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WARHAMMER

# EPIC 40,000

MAGAZINE

Issue 7

## FROM THE WARP

New Chaos Warlord Titan

Epic Evolution

Adeptus Titanicus Rules Update

War Monger Rules

GAMES  
WORKSHOP

# Painting my Chaos Warlord Titan

by Agis Neugebauer

Recently I go into Epic 40.000. I had the urge to plant some little tanks, so I pestered the nice guys at Fanatic to let me paint some Epic miniatures for them. After painting a lot of Warmaster miniatures last year, I needed a break. What better break from painting small miniatures, than painting even smaller miniatures!

To my amazement Jervis Johnson and Warwick Kinrade agreed immediately and shipped me the new Chaos Warlord Titan. Uuups, I was expecting some small stuff at first, but instead got a Titan to start with!

So – where to start? I always find it very useful to read a bit about the particular army I am going to paint. I set about reading everything I could about the Traitor Titan legions. After finishing my studies I decided that I wanted a Titan that looked truly ancient and battle worn. After millennia of war the god-like machine would not look as if it had just come new from the forges of the Adeptus Mechanicus!

With the new Warlord you get a lot of additional and highly modified parts. All the armour plates have a distinctive Chaos feel, demonlike faces, twisted shapes and so on. In true Chaos fashion the head of the Titan also gets a cannon. All the weapons are new and so is the huge weapon tail. All in all these parts change the “Techy” look of the Imperial Warlord into a very mean, ancient, demon-possessed machine.

I decided the classic Khorne colours would do the job. After carefully assembling the model I primed the whole miniature in Chaos Black. I had already put some milliput on the base to create some scenic detail and it also helps make a strong joint with the plastic base. The rocklike surface of the milliput was first drybrushed in light grey. The rest of the base was drybrushed in brown tones. I find it very useful to start painting with the base. Drybrushing it now cannot ruin the finished miniature at this early stage.

All the interior parts were painted in Bolt Gun Metal. The rest of the Titan received a coat of Scab Red. To get the ‘well-used’ look, the whole miniature was then heavily washed in black ink, twice!

The metal parts received a light drybrush of a mixture of Bolt Gun Metal and Chainmail Silver. All the spikes and Chaos symbols were done in Shining Gold. The gold parts were also brown inked afterwards.

With all the base colours applied, the real painting could begin. I didn't want the Titan to be too bright red so I only painted the edges of the armour plates. I started again with Scab Red, then Red Gore and finally Blood Red. If you are not carefully your dark red can easily end up as bright red due to over highlighting, so stick to the edges.



*Chaos Warlord in Khorne Colours by Agis Neugebauer*

*Continued on inside back cover.*

# EPIC 40,000 MAGAZINE

## EDITORIAL

Welcome to issue 7 of Epic Mag.

This issue is something of a rules update special, with Jervis giving us an account of his plans for a new edition of Epic 40,000, whilst I have been busy working on a rules update for Adeptus Titanicus. Since first published in Epic Mag 1 these two games have now gone their separate ways, but both will continue to be covered in this magazine.

Whilst they are very different games, with very different appeals, they both use the same range of miniatures. We could write as many games for these miniatures as we like, currently there are two, but Jervis is very keen to do a dog fighting game using all the Epic scale aircraft. This is somewhat off yet, probably years (if ever, as we have our hands full working on two games, let alone three!).

Jervis has some exciting news for all Epic enthusiasts. We've been given the go ahead to do a new edition of a game, called Epic 40,000 Armageddon – now how cool is that! Don't expect it to be published tomorrow, we have a long road to tread until it is ready but some time late next year we hope to do our first new game – hurrah!

You'll get the chance to see all the development work as it progresses right here in Epic Mag. This is something GW has never really done before, preferring to work behind close doors until a game is finished. Here at Fanatic we'll be laying it all bare for you to give us feedback on. This means things will change a lot over the coming months, but also means you get to help out, playtest and provide feedback generally help in the development of the game.

The same thing is currently under way for Adeptus Titanicus. Major changes are planned and next issue I'll be giving you some Experimental Rules which change the game radically. We have played a few games and think they add a lot to the game.

Also this issue, by popular demand we have the rules for the Warmonger class Emperor Titan for Epic 40,000. A lot of people have asked for these since the model first came out. Now they can use it in their Epic games.

Last but not least, our own web-maestro Keith Krelle recently took part in the Warhammer Players Society Epic tournament. He reports on the event and how he fared with his Imperial Fist Space Marines.

And in all the excitement I almost forgot to mention our new miniatures release – A Chaos Warlord Titan, sculpted by Mark Bedford. This is just the first in the new Chaos releases to fill the gaps in the Epic Chaos range. Watch out for more over the next issues!

– Warwick Kinrade

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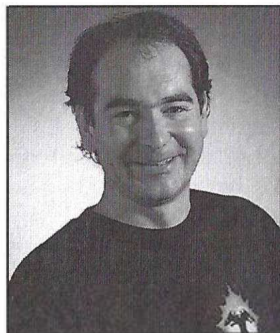
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# EPIC 40,000 EVOLUTION

## PLANS FOR THE NEXT EDITION OF EPIC 40,000

by JERVIS JOHNSON



We've been receiving quite a few emails in the Fanatic office recently saying things along the lines of 'Adeptus Titanicus II is all well and good, but when are we going to see more stuff for Epic 40,000?'. This is a good question, and one that I hope to answer in this article. In brief, though, the answer is that you're going to see more stuff for Epic starting this very issue, and over the coming year ATII will be taking a back seat while we concentrate on the Epic 40,000 game system.

"Well, what kind of stuff will we see?" I hear you cry. "Will it be new scenarios, new units or what?" Good questions again, and yes, you will see both these things. However, what we'll also be presenting is something altogether more ambitious and exciting, something never before attempted in a GW magazine. What we're going to be doing in

Epic magazine over the coming months is nothing less than giving you a chance to see and take part in the development of the next edition of the Epic 40,000 game system. The rest of this article explains why we are doing this, as well as giving you some food for thought in the form of the initial design concepts dreamed up by the new Editions Chief Developer (that's me, by the way!).

### WHY A NEW EDITION?

I've said it before, but I'll say it again, Epic 40,000 is the game design I am most proud to have worked on. I think it's an absolutely superb game; its elegant mechanics create a tense and exciting game with plenty of manoeuvre and action, and it rewards carefully thought out strategy & tactics better than any other GW game, with the possible exception of Warmaster. Above all, it is a game designed to be played, and I think it is telling that most of the criticism the game has received has come from people who have never played more than a game or two.

None the less, love Epic as I do, I have come to think that what is really needed to revitalise the game is a brand new edition of the rules. Above all, I've come to think that the game needs a healthy injection of 'gritty' new rules to help differentiate the units in the game and give Epic more flavour.

