over you can tuck the battlefield under your bed and peace is once again restored.

## THE ASH WASTES

From the outset, I wanted the Ash Wastes to be a bleak and desolate landscape of dunes and gulleys, cut through with rivers of chemical waste and linked together by simple tracks eroded through the surface layer.

So, after buying the chipboard I went off in search of some polystyrene. Again at Do-it-All, B&Q or Homebase, you should be able to get polystyrene insulating board for about £1.25 a sheet. The mistake I made at this point was to have bought the chipboard before I bought the foam. When I tried to put the two together I found that one was cut to Imperial (that's feet and inches!) measures and the other was metric! This meant that I had to mess about cutting extra strips of foam and gluing them onto the chipboard where the edges didn't

quite meet! This was a pain in the bum. Buy the foam first and then ask the woodyard to cut the chipboard to fit. Most suppliers have a circular saw and will cut an 8'x4' sheet down

to any size you like and it will save you an awful lot of time and aggravation!

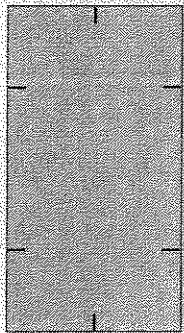
Having finally got my foam and chipboard cut the same size, the next task was to glue the sheets of foam to the boards. The best adhesive to use for this is a rubber solution such as Copydex as it doesn't shrink when it dries. It also doesn't attack and melt the polystyrene sheets like some solvent based glues will.

Finally, on the point of size, I've stated that I wanted my modules to be 2'x4' each, but there is no reason why you couldn't go for smaller (or even larger) sizes if you so desire. In practice, 2'x2' is about the smallest area you can work with, so that eight of them make up an 8'x4' table. However, I find that at this size you have to force the look of the terrain to make the roads and rivers work properly, and so I prefer the larger size. With 4'x2's you can also rotate them 'sideways' and they will still match up which gives you even more variety in your set-ups.

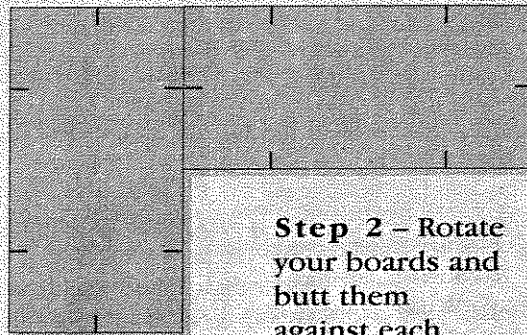
Back to the job in hand...

## ROAD RAGE

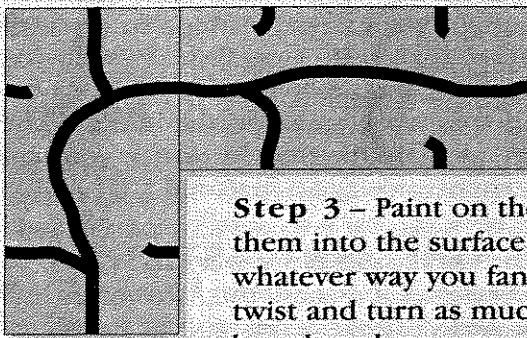
How do you make the roads join up? This is one of those things that is maddingly difficult to explain, but as simple as a simple thing to do. Here's the three easy steps...



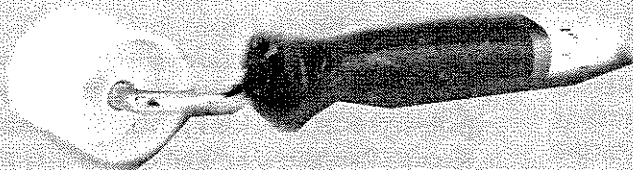
**Step 1** – Mark out the 6 points where the roads will enter and leave each board. These should be in the middle of each end and the same distance down the sides. On my 4'x2' boards, that's 12" from each corner.



