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WARHAMMER

EPIC 40,000

MAGAZINE

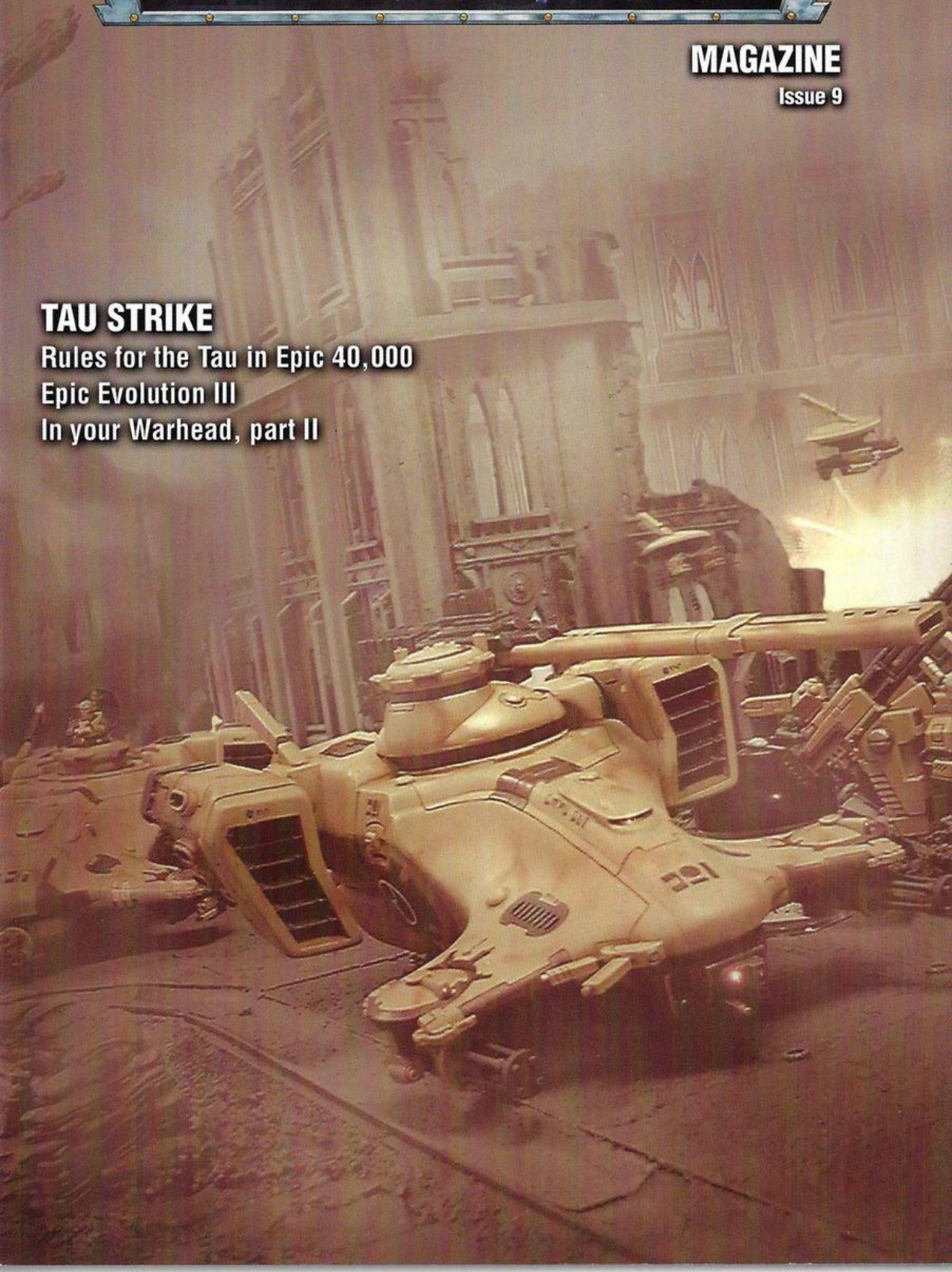
Issue 9

TAU STRIKE

Rules for the Tau in Epic 40,000

Epic Evolution III

In your Warhead, part II



TAU HUNTER CADRES



Tau Shas'el Commander stand



Tau Ethereal stand



Broadside Battlesuit



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Drone squadron



Fire Warrior team



Stealth team



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Barracuda

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EPIC 40,000 MAGAZINE

EDITORIAL

Hello again all Epic fans!

This issue continues the work we started two issues ago. Jervis is back, with the imaginatively titled Epic Evolution III. Work on Epic Armageddon, now shortened to EpicA, continues apace. We have played a few games, and the rules have continued to develop and change – often mid-game! So far all the signs are positive, the games have been fun and challenging, and already I really like the decisions the Initiative system forces upon the commander. I can already see that the system is starting to reflect people's playing styles and the fighting styles of the army you are controlling. I have mostly been commanding Space Marines and thus far it has been easier for me than most, as they usually pass and do what you want them to. I have played the Imperial Guard as well, and the same 'devil may care' attitude to retaining the Initiative becomes much more of a problem. I like to retain the Initiative whenever I can and try to dominate the board, forcing the enemy to react. Jervis on the other hand is more cautious.

I'm sure all Epic fans will be keen to see how EpicA is developing. Next month we will try to bring you a complete battle report. In the meantime EpicA continues to be a popular subject in the Fanatic inbox, keep it up!

Also this issue we have a new army list: the Tau in Epic. Now before everybody gets very excited this is only a 'get you by' stand-in army list, quickly worked up by Pete Haines and myself. In the long run we will be doing a complete Tau list, along with official army lists, metal miniatures, the full works. These rules are here so those players who collect Forge World's resin models can play with their purchases, all very nice models from the talented hands of Will Hayes. This issue we only have the first half of the lists (because we only have half the models to release), next issue will include the rules and lists for the Kroot.

Finally, Greg Bak is back with more Experimental rules for artillery and Deathstrike warheads. Greg is a man who likes his big guns, and I must say that I like his approach to dealing with the tricky subject of artillery. Such is the awesome amount of firepower these big guns deliver they can easily dominate a game, and an artillery duel makes for a very dull game. Nobody wants a game in which all the infantry and tanks are smashed to pieces by long ranged artillery. As ever, finding a balance is the trick: artillery must be scary, it is after all the 'queen of the battlefield' but this should be restricted by the difficulty of getting the shells to hit the right target, and its ineffectiveness against fast moving targets, or those well defended in good cover.