### GAME PLAY VS FLAVOUR

Considering how proud I was of Epic, you can imagine my disappointment when the game was released and proved much less successful than I had hoped or imagined it would be. With hindsight it's possible to see that there were a number of reasons for Epic's poor showing; the game and the miniatures were poorly marketed, the release schedule was patchy, all support stopped in WD soon after the games release, and so on. However, the most common complaint raised by players that didn't like the game was that it was not detailed or realistic enough (whatever realistic means in this context). Rather than appreciating the elegant game mechanics and superb game play, these players felt the game was abstract and lifeless – it simply failed to fire their imagination and so they didn't want to play the game.

We've talked about this complaint quite a lot in the Studio since Epic came out. As a designer I am interested in making games that are fun to play. For this reason I worry a lot about over-complex rules and turgid game play. On the other hand many players clearly like detailed rules with lots of chrome.

Previous editions of Epic (Adeptus Titanicus '1' and Space Marine) had tons of special rules and detail, but suffered from turgid and unimaginative game play as a result, while Epic 40,000 is superbly playable but at the cost of very abstracted game mechanics. What interests me now is to try to create a modified version of Epic which will balance off these conflicting interests and create a game that works well for both groups, and as a result will make Epic gaming once again a vital part of the 40K

hobby. Later on in this article I explain some of the methods I'm thinking about using to achieve this.

However, my perception that Epic would benefit from slightly grittier and more detailed game mechanics is not a compelling enough reason on its own for doing a new edition of the game. So, before moving on to what I am actually planning to do, here are the other reasons that made me decide that we really had to do a new edition...

## **BATTLEFLEET GOTHIC, MINIATURE RANGES AND BIG ROCKS!**

Since Epic was released there has been another GW game which uses almost identical game mechanics, but proved far, far more successful. I am, of course, referring to Battlefleet Gothic (BFG for short). One of the most interesting things for me about BFG's success is that I've seen hardly any comments to the effect that it is too simple or abstract. Which begs the question, why is this when BFG uses the same 'engine' as Epic? Although BFG is slightly more detailed than Epic, I think the real reason for this difference in the way the two games are perceived lies in the way that the army lists and background are presented.

In Epic the 'Armies Book' provides very little information on the units used in the game other than their name and stat line, and most units are not illustrated. In BFG, on the other hand, all of the units used in the game are pictured and fully described. There is also much more information in BFG about the background to the game, which is set during one campaign that is described in meticulous detail. I think that this difference in approach makes BFG 'feel' much realer, while Epic tends to make it feel more abstract and game-like. This point of view has been strengthened by numerous conversations I've had with players about Epic that goes along the lines of:

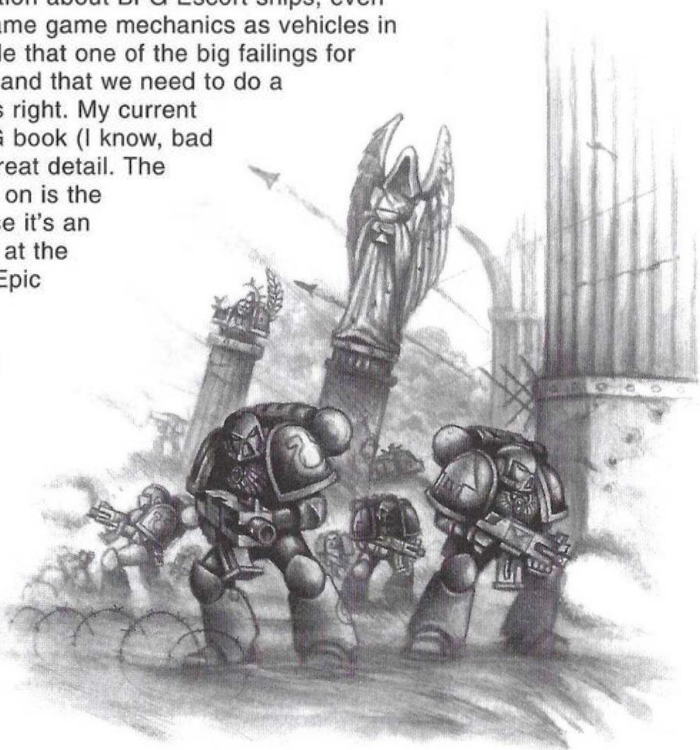
**Player:** "The reason I don't like Epic is that all units feel the same. I want my Leman Russ to feel like a Leman Russ, not just any old tank."

**Jervis:** "But all the units are different. A Leman Russ has different rules to a Land Raider or a Predator or a Rhino."

**Player:** "Yeah, I know that, but they don't feel different."

Tellingly, I've never had this conversation about BFG Escort ships, even though they use almost exactly the same game mechanics as vehicles in Epic. All of which leads me to conclude that one of the big failings for Epic was in terms of its presentation, and that we need to do a new edition of Epic in order to put this right. My current thinking is to take a leaf from the BFG book (I know, bad pun) and focus on one campaign in great detail. The campaign I've decided to concentrate on is the Armageddon campaign, partly because it's an important part of the 40K background at the moment and so lots of potential new Epic players will have heard about it, but mainly because 'Epic 40,000 - Armageddon' is just about the sexiest title for a game ever!

By now some of you will be saying "Armageddon, hmmm, isn't that just between the Imperium and the Orcs? What about other armies?" Now I won't beat about the bush on this - initially we will concentrate all of our attention on Imperial and Ork armies, though we will publish 'Get you by' army lists for players that already have other armies. This decision will have a big impact on the model range that we



along with the new edition of the rules. Instead of simply putting all of the old models fully back into production, we will only make the models for the Imperial and Ork armies available, possibly supplemented by a small 'Chaos Space Marine Raiders' range and an equally small 'Eldar Pirates' range. Doing this will give a tidy, focused range that we can build up over time to cover all of the other races in the 40K galaxy, just as we have done with BFG. More importantly, including all of the races and models from the last edition would add at least an extra year to the production time for the new edition, and frankly I'm just not willing to wait an extra year before my favourite game is available again! None of which is going to save me from the howls or protest from players whose armies aren't covered in Epic 40,000 Armageddon, but that's life as a game designer I suppose!