**Step 2** – Rotate your boards and butt them against each other to see that the marks all fit together.



**Step 3** – Paint on the roads or gouge them into the surface with a roller in whatever way you fancy. Your roads can twist and turn as much as you like *on* the boards so long as you ensure that they *only* enter or leave at one of the previously marked points.



*This innocent little tool is used by decorators to smooth the edges of wallpaper when you hang it. It consists of about an 1" wide roller on a wooden handle and is just great for gouging out Epic 40,000 roads in polystyrene sheets!*

## PLANNING THE ROADS

The real trick when making modular terrain is planning out how to make the rivers and roads join up, no matter which way you lie the boards. I usually take the simplest approach to this although I'm sure some of you could work out a more complex mathematical formula involving phi ratios and golden means (yes yes! get on with it! – Ed)

On a 4'x2' board, the centre line of the road should be marked in the middle of each short edge (the 2' side). Once you've established this point you can turn the board sideways and mark the centre line of the road onto the edge of the next board and so on. You should therefore end up with each board having six points marked on it. One at each end in the middle of each board and two down each side 12" from the corner (see the diagram). Before you proceed further you should just check your boards to make sure that all the roads will line up.

I marked the roads on my boards by pressing a "wallpaper edge roller" into the polystyrene and impressing the road. This little tool is used by decorators to smooth the edges of wallpaper when you hang it. It consists of about a 1" wide roller on a wooden handle and is just great for marking out Epic 40,000 roads in polystyrene sheets.

When marking out your roads, don't feel that every road has to go somewhere! Some of the tracks, particularly those along the edge of the boards, can simply be marked onto the board for a few inches before they peter out. You'll find that once you start to butt the boards together these simply look like roads that come to a dead end or you can always place a ruined building or other model (perhaps a mine) at the end of them to give them some reason for being part of the landscape. In this way you will get a credible, 'realistic' landscape where the roads and other terrain features make sense rather than just being a random collection of differing scenic elements.

On the ash wastes, all of the hills and ridges were cut out of additional polystyrene sheets and glued onto the base sheet before the roads were marked out. This was done to enable me to create the feel of dirt tracks winding through mounds of slag and mining waste.

The river boards were a little more tricky, but used the same basic principles. Having worked out my road system on the basic boards, I decided that I wanted the rivers to meet at a point halfway between the road and the corner of the board. This placed the river centre line at a point 6" in from the corner of the short edge. Once I'd worked this out I marked out the meander of the river across

the board onto the polystyrene with a felt pen and then cut out the river with a hot-wire cutter. You could use a breadknife or modelling knife for this, but I would advise doing it outside as sawing polystyrene does get a bit messy!

Once I'd cut the sheet in half along the river banks, I glued them down to the chipboard, leaving a gap in between where I could paint in the toxic gloop of the chemical river.