Until next time, happy gaming!

– Warwick Kinrade

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EPIC 40,000 EVOLUTION III

THE THIRD PART OF JERVIS'S CONTINUING SERIES EXPLAINING THE DEVELOPMENT OF THE NEXT EDITION OF EPIC 40,000

Important Note: This is the third article in this series describing the development of the next edition of the Epic 40,000 game system, and in order to get the most from it you really need to have read the first two parts, which appeared in the last two issues of Epic magazine. If you missed either issue then you can download the articles from the Epic 40,000 resources page on the Epic website at <http://www.games-workshop.com/40kuniverse/epic40k/epic40k.htm>

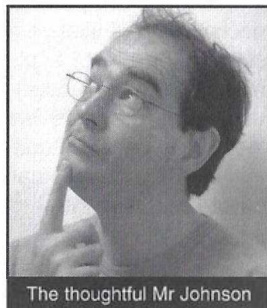
Since I last wrote, work on Epic Armageddon (abbreviated to EpicA from now on) has carried on apace. Very early on in the process I pulled together a team of testers, known as the 'Titans' group, to help me test the new rules and feedback to me with thoughts and comments. At the time of writing this small but highly dedicated team has helped me get the core EpicA game rules to a highly polished state, with the result that soon we'll be moving on from the core game mechanics and onto developing the army lists and scenarios for the game (more of which below).

Right at the moment, though, we're still refining the fundamental EpicA game mechanics. This has been a long, drawn out process, during which we've questioned and debated just about every rule used in the game. Most have survived this process more or less unscathed, but several rules have been found wanting and either removed, replaced or heavily modified until we're happy with them. The result of this process has been to 'sort the wheat from the chaff', as it were, and has resulted in a game system that I have to say is one of the most elegant and subtle I have ever worked on. What follows is a brief summary of some of the changes that we've made:

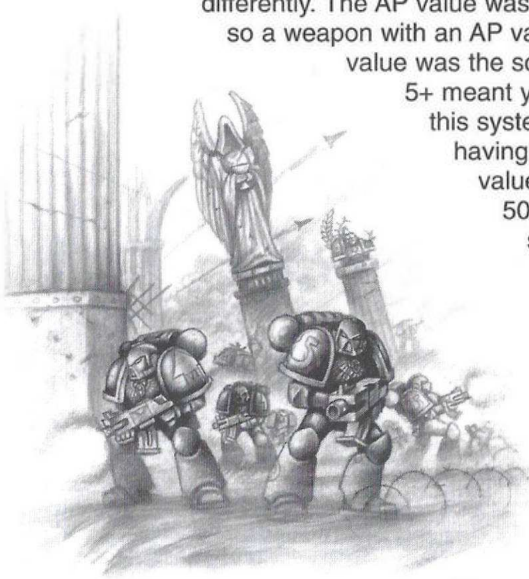
WEAPON CHARACTERISTICS AND DATA SHEETS

One of the major changes in EpicA is to give each heavy weapon carried by a squad, or mounted on a vehicle, its own set of values. These were divided into two types: an Anti-Personnel (AP) value, and an Anti-Tank (AT) value. These were worked out slightly differently. The AP value was the number of dice you rolled to hit an infantry target, so a weapon with an AP value of 2 would roll two dice to hit. Meanwhile, the AT value was the score needed to hit on a single D6, so an AT value of 5+ meant you needed to roll a 5+ on a single D6 to hit. Although this system worked quite well, it could result in a formation having to roll a prodigious number of dice to hit with its AP values (a Leman Russ company might have to roll 40 or 50 dice!), and in case it was odd to have two different systems for basically the same kind of thing. Anyway, after some debate the AP was changed so that it was the score needed to hit on a single D6 too, just like the AT values.

Now, this may seem like a very minor change, but it is indicative of the kind of thing we've been doing during the development process of the core game rules. Rules have been questioned not just on the basis of whether they work well or not, but also on how easy they are to use, and how 'neatly' they fit in with the other core game rules.



The thoughtful Mr Johnson



ASSAULTS

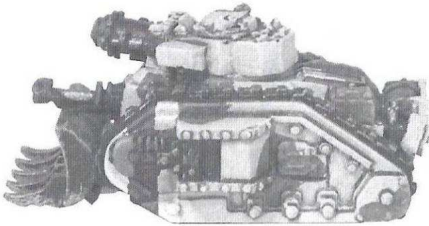
Another example of this process of refining and 'purifying' the rules are the two values used in an assault. As I described in part one of Epic Evolution, units now have a Close Combat value and a Firefight value. This allows us to differentiate between units like the Space Marine Devestators, which are good at lending support during an assault, and Assault Marines which are best going 'toe-to-toe' with the enemy.

However, although we'd separated these two values out, the system used to resolve the assault was still basically the same as in the current edition of the game (which I'll call E40K from now on), and involved players in adding up the Close Combat and Assault values of all of their units. One of our testers pointed out that it was having to do long, complicated sums like this which had put many players off playing E40K, and that we should probably try to get rid of the need to do such sums in EpicA. I was forced to agree, and after some experimentation we came up with a system where a unit's Close Combat and Firepower values were replaced with the score needed to hit on a single D6 – in other words exactly the same system as used for shooting with AP and AT weapons. This made assaults much more straightforward to resolve.

NEW DATA SHEETS & WEAPON OPTIONS

The two previous changes means that the data sheets being used in the game have changed quite a lot from the version we showed you a couple of issues ago. To give you an idea of how much they have come on, here is the data sheet for a Leman Russ Demolisher tank.

