

THE OFFICIAL

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EPIC 40,000

MAGAZINE

Issue 4



HIVE WAR!

Tyranid Bio-Titans in Adeptus Titanicus
Deathstrike Warheads
Raid scenario

BIO-TITAN HORROR



Painting Bio-Titans

How you paint your Bio-Titan is going to be mainly influenced by how you paint your Tyranid army, which will no doubt already have a colour scheme or theme. They are creatures of living flesh rather than steel or wraithbone, so you should bear that in mind when deciding on a colour scheme. Our miniatures have been painted muted, organic colours, with bone coloured armour plates and fleshy 'skin' and tentacles. You should not be afraid of using some bright colours, as on our Heirodule. Nature provides many examples of brightly striped or patterned creatures, marking them out as poisonous. Looking through a natural history book on spiders, beetles or snakes will give you good inspiration.

Suggested Colours

Bleached Bone

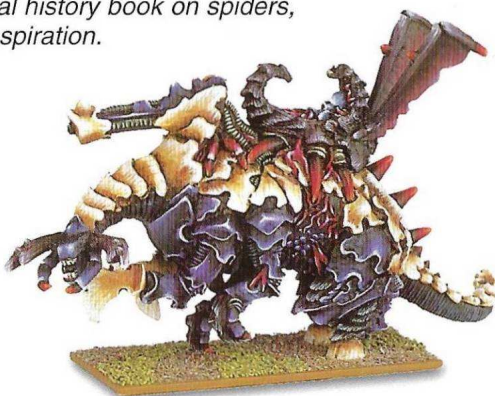
Pallid Flesh

Dark Flesh

Scab Red

Liche Purple

Nauseating Blue



A Dominatrix guides her swarms to battle.

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Warwick Kinrade
Cover Picture
Dave Gallagher
Production
Warwick Kinrade
Andy Hall
Proof Reading
Richard Williams

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BIG, BAD, BUGS

Experimental Rules for Tyranid War Machines in Adeptus Titanicus

by **CARL WOODROW**

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

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

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



HIEROPHANT

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

HIERODULE

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

DOMINATRIX

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

BIO TITAN DAMAGE EFFECTS

WEAPON

Superficial

The weapon cannot be used until repaired.

Major

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

Catastrophic

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

HEAD

Superficial

Titan cannot shoot until damage repaired.

Major

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

Catastrophic

Titan crashes and is destroyed!

BIO PLASMA

Superficial

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

Major

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

Catastrophic

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

THORAX

Superficial

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

Major

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

Catastrophic

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

LEGS

Superficial

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

Major

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

Catastrophic

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

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

TYRANID BIO-WEAPONS

Bio-Cannon

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

Cluster Spines

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



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

TYRANID CLOSE COMBAT WEAPONS				
Weapon	Swiftess	Accuracy	Attacks	Str
Razor Claws	6	+1	1	9 ¹

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

CLOSE COMBAT WEAPONS

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

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

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

AHHHHH!

IT IS UPON US. A RAZOR CLAW TEARS OPEN MY BELLY...

NO, *NOT* MINE, *DICTIONARY'S*. BUT THROUGH THE MIND LINK THE PAIN IS THE SAME.

PLATING RUPTURES. A VOID SHIELD FLICKERS AND DIES. VITAL SERVOS SEVER. THREE SERVITORS ARE PULPED OR DISMEMBERED.

SPECIAL RULES

Bio-Plasma Shield

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

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

Regeneration

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

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

THE RYLLA INCURSION

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

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

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

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

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

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

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

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

HIERODULE

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

WEAPONS

Symbiote Weapons: Any except Ripper Tentacles

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

HIT LOCATIONS

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

DAMAGE

Left Symbiote Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Right Symbiote Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Head	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Thorax	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Bio Plasma	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Legs	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐

Improvised Attacks	Repair Rolls
D3+1	4

HIEROPHANT

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

WEAPONS

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

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

HIT LOCATIONS

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

DAMAGE

Left Symbiote Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Right Symbiote Weapon	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Head	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Thorax	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Bio Plasma	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐
Legs	Armour Cracked ☐ Superficial ☐ Major ☐ Catastrophic ☐

Improvised Attacks	Repair Rolls
D3+2	6

DOMINATRIX

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

WEAPONS

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

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

HIT LOCATIONS

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

DAMAGE

Legs	Armour Cracked ☐	Superficial ☐	Catastrophic ☐
Head	Armour Cracked ☐	Superficial ☐	Catastrophic ☐
Thorax	Armour Cracked ☐	Superficial ☐	Catastrophic ☐
Symbiote Weapon	Armour Cracked ☐	Superficial ☐	Catastrophic ☐

Improvised Attacks	Repair Rolls
D3	2

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

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



Available from Mail Order

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

Hierophant



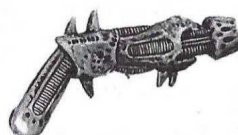
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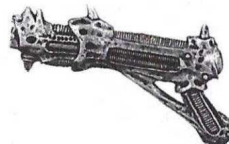
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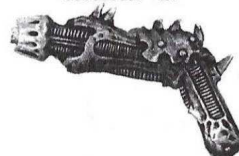
Complete Hierophant 60110306004L £15



