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WARHAMMER

EPIC 40,000

MAGAZINE

Issue 2

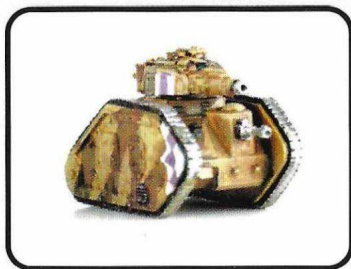


WAAAGH! GARGANT

Gargants in Adeptus Titanicus II

Updated Ork detachments

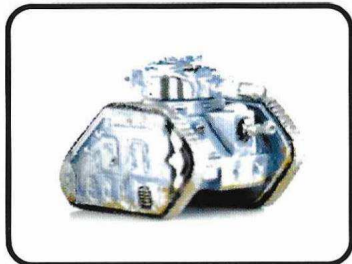
Leman Russ Variants



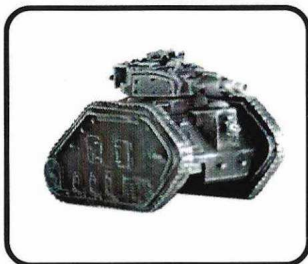
Conqueror



Vanquisher



Conqueror



Conqueror

LEMAN RUSS VARIANTS

Resin models.



Executioner



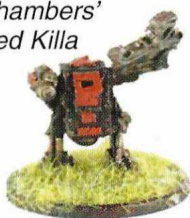
Vanquisher



*Andy Chambers'
converted
Battlewagons*



*Andy Chambers'
converted Killa
Kans*



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New for Epic	2
Jervis takes a look at what's new for Epic 40,000.	
Adeptus Titanicus II	4
Errata and updated rules for AT II, and Jervis answers your questions.	
Vehicle Variants	10
New rules for vehicle variants.	
Leman Russ	14
New variants on the basic Leman Russ by Jervis.	
Questionnaire	17
Your chance to tell us what you'd like to see for Epic.	
Super Heavy Tanks	18
The Baneblade, Shadowsword and Leviathan for AT II.	
Third Wave	24
Andy Chambers updates Ork detachments.	
Orkimedes Kustom Gargants	28
Gargants and Battle Fortresses in Adeptus Titanicus II.	
Mail Bag	37
Your letters.	
Firepower	44
Community section, back listing all the new and experimental rules.	
Mail Order	45
Re-release of the Mega-Gargant and other Orky bitz.	
Catalogue	47
The complete list of all the available Epic miniatures.	

— Warwick Kinrade

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NEW FOR EPIC 40,000

by Jervis Johnson

Warwick has foolishly allowed me a couple of pages in EpicMag 2 to tell you about 'what's in the pipeline' for Epic. Little does he know that I plan to hijack this section and use it to rant on about how I think things are going with Epic, as well as where I want things to go in the future.

I'm going to start off by apologising, because I feel that I really should have got more done for all of you Epic players over the last 2-3 months, especially in terms of getting new models commissioned and under way. Unfortunately the nitty-gritty detail of setting up Fanatic has got in the way of doing fun stuff like making new models, and meant that I have been spending my time sorting out things like tracking down items that are missing from the Epic range of miniatures, and trying to figure out how to make the Epic game itself available again. The good news is that these things are either sorted out or pretty much sorted out, which means that from now on I'll be able to concentrate more of my efforts on getting new stuff made – and a jolly good thing too if you ask me!

This is not to say that we haven't managed to generate any new material over the last few weeks, just not as much as I'd have liked. What we have got are new rules for tank variants, which tie in with an article about the new Imperial tank variant models we have brought out, and updated Ork detachment lists that better reflect the nature of the Orks in the current edition of 40K. The Adeptus Titanicus II rules back in EpicMag One generated a lot of interest and feedback, and not a few questions thanks to a couple of embarrassing typos which I managed to add to Gav Thorpe's otherwise perfect manuscript (sorry Gav!). In this issue of EpicMag you'll find a follow-up to the first article that corrects the gaffs and further refines the rules, and new sections that add rules for Imperial super-heavy vehicles and Ork Gargants to the ATII rules.

While on the subject of ATII, quite a few players asked why (oh why!) I just dived in and made the rules an official expansion to the game, rather than a set of experimental rules. This is a valid question, because in many ways it would have been better to give the ATII rules more time to 'bed down' and become accepted, and presenting them as experimental rules would have achieved this. However, my instinct then, and still is now, is that what Epic needs is a jolly good shot in the arm which will get people talking about it and playing it again. Let's not pussyfoot around on this subject, Epic is a game system that is in need of urgent help and its not going to be saved by any half-measures. Diving in with the ATII rules was the method I used.

The other thing I should point out is that in Fanatic we are much more capable of reacting quickly to feedback about the rules we publish, and have no qualms about modifying or changing things we've published if they require fixing. In other words, we're not going to just publish rules and then refuse to change them until a 'new edition' comes out; if something needs sorting out, we'll sort it out! To be honest we almost have to adopt this approach, as we simply don't have the time and the resources to play-test our rules to the extent that GW's other rules are. I know that some of you may prefer that we only publish fully-tested material, but I know that if we go down that path it will cut the amount we can do in half. Or to put it another way, better to 'publish and fixit' than not to publish at all! The follow-up article in this issue is a good example of this kind of thing. More to the point many of the modifications we've made in the article are based on feedback we've received from players based on their own experiences when they used the rules. This means that you can join in with the development of your favourite game; if there is something that you do or don't like, tell us, and if there is something that doesn't seem to work or make sense or could work better, let us know. We'll take your feedback, add it to the melting pot and use it to help us develop Epic into the best game it can be.

Part of the reason that we are able to use this new approach is that we can now archive new rules material onto the internet and be fairly certain that almost any player of our games will be able to get access to it. This is a very new state of affairs, and I think its going to make the art of games development much easier. Basically, the internet means that there can be a one stop location where players can go to get the latest information on their favourite games. What's more its cheap and easy to do, not just for you guys, but also for us in the Fanatic bunker. By the time you read this we should already have started this process by 'archiving' PDF versions of the ATII rules article from EpicMag One onto the Fanatic web site and also in the Epic section of the Games Workshop web site. Over time we'll be building up the range of Epic on-line resources so that it includes any material you need in order to play which is not in print. Some people have asked if I think that this service will make 'old-fashioned' media like this very magazine obsolete, but I don't think it will; a printed PDF will never be quite as satisfying as a properly printed and bound magazine, and in any case we don't plan to archive everything onto our web site, just the material a player really needs to have in order to play the latest version of Epic.

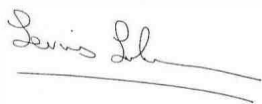
The other main thing I've been working on for Epic is making the rules and models available again. We've now got to the stage where the full 'Epic 40,000' range is available from UK Mail Order, and we should be able to fill the gaps in the US Mail Order range in the next few weeks. In future issues of EpicMag I plan to do 'limited releases' of older Epic scale models made for previous versions of the game. For example, quite a few people have asked about the possibility of us re-releasing the original Eldar Phantom Titan and original plastic Warlord. The answer to such questions is a qualified yes, in that for a variety of reasons we can't permanently return these models to the Epic range, but can make them available for a limited period of time on a 'first come first served' basis. Watch out for more on this next issue, and make sure you send in the Epic Questionnaire if there is a specific model you would like us to re-release (see page 17).

Models aside, we're also making the Epic rules available again. The way we've gone about doing this is to make a new 'Players Edition' of Epic 40,000 which consists of the three rulebooks from the Epic 40,000 box and all of the card counters and templates from the boxed edition – in other words everything you need in order to play. All of the other items that used to be in the box will be available separately from Mail Order. The main benefit of the new edition is that it is very easy for us to produce and store, which will allow us to make sure that the game can remain permanently in the GW range – and that has to be the most important thing of all really doesn't it?

Well, I've just about run out of space now, but before I sign off I must point out the stirring work that Tony Cottrell and the rest of the Forgeworld team have been putting in supporting Epic. Not only have they made an extensive and jolly useful range of Epic scale fortifications and roads, but they have also started making some awesome new Epic scale resin buildings – I've just seen Tony's new 'tractor factory' model and can really only say it has to be seen to be believed. Apart from terrain Tony has also made three new Leman Russ Variants in resin for us, the rules for which appear in this issue of Epic magazine. Anyway, check out the pictures of some of the Forge World models elsewhere in this magazine, and if you like what you see why not visit the Forge World web site at www.forgeworld.co.uk.

That's all for now. Don't forget to write if you have any comments or suggestions. As for me, I'm going to get cracking on having some new Epic scale models made...

Best regards,



Jervis Johnson

Head Fanatic

ADEPTUS II TITANICUS

ADEPTUS TITANICUS II ERRATA AND Q&A by Jervis

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

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

BLAST MARKERS

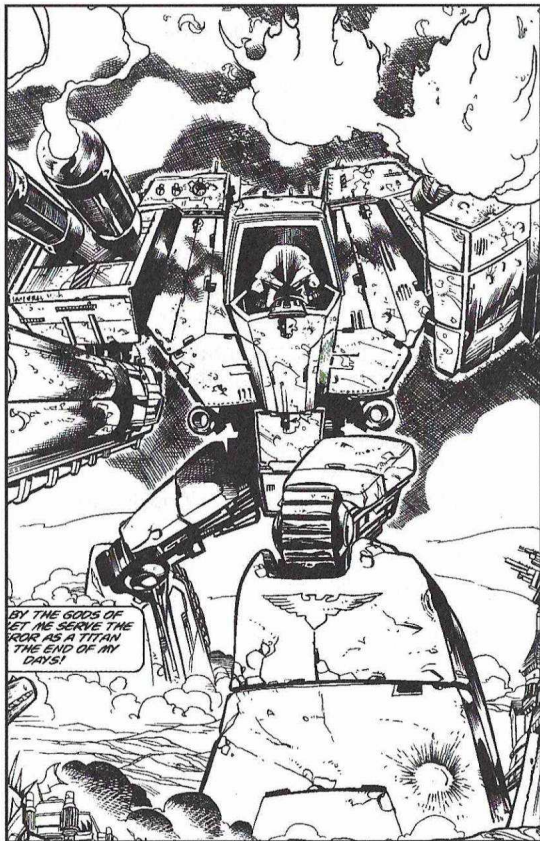
The fact that blast markers don't effect Titans has been the biggest bugbear players have had about the new ATII system, and with hindsight I can see that I did go a bit too far by saying that Titans were simply not effected by them at all. Bearing this in mind, and with suitable humility on my part,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

PLACING BLAST MARKERS ON TITANS

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

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

In addition a Titan that loses a Firefight will



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

THE EFFECT OF BLAST MARKERS ON TITANS

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

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

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

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

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

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



REMOVING BLAST MARKERS & SYSTEM OVERLOAD

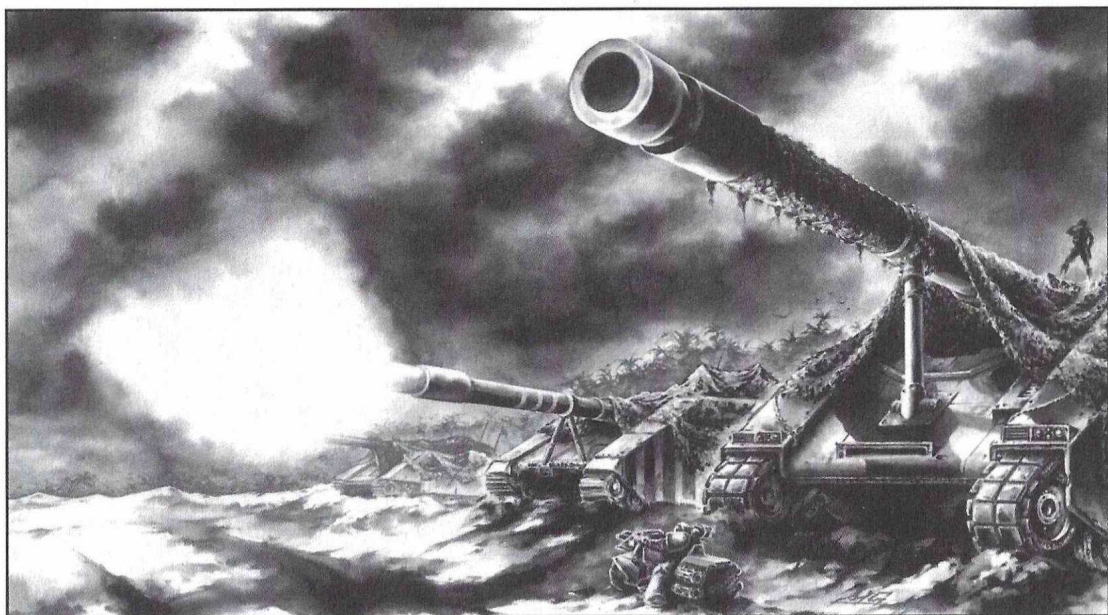
Titans remove blast markers as described in the Epic 40,000 rules. However, a Titan that has 10 or more blast markers remaining *after* it has rolled to remove blast markers will suffer a system overload and take damage.