LEMAN RUSS DEMOLISHER 39 pts



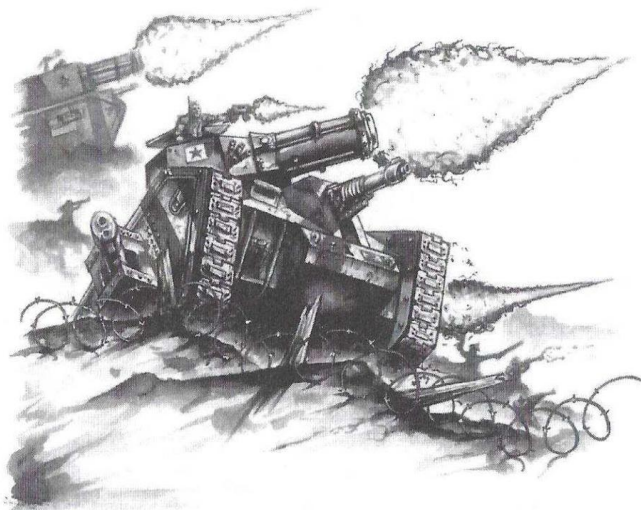
The Leman Russ Demolisher is a common variant of the basic tank design. It is produced alongside the standard Leman Russ but in more limited numbers. Instead of the turret-mounted battle cannon, this tank carries a short ranged, but highly destructive, Demolisher cannon. Lobbing a huge shell over short 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.

Type/Hits	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	3+	6+	3+
Weapon		Range		Firepower
Demolisher Cannon		30cm		AP(4+)/AT(4+)
Lascannon		45cm		AT(5+)
Plasma Cannon		30cm		AP(5+)/AT(5+)
Stormbolter		15cm		Flak(7+), may only shoot flyers

Standard Weapons: Turret-mounted Demolisher Cannon. Hull-mounted Lascannon. Two sponson-mounted Plasma Cannons.

Weapon Upgrades: Add a pintle-mounted stormbolter to turret (+1 pt).

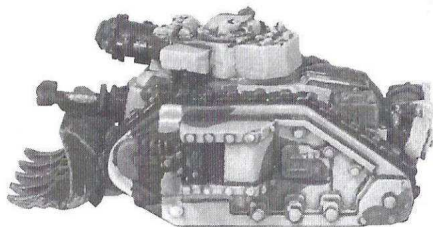
Notes: The Demolisher ignores cover to hit modifiers and cover saves. If sponsons are taken they must both have the same weapon.



We've included two versions of the data sheet for the Lemman Russ Demolisher. The first is the one that will be used in the tournament army lists and is based on the model currently in the Epic range. The second is for use in scenarios or campaigns of the players, own devising, and allows for scratch-built models using all of the options for the Warhammer 40K Imperial Guard Codex.

Sharp-eyed readers blessed with good memories (both of which the author sadly lacks!) will have noted that the data sheet now includes a 'Weapon' line describing the weapon options for the vehicle. One

LEMAN RUSS DEMOLISHER 31 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.

Type/Hits	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	3+	6+	3+
Weapon		Range	Firepower	
Demolisher Cannon		30cm	AP(4+)/AT(4+)	
Lascannon		45cm	AT(5+)	
Heavy Bolter		30cm	AP(5+)	
Heavy Flamer		-	+1 Firefight value	
Multi Melta		30cm	AT(4+)	
Plasma Cannon		30cm	AP(5+)/AT(5+)	
Stormbolter		15cm	Flak(7+), may only shoot flyers	

Standard Weapons: Turret-mounted Demolisher Cannon. Hull-mounted Heavy Bolter.

Weapon Upgrades: Add two sponsons, each fitted with a heavy bolter or heavy flamer (+1pt). Add a pintle-mounted stormbolter to turret (+1pt). Upgrade hull weapon to lascannon (+4pt). Upgrade sponson weapons to multi-melta or plasma cannons (+2pt).

Notes: The Demolisher ignores cover to hit modifiers and cover saves. If sponsons are taken, they must both have the same weapon.

of the things I'm most pleased about is just how easy it has been to come up with data sheets that will offer EpicA players as much flexibility in terms of what weapon upgrades they take as they would find in a 40K codex. EpicA will truly be a treadhead's delight!

ACTIONS

However, while weapon stats and to hit values have occupied a certain amount of our time, the lion's share of our attention has been focussed on the new action based Initiative system, and the way that Blast markers interact with it. More on Blast markers later, actions first!

Aside from the more detailed unit data sheets, the biggest change in EpicA is the rules for initiative and actions. Basically, players take it in turn to pick a formation and carry out an 'action' with it, then the opponent does likewise, and so on until all formations have had a go. I described last issue how the Initiative rules had changed so that in order to carry out an action a formation had to pass an Initiative test. The revised system has continued to work well, and the only change has been to say that a player is only ever allowed to try and retain the initiative once, and then must let his opponent have a go. We made this change because otherwise Space Marine armies, who are great at retaining the initiative, seemed to get to move their whole army before their opponent got a chance to move, which was understandably frustrating for their opponent.

We've also done a lot of work on the different types of action a formation can take. Below is the a list of the actions we're using at the moment:

ACTIONS

Move: The formation may make one move, shoot, and then regroup.

Double: The formation may make two moves, and then shoot with a -1 modifier. It may not enter overwatch or regroup.

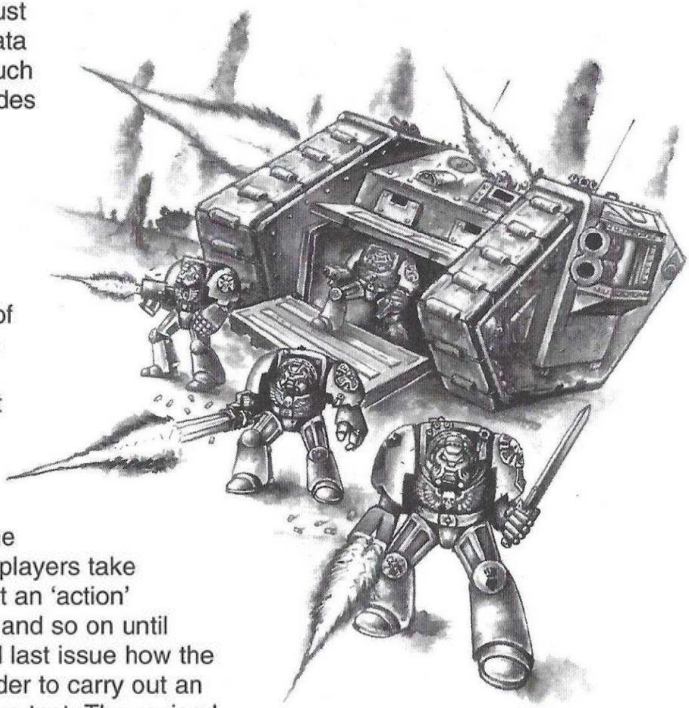
March: The formation may make three moves but may not shoot, enter overwatch or regroup.