BIO-TITAN RIGHT BIO-CANNON
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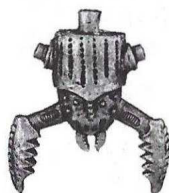


BIO-TITAN LEFT BIO-CANNON 1
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BIO-TITAN LEFT BIO-CANNON 2
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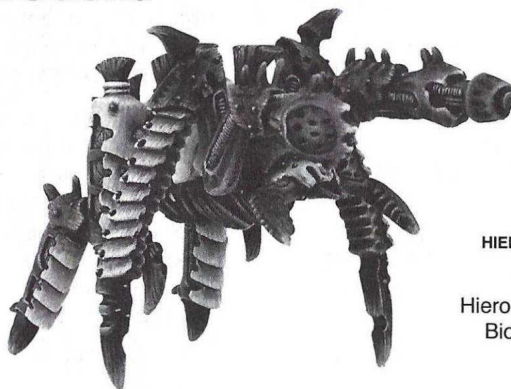
Hierodule



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HIERODULE RIGHT CLUSTER SPINE
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Hierodules can be fitted with the Bio-cannons shown above.

Dominatrix

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Credit where Credit's due

Dear Crew,

Here's a few short comments in response to Issue 2:

- 1 Concerning the new ATII rules in regards to Blast Markers on Titans; you appear to have come up with a good solution which goes a long way towards smoothly integrating the new rules with the older E40K rules.
- 2 I think that banning "Titans" from participating in "Close Combat" is not a good idea, they should be able to support other units in this regard. Are not Reaver Titans, for example, mainly used to support infantry? I know that I sure don't take them to counter other Titans, I use Warlords for this purpose.
- 3 The new Gargant rules are pretty cool! I'll try to get you some more feedback once we've had an opportunity to play with them a bit more.

B.T.W. - Here's a couple of quick questions. When will the Chaos Titan rules be published? Is there any truth to the rumour that Forge World will be releasing a new Reaver Titan model? I'll stop there for now, I could go on, and on, and on . . .

Thanks for you time, and keep up the great work!

Richard Desnoyers

Firstly, we owe Richard an apology. His letter was published in Epic Mag 2 and we failed to credit him. Oops, sorry! Richard's was the final Mailbag letter, starting on page 38 (I just have to tell all of you that...).

As to the questions, Chaos Titans are scheduled to be covered in issue 5. I have a man writing and play testing as we speak. The rumours are indeed true. Forge World are working on a new range of resin Epic scale Titans, the first of which will be a new Reaver, and very nice it is too. Watch this space for more information.

Warwick

Passionate about Epic

Dear Jervis & the crew,

We've been playing a few more games of Epic again recently following the publishing of the rather fab Epic mag 2, and just a couple of things have come to light that we weren't a hundred percent sure on, perhaps you could just clarify.

Morale values for war engine detachments

Do we no longer work out a detachment

morale for groups of more than one war engine, as it seems to indicate that morale is awarded for individually damaging war engines. i.e. a detachment of three Baneblades, points cost 330, would normally have a detachment morale of 7. Do we now treat each one as having a morale of 3, and that's how many points are awarded when one suffers catastrophic damage.

Firefights

It's clear that infantry and vehicle detachments can engage war engines in fire fights, but is the opposite true, can war engines initiate fire fights? I only ask as the comments regarding Titans supporting close combats i.e. 'such things are beneath them', would perhaps suggest that they wouldn't be too bothered by the presence of such meagre enemies and only retaliate when attacked. A big thank you at this point for sticking to your guns and not letting infantry etc attack war engines!

New Ork Detachments

Pulsa Rokkits - the range seems to have shrunk to 30cm, is this deliberate or just one of Andy's mistakes?

Bommerz - the new entry has the ability of 'shootier', which increases the fire power at the cost of 5cm of movement. As flyers have no movement value, is their dogfight ability reduced from 3/2 to 2/2 as with bombers from other armies?

That's it for the questions, time for a few observations.

The new Ork detachments are great, and they are my main enemies! It's certainly created a set of new tactical problems.

The way you have introduced the new abilities for the different vehicle types is very good and was a huge relief, I've written to you before asking you not to clutter the excellent rules system and this works a treat. It opens up avenues for more varied vehicles and troops without adding more complexity to the system, great stuff!

Well, judging by the comments in your editorial and some of the letters in the mailbag, ATII has met with a fair bit of negativity - much to my astonishment. There are four of us who play it regularly and we have all really enjoyed the new system. Granted part two of the rules has improved things by clearing up some of the grey areas, and bringing back the blast markers was key, but we have found very little wrong with the system. Epic 40,000 is far and away my favourite game, and the new Titan rules have only made it better still. I have played Space Marines since the days of Rogue Trader in 40K and all the

incarnations of Epic since the original AT, and it wasn't until Epic 40k was released that I actually felt that Space Marines lived up to all the background that had been written about them. Now the Titans & Gargants are living up to all we have read about them over the years - laying waste to cities and crushing enemies underfoot. I would strongly recommend that anyone struggling to come to terms with their power in the new system should go out and read the excellent Titan graphic novels, it might help them to see where you're coming from. Sorry for going on but I get very passionate about Epic! Anyway, that said, here's a couple of things that we have employed in our games which we have found make for a good balance in the integrated game:

When deciding on a points value for a game, we don't include war engines in the total but add them on as extras, this way you don't end up facing off against 3 Warlords with a Slasher and lots of Boyz!. About 20% of the total points up to 1000 points, to about 40% for up to 2000 points and 50% for 3000. If we have the luxury of having all day to play and have larger armies still, then the limit is more a case of the models available!