### **ADDING TEXTURE.**

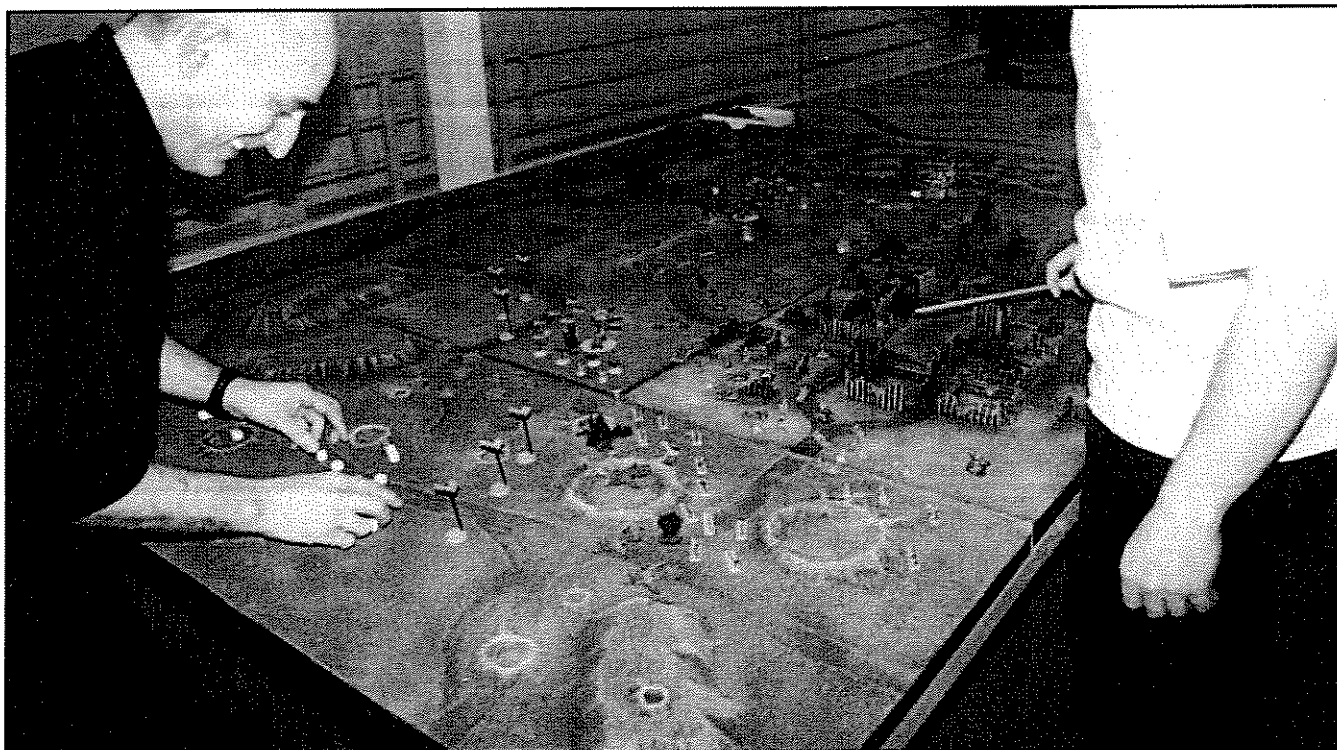
Once all of the boards were dry I set to work modelling them up. You do this for two reasons. The first is that they look better and the second is that it makes them more resilient to damage. Polystyrene is a very soft material and easily gets broken unless given a tough surface.

To texture my boards I simply applied a mixture of PVA glue and water and then scattered ordinary builders' sand onto the sticky surface. The PVA should be thinned down to a consistency similar to that of milk, and once the sand has been scattered over the surface, leave it to stand for five minutes or so before tipping away the excess grit. The best way to do this is to work on a big sheet of paper laid on the floor (or outside) so that you can collect the excess sand, tip it back into a box and keep re-using it. (The guys who work here in the model making department use big 6'x3' cardboard packing trays that they get from the bins at the back of MFI. They are great for doing this kind of work, because the sand collects in the tray and you can easily tip it back into your box.)

One thing to note here is that on my boards I left the roads (where I'd scored the polystyrene with the wallpaper roller) clear of glue and sand. This gave them a different texture to the rough surface of the rest of the boards, and made them look as if they had been eroded from the surface of the planet by the passage of endless mining convoys or long columns of large military vehicles. Once all of the boards had been sanded I left them overnight to dry thoroughly before moving onto the next stage.

### **SEALING THE SURFACE**

By now you should have four or more boards covered with sand and with bare patches that



show where the roads are. It's a good idea at this stage to once again check that all of the roads meet at the edges before you seal and paint them.

If you don't seal your boards, you'll find that the sand begins to wear off after a while to leave bald patches, and so even if you decide not to paint them and leave them looking like a desert planet it's a good idea to go this further stage.