Charge: The formation may make one move, and then make an assault. It may not shoot, enter overwatch or regroup.

Overwatch: The formation may enter overwatch instead of moving, shooting or regrouping.

Hold: This action is the only one allowed to a formation that fails an Initiative test. The formation may make one move OR shoot OR regroup. It may not enter overwatch.

Special Actions: Some formations are allowed to carry out special actions. Some of these are described in the Special Rules section of the rulebook, and some in the army lists section of the Armies Book.



Actions have undergone pretty much continuous 'tweaking' in order to make each equally useful, and to try to avoid creating one 'super-action' that is simply better than all the others. A by-product of this is that the number of actions has grown as we've gone along, though mainly because we've separated out actions that used to be a 'sub-clause' of another action. For example, Overwatch used to be part included as an option when you moved, allowing you to go into OW instead of shooting or regrouping. We found that this made taking a Move action to move and then enter OW too effective, so we split OW off into its own action.

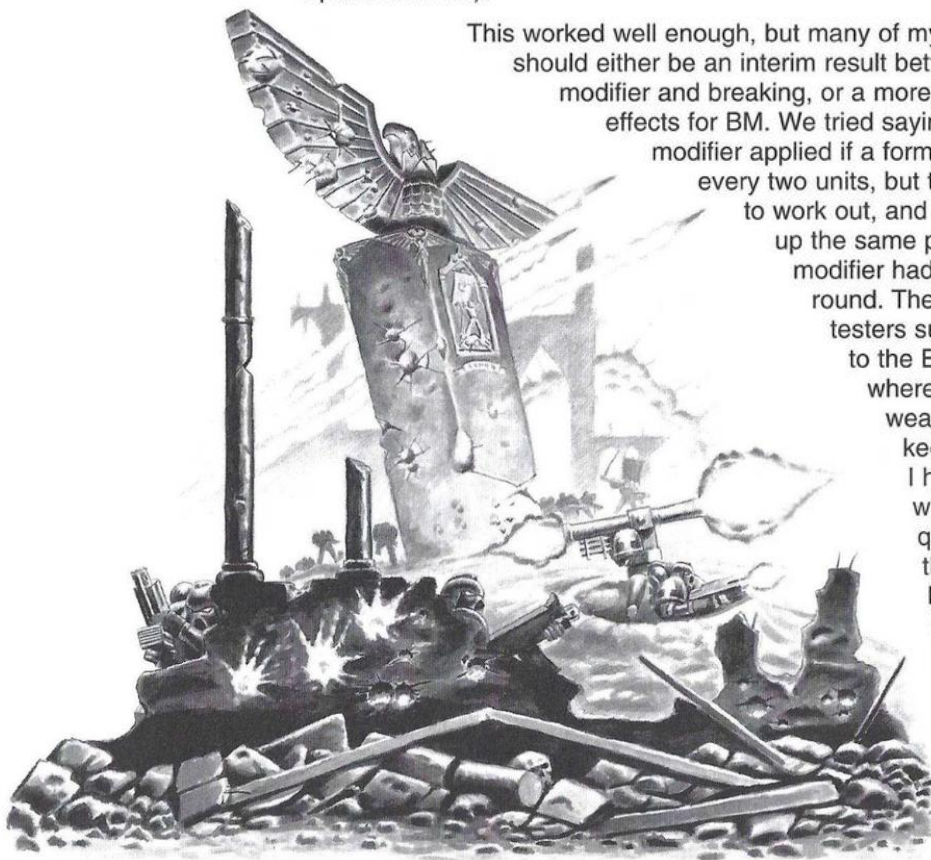
The same kind of thing happened with Double and Charge, which used to be combined into a single action that allowed you to move twice and then either shoot or assault. We found that this made assaults far too deadly, especially with fast moving formations that could hurtle 60 or more cms across the table to mug an unwary enemy formation. Splitting off the Charge action and making it a single move solved this problem.

BLAST MARKERS

Although EpicA uses a number of very different game mechanics to E40K, there is one thing that still remains and that is Blast markers (BM for short). Out of all of the things in the game it is this topic which has generated the most debate, and which has undergone the most evolution.

Originally, a formation suffered a -1 to hit and initiative modifier if it had any BM, a -2 modifier if it had 1 BM for every unit, and broke when it had 2 BM for each unit. The problem with this rule was that the -2 modifier was that it rendered formations next to useless (they couldn't hit a thing and kept failing their Initiative tests), while it remained very difficult to break formations through fire. We therefore combined together the second set of results so that a formation suffered a -1 modifier if it had any BM, and broke once it had 1 BM per unit (2 BM per unit for Space Marines).

This worked well enough, but many of my testers felt there should either be an interim result between the -1 modifier and breaking, or a more progressive set of effects for BM. We tried saying that the -2 modifier applied if a formation had 1 BM for every two units, but this was quite hard to work out, and tended to throw up the same problem the -2 modifier had the first time round. Then one of my testers suggested returning to the E40K system where each BM shut a weapon down. I wasn't keen on this idea, as I had had to deal with all of the rules questions this had thrown up in E40K. However, as I mulled this problem over one evening while cycling home, it occurred to me that if we dropped the to hit modifiers for