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

TITANS IN FIREFIGHTS

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

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



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

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

VEHICLE & INFANTRY FIREPOWER

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

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

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

TITAN GUNS

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

TITAN CLOSE COMBAT WEAPONS

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

EPIC 40,000 WEAPONS

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

ATII Q&A

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

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

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

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

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

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

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

Designers Note: We place cotton-wool 'smoke'

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

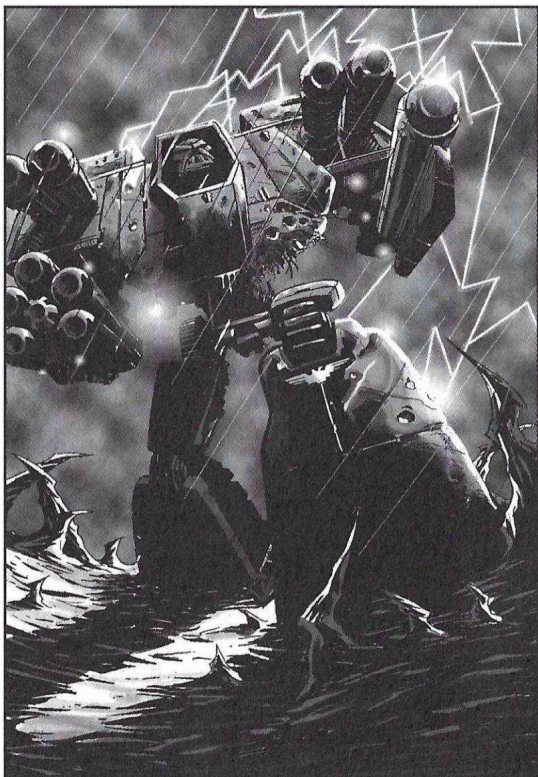
Q: Warhounds are organised into detachments. How does his work with regard to order of movement and shooting?

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

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

A: Yes.

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





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

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

A: Yes.

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

A: They don't.

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

A: They re-roll the to hit dice.

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

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

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

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

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

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

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

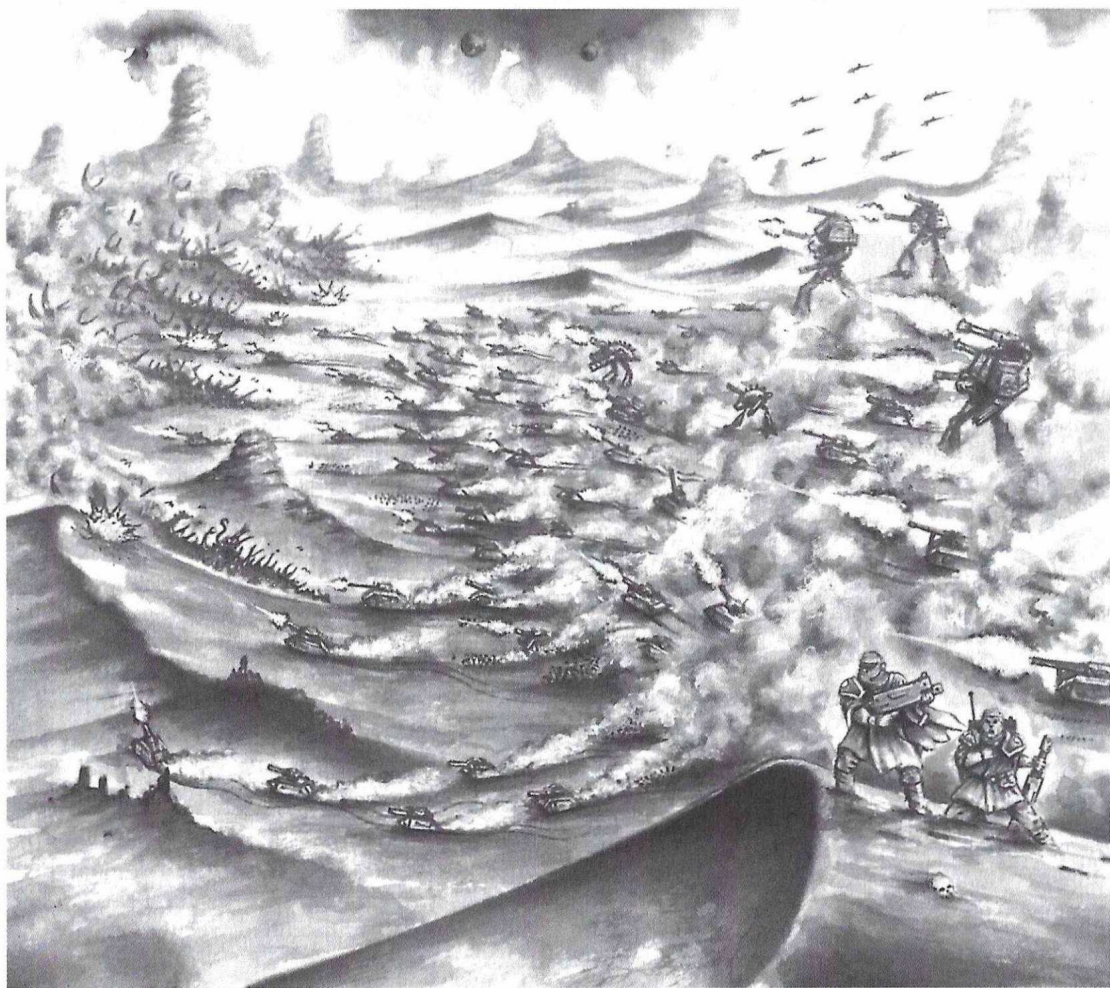
A: Random locations are found by rolling a D6 once for the facing (1-2 = Front, 3-4 = Side, 5-6 = Rear) and then rolling again on the appropriate hit location table. Do not aim 'high or low' with random hits, just roll the D6 and look up the unmodified result on the hit location table.

Vehicle Variants

by Jervis Johnson

Until now it has been common to represent different vehicle variants in Epic with the same set of characteristics. For example, all of the different Ork battlewagons are represented by the same set of characteristics. This has been something of a bone of contention between the old school 'Net Epic' and Space Marine players who love the detail of the old system (where such vehicles were different, and the new breed of Epic 40,000 who love the playability and greater tactical depth of the new game. Now, it will come as no surprise to hear that I place myself firmly with the later group. However, both myself and fellow Epic 40,000 designer Andy Chambers have come to feel that we can allow for *some* variation between different types of broadly similar vehicles, just as long as we're careful not to end up disrupting the smooth Epic game system as we do so.

The answer we feel is to apply the principles of the 'Specialists' and 'Special Ability' rules to variant vehicle designs, in much the same way that they apply to infantry units. For example, an Imperial Guard Heavy Weapon squad is shown in the Guard list by the notation 'As Imperial Guard + Heavy Weapons'. It seemed to us that we could apply just the same principle to vehicles as well, representing, for example, the old DeathRolla by the notion 'As Battlewagon + Assault'.



Unfortunately just using the existing Specialist rules didn't always work, so we've come up with the following list of 'Vehicle Variant' special rules. In this issue of EpicMag we make use to these new rules and principles in the articles about the Leman Russ Tank variants and in the new 3rd edition Ork Detachment rules. We also expect to use these rules in future articles about other tank variants.

Tank Variants

Sometimes models of a common vehicle will be modified to carry out certain specialised tasks. Just like specialist infantry, the vehicles are modified to become better in assaults, fire at longer ranges, act as transport vehicles, and so on. For example, the Leman Russ Conqueror is a variant of the Leman Russ with a lighter gun that allows it to shoot more easily on the move, allowing it to move more quickly around the battlefield. The effect of these different vehicle variants on the Epic rules are listed below.



IMPORTANT: Sometimes the 'vehicle variant' rules may apply to a unit which is 'technically' an infantry unit under the Epic rules (a variant artillery piece, for example); this makes no difference to the way that the following rules are applied.

In addition the following rules can be applied to flyers; once again this makes no difference, except that modifications that would reduce the flyers speed instead reduce both the flyer's assault values by 1 each per 5cm of movement reduction.

Anti-Personnel

The vehicle has had its normal weapons replaced with weaponry which can lay down a hail of fire that is especially effective against infantry and light vehicles.

Anti-personnel vehicles ignore their original firepower value and instead count as being armed with an 'Anti-Personnel' super heavy weapon. This is a new type of super heavy weapon which works in the following manner:

When shooting with an anti-personnel super heavy weapons roll a number of dice equal to the units firepower. Discard any 6's that are rolled, and then discard misses and allocate hits with the remaining dice as you would for a normal firepower attack. Note: you do not use the firepower table for this attack.

Assault

The vehicle has been modified to carry very short-ranged and close assault weapons such as flame-throwers and spiked rollers.

Assault units add +1 to their normal Assault value but their Range is reduced to 15cm.

Fast

The vehicle has been stripped of its heavier weapons and/or its armour to allow it to travel more swiftly across the battlefield.

Fast vehicle variants have their Speed value increased by +5cm. However their Firepower is reduced by 1 point. If this would reduce the vehicle's Firepower to '0' then its armour is reduced by 1 instead.

Flak Battery

The vehicle has been modified to carry weapons and targeting equipment capable of engaging enemy flyers.

Flak vehicles have their Firepower value halved (rounding up), but gain the 'Flak' special ability.

Long Range

The vehicles main armament has been extended and it can now shoot at a greater range.

The vehicles range is increased by 15cm but due to the extra weight of the larger gun the vehicles speed is reduced by 5cms.

Self-propelled Artillery

The vehicles normal weapons have been replaced with one or more long range artillery pieces.

The vehicle's range is doubled, but it may not fire at targets which are *closer* than its original range (i.e. a vehicle with a range of 30cm would have a new range of 30-60cm). In addition the vehicle can now use the artillery special rules on page 45 of the Epic 40,000 rulebook.

Shootier

The vehicles normal weapons have been supplemented by additional weapons which increase its firepower. However the extra weight of the weapons and their ammunition slows the vehicle down.

The vehicle's firepower is increased by 1, but its speed is reduced by 5cm. Vehicles with Anti-Tank or Anti-Personnel super-heavy weapons receive one extra shot instead. Vehicles with Barrage super-heavy weapons improve to Heavy Barrage instead.

Siege

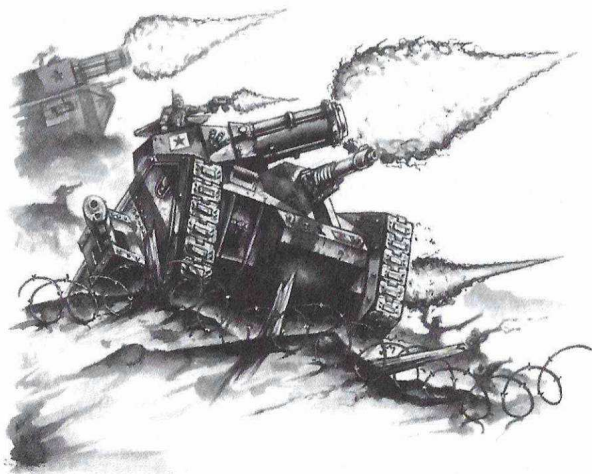
The vehicle has been modified to carry short-ranged weapons designed to support other troops making an assault against fortifications.

Siege units count as having the Close Support special ability but their Range is reduced to 15cm.

Tank Destroyer

The vehicle's main gun has been replaced with a new gun designed to be especially effective against enemy armoured vehicles.

Tank destroyers ignore their original firepower value and instead count as being armed with an 'Anti-Tank' super heavy weapon.



Tank commander Manteris stood in the hatch of his Vanquisher, his torso exposed to the outside elements. The desert of ash stretched out as far as his eyes could see. In the distance a hive jutted up on the horizon like a dragons tooth rising into the dark grey cloud layer. Wind blew the sulphur-stained ash into the tank commanders face. He surveyed his battleline, to both his left and right Leman Russ battle tanks of the Imperial Guard, covered the desert.

"Orders from command" said the comms officer from inside the Vanquisher. Manteris broke out of his quiet reprieve and looked back into the tank.

"What?" he snapped.

"The rebels are grouping at the base of the hive we must advance and purge" continued the comms officer.

"Very well alert all the other platoons, we advance" ordered the commander.

Like an army of marching ants, as one, the Leman Russ moved across the desert. The hive slowly began to grow as the army of tanks advanced towards it. The first sign of the renegades appeared in the form of rebel fighters flying out from the hive. The few Manticores and Hydras present opened fire, tracers lit up the overcast sky. Of the five fighters one was hit, plumes of dark brown smoke escaping from its rear as it sharply descended into the ash dunes. The remaining four turned tail and headed back to the hive. Obviously a reconnaissance more than an attack mission thought the commander.

The air became visibly denser as they approached the hive, wisps of yellow fumes danced in the atmosphere. The hive loomed ever closer.