To seal your boards, you simply brush them once again with a mixture of PVA glue and water, but this time include a little (about a desert spoon) of washing up liquid in the mix. The reason for this is that the washing up liquid breaks the surface tension of the water/PVA mix and allows it to flow smoothly around the grains of sand. Brush this mixture all over the sandy areas of your boards and then leave them to dry again, preferably overnight.

You'll find that not only does the sand not come off when you rub it now, but the surface has acquired a tough, stone-like texture that is quite resilient to knocks. When I sealed my Ash Waste terrain, I also mixed black emulsion paint with the PVA/Washing-up Liquid blend so that once this was all dry I was ready to move onto the painting stage. Of course you could equally use green, yellow, brown, red or

any other colour you wish depending on your planetary preference!

### **PAINTING THE BOARDS**

After three days of preparation (Day 1 – assembling the boards, Day 2 – applying the sand and Day 3 – sealing the surface) I was finally ready to finish the job!

Because I'd mixed in the black paint when I sealed the boards, all I had to do was drybrush them with Citadel Shadow Grey, followed by a final work over with Skull White to get the finish you can see in the photographs.

I used a chunky 3" paintbrush to do this (I bought it from a hardware store at the same time as the polystyrene). Tip some of the paint from the pot onto a bit of scrap cardboard and work it into the bristles of the brush. When the card appears to be dry and there is no more liquid paint to be seen, begin to lightly brush the surface of your game boards with smooth, rapid, even strokes. This is much more difficult to describe than it is to do, but you'll soon get the hang of it and the drybrushing technique across the sandy texture produces a fantastic looking result.

Finally, the Skull White highlight was applied just around the edges of the hills and any other raised areas just to give them a bit of extra relief.

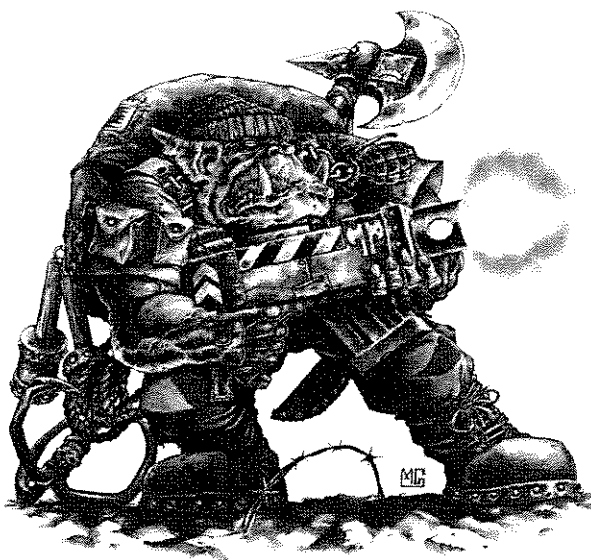
### **EXTRA BITS AND BOBS.**

On the finished boards, you can see two other features that I included just for fun. On some areas of the surface, I modelled on some craters before sanding and sealing the surface. This was just to provide some other areas of relief on what may have otherwise looked like a blank, featureless plain (they will hopefully also provide my troops with some cover when the shells come flying in!). Once I'd got my hands on the plastic ruined city pieces from the new Epic 40,000 game I just had to go the whole hog and model up a complete city board. This was done in exactly the same way as the other sections and I worked it out to ensure that all of the roads joined up. Before I sanded the board, I glued on the plastic ruins and then sealed them onto the surface with PVA/ water mix. I also went back and added extra piles of coral sand and larger rocks around the shattered buildings. You'll

find that pet shops, particularly ones that carry a good range of aquarium supplies, are just great as a source of interesting rocks and gravel for modelling with.

Finally, after the boards were dry, I sprayed the buildings black and then drybrushed them with a few different colours (green, rust red and dark blue) to create a bit of contrast with the uniform grey of the ash. The only problem with this city board is that it can't be stored flat, but it sure does make an impressive and characterful centrepiece for my Epic battles!