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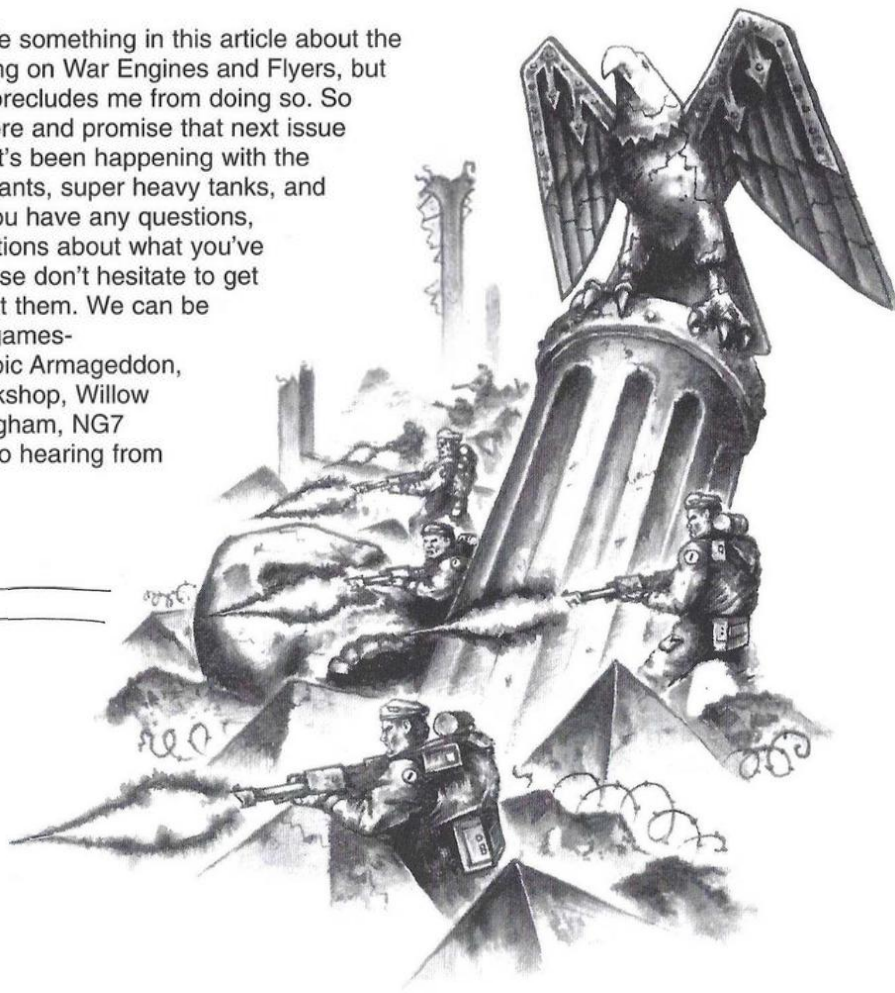
If you fancy trying out Epic Armageddon we've put a special 'test' version of the rules in the resources area of the Epic website at www.epic40000.com. You should note that this is a cut-down version of the EpicA rules and army lists, and is not by any means a complete game. However, it will allow you to play a game, (we'll be fighting this game in an EpicA battle report next issue) and try out some of the new rules you've read about in this article. We'd welcome feedback on the downloadable rules, but please note that we can't answer any rules questions about them. If there is anything you don't understand you'll just have to do what we do – make up a solution on the spot or roll a D6 for it!

BM and simply said that each BM 'pinned down' a unit and stopped it from shooting, then the rule would work. What this version of the rule does is give a nice 'linear' progression of results for BM. For example, a formation with ten units will lose 10% of its Firepower if it has one BM, 20% if it has two, and so on. It also fitted in neatly with the rule that a formation broke once it had one BM per unit. In effect each BM pinned down a unit in the formation, and once all the units were pinned down the formation broke. Last, but by no means least, saying that each BM stopped a unit from shooting rather than a weapon from shooting was bound to throw up less rules problems later on. Anyway, that's the version of the rule we're using now.

CONCLUSION

I had hoped to include something in this article about the work we've been doing on War Engines and Flyers, but unfortunately space precludes me from doing so. So instead I will finish here and promise that next issue I'll tell you about what's been happening with the rules for Titans, Gargants, super heavy tanks, and flyers. Until then, if you have any questions, comments or suggestions about what you've read above then please don't hesitate to get in touch with us about them. We can be reached at fanatic@games-workshop.co.uk or Epic Armageddon, Fanatic, Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS. I look forward to hearing from you!

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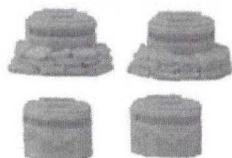
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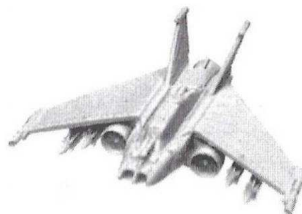
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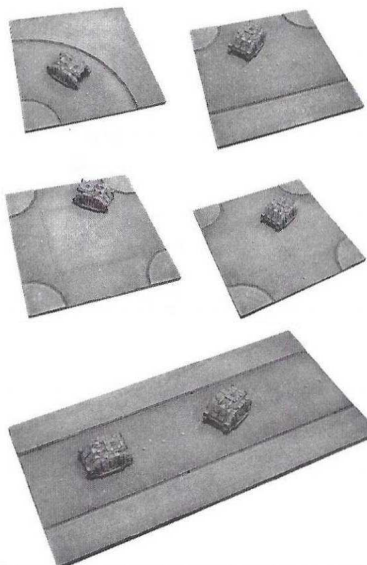


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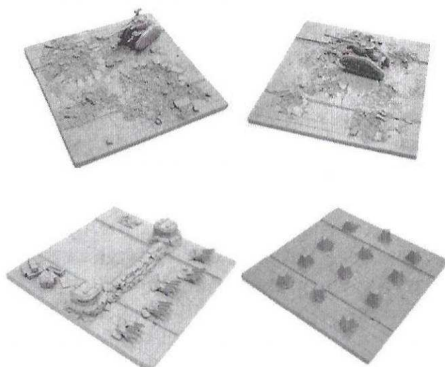


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EPIC 40,000

FIREPOWER

The purpose of this section of Epic magazine is to keep you up to date with what is going on with Epic. Basically, what we'll be doing is publishing 'New Rules' (NR) and 'Experimental Rules' (ER) in Epic magazine for 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 an *.

NEW RULES

Adeptus Mechanicus Army List. *Firepower 1*
From the Battlefront. *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*
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EXPERIMENTAL RULES

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TAU

EXPERIMENTAL RULES FOR TAU ARMIES IN EPIC 40,000 BACKGROUND BY ANDY CHAMBERS RULES BY PETE HAINES AND WARWICK KINRADE

Important Note: *This issue of Epic magazine is something of a 'Tau Special' in celebration of the excellent new Tau models released by Forge World. The following Experimental army lists include all of the rules needed to use the new Forge World models, and will allow you to field allied contingents of Tau in games of Epic 40,000. In 12-18 months time we hope to produce metal models to complement the resin ones made by Forge World, and then we'll bring out a supplement with official army lists that will allow you to field full-sized Tau armies in your Epic games.*



THE TAU RACE

Far from Terra, in the galactic east, lies the empire of the Tau. Based around their homeworld of T'au and encompassing over a hundred colonised worlds the empire is expanding rapidly. The Tau themselves are a young race, but they have developed highly advanced technology. Their empire has already enveloped some lesser alien races. Foremost amongst these subsumed races are the Kroot, a fierce barbaric race who the Tau use extensively as mercenaries.