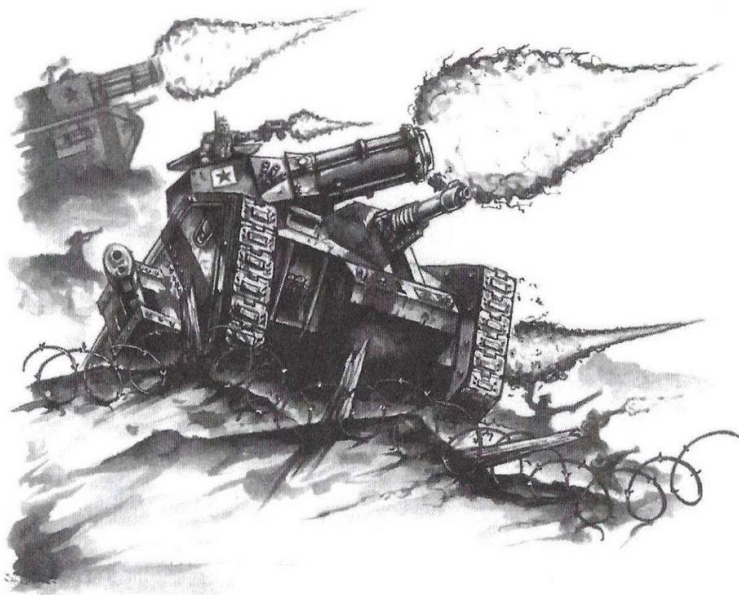
And that leads in a round about way to my final reason for wanting to do a new edition of Epic. Lets make no bones about it, Epic is currently the least succesful game in the specialist games range, and in order to revive its fortunes I need to do something that is going to make players sit up and pay attention, and I'm going to have to do it soon while there is still a bit of life left in the game. I tend to look at new releases as rocks that the designers lob into the 'hobby pool'. Simply keeping Epic around in its current form is in effect throwing a pebble into the pool, the ripples from which will only affect a small group of players. On the other hand bringing out 'Epic 40,000 - Armageddon' will be the equivalent of throwing a boulder in the pool, and hopefully the waves it creates will affect a lot more people, and get them playing Epic scale games.

## DESIGN GOALS & PRINCIPLES

Hopefully by now you are as convinced as I am that bringing out a new edition of Epic makes a lot of sense. This begs the question, "What changes will be made in the new edition?". As I said right at the beginning of this long-winded diatribe, I love Epic 40,000 and I think it's a superb game. Because of this, although the changes I have planned for the game will affect the way it plays and the way it is presented, Epic's fundamental game mechanics will remain the same. In other words, I have no real desire to start again from scratch, or return to the rules found in the Space Marine edition of Epic. Instead, what I want to do is add a big handful of 'grit' to the game mechanics in the form of more detailed and less abstract rules for vehicles and infantry. I'm also keen to address some aspects of modern warfare that were not covered in the original game rules, such as the importance of outflanking the enemy, the difficulties of co-ordinating attacks by different formations, and so on. Last, but not least, I want to include much more background information about the units in the game and the

Armageddon campaign itself.

I'll outline some of the changes I'd like to make next, but before I do so I should explain that what follows is very much a broad discussion rather than usable game rules. We'll be playtesting these ideas in games we'll be playing over the next few weeks, and hopefully this process will allow me to include a 'rules update' in the next issue of Epic magazine so you can test the new rules for yourselves. Until then, however, you'll have to make do with simply knowing the direction the new rules will take rather than the detail of exactly how they will work.



## A HANDFUL OF GRIT...

As noted above, one thing I feel I have to do with the next edition game rules is to make the rules for vehicles and infantry rather less abstract. The primary way I plan to do this is to list the weapon systems carried on each vehicle and give them their own stat lines. This is similar to the way that Escort ships are dealt with in BFG, so I know that it won't slow the game down too much. I'll take the Leman Russ as an example of what I plan to do.

Under the current rules the Leman Russ has the following stat line:

Unit	Speed	Range	Firepower	Assault	Armour	Special
Leman Russ	25cm	45cm	3	-	1	6+

What I propose is that this is changed to something like this:

Type	Speed	Armour	Assault	Firefight
Armoured Vehicle	25cm	4+	1	5
Weapon		Range	Firepower	
Battle Cannon		45cm	3FP/AT(5+)	
Lascannon		30cm	AT(6+)	
Sponsons		20cm	2FP	

As you can see, the vehicle has gained a separate Firefight value, which is used in firefights (doh!) or when the vehicle lends support in an assault. More noticeably, the Leman Russ now has firepower values for each gun system it carries. Some of these also list an 'AT' value. This is the equivalent of an anti-tank shot in the current rules, but the To Hit number varies depending on the weapon. The Leman Russ's Battle Cannon, for example, can either fire with 3 Firepower, or take a single anti-tank shot that hits on a 5+. One interesting side effect of splitting weapons up like this is that the Leman Russ's Firepower now degrades with range, as some weapons have longer ranges than others.

Less obvious are the changes to the Leman Russ's armour values and the addition of a 'Type' to the stat line. These two things are inter-linked, and stem from I wanted to split all units into three broad types: infantry, light vehicles and armoured vehicles. Infantry are only affected by firepower, armoured vehicles are only affected by AT shots, while light vehicles are affected by either (they get the worst of both worlds!). The Leman Russ is an armoured vehicle, so it can only be affected by AT shots (though Firepower will still allow you to place Blast markers). So, if the Leman Russ shot at another Leman Russ, only its Battle Cannon and Lascannon would have any affect. So far, so good, but surely an AT shot should have more chance of taking out a Rhino than a Leman Russ, shouldn't it? Quite right it should, so armoured vehicles now receive an amour saving throw, which they use instead of their old Armour value. The Leman Russ is heavily armoured, so gets a save of 4+ vs any successful AT shots, while a Rhino will get a lower save because it has thinner armour. Note that the save replaces the old Armour value, as armoured vehicles are not affected by Firepower so they no longer require the Armour value used in Epic.

I've been tinkering with this method of dealing with vehicles for a few weeks now, and I must say that I rather like the effect it has on the game. The vehicles 'feel' much realer, and although you have to roll separately for attacks that use Firepower (which affects only infantry and light vehicles in the target detachment) and attacks that use AT shots (which only affects armoured vehicles), this has a negligible effect on playing time. It also makes it much easier to differentiate between different types of vehicles. At the end of this article you'll find a mock-up of the way I'm thinking of presenting the rules and background for the Leman Russ Demolisher in the new edition rulebook, and if you check out the stats for the vehicle you'll find they are very different from the ordinary Leman Russ stats above.

I don't plan to go into the same level of detail for infantry. Apart from anything else if I did I'd have to start differentiating between all of the possible squad level upgrades that infantry can carry in 40K, and I really don't think that would be worth the effort. So infantry will stick with having a single weapon stat line as they did in the past, and this will represent a sort of 'average' effect of all of the different types of weapon they could possibly carry. Here's an example for a Space Marine Tactical squad.

Type/Hits	Speed	Armour	Assault	Firefight
Infantry 1	15cm	6+	4	3
Weapon		Range	Firepower	
Small Arms		30cm	0.5FP/AT(7+)	

Note that the squad only receives half a point of Firepower, and receives an AT shot that requires a 7+ to hit (for non-Warhammer players that is a 6 followed by a 4+). Astute readers will have realised that this means that Space Marine long range Firepower has been drastically reduced compared to Epic (halved, in fact), while the Lemman Russ's Firepower has gone up at shorter ranges. This is not a whimsical change, but is based on some serious number crunching comparing the effectiveness of different type of weapons on different types of target under the 40K rules. What this number crunching showed was that vehicles were under-gunned and under-armoured in Epic compared to 40K, and this is something I'd like the new rules to reflect in the new stats.