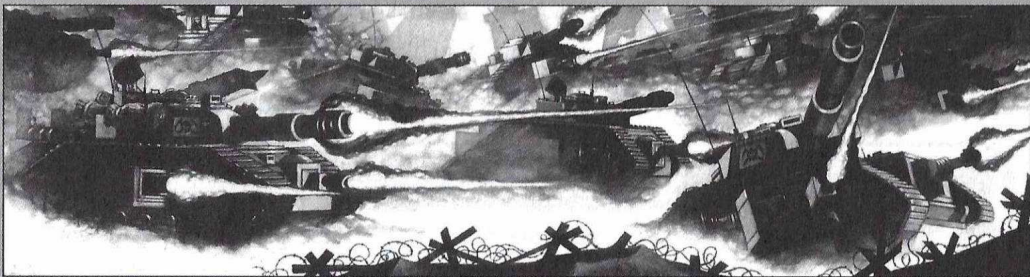
"Enemy spotted" reported the comms officer from below.

"Alert all platoons, prepare to engage" ordered Manteris. As the exhaust smoke of countless enemy tanks came into view. "This is going to be a tough one" the commander muttered to himself.

The Vanquisher spoke for the first time that day. The large shell hitting a renegade tank with such velocity as to send the twisted metal carcass flying back 30 feet into another enemy vehicle, which promptly exploded. The gunnery crew panted as they reloaded the vanquisher cannon with drilled efficiency.

"Fire again, range 200, trajectory 5.8" said the commander, still halfway out of the hatch, surveying the battle. Once more the cannon fired. Again an enemy tank collided with the shell, ripping the the vehicle's metal frame apart this was quickly followed by a second explosion as its fuel tank erupted. Enemy fighters screamed overhead, and explosions reverberated all around the Vanquisher. Dust, ash and metal flew up into the air causing Manteris to duck inside the turret for the first time since the battle started. When he rose back out of the hatch he saw the fighter's firepower had been completely indiscriminate, and both enemy and Imperial Tanks were sprawled across the area.

The space created by the devastation was soon replaced by more warring tanks. This is definately going to be a tough one thought Manteris for the second time that day.



LEMAN RUSS

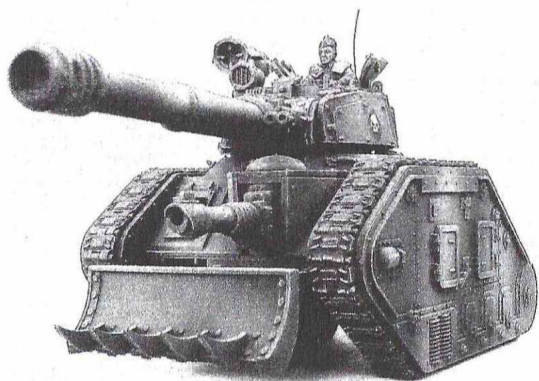
Workhorse of the Imperial Guard

by Jervis Johnson

Although the Land Raider may be the most sophisticated of Imperial Tanks, and the Baneblade the most heavily armed and armoured, it is the Leman Russ which is by far the most important of the armoured vehicles in the Imperial inventory. It has been estimated that if all of the Leman Russ in Imperial service were placed end to end, then they would stretch from the Adeptus Mechanicus Workshops on Mars to the gates of the Imperial Palace on Earth. Whether this piece of statistical sophistry is true or not, it is an appropriate image, for the Leman Russ produced by the Imperium's workshops are one of the most elements in the defence of the Imperium.

Although over 90% of Leman Russ in service are the standard model, or the standard model with very minor local variations, there are dozens of significantly different variants also in service. Some of these are extremely rare. Only one working prototype of the Leman Russ Arachnos variant, which replaced the tracks with eight robotic legs, is known to exist, and other variants are equally as rare. However, some of the more successful variants have become well established over the millennia, and are now a standard part of the inventory of most Imperial Guard armies. Amongst these by far the most popular are a triumvirate of designs, called the Leman Russ Conqueror, Leman Russ Vanquisher, and Leman Russ Exterminator <or it sit Executioner – please check. I'll use Exterminator for now>. This article provides rules and background for the use of each in games of Epic 40K.

THE LEMAN RUSS VANQUISHER



The Leman Russ Vanquisher is a more sophisticated version of the basic battle tank. The Vanquisher is becoming increasingly rare as the skills and technology required for the construction of the vanquisher battle cannon were lost when the forge world Tigrus was overrun and scoured by Ork Warlord Arrgard the Defiler in M35. Those Vanquishers that remain in service are carefully maintained and only granted to tank crews who have proved themselves in the heart of battle.

Since the loss of Tigrus, the Adeptus Mechanicus has made strenuous efforts to reproduce surviving Vanquisher cannons on selected forge

worlds, those renowned for devotion and favoured by the Machine God with the most skilled munition-adepts. These forge worlds have been granted some success. Although slow and fraught with difficulty, Gryphon IV and Stygies VIII have both resurrected their own versions of the Vanquisher cannon. Other forge worlds still continue their own work and pray for similar success.

Imperial Guard regiments equipped from Gryphon IV or Stygies VIII are now starting to field small but increasing numbers of Vanquishers again.

Speed

Range

Firepower

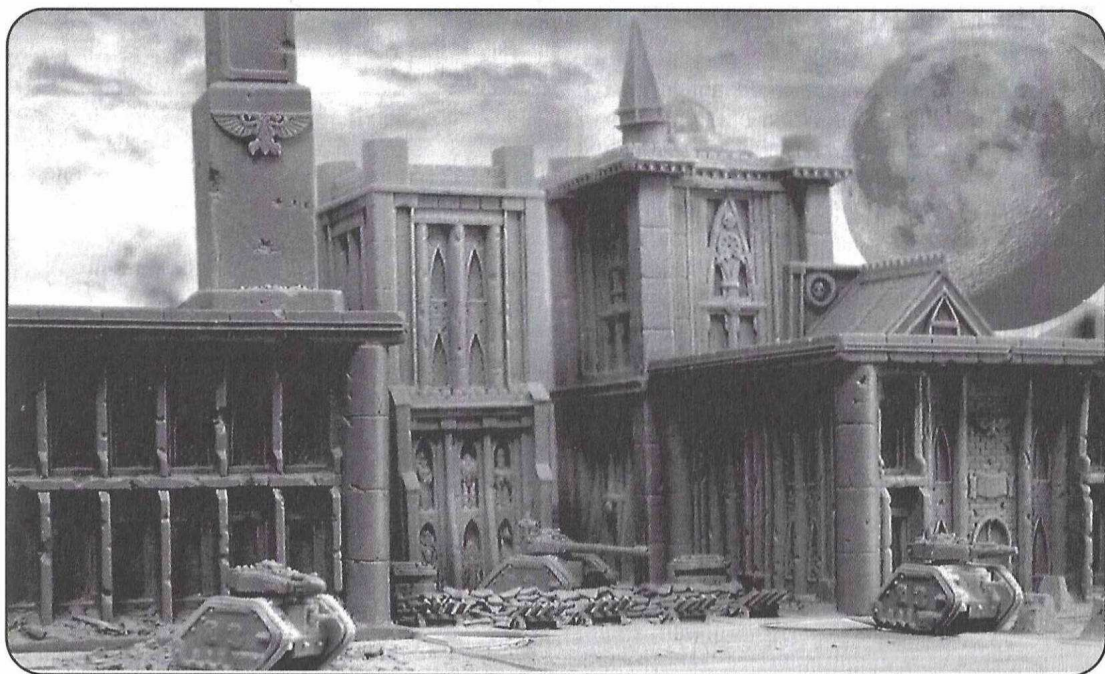
Assault

Armour

Special

as Leman Russ

+Tank Destroyer



THE LEMAN RUSS EXECUTIONER

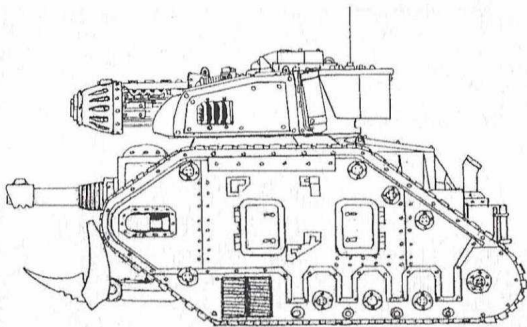
The Executioner is one of the oldest variants of the Leman Russ. Records show that once, during the great Crusade, this vehicle equipped entire Imperial Guard armoured regiments. Now the Executioner is rarely seen. Only one forge world still manufactures the Executioner: Ryza, renowned within the Adeptus Mechanicus for its devout worship of the mystical arts of plasma reactor and magnetic containment field construction.

Ryza's own tech guard regiments are almost exclusively equipped with Executioners.

As with its smaller cousins, the Plasma Destroyer is a temperamental piece of equipment, relying on ancient technologies that can no longer be replicated. Difficulty in containing the vast energies make the Executioner an unreliable but potential devastating weapon of war. Commanders complain that the photonic fuel cell lacks the power to maintain the plasma weapon's efficiency over an extended engagement, and reloading the cell is overly time consuming in the heat of battle.

Imperial Guard tank crews do not favour this vehicle, and many old superstitions surround the blessing of the gun are still observed before battle. Most prefer the tried and tested battle cannon, but those men who do ride to battle as Executioner crews enjoy a reputation for foolhardy (many would say insane) bravery.

Executioner



Speed

Range

Firepower

Assault

Armour

Special

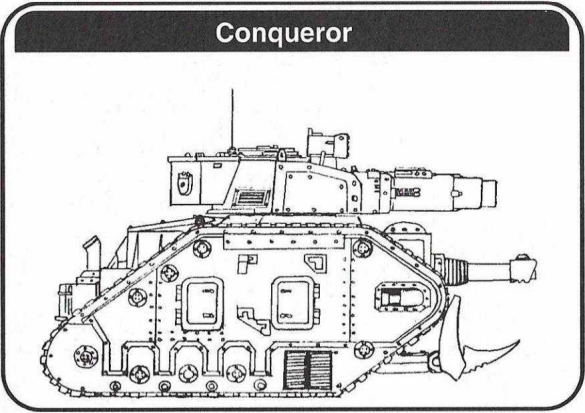
as Leman Russ

+Anti Personnel

THE LEMAN RUSS CONQUEROR

The Leman Russ Conqueror variant is built exclusively on the Forge World of Gryphonne IV, using the secret knowledge of the planet's Adeptus Mechanicus munitions adepts. The Conqueror was first used to equip the Tech Guard of Gryphonne IV supporting the War Griffons Titan Legion during the Relief of Castra Septus. The Conquerors kept up with the Titans' advance as two battle groups launched a lightning attack to encircle the besiegers of Castra Septus, trapping them inside a pocket, which was eventually annihilated.

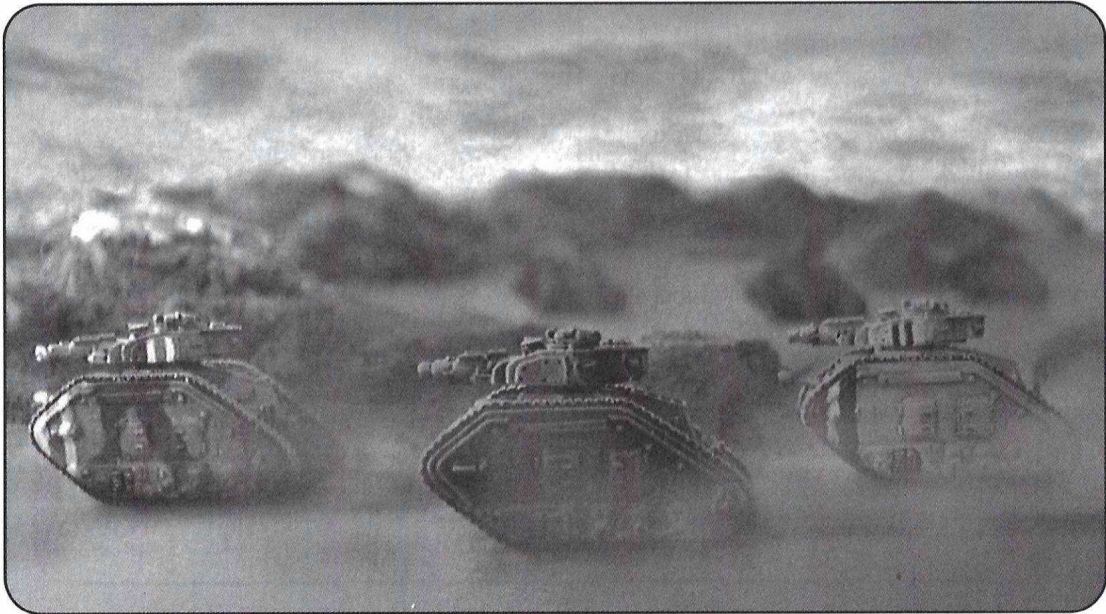
Never as widely produced as the STC Leman Russ or Demolisher, a few Conquerors have found their way into those Imperial Guard armoured regiments equipped from the foundries of Gryphonne IV. It is well liked by its crews, despite lacking heavy hitting power. Its mobility allows it to get out of trouble, find cover or exploit a breakthrough quickly, whilst maintaining a good rate of fire.