Tau society is divided into castes. The Fire caste are the warriors, whose task is to protect all the other castes. The Earth caste are artisans and workers. The Water caste are politicians and bureaucrats. The Air caste are messengers and couriers, as well as pilots. There is also the Ethereal caste; these are the rulers of the Tau, who unite the other castes to one single purpose. Tau society is strongly united, with all the castes working together for the good of all.

THE TAU ART OF WAR

The Fire caste are the specialist warrior caste of the Tau – they have always been sturdier and more aggressive than the other castes and were successful plains hunters in their races early history. Tau battle tactics still derive from the discipline of the hunt and are based on effective coordination of the hunters and correct selection of the position from which to make the kill, and the weapon with which it is to be made.

Tau military forces are organised in teams of warriors originating from the same Sept. These teams are grouped into Hunter cadres under the leadership of a Commander and/or an Ethereal.

The Fire caste are entirely committed to mobile warfare in which targets are identified, tracked and killed in an efficient and cautious manner. The Tau regard close combat as primitive and

always plan their attacks around the application of firepower. When they absolutely must storm defences, the attack will be led by auxiliary troops such as the Kroot. The assault troops are not used as pawns – the Tau way of war does not recognise the concept of expendable troops. Instead their safety is entrusted to the troops providing the covering fire who must identify and kill enemy firebases before the assault force suffers serious harm. The Kroot are frequently used as stormers because their natural fieldcraft skills allow them to make the best use of cover as they advance. There is a variant of this type of attack, where precisely planned strikes are launched (often by Crisis teams) against a careful selection of targets which, when destroyed, compromise the entire defensive position. This technique is the hallmark of a master strategist. The Tau are good night fighters and when darkness falls they move into range of the defences and systematically destroy them.

On the rare occasions when the Tau are compelled to defend a vital resource, they still apply their traditional techniques. They launch lightning fast forays out of the defences, each aimed at killing the enemy that pose the greatest threat. They also use a feigned retreat from the perimeter to draw the attacker into a well-prepared kill zone.

As the Tau empire expands, the need to fight large scale engagements has caused the purist Fire caste approach to be questioned and, at the suggestion of the Ethereal caste, large numbers of auxiliaries have been incorporated into the Tau military, the most common being the mercenary Kroot. The auxiliaries are used to maintain a battle line around which the highly mobile Tau Hunter Cadres operate. This change has allowed the Tau to fight wars on a large scale where previously they would have been limited to raids.

Tau battle plans are very complex as each Hunter Cadre is assigned specific targets, locations and times. Teams are briefed at length beforehand and simulations are widely employed. The Tau may start a battle with elaborate flowing attacks, each launched with perfect planning, but sooner or later their prepared scenarios cease to apply and they lose momentum. When this occurs they will disengage and plan anew.

It is important to note that the Tau regard territorial gain as militarily irrelevant compared to the destruction of enemy forces. Ground is for position from which to make the kill; once the kill is made the ground is for the taking. A Tau army will gladly retreat from a strong enemy attack to preserve Tau lives while it awaits its opportunity to strike back decisively.

The Tau attribute no dishonour to prudent retreat and see last stands as a lack of imagination or the last refuge of an incompetent commander. Unlike the Imperium of Man, the Tau empire cannot draw on limitless manpower, so the strategy of attrition is unknown to them.

TAU FORCES

INFANTRY

Fire Warriors Teams

These are ever present in Tau forces. They form the backbone of any Hunter Cadre. They are effective troops, well-armoured, equipped with pulse rifles and often mounted in Devilfish transport vehicles. They move and deploy rapidly and in battle rely on the firepower of their pulse rifles and avoid close quarters fighting if possible.

Pathfinder Teams

These are the eyes and ears of a Tau army, moving ahead of the main force, identifying targets and finding positions to fight from. They are masters of battlefield positioning, patience and proud. They are equipped with Markerlight target designators, which select and guide Seeker missiles fired from vehicles or aircraft.

Stealth Teams

These are the 'lone wolves' of a Tau cadre. Equipped with the XV15 Stealth battlesuit they have freedom to range the battlefield, ambushing isolated enemy troops and intervening to support their own troops when hard pressed. They are the Tau's 'wild card' and are not restricted to the Tau's more predictable tactics.

Gun Drones Squadrons

Drones are independent, artificially intelligent, machines, programmed to fight for the Tau. They are flat disks, powered by anti-grav motors and the Tau use them for tedious or highly dangerous missions. Drones may be equipped with all sorts of equipment, but the most common on the battlefield are equipped with pulse carbines.

VEHICLES AND BATTLE SUITS

Tau technology is highly advanced and incorporates many systems to allow Fire caste warriors to fight more efficiently. The Tau employ battlesuits with a variety of equipment for different roles. Likewise they have a basic vehicle design which is adapted to different roles. The vehicles are all powered by anti-grav motors, whilst the battlesuits contain jump packs for battlefield mobility.

Crisis Battlesuit teams

Those Fire Warrior teams that prove themselves in battle earn the right to wear a battlesuit. They are experienced warriors whose loyalty is beyond question. A Crisis team will have fought together for many years and are 'bonded' together, swearing to put the welfare of the team and team members before their own desires. Crisis battlesuits carry an array of heavy weapons, such as burst cannons, plasma rifles and fusion blasters, and support equipment such as targeters and shield generators. On the battlefield they lend heavy firepower to the Fire Warriors.

Broadside Battlesuits

These carry the heaviest weapons, massive and deadly rail guns, capable of destroying a tank. Their jump packs are removed to free up weight for the heavy guns. On the battlefield Broadside must engage and destroy the enemies heavily armoured targets.

Devilfish Troop Carrier

The Devilfish troop carrier is the workhorse of Tau ground forces. It can carry 12 men and is armed with rapid firing burst cannons. Skimming across the battlefield on anti-grav motors it moves rapidly to any location on the battlefield, disembarking troops and lending fire support.