The other thing I should point out here is that the Firepower of an infantry unit only takes into account the special and heavy weapons carried by the units. The effect of short-ranged weapons like bolters or lasguns are included in the units Assault and Firefight values instead. One of the basic design premises of Epic is that the Shooting phase represents long range harassing fire, while an assault represents an all-out attack made with 'all guns blazing'. Because of this, the casualty rate for an Epic Shooting phase is based on what you'd expect from a single round of shooting in 40K, while the casualties suffered in an assault will be close to those suffered in a complete 40K game. Or to put it another way, if you imagine the Movement and Shooting phases in Epic being the bits that happened just before a game of 40K begins, then you won't go too far wrong!

But I digress. The important thing here is that these changes greatly increase the amount of detail (or rules chrome) for each unit, while at the same time sticking broadly within the basic Epic 40,000 game system. I'm really pleased with the way the changes work, but I'd value feedback to know what you think about the game heading in this direction.

## A SPRINKLING OF NEW RULES

When I started designing Epic back in 1995-6 I wanted it to reflect what I considered to be some important aspects of modern combined arms warfare. Like almost all GW's design team, I'm an avid reader of military history, and what I wanted Epic to do was reflect some of the things I'd read about but which weren't really covered in the previous edition of the game. In particular, I wanted Epic to show the suppressive effect of fire, which basically means that shooting at people is just as much about getting them to put their heads down as it is about killing them. This is where the idea for the Blast markers came from. I also wanted the game to force the players to make quick decisions and constantly have to update their plans. This is the reason for the high movement rates in the game and the dramatic effects of assaults and close combat, which often means that a player will find himself having to change and modify his battleplan every turn to reflect the changing nature of the situation of the battlefield.

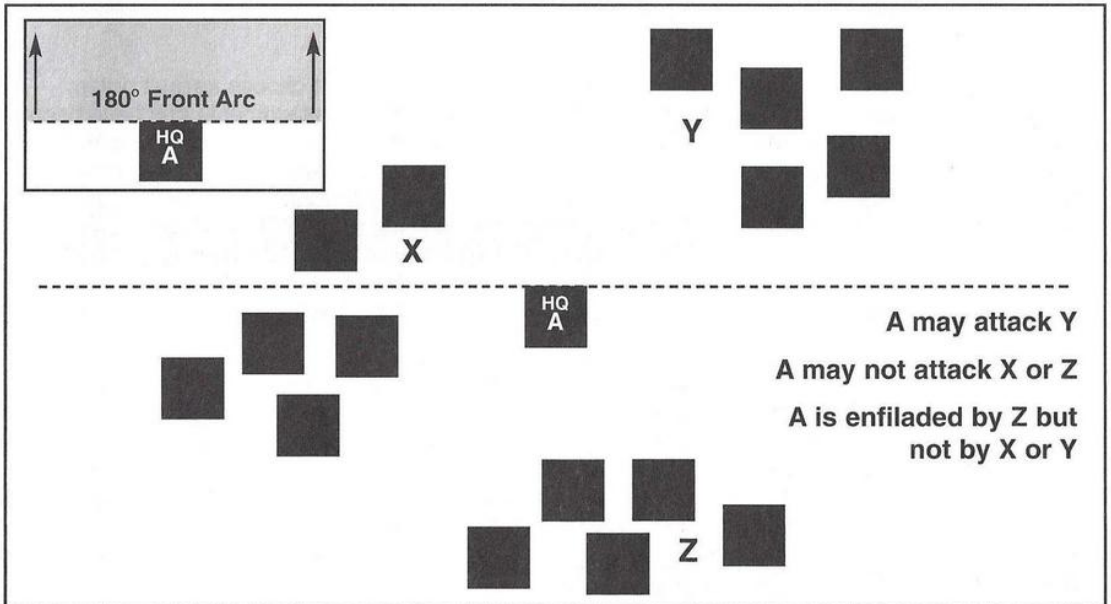
Anyway, since Epic was published I've carried on reading my military history books and thinking about how best to represent the things I've read about in the wargames I play. Over that time there are two things that I've come to think aren't reflected at all well in Epic. These are the importance of the flank attack, and the ability of better trained troops to seize the initiative and dictate the flow of a battle.

## OUTFLANKING AN OPPONENT

Outflanking an opponent, or to use modern parlance, achieving a position where you can enfilade an opponent, is a tactic as old as the hills but still vitally important to this day, and which (I am sure) will

still be important well into the future. Because of this good commanders will strive to outflank an opposing force if they can when attacking, and to protect their own flanks from enemy attack when on the defence. The more I've read about it, the more I've come to feel that this is really something that Epic commanders need to be worrying about as well.

The problem is defining when an Epic detachment has been outflanked, considering that the detachment can be set up with pretty much any facing. For quite a while I couldn't figure a way round this, at least not without adding in armour facings and fire arcs for weapons, and that was something I simply wasn't willing to do (waaaay too complicated and boring). Still, the problem remained in the back of my mind until I read some material describing the 'axis of attack' of a formation in a battle. What the axis of attack refers to is the direction a unit will attack, or the direction it is expecting an attack to come from when on the defensive. "Hmmm!" I thought, "If I say that a detachment's HQ defines the formation's axis of attack, then I'll be able to write rules for outflanking it." The idea is rather simple (a good thing if you ask me!), and boils down to the following: In order for a detachment to shoot or assault, then at least half the units from the enemy detachment(s) it will engage must be in the front arc (front 180°) of the detachment HQ. More importantly, enemy detachments that lie completely outside the HQ's front arc achieve enfilade and cause double the normal number of blast markers. Armoured vehicles lose their saving throw against AT shots from detachments that have enfiladed them. Here's a diagram showing how it works:



The tactical implications of this fairly simple rules change are immense. For a start it encourages you to keep HQ's sensibly at the back of a detachment. It also means you really need to try and cover the flanks of an attacking formation, because if it goes in 'straight up the middle' it will probably get outflanked. Thirdly, it gives a big payback for the player that manages to outflank an enemy force. I for one can't wait to try it out properly in some games!

## SEIZING THE INITIATIVE

The other thing I'd like to see reflected in Epic is the ability of well-trained troops to seize and (more importantly) hold on to the initiative during a battle. Epic already covers this to some extent with the initiative rules, but I would like to give it rather more prominence. As it happens, Pete Haines of the 40K development team (and a big fan of Epic) has been thinking along similar lines, the more so after playing quite a lot of Warmaster recently, and he forwarded me some rules he's been working on for incorporating ideas from Warmaster into Epic. On the basis that artists steal (while amateurs only copy) I've nicked the ideas I liked from Pete's proposal and added them to some ideas of my own to come up with some modifications to the rules for initiative, the sequence of play and special orders. Unfortunately, there isn't space to write the rules in full, but I can give an outline of how they work.