Speed	Range	Firepower	Assault	Armour	Special
as Leman Russ					+ Fast

USING THE LEMAN RUSS TANK VARIANTS

Any of the Leman Russ tank variants may be used to replace a standard Leman Russ in an Imperial Guard detachment. They cost the same points as a standard Leman Russ. Different variants may be mixed within the same detachment, but all of the tanks within a Squadron must be of the same type.



EPIC QUESTIONNAIRE

To help us decide what miniatures, rules and stuff we should make for Epic, we've put together this questionnaire for you to fill in and return to us.

Of particular note is question 3 where you have a direct impact on how the future of the hobby takes shape. By deciding which rules become official additions to the game. So have a go with them see what you think and let us know.

Remember Fanatic is more than just the four of us, its you lot out there that play the games.

Return your questionnaire to: Fanatic Games, Games Workshop Ltd, Willow Rd, Nottingham, NG7 2WS, UK. Or e-mail your answers to: fanatic@games-workshop.co.uk

1. What sort of new miniatures do you want to see?
(Please tick as appropriate)

☐ **a.** New Titans, or their equivalents for other races (i.e. new Eldar Titans, Ork Gargants, etc.)
Please specify which race most needs new models:

☐ **b.** New vehicles or vehicle variants.
Please specify which vehicle models you'd most like to see:

☐ **c.** New infantry stands.
Please specify what infantry you'd most like to see:

☐ **d.** New flyers.
Please specify which flyers you'd most like to see:

2. If we could only do one of the above, which should it be? (I.e. if you think that the most important thing to make were new Titans you should write down 'a').

3. Which of the following experimental rules should be made into official additions to the game?
(Please tick as appropriate)

☐ **a.** Allocating Hits (a new method from Epicmag1).
☐ **b.** Vehicle Variants (new abilities for vehicles).
☐ **c.** Third Wave (updated Ork detachments).
☐ **d.** Warriors of Justice (Arbites in Epic).
☐ **e.** Directors cut (expanded rules).
☐ **f.** Hand of Fate (new fate cards).
☐ **g.** Epic Siege
☐ **h.** Fortifications (expanded rules).

4. Which of the following models would you like to be made available again for a *limited* release?

☐ **a.** Old plastic Warlord Titan.
☐ **b.** Original Eldar Phantom Titan.
☐ **c.** Imperial Knights.
☐ **d.** Eldar Knights
☐ **e.** Banelord Chaos Titan
f. Any others. then write below.

5. Which of the following things would you like to see rules for?
(Please tick as appropriate)

☐ **a.** Epic Aerial Combat (detailed Epic aerial combat rules that can be used instead of the current Epic flyer rules, or as a game in their own right)

☐ **b.** The Horus Heresy (campaign pack containing background, new rules and scenarios for Epic games set during the Horus Heresy)

☐ **c.** Battle for Armageddon (campaign pack containing background, new rules and scenarios for Epic games set during the second and third battles for Armageddon)

☐ **d.** Epic Strategy (map based campaign system for fighting strategic Epic campaigns)

6. If we could only do one of the above, which should it be?

7. If you have any other suggestions for new miniatures, rules, terrain, or anything else for Epic, please write them below:

IMPERIAL SUPER-HEAVY TANKS

by Jervis and Warwick

There are two main types of Imperial Guard super heavy tanks. The first is the Baneblade and its variants, which uses mass batteries of battle cannons and lascannons to bludgeon their way through the foe. The second is the Shadowsword, which has a single Titan busting weapon, like a Volcano Cannon or Plasma Blastgun. These are used to engage enemy war engines at long ranges to deliver a killing blow once a foes shields have been demolished.

The Leviathan not actually a tank like the others, but an armoured mobile command centre, used to co-ordinate Imperial Guard attacks and lend its heavy firepower where it is needed.

THE BANEBLADE

The Baneblade has a fearsome reputation, its massive armoured bulk and huge battlecannons make it a favoured weapon of Imperial Guard armoured commanders. A single Baneblade carries enough firepower to match 3 'normal' tanks.

In attacks the Baneblades thick frontal armour allows it to lead the assault, rolling through the enemy lines, keeping up a steady and relentless assault. Other Imperial tanks follow close behind to exploit the breakthrough. In defence a Baneblade becomes a bastion strongpoint in the Imperial Guard lines, its heavy weapons breaking enemy attacks.

THE SHADOWSWORD

Because of its armament the Shadowsword is

used differently by Imperial Guard commanders. To utilise it's weapons to best effect the Shadowsword is kept well back, deployed in a position that provides good fields of fire. Here its long range Volcano cannon can engage enemy Titans without the attendant risks of being assaulted by enemy infantry in the front line.

THE LEVIATHAN

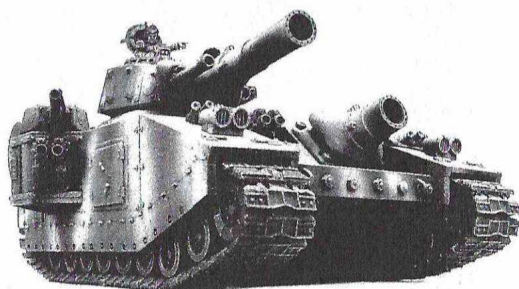
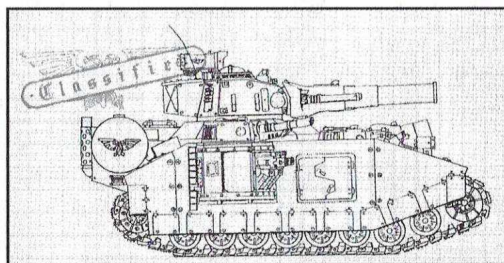
Leviathan command centres form the mobile headquarters of an Imperial Guard regiment. Each contains extensive communication and surveillance equipment used to co-ordinate the regiment in action, including links to orbiting space ships and direct links to company commanders. Inside are the regiments senior officers and their staff, plus a crew to man the weapons.

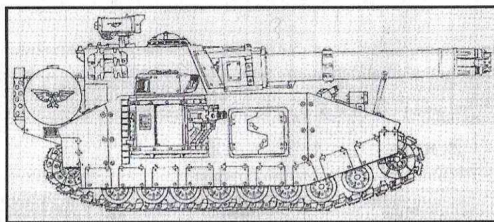
The Leviathan is armed with a hull mounted Doomsday cannon (counts as a mega cannon), to lend long range fire support to attacks. For self defence it is armed with a turret mounted battle cannon and many heavy bolters and lascannons in the bastions.

The bastions are located along the Leviathans flanks. They may shoot at other war engines but can fire at vehicles and infantry. Although the bastions consist of many secondary weapons they count as single location for damage purposes.

SUPER-HEAVY TANKS IN AT II

The Imperial super-heavy tanks on the following pages use the Adeptus Titanicus II





rules for Titans, except where modified below. This means they follow (more or less) the same movement, shooting and close assault rules as Titans, and move and shoot at the same time during a turn.

Super-Heavy Tank Detachments

Super-Heavy tanks are organised into detachments of between 1-4 vehicles. The rules for detachments in Epic 40,000 apply to Super Heavy tank detachments in AT II. All of the vehicles in a Super-heavy tank detachment count as a single 'Titan' for the purposes of the sequence of movement and shooting, i.e. they all move and shoot at the same time. If the enemy shoot at the detachment then they can pick which vehicle they shoot at, concentrating their fire or not as they see fit.

When playing scenarios that use Army Morale values then morale points are lost when individual super-heavy tanks suffer major or catastrophic damage.

Super-Heavy Tank Repair Rolls

Super-heavy tanks can make repair rolls in the same manner as a Titan. The number of repair rolls they receive each repair phase is noted on their data sheet.

SUPER HEAVY TANK DAMAGE TABLE

D6+Str-Arm	Result
-1 or less	No damage.
0	Armour cracked. This result causes no immediate damage. However, if the location is already suffering Armour Cracked damage, then it now has superficial damage.
1	Damaged. Treat as superficial damage. If already superficially damaged then suffer catastrophic damage.
2	Catastrophic damage. Refer to the Titan damage table.

Apply the results of the damage immediately.

Super-Heavy Tanks In Close Combat

Super-Heavy Tanks fight using the rules in Adeptus Titanicus II, and may not be assaulted by infantry or vehicle units. The number of improvised attacks they receive is noted on their data sheet.

Super-Heavy Tank Damage Tables

Super-Heavy Tanks simply cannot soak up damage like a Titan can, consequently when rolling for damage use the following Super Heavy Tank Damage table. In addition use the following damage table is used with super-heavy tanks.

SUPER HEAVY TANK DAMAGE EFFECTS

WEAPON

Superficial

The weapon cannot be used until repaired.

Catastrophic

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

TRACKS AND WHEELS

Superficial

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

Catastrophic

Tracks are destroyed and super-heavy vehicle may no longer move

CREW COMPARTMENT

Superficial

May not move or shoot until damage repaired.

Catastrophic

Crew are killed and super-heavy vehicle is destroyed!

ENGINE COMPARTMENT

Superficial

Speed is halved. May be repaired.

Catastrophic

Engine explodes and super-heavy vehicle is destroyed!

BANEBLADE SUPER-HEAVY TANK

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
20cm	2	4+	4+	0

WEAPONS

The Baneblade is armed with two mega-battlecannon backed up by an arsenal of heavy bolters and light lascannon. Each mega-battlecannon is treated as a separate weapon, but the heavy bolters and lascannon are combined and count as a one location for the purposes of damage and repairs.

Point	Arc	Weapon	Range	Acc	RoF	FP	Str
Turret	AR	Battle Cannon	45cm	-	1	4	5
Hull	A	Battle Cannon	45cm	-	1	4	5
Sponsons	AR	Lascannon & Heavy Bolters	45cm	-	3	3	4

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
0-2	Tracks	9	0-2	Tracks	9	0-2	Tracks	9
3	Hull Weapon	10	3	Engine Compartment	11	3-5	Engine Compartment	10
4	Sponson Weapons	10	4	Sponson Weapons	10	6	Sponson Weapons	10
5	Turret Weapon	10	5	Turret Weapon	10	7	Turret Weapon	10
6-7	Crew Compartment	12	6-7	Crew Compartment	11			

Tracks	Armour Cracked ☐	Superficial ☐	Catastrophic ☐
Hull Weapon	Armour Cracked ☐	Superficial ☐	Catastrophic ☐
Sponson Weapons	Armour Cracked ☐	Superficial ☐	Catastrophic ☐
Turret Weapon	Armour Cracked ☐	Superficial ☐	Catastrophic ☐
Crew Compartment	Armour Cracked ☐	Superficial ☐	Catastrophic ☐
Engine Compartment	Armour Cracked ☐	Superficial ☐	Catastrophic ☐

Improvised Attacks	Repair Rolls
1	2

SHADOWSWORD SUPER-HEAVY TANK

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
20cm	2	4+	4+	0

WEAPONS

The Shadowsword is armed with a single main weapon mounted in the upper hull, backed up by sponson mounted heavy bolters and lascannon. The main weapon is treated as a separate weapon, but the heavy bolters and lascannon are combined and each count as a one location for the purposes of damage and repairs.

The most common main weapon carried on a Shadowsword is the Volcano Cannon, though some carry the equally devastating plasma blastgun (see the Titan Guns weapon tables for details of these weapons and then record the details below).

Point	Arc	Weapon	Range	Acc	RoF	FP	Str
Upper Hull	A						
Sponsons	AR	Lascannon & Heavy Bolters	45cm	-	4	4	4

HIT LOCATIONS

FRONT		
Roll	Location	Armour
0-2	Tracks	9
3	Sponson Weapons	10
4-5	Upper Hull Weapon	10
6-7	Crew Compartment	12

SIDE		
Roll	Location	Armour
0-2	Tracks	9
3	Engine Compartment	11
4	Sponson Weapons	10
5	Upper Hull Weapon	10
6-7	Crew Compartment	11

REAR		
Roll	Location	Armour
0-2	Tracks	9
3-5	Engine Compartment	10
6-7	Sponson Weapons	10

Tracks	Armour Cracked ☐	Superficial ☐	Catastrophic ☐
Upper Hull Weapon	Armour Cracked ☐	Superficial ☐	Catastrophic ☐
Sponson Weapons	Armour Cracked ☐	Superficial ☐	Catastrophic ☐
Crew Compartment	Armour Cracked ☐	Superficial ☐	Catastrophic ☐
Engine Compartment	Armour Cracked ☐	Superficial ☐	Catastrophic ☐

Improvised Attacks	Repair Rolls
1	2

LEVIATHAN COMMAND CENTRE

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

WEAPONS

The Leviathan is armed with a Doomsday Cannon backed up by a turret mounted Battle Cannon. It is protected from close assaults by an arsenal of bolters and light lascannon. The heavy bolters and lascannon are combined and count as a one location for the purposes of damage and repairs.