Hammerhead

The Hammerhead gunship is the Tau's main battle tank. It cannot carry troops but uses the heaviest weapons available to Tau forces, equipped with either an Ion cannon or a Railgun, as well as other secondary weapon systems, such as burst cannons or missile pods.

AIR FORCE

Barracuda

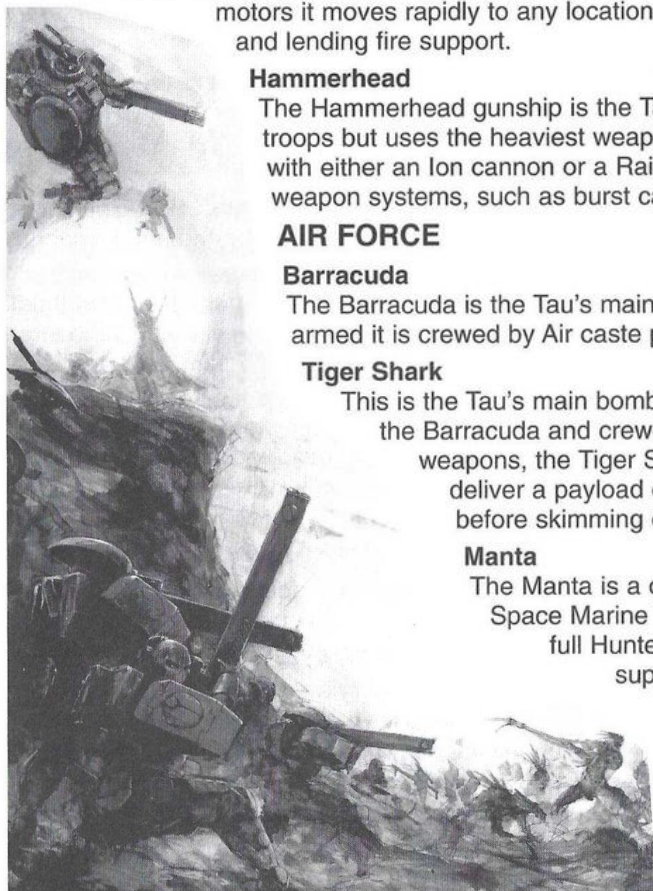
The Barracuda is the Tau's main air superiority fighter. Fast and well armed it is crewed by Air caste pilots.

Tiger Shark

This is the Tau's main bomber, larger and more heavily armed than the Barracuda and crewed by two Air caste pilots. As well as its weapons, the Tiger Shark also carries drone racks, and can deliver a payload of drone squadrons, which float to earth before skimming off in search of targets.

Manta

The Manta is a dropship, many times larger than a Space Marine Thunderhawk. Each Manta can carry a full Hunter Cadre, as well as their vehicles and support equipment. Troops equipped with jump packs can be deployed from it at high altitude. The Manta is well protected and armed with railguns and ion cannons to bombard ground targets with.



	Speed	Range	Firepower	Assault	Armour	Special
Fire Warrior	10cm	30cm	1	1	4+	Rapid Fire
Path Finder	10cm	15cm	1	1	4+	Rapid Fire, Infiltrate
Ethereal	10cm	15cm	1	1	4+	Supreme Commander
Stealth Team	10cm	30cm	2	2	5+	Jump Packs, Infiltrate
Drone Squad	10cm	15cm	1	1	4+	Skimmer
Crisis Battlesuit	10cm	30cm	3	2	6+	Jump Packs
Broadside	10cm	45cm	1 x AT	1	6+	
Devilfish	25cm	30cm	1	1	5+	Skimmer, Transport (2)
Hammerhead	25cm	45cm	1 x AT	1	6+	(with Railgun) Skimmer
Hammerhead	25cm	45cm	3	1	6+	(with Ion cannon) Skimmer
Barracuda	Flyer	30cm	2	3/2	5+	
Tiger Shark	Flyer	30cm	6	2/2	5+	

TAU HUNTER CADRE

Command

You must choose a Commander.

0-1 Ethereal Caste 50 points

Consists of 1 Ethereal unit (Supreme Commander)

0-1 Tau Commander 50 points

Consists of 1 Crisis team unit + Hero

Main Force

Choose up to **10** warbands from the following list:

Fire Warrior team 11 points per unit

Consists of 1 to 2 Fire Warrior units

Extra cost to:

Mount in a Devilfish +12 pts

Crisis Battlesuit 23 points

Consists of 1 Crisis Battlesuit

Kroot Carnivore Squad 7 points per unit

Consists of 1 to 4 Kroot units

Drone Squadron 7 points

Consists of 1 Drone Squadron unit

Support

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

Pathfinder team 14 points per unit

Consists of 1 Stealth team

Extra cost to:

Mount in a Devilfish +12 pts

Stealth team 15 points per unit

Consists of 1 Stealth team unit

Broadside Battlesuit 23 points

Consists of 1 Broadside Battlesuit

Hammerhead (Railgun) 31 points

Consists of 1 Hammerhead with Railgun

Hammerhead (Ion cannon) 29 points

Consists of 1 Hammerhead with Ion cannon

Kroot Hounds 6 points

Consists of 1 Kroot Hound unit

Krootox 13 points

Consists of 1 Krootox

Chain of Command:

Ethereal > Tau Commander > Crisis Team > any other unit

Next issue: Rules for Kroot units, the Manta and Tau Air caste Cadres.