Basically, what I propose is to combine the Movement and Shooting phases into a single 'Action' phase. In the Action phase the initiative can pass from side to side. The player with the highest strategy rating goes first by picking a detachment and carrying out an action with it (move/assault/march/overwatch). Having carried out an action the player has a choice. He can either relinquish the initiative or try to retain it. To retain the initiative the player must nominate a new detachment and then make an Initiative test for it by rolling a D6 (see the box below for some example Initiative values). If the test is passed then the initiative is retained and the player may carry out an action with the nominated formation. If the test fails (or the player voluntarily gives up the initiative) then the initiative passes to the other player, who must then activate a detachment. Once all formations have taken an action the phase ends.

Note that when you get the initiative you must activate a detachment, you can't pass immediately. If a player has no detachments left to activate the opposing player keeps the initiative for the rest of the phase, and must keep on activating units until all have had an action. Also note that failing an Initiative test doesn't stop a formation from getting an action later in the same turn, it just delays things and gives the opponent a chance to interfere. Finally, note that a detachment may only be activated once per Action phase.

So, once you have the initiative you may pick a unit and take an action with it. As already noted, the Shooting and Movement phases have been combined into one phase, which means that an action allows a unit to move and shoot. See the box below for descriptions of the actions a detachment can carry out.

The other important thing to note about actions is that detachments which choose assault orders make any charge moves in the Action phase, not in the Assault phase. Detachments that have been assaulted can take an action, but units from the detachment that have been engaged (ie, are in base contact with the enemy) won't be allowed to move. This means that a detachment that has been assaulted will need to pick assault orders itself if it wants to move units up to join in the fight. In the Assault phase you simply resolve all assaults and firefights resulting from the actions carried out in the Action phase. The player with the higher strategy rating picks one assault, then resolves it. Then the other player picks an assault, and so on. Once all assaults have been resolved, move onto firefights. The player with the higher strategy rating picks one firefight, then resolves it. Then the other player picks an assault, and so on.

Now, I have to admit that the new initiative system is a more rules heavy and fundamental change than the outflanking rule, but I'm looking forward to trying it out equally as much. What I find most intriguing about it is the decisions it will force on players as to which units to activate next, and what to get them to do. Do I pull back with this detachment before it gets tied up by an assault? Or should I fire on that detachment while it's still in range, etc, etc, etc. It should provide players with a real challenge – I just hope it doesn't slow the game down too much as a result.

### EPIC 40,000 ARMAGEDDON ACTIONS

Space Marines Initiative = 2+

Imperial Guard Initiative = 3+

Ork Initiative = 4+ unless formation will assault, in which case automatically keeps the initiative.

Detachments with Blast markers get a -1 modifier, or a -2 modifier if it has more Blast markers than units.

**Move:** Make a normal move and then shoot.

**Assault:** Make a double move and then shoot at half effect. Formations may enter close combat (move into base contact) without being snap-fired upon. Note that units in close combat may shoot and be shot at and that the unit no longer has to charge the enemy – assault moves can be used 'defensively'.

**March:** Make a triple move, but no shooting and enemy attacks use the march column of the Firepower table.

**Overwatch:** Move up to 5cm and shoot, re-rolling misses.

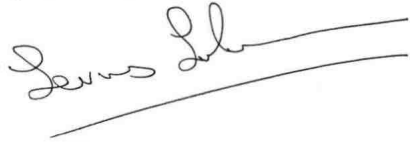
**Retreat:** This is the only action that may be chosen by broken detachments. Move 20cm, ending more than 15cm from enemy. May not shoot.

## CONCLUSION

Sadly I'm running out of space and time to tell you more about my plans for the next edition of Epic, so I'll have to save that up for next issue and wrap this article up here. However, in order to protect my fellow designers from criticism, I should probably say before I go that when I told Rick Priestley and Andy Chambers that I was going to write this article for Epic magazine, both thought I was quite mad to tell people about my plans for a new edition at such an early date. They have a point – writing another article about proposed rules changes to Epic so soon after ATII is, to an extent, asking for trouble and could cause all kinds of confusion. On the other hand my instinct is to keep all of the dedicated Epic players that read this magazine as much 'in the loop' as possible about the future of their favourite game, and this includes letting you know if I'm thinking about changing it. Apart from anything else I really do value your opinions, and would like to know if you think these changes take Epic in the right direction or not.

And that's all for this month. Next issue I hope to be able to publish a set of modifications to the Epic 40,000 rules that will allow you to try the changes you'll have read about here in your own games. I'll also be reporting on how our early test games have been going. Until then, please send your comments, suggestions and feedback to me at [fanatic@games-workshop.co.uk](mailto:fanatic@games-workshop.co.uk) or at Fanatic Games, Games Workshop, Willow Road, Nottingham, NG7 2WS, UK.

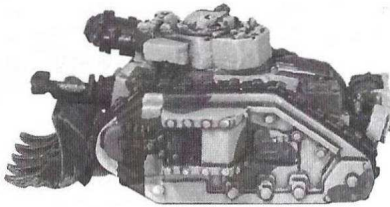
And remember, keep rolling 6s!



Below is an example of the proposed new layout for a Lemman Russ Demolisher.

## LEMAN RUSS DEMOLISHER ..... 22 pts

The Lemman Russ Demolisher is a common variant of the basic tank design. It is produced alongside the standard Lemman Russ, but in more limited numbers. Instead of the turret-mounted battle cannon this tank carries a short ranged, but highly destructive, Demolisher cannon. Lobbing a huge shell over short distances, it is often referred to as a 'seige' tank, because its main role is as close support during street fighting and in close assaults. For extra protection at close quarters the Demolisher has thicker side, rear and top armour.



The Demolisher cannon can deliver enough high explosive in a single shell to flatten a building or breach even the thickest fortifications. Commanders usually deploy the Demolisher in close support of infantry platoons, especially in dense terrain such as jungles, where its short range is not a disadvantage.

Type/Hits	Speed	Armour	Assault	Firefight
Armoured Vehicle	25cm	3+	1	6
Weapon		Range		Firepower
Demolisher Cannon		15cm		4FP/AT(3+)
Lascannon		30cm		AT(6+)
Sponsons		20cm		2FP

# WARMONGER TITANS

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

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

### WARMONGER EMPEROR CLASS TITAN

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



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

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

Lay blood at the Emperor's feet

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

May your soul be guarded from impurity.

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

Stand true against the trials of war.

The Prima Incubatoria

# WARMONGER TITAN

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

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

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

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

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

# WPS TOURNAMENT REPORT

by KEITH KRELLE

On the weekend of 10/11th of November, Fanatic was invited to a tournament weekend run by the Warhammer Players Society in Birmingham. When Jervis first asked one of us to volunteer for the tournament I jumped at the chance, because I knew they would be playing Epic 40,000 which is my favourite game. The tournament itself was held at a school, and would also include Warmaster and Blood Bowl.