We use a lot of the ruins supplied with the game, with a 15cm visibility/range maximum, increased to 20cm for war engines. This gives infantry in particular a lot of protection and also makes manouvering difficult for war engines & Titans in the new system.

The -1 to hit modifier for Titans moving over 20cm was one of the few things we felt wasn't quite right/fair when it came to infantry and vehicle detachments. So to even things up a bit for the little guys, we impose a right column shift on the fire power table for war engines shooting at infantry and vehicle detachments moving over 20cm. This still makes marching a viable option when faced with the long range weapons on a titan.

Well, that's just about it for now, just time to thank you for making all the miniatures and plastics available again. Did I really need the entire Dark Angels chapter, bar a complete scout company? Probably! I also bought an Imperial Guard army and a huge (6000pts+) Tyranid horde cause the prices were so good in the February sale! We also have two new players as a result - now there are 6 of us!

Hope this hasn't been too preachy or too much like the J.Johnson appreciation society news letter!

Regards

Robert Marsden

The rules for super heavy tanks have changed, and the individual army morale value for each tank is now subtracted from your army total, not the detachments.

Titans can initiate fire fights.

Pulsar Rokkits have had their range cut. This is not a mistake. It was felt they were a bit too much of a good thing and Orks players were using them in vast numbers.

A Bommer should have both its dogfight ability reduced, as stated on page 11 of Epic Mag 2. So it becomes 2/1 instead of 3/2.

Thanks for the house rules, I especailly like the visiblity/range maximum for buildings and will try that one out myself.

Warwick

Quick Question

Hello all,

I'd just like to say "Well Done!" on the Epic side of Fanatic! While I primarily play 40K, I have always enjoyed the Epic scale. I only recently got my hands on the new rules for ATII in Fanatic, and I'm very impressed.

The new Titan rules are good, and I like how the little things must get out of the way of the Titans!

I was a fan of Imperial Super-Heavies in Epic, but was depressed at how easily they were destroyed. They are now tanks to be feared, and I think that that benefits the feel of the game.

I have one rules suggestion to make, although its rather significant. Could you investigate splitting the shooting rules into "infantry" and "armoured" rules? Use the current firepower rules for infantry targets, but switch to a "Titan" style fire system for armoured vehicles. It would slow the game down, but I felt that in Epic 40K, armies were merely collections of points values and firepower values. If tanks and infantry interacted differently, some additional flavour could be added to the game. It could even give a reason to take heavy weapon squads besides the extra 15cm of range!

Bear in mind that I am biased towards tanks, since I am an armoured officer in the Canadian Army!

Iain Clark

That sounds like quite a radical change to the game, which relies the concept of 'firepower' for it's speed of play.