That's about it for now. I hope I managed to spark you off with a few ideas. I started out by saying that once I got going on building terrain, things rapidly got out of hand. In a future article I'll be talking about how to create 64 square feet of modular playing surface for less than £30, but that's for another issue.



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# FIREPOWER

## SCENARIO COMPETITION

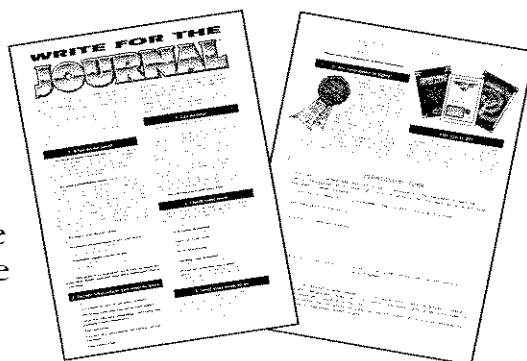
Can you write an Epic 40,000 scenario that's original and exciting?

Then why don't you?

Just read the submission guidelines on pages 28-29 and get writing. The battle scenario may incorporate any of the Epic armies but shouldn't be any more than 5000 points a side. If you want to include any of your own special rules for terrain effects, special detachments of troops, reinforcements or whatever, then go right ahead, but you must ensure that they are realistic, balanced and thoroughly playtested otherwise we cannot consider them.

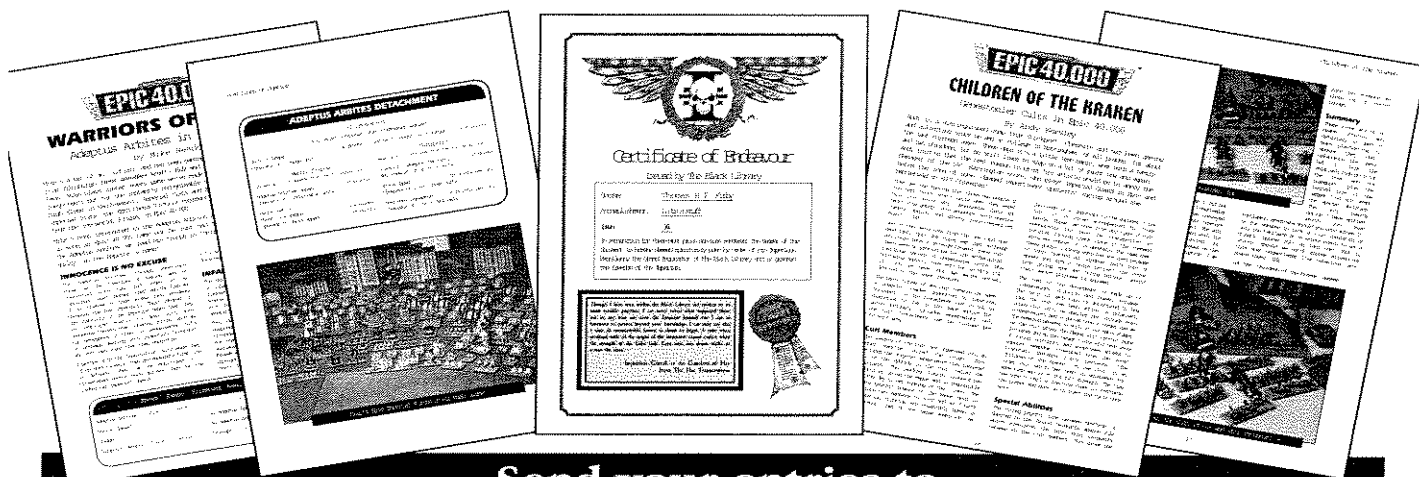
If you include a battle report complete with photographs of the armies taking part in the battle then all the better!