Point	Arc	Weapon	Range	Acc	RoF	FP	Str
Hull	A	Doomsday Cannon	60cm	-	1	Mega Cannon	7 ¹⁵
Turret	AR	Battle Cannon	45cm	-	1	3	5
Bastions	AR	Secondary Weapons	30cm	-	-	6	-

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
0-2	Tracks	9	0-2	Tracks	9	0-2	Tracks	9
3	Hull Weapon	10	3	Engine	11	3-5	Engine	10
4	Bastion Weapons	10		Compartment			Compartment	
5	Turret Weapon	10	4	Bastion Weapons	10	6	Bastion Weapons	10
6-7	Crew	12	5	Turret Weapon	10	7	Turret Weapon	10
	Compartment		6-7	Crew	11			
				Compartment				

Tracks	Armour Cracked ☐	Superficial ☐	Catastrophic ☐
Hull Weapon	Armour Cracked ☐	Superficial ☐	Catastrophic ☐
Bastion Weapons	Armour Cracked ☐	Superficial ☐	Catastrophic ☐
Turret Weapon	Armour Cracked ☐	Superficial ☐	Catastrophic ☐
Crew Compartment	Armour Cracked ☐	Superficial ☐	Catastrophic ☐
Engine Compartment	Armour Cracked ☐	Superficial ☐	Catastrophic ☐

Improvised Attacks	Repair Rolls
1	4

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THIRD WAVE

Experimental Rules to update Ork units in Epic 40,000

by **ANDY CHAMBERS**

I've undoubtedly played more games of Epic 40,000 using Orks than any other army and my own trusty war horde has now suffered ignominious defeat at the hand of Big Pete's Harbingers more times than I care to remember. Ever since working on the Ork Codex for 3rd edition 40K I've wanted to rework the Ork stats slightly in Epic 40,000 too. I'll admit that this is partially because the Orks tend to get trounced by any competently handled Imperial or Eldar army - basically Orks as they stand lack the manoeuvrability to fight the kind of mechanised conflict Epic battles often require. However I'm mostly motivated by a desire to use some of the cool new units the Orks have access to in the new Ork Codex and Codex Armageddon.

The new wave 'package' has two elements. Firstly a new rule for Ork Warbands so that the footsloggers stand a chance of actually achieving something other than static defence and disappearing under a welter of blast markers from opponents that can choose to out-range them or outrun them easily. Secondly a number of new Ork units that can be easily converted from existing metal miniatures or by simply redesignating them as having different game effects.

MOB RULE

Ork infantry warbands in 40K benefit immensely from a rule called "mobbing up". This reflects the Orks' stalwart belief that as long as there's a bunch of them still fighting together (slightly more than they can count up too is ideal) then there's always a chance that they'll prevail, no matter the odds. Orks from mobs whose morale breaks will join other mobs, bolstering their numbers so that Orks mobs will tend to keep attacking until accumulated casualties wipe them out altogether.

MOB RULE IN EPIC 40,000

In Epic 40,000 mob rule is represented by allowing Ork warbands to reduce the number of blast markers on themselves in the Rally phase by 'clumping up' their boyz units. Each group of three Ork infantry stands in base edge contact in the rally phase automatically removes one blast marker from the detachments in addition to the number rolled on the dice. The stands must be in contact over at least *half* of one of their *longest* base edges to count as mobbed up, meaning that the five formations opposite are permissible;

Note: If you are using the old square bases contact along half of any base edge is all that is required.

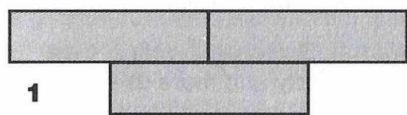
Only Ork warbands and the Warlord's detachments may mob up, Kults of Speed do not use this rule. In addition only the following Ork units may mob up (though any mix of three of the permissible types will do to remove a blast marker - it is not necessary for all three to be the same type);

Warlord, Warboss/Nobs, Orks, Shooty boyz, Kommandos, Skarboyz.

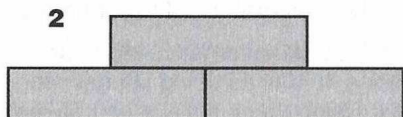
Weirdboyz, Boarboyz, Stormboyz and Gretchin may not mob up.

Designers Note

This rule should serve to give Ork warbands the same solidity they have in 40K and make them a more viable detachment type in Epic 40,000. The downside is that the closely grouped infantry units make tempting barrage targets, but that's as it is in 40K too. With this rule I'm hoping that adding to the stolid morale value of infantry units will make them a more tempting choice given their drawbacks on an Epic scale battlefield.

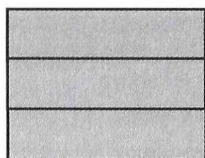


1

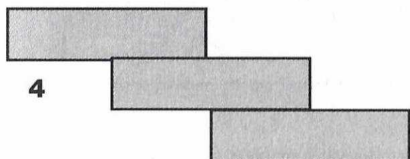


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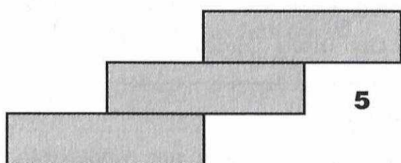
3



Possible Ork
'Mobbing Up'
formations.



4



5

NEW UNITS

The following new Ork units supplement those from the Ork army list in the Epic 40,000 Armies Book (ie they can be used in addition to the units shown in the Epic 40,000 armies book). By using them you can field detachments that are much closer in appearance and ability to the types of Orky army fielded in the current edition of the 40K rules. Note that some of the Ork vehicles below use the Vehicle Variants rules elsewhere in this issue.

BIG GUNZ & ROKKITS

Orks make use of a wide variety of different heavy guns manned by Gretchin slave crews. The type of guns in predominance is more often down to the personal preferences of the Mek that built them than an rational fire plan, but the Warboss is usually content as long as they get the job of flattening the enemy done.

	Speed	Range	Firepower	Assault	Armour	Special
Kannon	10cm	45cm	2	0	4+	
Lobba			as Kannon			+ Artillery
Zap Gun			as Kannon			+ Anti-Tank
Pulsa Rokkit	10cm	30cm	Disrupt	0	4+	Artillery

Miniatures

No conversion needed, this is just a re-definition of existing big gunz miniatures. The plastic shokk attack guns and traktor kannon can be used as zap guns.

Availability

As for Big Gunz. Note that the characteristics for Lobba and the Big Gunz entry in the Ork army list are identical.

Points Costs

Kannon 12pts **Zap gun** 16pts **Lobba** 14pts **Pulsa Rokkit** 14pts

DA BIKES 'N' BUGGIES

As well as their larger battlewagons, Orks make use of a bewildering variety of buggies, open trukks and half-truks to cart around both weapons and warriors. Speed kults often include big guns and boyz mobs mounted in the back of trukks for mobility.

I've also included alternative stats for Warbikes and Wartrak Skorchas to reflect their capabilities in 40K as being shorter ranged but extremely shooty and more useful in assaults. Using these stats is entirely optional, and it is permissible to use both stats as long as the models can be told apart with suitable conversions.

	Speed	Range	Firepower	Assault	Armour	Special
Warbikes			as Bikeboyz			+ Shootier, Assault
Skorchaz			as Buggy			+ Shootier, Siege
Trukks			as Buggy			+ Transport (2)
Gun Trukks (Zap)			as Buggy			+ Tank Destroyer
Gun Trukks (Lobba)			as Buggy			+ SP Artillery

Miniatures

Warbikes and Skorchas are represented by using standard bikeboyz stands or the buggy or trak, with Skorchas attached. Use Flakwagons without their main guns for trukks, enhanced by glueing a few Ork boyz models into the back to taste. For Guntrukks simply use a flakwagon body and replace its weapons with a zap or lobba model from the big guns selection.

Availability

Warbikes - As Bikeboyz.

Skorchas - As Speed Freeks.

Trukks - Ork Warbands (support choice) Kult of Speed (Main force or support choice) and Ork Warlord (bodyguard choice), consisting of 1-2 boyz units at 9 points per unit and 1 truk unit at 9 points each. Infantry Commanders may be mounted on a truk for +9 pts.

Gun Trukks - Kult of Speed (Support choice) only, consisting of 1-3 Guntruk units at 16 points each.

Points Cost

Warbikes 17pts **Skorchaz** 11pts **Trukks** 9pts **Gun Trukks (Zap)** 16pts
Gun Trukks (Lobba) 16pts

DA FLYBOYZ

Fighta-bommerz weighed down with extra bombs and rockets and kustom-built ground attack planes with turrets, heavy kannons and a serious thirst for strafing act as designated 'bommerz' for some Waaaghs. Bommerz work as flying artillery for the Orks, pounding enemy detachments which are out of reach of the Warbands.

	Speed	Range	Firepower	Assault	Armour	Special
Bommerz	flyer	15cm	Barrage	3/2	5+	Shootier

Miniatures

Use fighta-bommer models with extra bombs or rockets under their wings.

Availability

Flyboyz mobs only.

Points Cost Bommerz 42 pts each.

DA WAGONZ

The diversity of Ork battlewagons is legendary, with each one being constantly being tinkered with, rebuilt or altered in some way by Ork mekaniaks. While many are looted Imperial Predators, Rhinos and Leman Russ or copies of such vehicles like the Lungbursta, Gutrippa and Gobsmasha others are far less like human-made tanks and act as transports for large mobs of boyz. Killa kans are small Ork dreadnoughts with less gunz, which are commonly deployed in small assault groups rather than individually like larger machines.

Designers Note: The following stats replace those for the Battlewagon in the Armies Book. The original battlewagon stats are still used for more tank-like Ork vehicles such as the Lungbursta, Gutrippa and Gobsmasha etc, which we've called 'gunwagons' below. Orks can still hitch a lift on Gun Wagons

	Speed	Range	Firepower	Assault	Armour	Special
Battlewagon	25cm	30cm	2	1	5+	Transport (4)
B'wagon Skorcher		as Battlewagon				+ Siege
Battlewagon Zap		as Battlewagon				+ Anti-Tank
Gunwagon	25cm	45cm	1	2	5+	
Killa Kans	15cm	15cm	1	3	5+	Walker

Miniatures

For battlewagons use open-topped looking battlewagons, looted Land Raiders or ones with multiple gun turrets, or simply ones with deathrollas (illogical I know, but they just look right). Battlewagons with Zaps and skorchers will need a bit of conversion just to mark them out. Gunwagons can be represented by the appropriate models from the Epic range. Killa kans can be represented using the Old Ork Tinbot models or made by snipping one claw and one weapon off an ordinary Ork Dreadnought.

Availability

Battlewagons - Ork Warbands (support choice), Kult of Speed (Main force choice), and Ork Warlord (bodyguard choice), each consisting of 1 unit at 19 points each. Infantry Commanders may be mounted on a battlewagon for +19 pts.

Gunwagons – The original battlewagon entries in the army lists now refer to Gunwagon instead.

Killa Kans - Ork warbands (support choice), and Ork Warlord (bodyguard choice), consisting of 1 to 3 units at 11 points each.

Points Cost

Battlewagon 19pts **Battlewagon with Skorcherz** 19pts **Battlewagon Zap** 19pts
Gunwagon 14pts **Killa Kans** 11pts

AN ASIDE FOR IMPERIAL GUARD PLAYERS

Another thought that had struck me in relation to Imperial Guard infantry detachments is to show the tenacity their extensive HQ network lends them in 40K by applying a similar rule. This is represented by them removing one additional blast marker for each of their surviving HQ units in the rally phase. Note this rule applies *specifically* to Imperial Guard *infantry detachments*.

ORKIMEDES' KUSTOM GARGANTS

Ork War Machines in Adeptus Titanicus II

by PETE HAINES

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

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

ORK WAR MACHINES IN ADEPTUS TITANICUS II

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

ORK POWER FIELDS

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

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



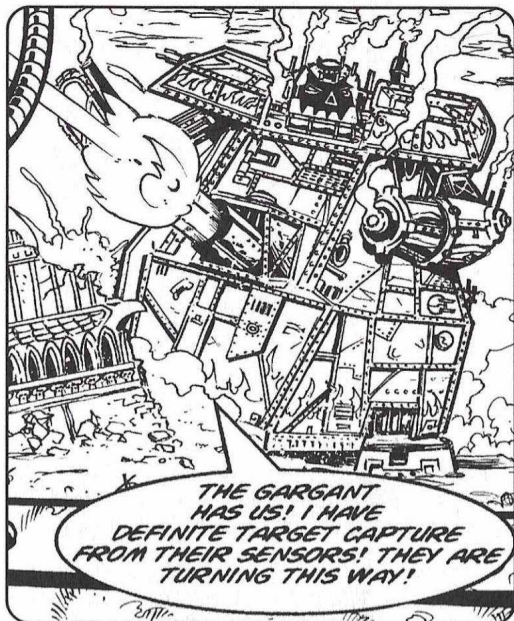
ORK DAMAGE LOCATIONS

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

Fires

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

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



ORK GARGANT DAMAGE EFFECTS

ENGINE ROOM

Superficial

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

Major

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

Catastrophic

May no longer move.