Warwick

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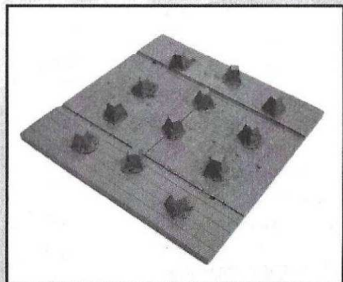
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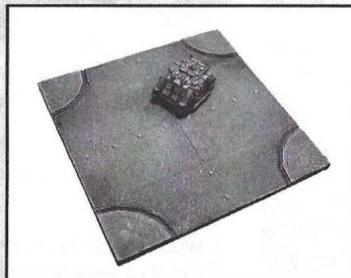
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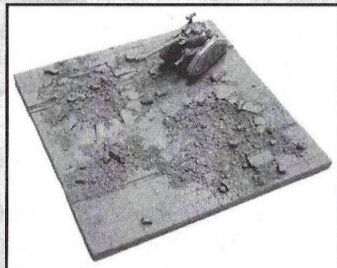
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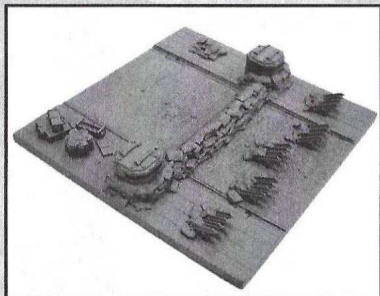
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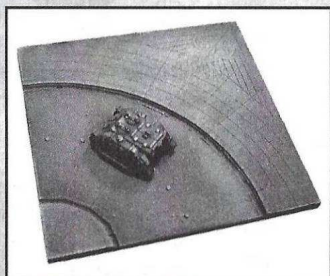
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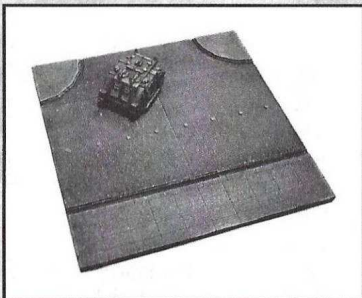
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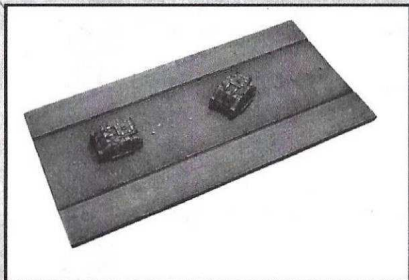
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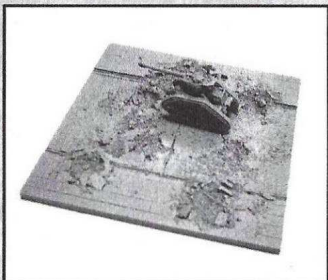
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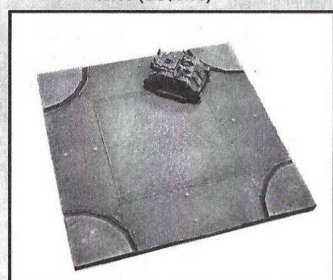
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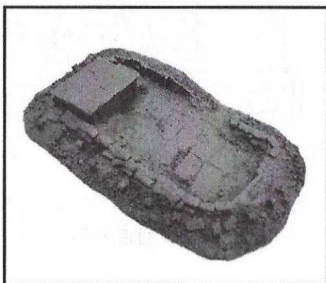
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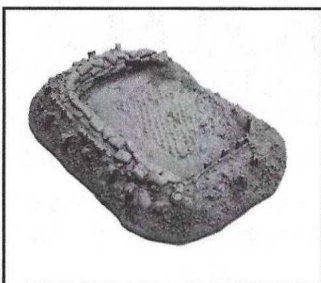
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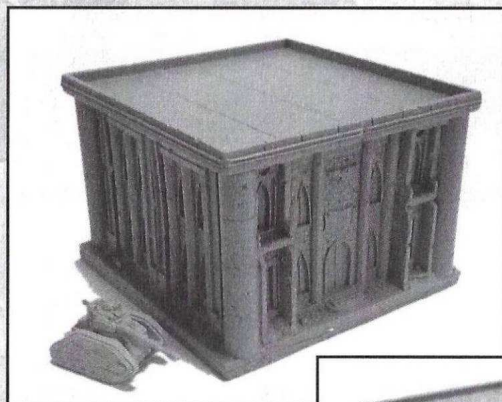
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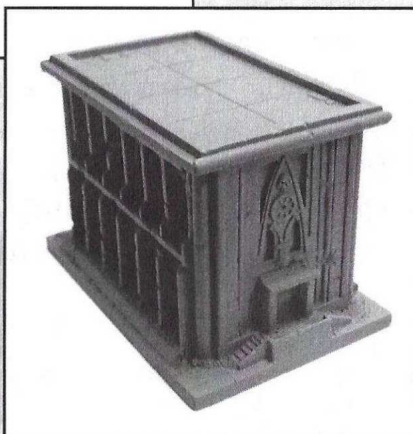


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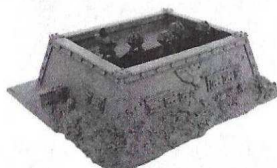
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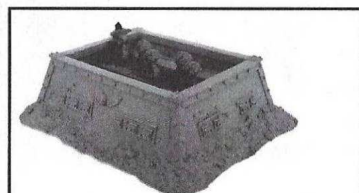
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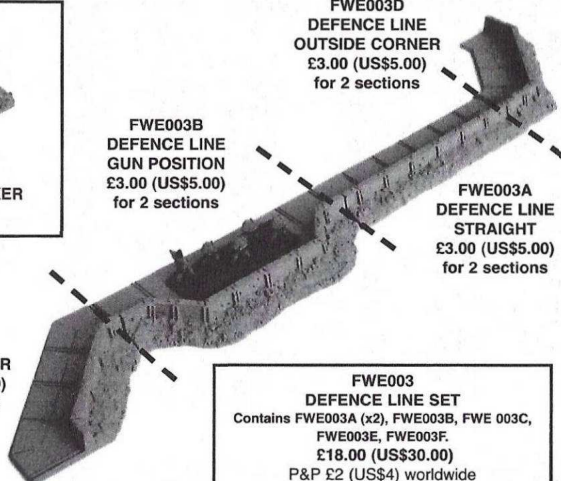
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RAID

A new scenario for Epic 40,000 by John Watt.

This scenario would make a good start to a campaign and includes some nice rules for the how events from this battle will effect the next battle.

As a precursor to an attack a small force must infiltrate enemy territory and destroy crucial enemy objectives.

The following special rules are used in this scenario: Objectives, Reserves, Fortifications.

FORCES

Both players pick armies to a pre-agreed points total. Then both players pick detachments from their army up to 25% of their armies points total, so in a 2000 point battle this would be a detachment or detachments worth up to 500 points. For the attacking player, this is his Raiding force. For the defending player, this is his sentry forces. The rest of both armies start the game in reserve.

Neither side may start with war engines in their intial force. War engines must always be part of the reserve forces.

SET-UP

1. Determine who will be the attacker and who will be the defender.
2. The defender secretly writes down his choice of short table edge as his deployment zone.
3. The terrain is set up in any mutually agreeable fashion. After the terrain is complete the defender reveals which table edge is his.
4. The defender now places his objectives (see Objectives) .
5. The defender sets up his intial force anywhere in his deployment zone. He may place fortifications if he wishes.
6. The attacker then sets up his intial force in his deployment zone.
7. Do not use the reserve table on page 15 of the Battle Book. All reserves are rolled for upon the following tables.