The army I used was Space Marines from the Imperial Fist chapter, mainly because I fancied a change from my normal Imperial Guard army. This was to prove my downfall (I should have stuck with the army I knew best). The tournament consisted of eight players each playing five games and having an army to the value of 2,000pts. The scenarios we would be playing were: Meeting Engagement, Escalating Engagement and Night Battle.

## Day 1

My first battle was to be against Orks. The scenario was a Meeting Engagement. I must admit I was happy with this scenario as it meant I would have all my forces on the table straight away, even though they could only be 15cm from the first HQ, except two detachments which can go on the flanks – an option which I choose to ignore. Foolishly thinking that I had the might of the Space Marines, and they kill anything, right? Oh, how foolish I was. In the first turn I sent my special forces detachment, consisting of a Captain in a Land Raider and two squads of Terminators both in Land Raiders, up the left flank on March Orders. This was intended to secure a take and hold objective, but it proved to be a fatal mistake. The Ork General just decided to turn his detachment of 11 Battlewagons on me, resulting in a massacre.

As for the rest of the detachments they fared no better. The Land Raider detachment became embroiled in a shoot out with the Big Mob detachment, which I can happily say I came out on top of. My Warlord Titan was also doing a fine job of tearing strips off the Gargant, although I was unable to destroy it. I had two other detachments, of which one was what I call a mobile infantry force, consisting of one commander in a Razorback, four Tactical squads, two Devastator squads, two Whirlwinds and two Predators. This was held up on the advance by another Big





Mob, whilst moving slowly in the rear was a infantry detachment who were all on foot. I was hoping this unit would secure any enemy objectives, but before they arrived my morale was reduced to 0 due to a combination of Heavy bBlast markers and not securing enough objectives early enough. Defeat ensued. I scored only 6 out of 20 points for the leader board!

My second game was against a Tyranid force, which was a first for me. The scenario was an Escalating Engagement. This scenario allows you to put the lowest value unit on the table in the first round then use the reserves rule in the consecutive rounds.

This game was odd for me because I assumed Tyranids to be a close assault force. With this in mind I decided to wait for my entire force to arrive before moving forward and engaging. This way I would have enough firepower to support all my units. The one thing I did not count on was the fact that Paul (who was the Tyranid player) also decided to go on the defensive. I'm naturally an attacking player, so I thought 'what the heck', I just moved forward with guns blazing. Fortunately, I managed to get all my reserve forces on by Turn two. I attacked but with the Tyranids defending their objectives doggedly I could dislodge them in the assault. It lost me the game again, having had my Army Morale reduced to 0. At this rate it was going to be a bad couple of days. Another 6 points was all I had to show for my defeat.

The third game of the day was against the Eldar. This was a total white wash! I was lured into a trap by the Eldar General, who was not only armed to the gills with Falcons and Fire Prisms, but also had a Phantom Titan which, as we all know, has a holofield save of 2+. This was the deciding factor. In the Battle of the Titans I managed to hit the Phantom every round with major weaponry but that holofield save got me every time. I was unable to score a single hit that actually hurt it. As for the rest of the battle there were some interesting firefights; some I lost, some I won, but I was once again reduced to 0 Army Morale by some impressively swift counterattacking by the Eldar player. 5 points from a possible 20 left me bottom. Thank god it was the end of the day. I could go home and ponder my disastrous day and plan my comeback on day two.

## Day 2

I was up bright and early ready for action. When I got to the hall most of the other players were already there. However for the first couple of hours I had to take photographs of the tournaments being played for Fanatic, which were Warmaster and Blood Bowl and, of course,



*The victorious Imperial Guard army of Steve Butler.*

Epic 40K, so it was decided with the umpire I'd miss out on the 4th game (at least I did not lose that one).

The last game of the tournament for me was against the Imperial Guard and also the eventual winner of the Epic Tournament, Steve Butler, although I did not know this at the time. When his forces were set up I was aware of the damage he could cause with his heavy artillery, so I decided to try and move up close and personal before he could lay a barrage down. This was a bit of a gamble but in a straight shoot out I would certainly lose. Turn one went well, I pushed my Terminators within striking distance, my armour was also positioned to support them. The Titan was well on its way to joining the fight, and then disaster! The Imperial Guard retreated from their fire line and continued to fall back for the next three rounds. They blew the living daylights out of me, although my Terminators did manage to wipe out a Scout detachment single handedly, all my other units where bogged down with Blast markers. Some impressive shooting by the Imperial Guard artillery on overwatch had reduced me to 0 Army Morale and a heavy defeat. Only 5 points again. I was rooted to the bottom of the leader board, last!

Well, after four games and four defeats I think I need to have a re-think on my army selection and tactics. This was my first tournament though. That said I enjoyed every game, even when I was getting pasted. It's not about winning (thankfully!) but about taking part (as the old cliché goes). Thanks to all my opponents, who were friendly to the last. It was good to see people playing and enjoying Epic again. May there be many other tournaments to follow!

**THE FINAL RESULTS** (all results scored out of 20)

**1st Place – Steve Butler. Imperial Guard.**

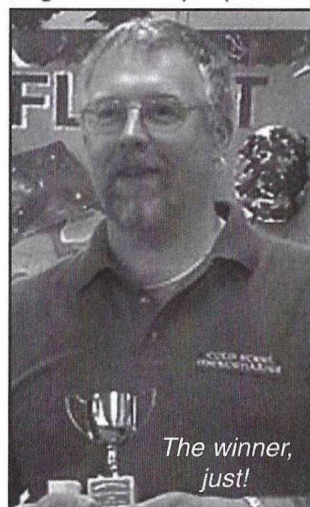
Game 1	Game 2	Game 3	Game 4	Game 5	Sportsman	Total
14	14	18	12	20	17.75	95.75

**2nd Place – Nick Parsons. Eldar.**

Game 1	Game 2	Game 3	Game 4	Game 5	Sportsman	Total
8	20	20	12	18	17	95

**3rd Place – Paul Scriven-Smith. Tyranids.**

Game 1	Game 2	Game 3	Game 4	Game 5	Sportsman	Total
12	18	6	10	12	16	74



# 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 your Epic games. 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 photocopied versions for a small fee, and/or you'll be able to find electronic versions to download at our website. These are marked with a \*.