WEAPON

Superficial

The weapon cannot be used until repaired.

Major

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

Catastrophic

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

FEET

Superficial

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

Major

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

Catastrophic

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

HEAD

Superficial

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

Major

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

Catastrophic

As above, but may not be repaired.

BELLY

Superficial

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

Major

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

Catastrophic

The Gargant may only make one repair roll per turn.

NEW ORK WEAPONS

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

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

Gutbuster kannons firing explosive shot counting as Mega Cannon;

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

Arm-mounted Gatling kannons counting as heavy Weapon Batteries;

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

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

Super lifta-droppa arms.

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

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

The Kluster Busta

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

The Deth Kannon

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

The Slasha Zzap Gun

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

Gutbuster Ammo

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

Chainshot

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

Solid shot

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

SKULLHAMMA BATTLE FORTRESS

Speed	Manoeuvre	Gunnery	CC Skill	Power Fields
20cm	2	5+	3+	0

WEAPONS

Two weapons turrets combining to fire as one.

Transport: Up to 4 Ork infantry stands may hitch a ride, as described in the Epic Rules.

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Weapon Turrets	AR	Big Shootas	45cm	-	4	8	5

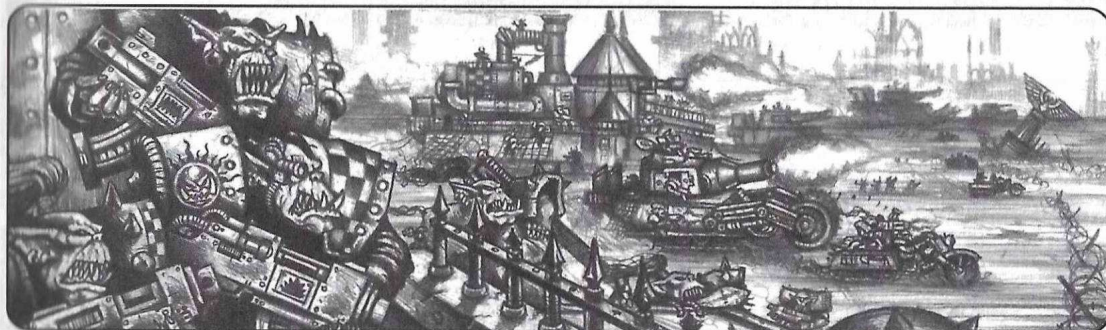
HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
0-3	Wheels	9	0-3	Wheels	9	0-5	Wheels	9
4-6	Weapon Turrets	10	4-6	Weapon Turrets	10	6-7	Engine Room	8
7	Crew Compartment	12	7	Engine Room	10			

DAMAGE

Wheels	Armour Cracked ☐	Superficial ☐	Catastrophic ☐
Weapon Turrets	Armour Cracked ☐	Superficial ☐	Catastrophic ☐
Crew Compartment	Armour Cracked ☐	Superficial ☐	Catastrophic ☐
Engine Room	Armour Cracked ☐	Superficial ☐	Catastrophic ☐

Improvised Attacks	Repair Rolls
1	2



GIBLETGRINDA BATTLE FORTRESS

Speed	Manoeuvre	Gunnery	CC Skill	Power Fields
20cm	2	5+	3+	0

WEAPONS

Two weapons batteries, combining to fire as one. Deathroller which allows the Battle Fortress to attack enemy Titans and confers an advantage when running over enemy infantry and vehicles.

Transport: Up to 4 Ork infantry stands may hitch a ride, as described in the Epic Rules.

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Weapon Turrets	AR	Big Shootas	45cm	-	4	6	4

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
0-3	Wheels	9	0-3	Wheels	9	0-5	Wheels	9
4-6	Weapon Turrets	10	4-6	Weapon Turrets	10	6-7	Engine Room	8
7	Crew Compartment	12	7	Engine Room	10			

DAMAGE

Wheels	Armour Cracked ☐	Superficial ☐	Catastrophic ☐
Weapon Turrets	Armour Cracked ☐	Superficial ☐	Catastrophic ☐
Crew Compartment	Armour Cracked ☐	Superficial ☐	Catastrophic ☐
Engine Room	Armour Cracked ☐	Superficial ☐	Catastrophic ☐

Improvised Attacks	Repair Rolls
1 (+1D3)	2

GARGANT

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

WEAPONS

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

Arm: Gatling Kannon or Deth Kannon only

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

HIT LOCATIONS

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

DAMAGE

Feet	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Left Arm Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Right Arm Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Engine Room	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Belly Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Belly	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Head	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐

Improvised Attacks	Repair Rolls
D3	4

GREAT GARGANT

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

WEAPONS

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

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

HIT LOCATIONS

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

DAMAGE

Feet	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Right Arm Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Left Arm Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Right Shoulder Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Left Shoulder Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Belly Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Belly	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Engine Room	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Head	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐

Improvised Attacks

Repair Rolls

D3+1

6

Permission granted to photocopy

MEGA GARGANT

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

WEAPONS

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

HIT LOCATIONS

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

DAMAGE

Feet	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Right Arm Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Top Left Arm Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Low Left Arm Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Right Shoulder Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Left Shoulder Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Belly Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Belly	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Engine Room	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Head	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐

Improvised Attacks

Repair Rolls

D3+2

8

GARGANT GUNS

Weapon	Range	Firepower/Type	Accuracy	RoF	Str
Gatling Kannon	45cm	8	-	4	5
Deth Kannon	45cm	(1)*	+1	1	9**
Klusta-Busta	45cm	counts as AT	+1	1	6
	30cm	counts as Heavy Barrage	-	2	4
Slasha Zzap Gun	30cm	counts as D6-1 AT shots	-	2	2D6
Gaze of Gork	30cm	counts as Death Ray	-	1	9
Snapper or Ripper Fist	30cm	4	-	1	4
Gutbuster - shell	45cm	counts as Mega-Cannon	-	1	7**
Gutbuster - ball	60cm	counts as AT	-1	1	8
Gutbuster - chainshot	15cm	3D6	+1	1	4
Super Lifta Droppa	45cm	May be used to pick up vehicles and super heavy tanks but not infantry or other war machines. Vehicles are picked up and dropped automatically and super heavy tanks on a D6 roll of 6+. The dropped object is automatically destroyed (i.e. loses all remaining damage).			

GARGANT CLOSE COMBAT WEAPONS

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

* Counts as a Death Ray with Artillery ability

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

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

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



Mailbag

2WS, LG, 'nam, Games Workshop, Lenton, Nottingham
The Famous Bunker, Willow Rd,

Hello,

Me and the guys had our first 'integrated' game of AT2 today after a few games of titans only to get used to the rules. Despite having to watch my Dark Angels being annihilated by the huge machines (damn these guys can kick-out some firepower!). We were at a loss as to a couple of things.

1. When using the army morale system, how do you cause a loss of morale when Titans are taking damage under the new rules as they no longer have a damage capacity?

2. It says to use the existing rules for firing with and at war machines not yet included in the update, but what about close combat? Should we be using the old system for this as well? i.e. use the Titan's assault factor as listed in the army book as opposed to the CC skill, and consult the close combat table for the result, not placing blast markers on the Titan should it lose. If the Titan takes a hit would it be fair to use the strength of 4 as per an improvised attack should the

Sorry if this rattles on, I just don't want anything to spoil the fun we're having.

war engine not have any close combat weapons, rolling to penetrate the armour on a random hit location? Sorry if this rattles on, just don't want anything to spoil the fun we're having.

In previous e-mails I have asked you about miniatures which I have been having difficulty getting hold of, I got lucky with the plastic Warlords - on a visit to an out of the way games store I managed to pick-up a second hand copy of AT1 with five Warlords still intact - unpainted and for a mere £15 - result! However, not so good when it comes to the plastic detachment sprues - no marines, Imperial vehicles or Imperial Guard are available now. Apart from the fact of not being able to expand and add in

new troops to my existing forces - what about the new players we are hoping to attract to the system? Apart from Chaos - apparently there are 18,000 sprues available, well 17,996 now, it could be difficult trying to put an army together. Please don't take this as a criticism, I think it's great that you are supporting the system with Epic mag etc, but perhaps the powers that be can try and help you out on the miniatures side...

Thanks for your time,

Regards Robert

For the answers to the rules questions check out Jervis' Q and A at the start of the magazine. As for the miniatures, GW Mail Order currently has stocks of all the plastic Epic infantry sprues, Imperial Guard, Space Marine, Tyranids, Eldar, Orks and Chaos. We are still working on the vehicle sprues, but we'll get there eventually.

Greetings,

Despite the weeping, wailing, bloodletting, and gnashing of teeth on the Epic mailing list that greeted early reviews of Adeptus Titanicus II, I steeled myself to form no final opinions until I'd actually given it a try.

Despite the weeping, wailing, bloodletting, and gnashing of teeth on the Epic mailing list that greeted early reviews of Adeptus Titanicus II....

My copy of Epic Magazine finally arrived a few weeks ago and I've been able to put the rules through their paces. I hope that what I have to say can be regarded as constructive criticism. I have to admit I have mixed feelings. On the one hand, AT-II isn't as bad as the rumour-mill had led me to fear, and it included the two things I had said I wanted in an alteration of War Engine rules: more weapons having a variety

of effects upon WE's, and damage charts that took facing into account. On the other hand the rules just don't fit with the rest of the game and weaken the overall enjoyment of playing. WE's are made too effective vs. infantry and vehicles, and I can't say I care for this alteration of the game.

I find it interesting to note that anti-tank and other super-heavy weapons fare worse when firing at void shields under the new rules than does firepower. The default gunnery skill of 4 will give you about 6 hits from 12 firepower, a bit fewer from what you'd get with the old firepower table but not too bad. With a strength of 3 you then need a roll of 6 to penetrate a void shield, but this is the roll that raw firepower always needed to hit an Imperial Titan.

AT shots, however, used to simultaneously hit and score damage on a single roll of a 4. Now they need a roll of 4 to beat the gunnery skill, and then another roll of 4 or better to penetrate. Effectiveness cut in half - yuck.

Mailbag

Fanatic@games-workshop.co.uk

On the other hand, once the void shields are gone, firepower may as well pack it in and go home. It is unclear if FP can ever do anything to an armour value of 9 (the lowest) more than crack the armour. Two cracks become superficial, but does a third crack lead to major? The chart is unclear. In any event this rarely matters. Armour values of 10 or higher are the rule, and firepower can't even touch these. It does the game great harm to have two large columns of Leman Russ be this ineffective against a single Warlord, especially when you consider that the Leman Russ' FP rating has abstracted a large number of shell types, including those which would be much more effective against heavy armour than an infantry manhandled anti-tank gun.

I still can't tell what effect (if any) overwatch orders now have when vehicles/infantry fire at a War Engine. Do you get to re-roll only on the gunnery skill roll? On both that and the penetration roll? Or neither??!

affect War Engines. (AARRGGHH!!! This change makes my eye teeth hurt! and I don't even use disrupt weapons!) Concentration of fire to suppress a portion of the enemies forces is an important tactical consideration in Epic 40K, and war engines should not be immune to this. If any change must be made here, consider letting them remove blast markers at the rate of 1d6 rather than 1d6-1.

5) I have a hard time accepting that a lumbering Titan (even an Eldar titan) is harder to hit when it moves over 20 cm in a turn, but a landspeeder isn't!!!! This 'hard to hit fast objects' rule should only apply when a war engine fires at a non war engine.

6) The Gunnery/Penetration interaction. This double roll system is a big blemish on Epic 40K's otherwise clean fire and damage system. It wouldn't be so bad if the weapons that line troops would normally use to bring down titans, like anti-tank support platforms, weren't hurt so badly by this new rule as I

3) Makes a passably good game for strictly titan vs. titan combat. (Though FASA already has this ground covered, and Games Workshop will never catch up here with a game they don't consider one of their 'core' games. Besides, I don't like Battletech.)

4) The more involved manoeuvring rules. I like the idea that more manoeuvrable titans are now more manoeuvrable, rather than just having more speed to burn off with more turns. This is probably my favourite part of the new rules.

All in all, I think I'd rather skip these and stick to the Firepower 1 level war engine rules. Unless, of course, I'm playing a strictly titan vs. titan game. Which I don't see happening too often; what's the point of a ground-force wargame without infantry?! All IMHO of course. I wonder if you gentlemen at Games Workshop could be convinced to make AT-II a separate game, with each game effectively

players (like me) who plays Orks and takes lots of low armour units (Gretchin) that get shot up over time! You can use these rules to bypass tougher units (like Nobs with saves) by putting hits that can't affect them (3 and under) and save the 4++s for other units.