ATTACKER'S RESERVES

Detachment Speed:	Turn Number					
	1	2	3	4	5	6
Up to 30cm	-	4+	4+	3+	3+	2+
Over 30cm	-	3+	3+	2+	2+	2+
Flyers	-	3+	2+	2+	2+	2+

DEFENDER'S RESERVES

Detachment Speed:	Turn Number					
	1	2	3	4	5	6
Up to 30cm	-	-	4+	4+	3+	3+
Over 30cm	-	-	3+	3+	2+	2+
Flyers	-	-	3+	2+	2+	2+

OBJECTIVES

Do not select objectives as normal. Roll on the following table for objectives instead. The defending player must roll once per 500 points in his army (round fractions up). Objectives can be placed no closer than 60 cm from the defender's table edge. See Aftermath for effects suffered by the defender if playing in a campaign.

D6 Roll

Objective

1-3

Supply Dump. Roll again.

1-3 Fuel dump

4-6 Ammo dump

4-5

Repair base

6

Special. Roll again.

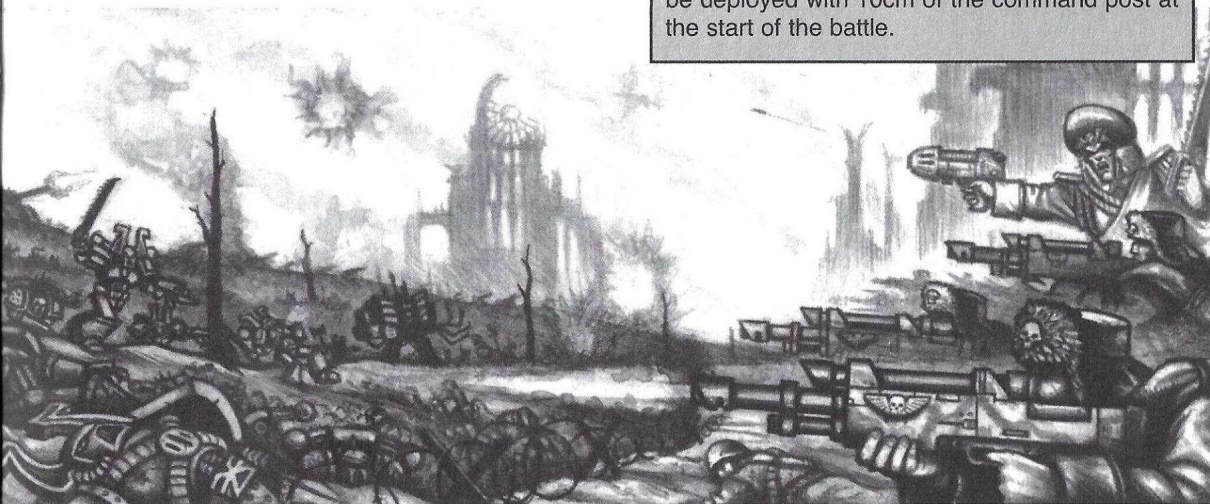
1-3 Command Post ^{1,2}

4-6 Communications Relay ¹

OBJECTIVE NOTES

¹ This objective can only be rolled once. Re-roll if a second command post or communications relay is rolled.

² If he has a Supreme Commander detachment in his army the defending player may add his Supreme Commander and his bodyguard (minus any war engines) to his initial force. This doesn't count toward the 25% starting force. The Supreme Commander and his bodyguard must be deployed with 10cm of the command post at the start of the battle.



Unit	Speed	Range	Firepower	Assault	Armour	Notes
Command Post	0cm	0cm	0	2	6	Damage Capacity 3
Comm. Relay	0cm	0cm	0	1	6	Damage Capacity 3
Fuel Dump	0cm	0cm	0	1	5	Damage Capacity 2
Ammo Dump	0cm	0cm	0	1	6	Damage Capacity 2
Repair Base	0cm	0cm	0	1	5	Damage Capacity 2

GAME LENGTH AND VICTORY CONDITIONS

The game lasts for 6 turns. The attacker wins if he destroys all the objectives. The defender wins if he keeps the attacker from destroying all the objectives. If the defender has any objectives left at the end of the game then he wins.

AFTERMATH

If this scenario is fought as part of a campaign then use these effects for each destroyed objective.

Fuel Dump: In the next battle, for each Fuel Dump destroyed, a single randomly determined detachment may not use March special orders.