## NEW RULES

- Adeptus Titanicus II.** New Rules for Titans. *Epic Magazine 1\**
- Adeptus Titanicus II update.** *Epic Magazine 3\**
- Emperor Class Titans.** *Epic Magazine 1\**
- Adeptus Mechanicus Army List.** *Firepower 1*
- From the Battlefield.** *Firepower 1*
- Air Superiority.** *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*
- Allocating Hits.** A new method. *Epic Magazine 5*

## EXPERIMENTAL RULES

- 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\**

- Orkimeles 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*
- The Phantom's Menace.** Eldar in ATII. *Epic Magazine 3*
- Medic!** Imperial Support units. *Firepower 4*
- Tribal Gathering.** Ork detachments. *Firepower 4*
- Epic Seige.** *Firepower 4*
- Fortifications.** *Firepower 4*
- Big, Bad, Bugs.** Tyranid Bio-titans in ATII. *Epic Magazine 4*
- All in your Warhead.** Deathstrike Missile alternatives. *Epic Magazine 4*
- Destroyer.** New Models. *Epic Magazine 5*

## ERRATTA

- Adeptus Titanicus II.** Clarifications, Q and A. *Epic Magazine 2*
- From the Battlefield.** *Firepower 1*
- Q & A.** *Firepower 2*
- Q & A.** *Firepower 3*
- House Rules: Squat Army Lists.** *Firepower 1*

## Warwick takes a look in the Mailbag...

**TAU OR DARK ELДАР,  
TAU OR... AAAH!**

Well, much as I love the Dark Eldar (fave army in Wh40k – nice one Jarvis!), I still think of them as an 'allied' force. That is a small raiding force rather than an army as such. Leave the Eldar to cover that en masse – and we'll pick up the choicest pickings from the survivors... >ahem< sorry about that.

Tau on the other hand? Well, I'd love to see the BIG ships and the grav stuff. Very teky. Nice!

Thoughts on the models if we can't get plastic? How about using a Warmaster approach, but instead of the strips leading to deep looking bases, just mould the 40mm x 10mm as part of the model. (So, base +5 models – less variance than the plastics, but you don't really need it at 6mm). The only drawback is, of course, that the base has more metal in it than the models (and by quite a bit too), but if it costs the same as five individual models then I'd prefer it. A lot less fiddly trying to (1) mould them, and (2) glue them onto bases.

I am still thinking about metal, as 6mm resin figures don't really appeal due to the potential flash problems.

Just my ha'penny

Andy Meechan

*We have started to look into other ways of approaching Epic miniatures, but as yet nothing has really stood out as the best method.*

**WISH LIST**

Hello,

Just writing to tell you that I was very relieved when I read about your change of mind regarding Epic and its integration with the ATII rules. As I realise quite a few others have already told you, the rules in themselves appeared to be thoroughly enjoyable (after the initial batch of bugs had been eradicated), but as they also drastically changed the way in which Titans and other big war machines interacted with infantry they did unfortunately seem like a very bad idea overall. I'm very happy to see that you made the decision to (temporarily?) let ATII be kept separate from the Epic rules system, especially when considering your mother company's well-known stubbornness in face of customer discontent.

I sent in my answers to the survey in Epic Mag #1, but since that was a while ago I thought I'd take the opportunity to remind you of my wish list (in case you'd forgotten).

1. The current range of miniatures seems more than adequate (especially now that the infantry plastic sprues are back at a very generous

price), so that would still be a low priority item in my book.

2. I'm still happy with the way flyers function in Epic, but I've gradually been convinced that perhaps they should be restricted in some way so that the game still retains the focus on infantry and tanks (sometimes we've had very flyer-intensive games – Fighta Bommaz and Thunderhawks veritably clouding the skies); publishing one or two scenarios where flyer having Raid or Transport missions are crucial to success would seem a good way to go (rather than you spending an unwarranted amount of time and money on giving us a complete game of flyer action).

3. Campaign packs would be nice, though I'm still am wary about ones set in ages past (ie, the Horus Heresy) as many of the miniatures would seem out of place; one thing that would be nice with campaign packs are bundled terrain pieces, either cut-and-paste cardboard, plastic sprues (the old ruined building sprues would be fine) or resin – if that would be impractical, then at least consider including a voucher giving the buyer a nice deal on some of Forge World's excellent terrain pieces.

4. I get the impression that the previously very strong pro Squat-lobby has diminished in numbers, which isn't a bad thing in my opinion; if you do decide to revive the Squats, then perhaps you should consider turning them into a high G-planet Imperial Guard variant, rather than a wholly different race.

5. I still would queue a whole rainy night for a Mighty Empires style, map-based, large-scale campaign system for Epic; with a slick system that made it easy to integrate 40K universe conflicts ranging from space shoot-outs (BFG) to squad level firefights (40K), coupled with some WD coverage then you'd have yourselves an instant success!

Well, thats all for now. Keep up the good work and all that!

Sincerely,

Boman

*Some good points and ideas there. As to Squats, this is how it is. Squats are no longer considered part of the 40K universe. They do not exist. Of course, Squats are part of the history of Games Workshop. We did miniatures range for them, but once upon a time we did miniatures ranges for Daleks, and they aren't in 40K either. Playing with Squats is fine, but then again so is playing with Daleks!*

**JUST A FEW QUESTIONS**

Hi,

Just a few questions about the game and its rules.

1. When fighting in an assault, the base rules

say that only models that are in base-to-base contact can be damaged.

Also, it says you get to roll one dice per model in base-to-base contact to see if you can cause damage (so if you have two models ganging up on a single opponent's model, you get to roll two dice to see if you cause damage, but even if both rolls hit, only that one model is removed, no others are affected, even if they are in base contact with some other models in the same assault).

Then you have the rampage rules. Is rampage simply an extra dice roll, or does it allow the rampaging unit to engage other models that it is not touching, even those that are in support?

The reason I ask is that I have met many players who have read your previous Q&As and use the extra dice roll to attack other, non-engaged supporting units in the target detachment.

*You can only kill those units engaged in close combat, the rampage ability just gives you a better chance of do it. Excess hits are wasted.*

2. I have been thinking of using the new vehicle variants to create a Crusader class Land Raider. In Firepower 1, you stated that AT weapons should be costed and treated like FP3 weapons. This would mean that when you convert the Land Raider to a Crusader, it would have a Firepower of 6.

Since then, you have not published the FP1 rules on the web, I was wondering if the rule modifications still applied (3 FP for a AT vs 2 FP for a AT) and if you will be putting the Firepower 1 articles and army lists on the website (or just re-printing them in a new Epic mag)?

Thanks in advance for your answers.

*We will try and get the Firepower 1 article on the web site as these are official New Rules. Firepower 6 for the Crusader seems a little OTT, 4 might be better for game balance.*

## JUST A FEW MORE QUESTIONS

Dear Epic Fanatic crew,

I've sent you some questions about rules that need to be clarified.

1. Transport rules. How far away can units be if they want to enter a transport vehicle, aircraft or war engine, and how far can they jump out? Do they have to touch the base or vehicle to jump in or after they left, or can they be 1 or 2 cms away?

*The unit must be able to reach the transport vehicle and still have 5cm of move left to get onboard. The vehicle must also give up 5cm of movement for troops to mount or dismount.*

2. Is it correct that a Squat Trike has a points costs of 14 points (that means more expensive than SM attack bikes, but less effective?), and

how are Squat Trikes based (or is there no need for a base)?