I play Orks and like to play a balanced army. I use Gretchin as screening troops (but not all my units have them!) and that is what orks use them for,

I am writing in response to the experimental rules in Epic 40,000 issue 1...

according to the fluff. So if I am being fired at more than once, my Gretchin get shot up and sometimes I am left with just one or two of them. This situation can lead to units being bypassed and hitting my screened units behind.

For example if my opponent

armour values which will remove the variety form detachments. I can just see complete armies of Landraiders!

Just my thoughts, Thanks

Phil Taylor

Phil's response is typical of the reaction of most players to Mark Mullin's experimental rules. Whilst interesting, they take quite a lot of extra work and slow down the game. The extra work doesn't produce a satisfactory result.. Ork players especially complained that screening Gretchin have little effect. This doesn't seem right to us.

Hi,

I just have to tell all of you that Epic 40,000 is my favourite game of all time (followed closely by Warmaster). A lot of people really don't know what they're missing out on!

The new AT2 rules look like they're going to make an already awesome game that much better. I have played them (unlike many who have

Here are the things I don't like.

- 1) Loss(?) of rerolls vs. Titans for troops on overwatch.

- 2) An artificial division in the turn structure when moving War Engines, which alternate between sides one at a time, as opposed to when moving infantry/vehicles, which alternate between sides all at once.

- 3) Loss of the Damage Capacity stat. How do WE's

have described above.

- 7) Overall, War Engines are now just far too effective vs. infantry and vehicles. I feel the game has lost the great sense of combined arms it used to have. I understand this is a matter of opinion, but I just don't like the feel of the game as much once War Engines become the master of the battlefield that I think these rules have made them. 8) So what, now, is the effect of snafire on a titan?

- 9) Despite the leap in capabilities of war engines, there is no change in their points costs! Increasing effectiveness without increasing price is an old GW habit, but this time the problem needs some serious attention.

Here are the things I did like.

- 1) More variety of weapons, with some of them having interesting effects vs. other War Engines.

- 2) War Engines take damage differently depending upon which direction they are facing.

AARRGGHH!!! This change makes my eye teeth hurt!

now aid in close assaults? What happens to them if they should lose a firefight? Do they take a hit automatically or do you roll to penetrate? When do you lose the morale points you used to lose when a WE was reduced to half of its damage capacity?

- 4) Blast Markers no longer

resolving a close combat between two titans or group thereof. Sort of like each game of WH40K is supposed to resolve one close combat between infantry squads in E40K

Allen McCarley

This is great feedback. Jervis has already addressed the rules questions. On the wider points we feel that Epic was originally a game of Titans vs Titans, and we'd like to get back some of that..

Hi,

I am writing in response to the experimental rules in EPIC 40,000 Issue #1, pages 23-25.

At first I thought that they were pretty good. It stops some of the rules fudging that some people do. But on trying them out I/we noticed that you can use these rules to bypass closer units and hit units that are being screened. Mark Mullins was trying these modifications to stop players from taking just one low armour unit but what happens to a

only read about them and are complaining about the rules, or even worse - people who haven't even read them and are going on only what they've heard from others) and was more then pleasantly surprised. Keep up the great work guys, me and my Gargants are really looking forward to Issue #2. I want to "Stomp & Smash" some Imperial a**'!?

B.T.W. - My current Epic 40,000 armies (easily totalling 3000 pts. or more each) include Chaos, Space Marines, Eldar, Imperial Guard and Orks. However, I'm not saying that everything has been painted yet! Another fine game by the name of Warmaster came out and ruined my entire painting schedule. I was busy painting High Elves and Chaos for awhile there, but I think the Dwarves and Orks will have to wait; I now have a reason to finish off several Imperial Titans

Despite causing some concern AT2 did find favour with some players.

rolls 12 dice and gets 8 hits with the following values (3,3,3,4,4,5,6,6). Now when he allocates hits to my unit he puts a 3 on my last Gretchin, two 3's on Nobs (they have a save so why waste a 4), a 5 on an ork, a 6 on an ork, and finally a 6 on my Stompa. Using this method I take 2 more hits (if both nobs would have saved) and he has penetrated my defenses deeper than he would have normally (and I lost a stompa I would not have lost).

Another thought, the situation that Mark mentions about the "sneaky commander" putting in a single stand with a low armour value will only happen once to that detachment as the unit will be dead after the first shots. I think that this rule, although interesting, will hurt honest players that end up in this situation or that their army fluff causes them to design detachments with low armour units and not the highest. I think that this rule may cause players to not take units with lower armour values and force them to take stand with high

Mailbag

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

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New material for Blood Bowl,
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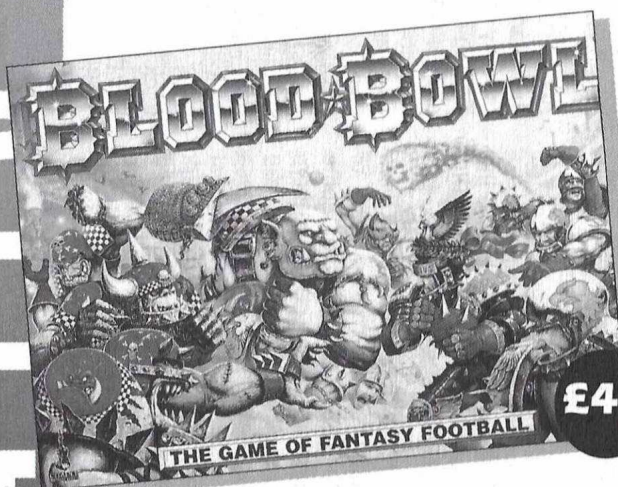
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"No, Bob, I mean the guys in Games Workshop's Fanatic bunker. It seems that they've convinced the Mail Order Trolls to keep Blood Bowl available all year round, forever!"

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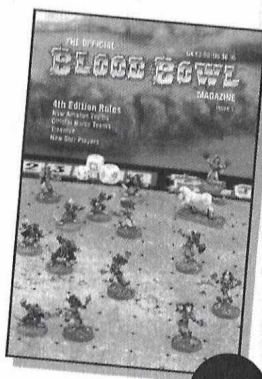


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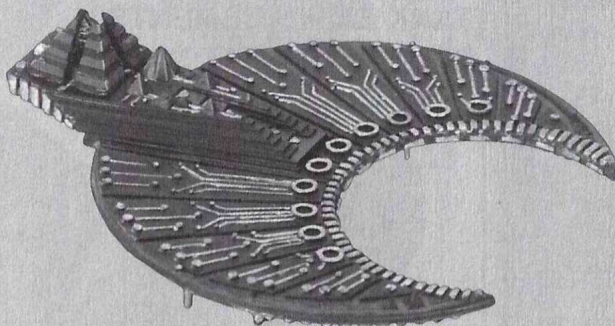
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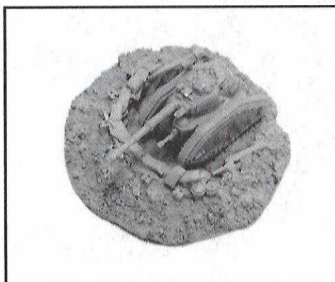
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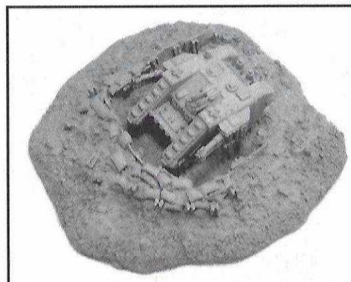
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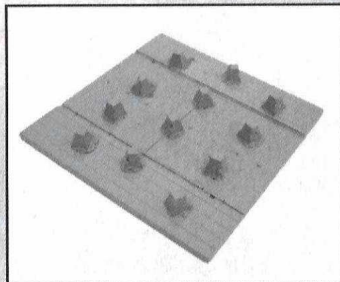
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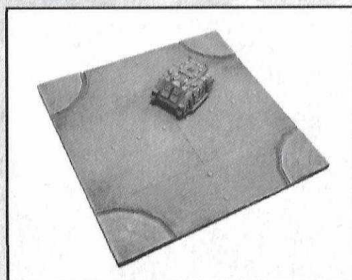
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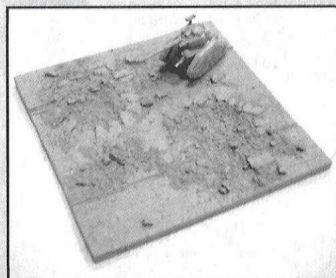
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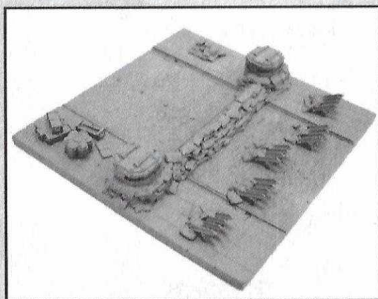
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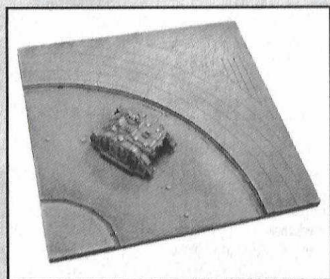
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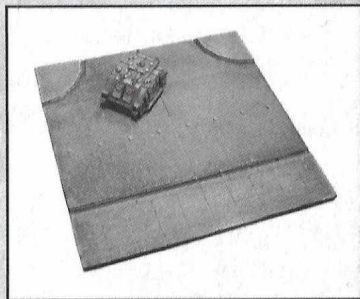
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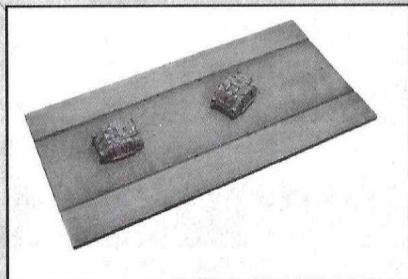
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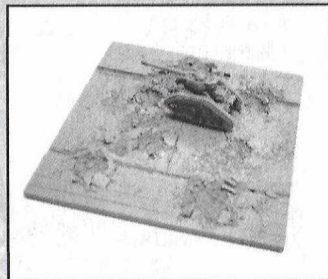
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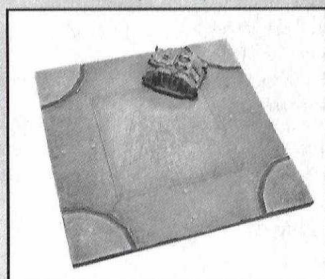
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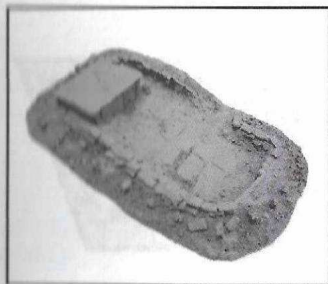
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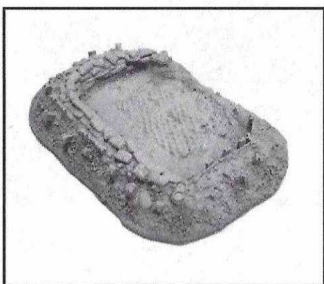
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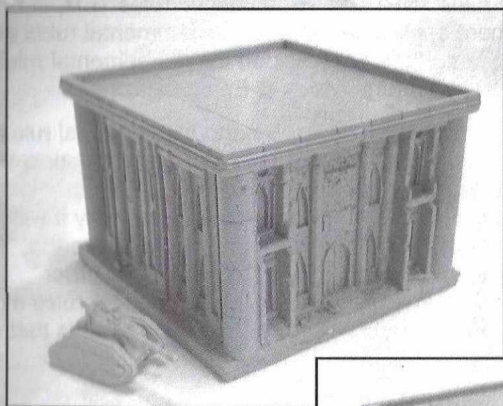
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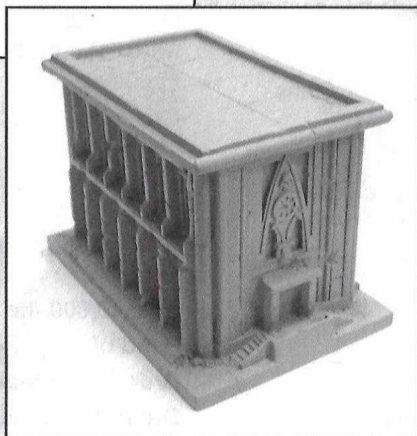