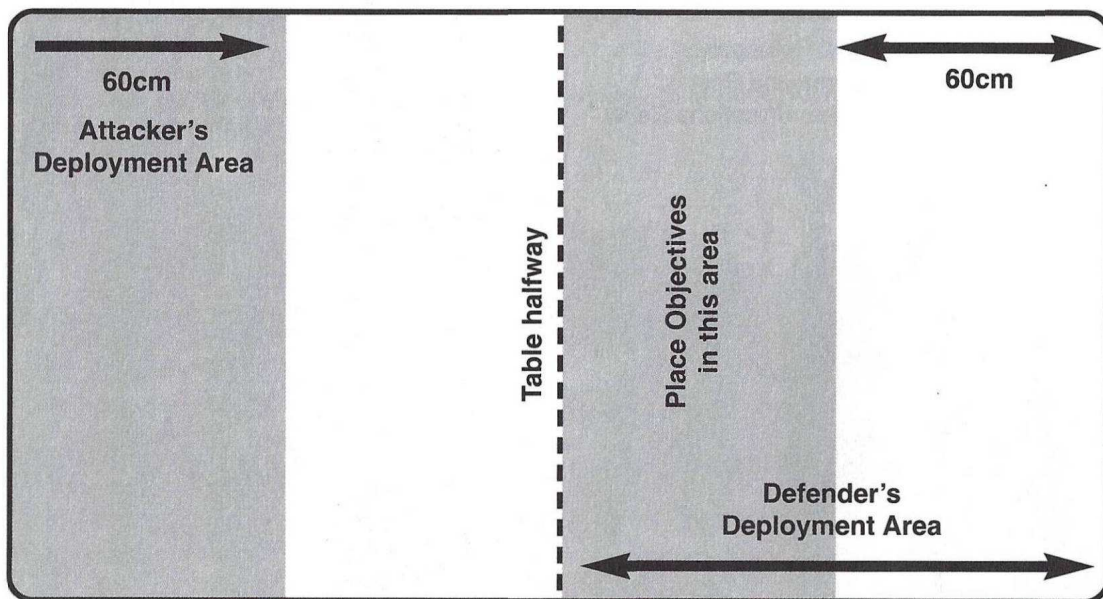
Ammo Dump: In the next battle, for each Ammo Dump destroyed, a single randomly determined detachment may not use Overwatch special orders.

Repair Base: For each Repair Base destroyed, one randomly determined detachment that was reduced to half-strength, wiped out or destroyed must miss the next battle.

Command Post: Subtract 1 on every dice when rolling for reserves for the duration of the next battle (this may be cumulative with the Communications Relay result). You may not field your Supreme Commander next battle.

Communications Relay: The defender cannot roll on the standard reserve table next battle. Roll on the Defender's Reserves table on the previous page instead.

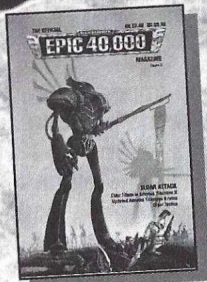
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IT'S ALL IN YOUR WARHEAD!

Experimental rules for variant Death Strike Missiles by Greg Bak

For some time there has been turmoil over the use of the Imperial Guard Death Strike Missile Launcher. In my opinion the main problem is the missile is too powerful, and therefore needs to be toned down (1D6 Death Ray shots can be very painful, especially if your opponent fields three or four). But how is this accomplished without turning one of the Imperial's mightiest weapons into just a popgun? Andy Chambers offered some options in *White Dwarf* and I believe in the first issue of *Firepower*. His solution was to either set a limit of one Imperial Death Strike missile per game or use the Death Strike missile as having 1D6 Anti-Tank shots instead of the Death Rays. Neither solution really appealed to me. I never like restricting models that the Army list offers and the Anti-Tank shots seemed too weak for a weapon that rips the fabric of warp space. So what to do? Well my friends and I have experimented with some house rules that I feel not only solve this problem but also offers more variety to the Death Strike missile and maybe a surprise or two for opponents of the Imperium. In addition I have included extra warhead options for artillery units. Most of the ideas come from the original Space Marine rules, first out in the late 1980's. I hope you enjoy these rules as much as my friends and I do.

DEATH STRIKE MISSILES

Death Strike missiles are long range cruise missiles fielded by armies of the Imperium. The weapon is most famous for its Vortex Warhead, but other variants are available. When an Imperial Guard Army Detachment selects a Death Strike Missile Launcher or a Titan is fielded with a one shot missile, the owning player must write down which warhead he wishes the missile to be armed with before the battle starts. When the weapon is fired at his target, the warhead type is revealed, and resolved as per the system rules listed below.

VORTEX WARHEAD

When detonated this weapon opens a hole between our universe and the warp. Units too close to this hole are sucked in and forever lost.

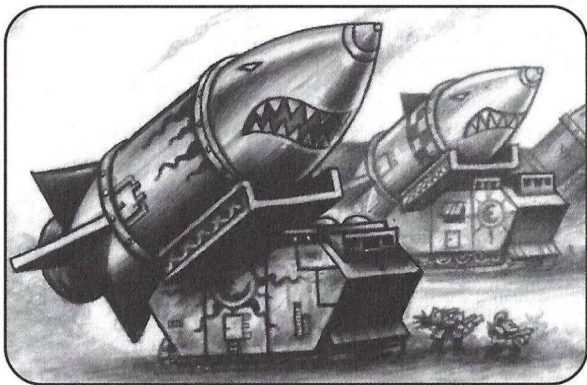
Rules: Treated as Distortion Cannon. Place a special Barrage template and roll D6x5. If score beats the target's base speed, you've hit (a natural 6 is always a hit, a 1 is always a miss). War engines take a single critical hit, ignoring shields. If the target can only survive one hit, it is destroyed. The Vortex template remains in play until it dissipates. Roll D6 at end of turn: 1-2 field dissipates, remove from play. 3-4 field remains in place. 5-6 field moves 2D6 cm in a random direction.