*Yes. Just like attack bikes, on a small piece of platicard, the base size doesn't actually matter.*

3. When a vehicle or war engine has fired a one shot missile, does the system lose its 1 point of FP (in a firefight)?

*Yes, it should.*

4. Anti-tank targeting: Can some AT units of a detachment fire at vehicles and the other ones at infantry?

*Yes.*

5. Thunderhawk/Vampire transport options. Which options are official rules? Well, I know that at least Dreadnoughts of both groups can be transported, as well as Eldar War Walkers. But what about Rhino and Marine squads for example? Or disassembled vehicle? Which other options are official?

*Officially you can carry infantry and walkers in flyers. As a house rule you may let a Thunderhawk carry one Rhino underslung.*

6. Are the rules for Blood Angel Detachments from Kevin Kelley official? I think that would be no problem, but they are mentioned nowhere in the Firepower section.

*No, they are not.*

7. War engine weaponry. Some war engine weapons are strictly for one side only. Is it possible in the official rules, for example, to change the Emperor Plasma Annihilator and Hellstorm Cannon arm weapons so that the PA is on the right arm and the HC on the left (that means they have changed their fire arcs), or the Mega Gargant's Mega Cannon on the right and its CC weapon on the left? I don't think it would harm the balance, it would rather be a question of a war engine with different design (and hey, we all want our units to look different!).

*I can't see any problem in simply swapping weapons positions. As long as it still has the same weapons combinations the points costs would not be altered.*

8. Is it right that a Phantom/Warlock Titan Pulsar and a Scorpion both have D6 AT shots, but in a firefight the Scorpion's Pulsar has only FP 1?

*No, according to its datafax the Scorpion has D6 Firepower for fire fights.*

9. On the Epic web site it says that Mark Mullin's experimental rules are now official, due to a poll. Is that right?

*Yes, they are official new rules. See Epic Mag 5 for the complete rules.*

My best regards to the skilled designers  
Arnold

# ADEPTUS TITANICUS RULES UPDATE

## Errata, Q & A and Experimental Rules by WARWICK KINRADE

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

### RULES UPDATE

#### Blast Markers

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

#### Improvised attacks

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

#### Hit Locations

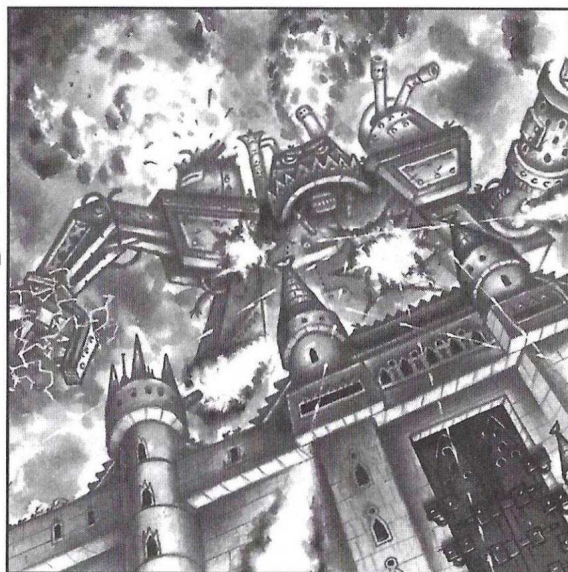
Since removing the rules for shooting high and low, and therefore modifying the hit location by +/- 1 in Epic Magazine 3, page 3, this has thrown up a few problems when firing at Orks and Imperial Titans.

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

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

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

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



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

The new Mega Gargant's table looks like this:

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

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

### Bio-Titans Armour

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

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

### Bio-Titan Regeneration

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

### Bio-Titans and Dangerous Terrain

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

### Bio-Titan Weapons

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

<b>Pyro-Acid Spray</b>	<b>Range</b>	<b>Accuracy</b>	<b>ROF</b>	<b>Str</b>
	15cm	+1	3	6

## BIO-TITAN CLOSE COMBAT WEAPONS

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

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

### Chaos Weapons

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

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

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

## QUESTIONS AND ANSWERS

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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



## EXPERIMENTAL RULES

### Points Costs

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

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





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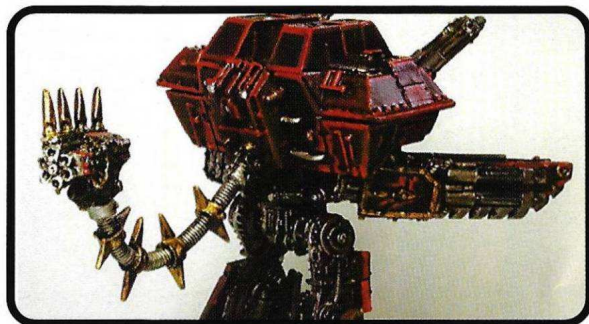
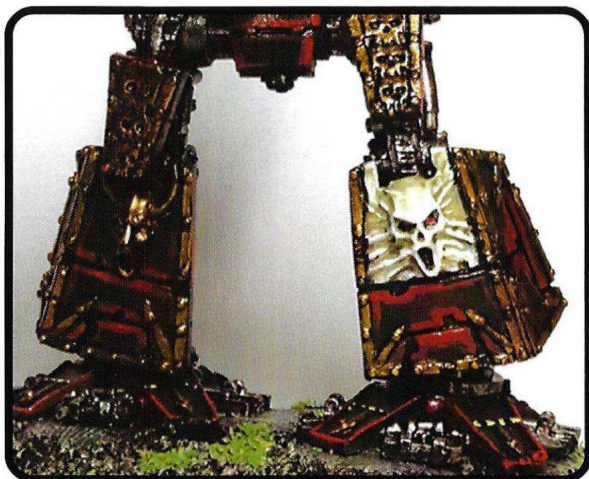
One of my favourite parts of the Titan is the left leg. Right under the knee joint is a demonically twisted and tortures face that is sticking out of the machine. I wanted a pale, fleshy look for this part. As a base colour I applied Rotting Flesh, this was highlighted up to pure white. That gives also a nice contrast to the rest of the dark colours.

At this point the miniature was basically done. Only some detailing was left, like painting the eyes, highlight some skulls and chaos symbols in gold again or picking out some rivets in Mithril Silver.

The whole mini was then varnished. Finally I glued some green flock to the base – done! The Warlord was now ready to put the fear of the true gods into the servants of the weakling Emperor!

I really enjoyed painting this miniature. As far as I am concerned, every serious Chaos player should have one.

**Agis**



*The vanguard of a Khorne armoured assault, in the twisted form of equipment that was once proudly part of the Emperor's armies. Now it is in the service the Emperor's most embittered enemy, seeking only the destruction of the Imperium of Man and 'Blood for the Blood god!'*

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