One entry per person. The closing date is 1st November 1998.



So what do you get out of it?

Not only will the best entry feature in the next volume of Firepower and the lucky author get their name 'up in lights' to become the envy of all their mates, but we'll also send out one of our very prestigious Black Library Approved Certificates and all manner of other goodies! But, don't despair if yours isn't chosen, because chances are that it may be used at some point in future anyhow!



Send your entries to:

**FIREPOWER** Scenario competition, The Black Library, Games Workshop Ltd,  
Willow Road, Nottingham NG7 2WS UK

# Andy's Gargant Big Mob

By Andy Chambers (surprisingly enough)

Andy kindly allowed us to enter his chambers and take a few snaps of his Ork Gargant Big Mob from the Piscina campaign. We took the time to 'grill' him on the unique manner of their construction so that you can get an insight into building really 'Orky' Gargants. As you have no doubt noticed from the inside covers, no two are the same.

My Gargant big mob was built as part of my Ork army for the Piscina campaign. The Ork background strongly emphasises individual Meks building Battlewagons, Buggies and indeed Gargants to their own design so I really wanted to have a bunch of Gargants that were all different! Fortunately it's really easy to convert Gargants because Ork stuff is rough and ramshackle in appearance anyway. There's also a great variety of bits that can be stolen from Gorkamorka vehicles for converting with as you'll see. Despite their individualistic appearance I use all these models with the stats in the Armies book (although I put the Mega Gargant's arms on the wrong sides, hey-ho).

**Mighty Nazdreg:** The Mega Gargant is one of the most recent additions to the mob. A *Rokkit Trukk armour plate* was used for the shoulders, with its ram, plus another one being used for the Mekboy weapons. Most of the turrets were replaced with assorted *battlefortress/Squigoth* and *Battlewagon turrets* and I used an *old Great Gargant head* to replace the one from the Mega Gargant kit. The close combat weapon is the ball from a *Gorkamorka Wrecker Trukk* and I replaced the towers on the back of Gargant with a *Squig Katapult frame*. As a final touch raised the whole up a bit by placing extra track links under it and I cut off the spikes on the front of the hull, replacing them with ones from a Gorkamorka vehicle (can't remember which).

**KillBoss:** This is a pretty straight Great Gargant model, though I replaced the belly gun with one from an old-style Great Gargant and used the original belly gun as hydraulic ram on the Super Lifta Droppa. I also added a few extra platforms on the front of the hull so

I could put some Ork models on the outside of it – I always envisage Gargants as having loadsa boyz hanging off the outside of them.

**Dethkrusha:** A Gargant from my original Ork army for Space Marine. This one's a bit of a curiosity because it's a resin-cast body (some were made under license years ago as an experiment) which used the old Gargant heads and guns. The only real change I made until recently was to replace the shoulder turrets with ones from the new Gargant and put some crew figures on it. However Dethkrusha got blown away so many times in the Piscina campaign that I put some battle damage on the model by drilling holes in it, wrecking its right shoulder and replacing the turret with big gunz and putting some scaffolding over the holes I'd made.

**Skumburna:** This is basically a new Gargant hull with some additions to make it interesting. I've always liked tracked Gargants so I replaced its feet with *Battle Fortress tracks*, and for good measure I stuck the roller from a fortress on the front and *fortress turrets* on the shoulders. The belly weapons are *Flakwagon guns* and the left arm weapon is a *40K Multi Melta*.

**Gunhed:** This is an old Great Gargant hull. The feet were replaced with the ones saved from Skumburna, which helped to raise up the whole thing a bit. I missed off the head so that I could use a Great Gargant shoulder turret and some Orky teeth cut from a *Gorkamorka banner pole* to create an 'open topped' Gargant. The arm weapons are from a Great Gargant and a *40K Hellbound*. The aerial is also robbed from 40K, a *Griffon mortar crewman's back pack*.