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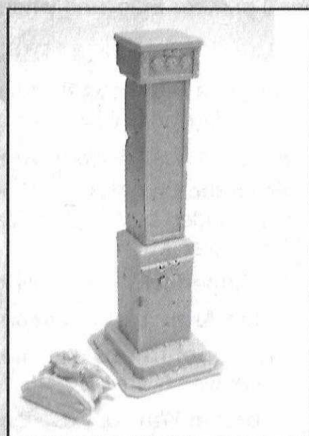
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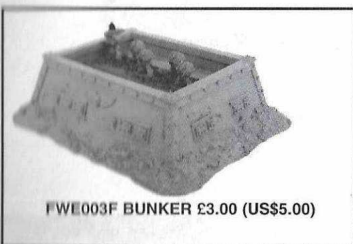
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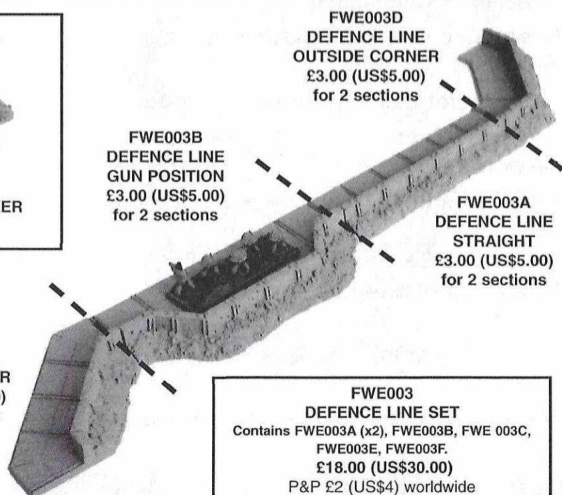
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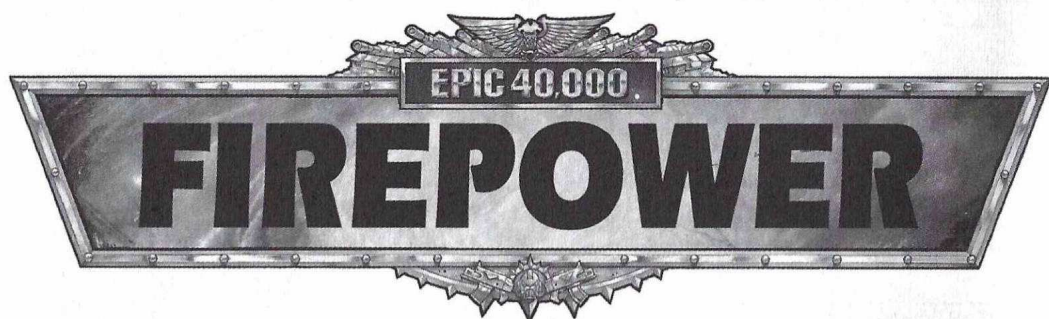
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EPIC 40,000 FIREPOWER

The purpose of this section of Epic magazine is to keep you up to date with what is going on with Epic. Basically, what we'll be doing is publishing 'new rules' (NR) and 'experimental rules' (ER) in Epic magazine for Epic. The new rules have to be used where applicable, while the experimental rules are optional and can only be used with an opponent's consent. If the feedback on the experimental rules is positive enough we'll upgrade them to new rules status in future issues of Epic magazine.

So you can keep track of what the state of play is with the various new rules and experimental rules, every issue of Epic magazine will include this section, and we'll also have a similar page on our web site. Along with other bits and pieces of news and gossip, this section will list the new rules, experimental rules and errata that currently apply to the Epic game system. More importantly it will tell you where you can find this information if you don't already have it, by listing the place where the original article was published. If the original source is no longer available, you'll be able to order photo-copied versions for a small fee, and/or you'll be able to find electronic versions of the rules at our web site. We also plan to periodically consolidate any new rules together into supplements that we'll print for Epic, and when we do this section will refer you to the relevant supplement.

NEW RULES

Adeptus Titanicus II. New Rules for Titans.
Epic Magazine 1

Adeptus Mechanicus Army List. *Firepower 1*

From the Battlefield. War Engine orders superseded by Adeptus Titanicus II rules.
Firepower 1

Air Superiority. *Firepower 1*

Squat Army Lists. *Firepower 1*

Princes of Chaos. Daemonic Legions.
Firepower 1

Supreme Warriors. Space Marine detachments. *Firepower 2*

On the Wings of Death. Deathwing detachments. *Firepower 2*

Alternative Guard Detachments. Option 3.
Firepower 3

Genestealer Cults Army List. *Firepower 3*

Green is Meaner. Ork detachments.
Firepower 2

Imperial Tunneller Detachments. *Firepower 4*

EXPERIMENTAL RULES

Allocating Hits. An alternative method. *Epic Magazine 1*

Vehicle Variants. New Tank abilities. *Epic Magazine 2*

Leman Russ. New models. *Epic Magazine 2*

Super Heavy Tanks. Updates for ATII.
Firepower 2

Third Wave. Updated Ork detachments. *Epic Magazine 2*

Orkimeides Kustom Gargants. Gargants in ATII. *Epic Magazine 2*

Warriors of Justice. Arbites detachments.
Firepower 1

Epic 40,000 the Director's Cut. *Firepower 1*

Hand of Fate. New Fate cards. *Firepower 2*

Ordo Malleus detachments. *Firepower 3*

Green Machine. New Ork detachments.
Firepower 3

Penal Legions detachments. *Firepower 3*

Medic! Imperial Support Units. *Firepower 4*

Tribal Gathering. Ork detachments.
Firepower 4

Epic Seige. *Firepower 4*

Fortifications. *Firepower 4*

ERRATTA

Adeptus Titanicus II. Clarifications, Q and A.
Epic Magazine 2

From the Battlefield. *Firepower 1*

Q and A. *Firepower 2*

Q and A. *Firepower 3*

WARHAMMER EPIC 40,000

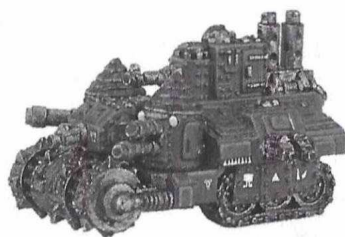
Hot from the Forges

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



Mega Gargant

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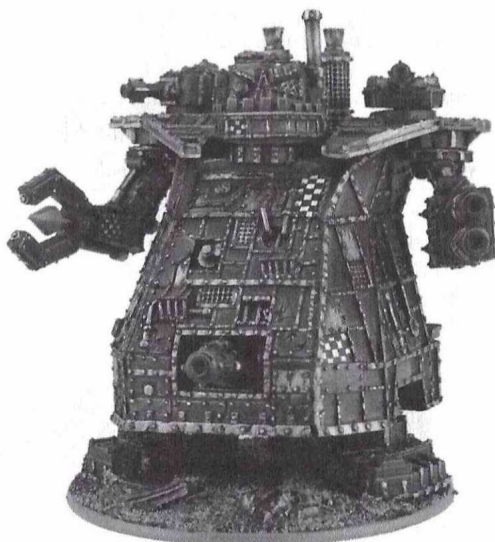
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Battlewagon Conversions

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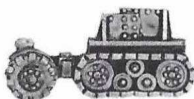


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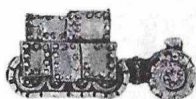


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TRACKS 3
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RIGHT TRACK



LEFT TRACK

SMASHA GUN
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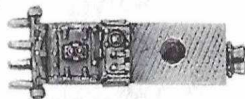
SMASHA GUN TOP



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030300203



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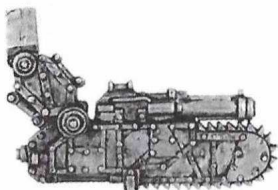


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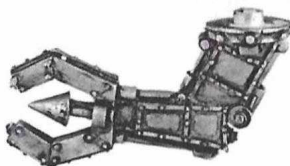


ORK FLAKWAGON HULL 3
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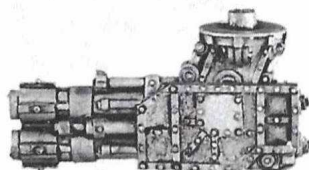
Gargant Weapons



GARGANT RIGHT ARM
CLOSE COMBAT WEAPON
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NOTE:

We realise there are gaps in this catalogue. We are doing our best to fill them. If you require anything and cannot see it here, then write to us at Fanatic.

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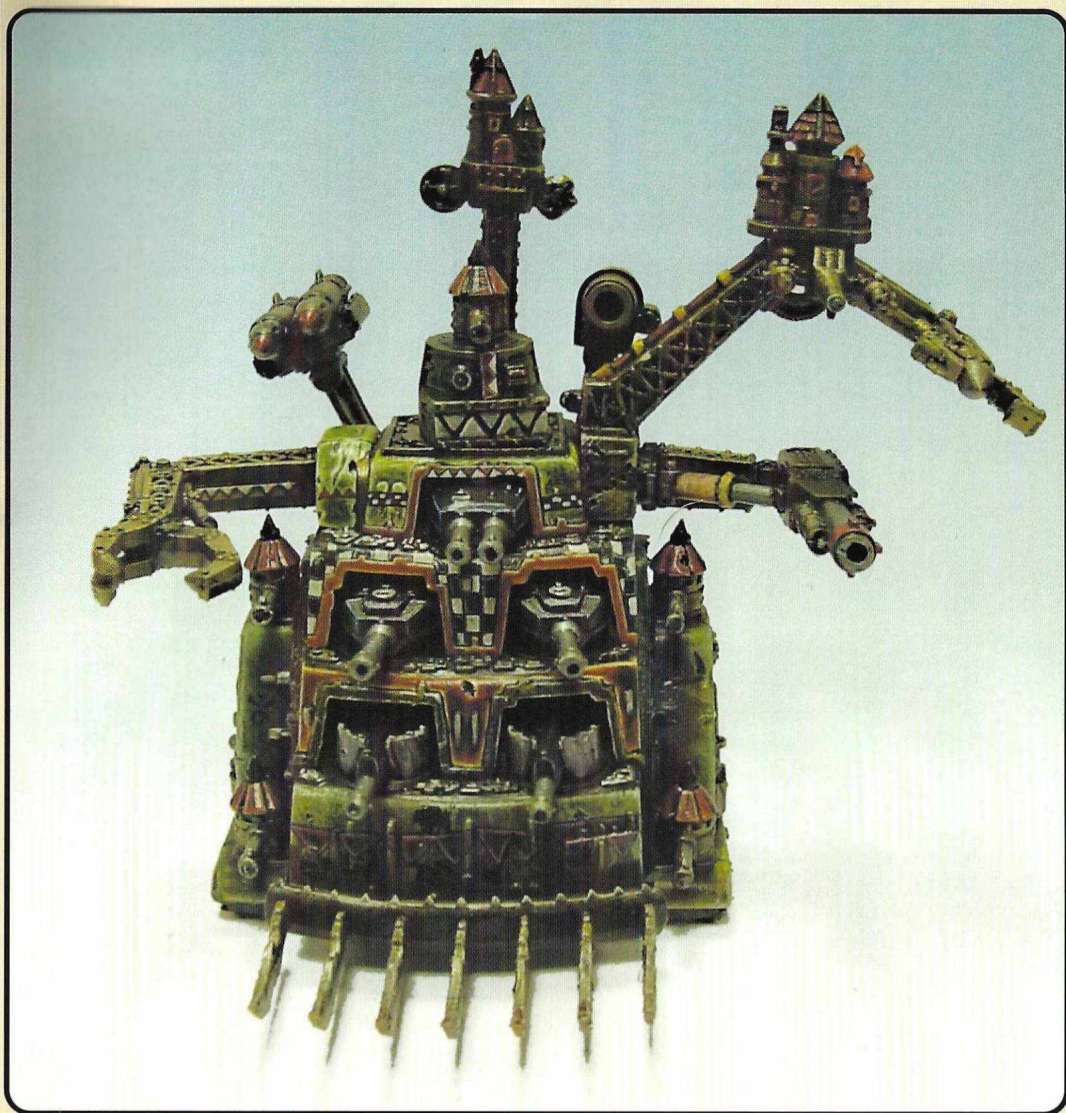
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The horribly beweaponed Mega-Gargant. Painted by Rikard Waldner.



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

WARHAMMER EPIC 40,000

Adeptus Titanicus II *by Jervis Johnson*

Jervis follows up the new rules for war engines in Epic 40,000 with some rules clarifications and errata, and he also answers your questions.

Vehicle Variants *by Jervis Johnson*

Adding detail to the vehicles in Epic 40,000 has been one of the most common requests from players. Jervis addresses these requests with a set of rules that allow you to tailor vehicles for specific roles on the battlefield, such as close assaults or long range tank killing.

Leman Russ Variants *by Jervis Johnson*

Forgeworld have moulded three Leman Russ variants, from their Imperial Armour range, at Epic scale. Here are rules for the Vanquisher, Conqueror and Executioner Leman Russ variants.

Imperial Super Heavy Tanks *by Jervis and Warwick*

Rules for using Baneblades, Shadowswords and Leviathans in Adeptus Titanicus II, with datafaxes for all the above.

Third Wave *by Andy Chambers*

The Ork detachments in Epic 40,000 army book have become rather out of date since the release of the Ork Codex for Warhammer 40,000. Andy Chambers updates Ork detachments, and includes some great suggestions for miniature conversions.

Orkimedes Kustom Gargants *by Pete Haines*

Rules for Gargants and Battle Fortresses in Adeptus Titanicus II, including the re-released Mega-Gargant.

Firepower

Find out what is going on in Epic. Which rules are official changes to the game and which rules are just experimental.

And much, much more...



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