Designers Note: Some Eldar players may feel this takes away some of their technological edge, it doesn't. First, the missile is a one shot weapon, while Distortion Cannons can fire away

all day. Second, human generated vortices are a bit more unstable, and thus may randomly move across the battlefield as per the above rules, which can be both a blessing and a curse. Third, it tones the Vortex down from 1D6 Death Rays, which alone should keep any Eldar player happy.

WARP WARHEAD

When fired this weapon activates a small warp drive engine allowing it to make a warp jump. Although the warp jump is short, lasting only seconds, it allows the missile to re-appear inside its target



bypassing shield defences and any attempts to shoot it down.

Rules: Treated as a Death Ray. Always roll 1 dice, needing a 2+ to hit. Hits always cause critical hits on war engines.

Designer's Note: This is a great anti-war engine weapon, as it will bypass void shields and power fields and automatically causes a critical hit. However, Eldar Holofields still work at full effect.

HAYWIRE WARHEAD

When this weapon detonates, it creates a tremendous Electro Magnetic Pulse (EMP) that overloads radios, targeting systems, weapons loaders and shield generators.

Rules: Roll D3 Disrupt attacks. If the target has active Void Shields, Power Fields or Holo Fields the first disruption hit will render all remaining the shields non-operational for one turn, they return play at the start of next turn. The remaining Disruption hits place one Blast Mark on the target as normal.

Designer's Note: Another excellent anti-war engine weapon with less punch but more flexibility. The weapon lowers the shields of your target, so another weapon or unit can deliver the killer blow. It can also be used to good effect on non-war engines for its blast marker effect.

STASIS WARHEAD

When this weapon detonates it creates a stasis field, which freezes time and with it any unit trapped within its radius.

Rules: Place a special Barrage template. All units under the template cannot move, shoot, be targeted by other units or fight in close combat or fire fight until the stasis field dissipates. Roll D6 at end of the turn. On a 1-2 the field dissipates, on a 3-4 the field remains, and on a 5-6 the field moves 2d6 cm in a random direction.

Designer's Note: An excellent weapon to take a war engine out of the game for several turns so you can focus your attention on other targets. It is a bit unpredictable though, but such are the risks when you mess with Father Time.

SURFACE TO AIR WARHEAD

This warhead turns your Death Strike Missile Launcher into a flak system, but one with unlimited range.

Rules: Treat the Death Strike as a Flak weapon, with firepower 2, with unlimited range. Unlike other Death Strike missile systems, the SAM can reload, one turn after it fires (turn 1 fires, turn 2 reloads, turn 3 ready to fire again).

Designer's Note: This Warhead is a true defensive system often used to defend other Death Strike launchers from those nasty flyers. The reload rule makes flyers attack SAM positions to remove the threat they pose to them. The one turn re-load delay gives the rules game balance.

MODELLING TIPS

To help you keep track of which missile has which warhead, paint either your missile or launchers with slight variants (different colour warheads, fins, number them, etc). As for the barrage templates, many remain on the board and some of you might want to create your own templates. For most, I use templates from the original "Space Marine" game, but if these are unavailable to you or simply too two dimensional for you, here are some ideas:

Vortex: Cotton wool, 'puffed' out to the right shape and painted blue and black.

Stasis: A clear plastic or glass disk (bottom of plastic wine glass).

Haywire: Use a normal barrage template as the results are worked out immediately.

Surface to Air Missile, Warp Missile: No template required.

OTHER MISSILE OPTIONAL RULES

DEATH STRIKE MISSILES AS FLYERS

One shot missiles are more like a cruise missile and are a bit bigger and slower than the other missiles on the battlefield. This gives your opponent the chance to shoot down the incoming missile with his anti-aircraft units.

Rules: When firing a Death Strike Missile or similar one shot missile (Ork cruise missile, Titan missile, etc) trace a direct path from your launcher to your target. Any unit with the Flak special ability, in range of the missiles flight path may attempt to shoot the missile down. Roll to hit as you would any other flyer, treating the missile as an armour of 6+ (Eldar Fire Prisms hit on 5+). If hit, the missile is destroyed before hitting its target with no effect. Warp and Surface to Air missiles can never be fired at by Flak.

Designer's Note: The missile's high armour value is due to their size and speed, rather than any armour, which is why even the Eldar have some difficulty in hitting. This rule gives Death Strike opponents another means of balancing the nasty effects of the Death Strike. I was careful not to repeat the mistake of the old Space Marine Death Strike rules, where every unit could try and shoot down the missile, and usually did. I did this by limiting those who could target the missile to only anti-aircraft units and giving the missile an armour rating of 6. You may use these rules with other one shot missile launchers if all sides agree. Additionally, there is an Epic missile bunker objective, which would make a perfect SAM launcher (limit it to one shot per turn). This would make knocking out that bunker more important to the overall game and a little more difficult.

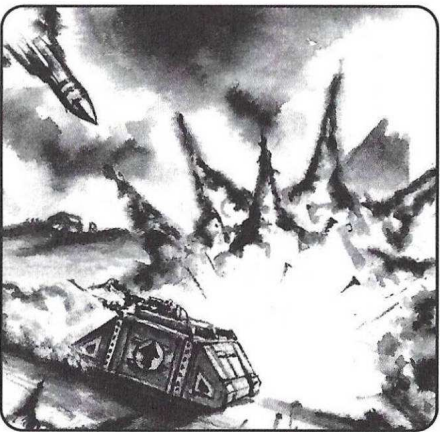
OPTIONAL ARTILLERY AMMUNITION VARIANTS

The following are additional ammunition options, which certain races may purchase for any unit with "Artillery" capability. Note the point cost is per unit. For simplicity, if one unit in a detachment buys the ammo variant, all of the same units in that detachment must as well. This avoids lots of confusion during play.

BLIND

When the round detonates it creates a field of smoke and Electro-Magnetic interference which greatly hinders the line of sight for all direct fire weapons.

Rule: Place a single Barrage template for each detachment firing Blind. All units who fire direct weapons through a Blind field treat the target as a hidden unit (no matter what the range), and therefore only inflict blast markers. The Blind template remains in play until it dissipates. Roll 1D6 at the end of each turn: on a 1 the field dissipates, on a 2-5 the field remains, on a 6 the field moves 2D6 in a random direct. This rule does not apply to indirect firing weapons (other units with 'Artillery'), as line of sight is not required.



Available to: Imperial and Chaos Armies for +5 points per unit.

SMOKE

When the round detonates a field of thick black smoke obscures the battlefield.

Rule: Place a Barrage template for each detachment firing smoke. All units who fire through a Smoke field roll to hit with a +1 to targets armour (to include Anti-Tank and Death Ray). Roll 1D6 at the end of each turn: on a 1 the smoke dissipates, on a 2-5 the smoke remains in play, on a 6 the smoke moves 2D6 in random direct. This rule does not apply to indirect firing weapons (other units with 'Artillery'), as line of sight is not required.

Name	Firepower	Notes
Vortex Missile	(1)	Treated as a Distortion Cannon. Place a special Barrage template and roll D6x5. If the score beats the target's base speed, you've hit (a natural 6 is always a hit, a 1 is always a miss). War engines take a single critical hit, ignoring shields. If the target can only survive one hit, it is destroyed. The Vortex template remains in play until it dissipates. Roll D6 at end of turn: 1-2 field dissipates 3-4 field remains, 5-6 field moves 2D6 cm in a random direction.
Warp Missile	(1)	Treated as a Death Ray. Always roll 1 dice, needing a 2+ to hit. Hits always cause critical hits on war engines. Bypasses shields and power fields. Cannot be shot down.
Haywire Missiles	(1)	Roll D3 Disrupt attacks. If the target has active Void Shields, Power Fields, Holo Fields, or Force Fields the first disruption hit will render the shields non-operational for one turn, any remaining Disruption hits place a blast marker as normal.
Stasis Missile	(1)	Place a special Barrage template. All units under the template cannot move, shoot, be targeted by other units or fight in close combat or a fire fight until the Stasis field dissipates. Roll D6 at end of turn: 1-2 field dissipates, 3-4 field remains, 5-6 field moves 2D6 cms in a random direction.
Surface to Air Missile	(2)	Treat the Death Strike as a flak weapon, firepower 2, with unlimited range. Unlike other Death Strike units, the Surface to Air missile can reload, one turn after it fires (turn 1 fires, turn 2 reloads, turn 3 ready to fire again).
Blind	(1)	Place a special Barrage template. All units who fire direct weapons through a Blind field treat the target as a hidden unit (no matter what the range), and therefore only inflict blast markers. The Blind template remains in play until it dissipates. Roll D6 at end of turn: 1 field dissipates, 2-5 field remains, 6 field moves 2D6 in random direction. Rule does not apply to indirect weapon systems (other artillery), as line of sight is not required.
Smoke	(1)	Place a special Barrage template. All units who fire direct weapons through a Smoke field roll to hit with a +1 to target's armour (including Anti-tank and Death Ray). Roll D6 at end of each turn: 1 field dissipates, 2-5 field remains, 6 field moves 2d6 in random direct. Rule does not apply to indirect weapon systems (other artillery), as line of sight is not required.
Scatter Mine	(1)	Place a special Barrage template on the target to represent the mine field. Units under the template do not roll to hit. Instead, when units under the template attempt to move or if new units wish to move through the template, treat as a mine field as per the Epic Battle Book.

Available to: Imperial, Orks, and Chaos Armies for +2 points per unit.

SCATTER MINES

When fired this round releases dozens of land mines just before hitting the ground.

Rule: Place a Barrage template on the target to represent the new minefield. When any units under the template attempt to move, or if new units wish to move through the template, treat the area as a minefield as per the Epic Battles Book page 13.

Available to: Imperial, Ork, Chaos and Tyranid armies for +5 points.

Designer's Notes: The Artillery Ammunition rules come from the original Epic game Space Marine which I adapted for the current Epic rules. All three allow artillery units to help protect friendly infantry and tank detachments by providing obstacles for enemy units both to firing and manoeuvre. Bear in mind that these obstacles work both ways, so a friendly smoke screen blokes your own line of sight as well as the enemies.



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 Titanicus II update. Epic Magazine 3
Adeptus Mechanicus Army List. Firepower 1
From the Battlefield. 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. Epic Magazine 2

Third Wave. Updated Ork detachments. Epic Magazine 2

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