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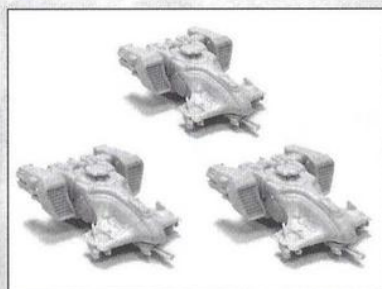
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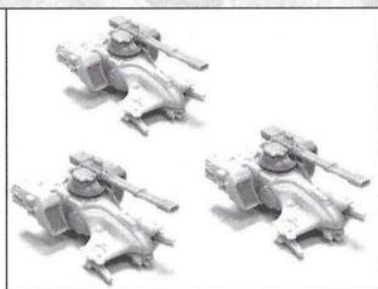
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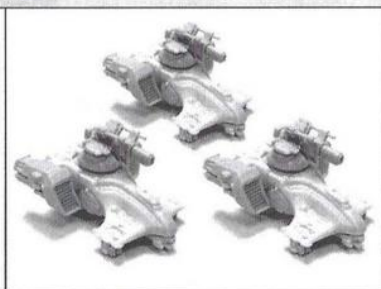
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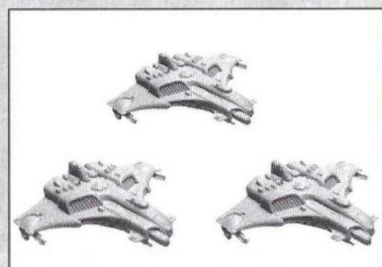
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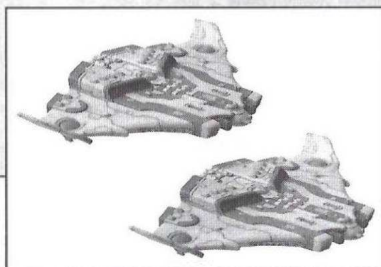
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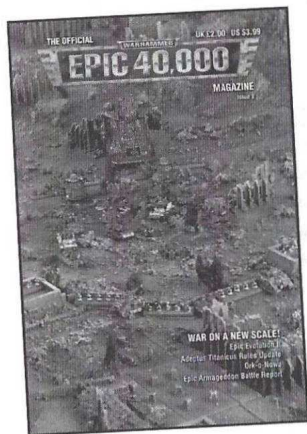
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FANATIC



Warwick takes a look in the Mailbag...

NEW EPIC

Dear Fanatic,

Since Epic 40,000 magazine #7 I've been looking forward to more development of the new edition of the game. Our little Epic group (part of the Woking gaming club) even guesstimated some stats and went through the system as it stood in issue #7. Some concepts were liked, some weren't. We felt the new turn sequence was a plus, so was the flanking attack concept (now refined into the Crossfire rule). The 'retaining the initiative rule' could work and is a good idea but the low dice scores needed meant that the entire Space Marine army could move before the Imperial Guard army (as happened in our playtesting). Of course - it wasn't clear in #7 of the new role of Overwatch, which does change the tactical implications.

With the advent of #8 there have been some alterations - all seeming for the better but the battle report indicated the Firepower chart is to be disposed of in the new edition (56 dice!). I'd like to firmly place my vote in keeping the firepower chart - maybe using column shifts to represent penalties or pluses. This would cut down on dice rolls and the math, and keep play flowing.

As to articles for the current version, I was glad to see the Warmonger get the Epic 40,000 treatment but disappointed that its flak ability was not included since aircraft at present aren't in AT2.

And talking of AT2, I assume that Eldar Titans get their -1 to hit holofield modifier at all times - else their advantages in the game have been wiped away.

Looking forward to further developments...

Mark Norfolk

Yes, Eldar Titans Holofields are +1 to the gunnery value of the firer, if they have moved at all. If an Eldar Titan remains stationary then it is hit as normal.

NEW IDEAS

Dear Fanatic,

I am glad to see that you and GW are again going to release Epic 40K. I always found this to be one of the most interesting scales for your games, and over the years have played everything from Adeptus Titanicus, through all the many versions of Space Marine and the latest Epic. I always discovered a fatal flaw in each design, but most had a very solid engine at their core. You have asked for feedback and comments so here are mine in regards to your article in Epic 40,000 magazine #7. I will address them in the order that you listed them in that article.

Perceptions, Epic 40,000 vs. BFG: I think you have already caught most of the problems, however a few areas I think you missed was that in BFG the feel is easier to obtain with these rules due to the nature of the big ships. These do more than a single vehicle and are the focus of the player's mind, everything else is just their support. Epic 40K lacked a personal feel of you being in the game.

A suggestion for improving the feel of the game is to list organisational details of Marine chapters and the like. Players know that Space Wolves, Dark Angels and Salamanders play differently, not because they use different values per stand but because they have different organisations for those stands. This should be simpler now after the detailed Founding Chapter's articles.

A suggestion here is to include the early Horus Heresy wars as this allows traitor legions to still be using Imperial equipment. Here again it is organisation details not figures that will make these units unique. This is also the best scale to fight this Epic conflict due to the size and scope of the early chapters.

New ideas, the changed stat line: This is great! The great bane of the current 40K is the anti-tank rule. I am glad to see infantry and armour being treated separately as I feel they should. This could be the one key fix to the game.

New ideas, out flanking an opponent: This looks like a good simple element that will improve play by increasing the need to manoeuvre and the positioning of the facing of forces. I am concerned with the possible effects of the loss of armour saves to vehicles but will reserve judgement until I have played a few games.

New ideas, seizing the initiative: This sounds interesting but there does not seem to be a penalty for trying to activate multiple units. One of the challenges in Warmaster is that trying to get a unit to activate leads to the possibility that it will do nothing, along with the situation that if you use your general and he fails your side's turn is finished. I think something that offers risk of failure needs to be added.

One question that the article does not address is will the new game still cover Titans, or are they going to appear strictly in the realm of Adeptus Titanicus II?

Thanks for years of interesting gaming and creating many heated debates.

Rett Kipp

The risk of failing an Initiative test is something Jervis has looked at, and as it currently stands, a unit that fails a test can only do one of the following: move, fire or regroup.

The new game will indeed cover Titans and all the other war machines you would expect.

HELP EPIC 40K

Hi all,

I just wanted to provide some feedback in regards to the proposed changes for Epic 40K. I know that for some time a vocal group of message board users and list posters have complained no end their unhappiness with Epic 40K. Many of them long for a return to Space Marine rules. I would just like to say that I don't believe this represents all or even a majority of Epic players. My friends and I have played Epic 40K since it came out (and Space Marine and Adeptus Titanicus before that), and honestly have found Epic 40K to be one of our favourite GW game and far superior to Space Marine and Adeptus Titanicus.

We realize that the scope of the game is on a larger scale than Warhammer 40K, and that the specific details and minutia of each unit are less important when dealing with sweeping moves by large infantry and armoured formations. The sum combat power of the group is what is of concern. Epic 40K does a great job of abstracting out this minutia, allowing players to concentrate on their manoeuvres and strategy rather than the placement and firing of each individual gun on a Leman Russ.

I think some things that would help Epic 40K, and perhaps mollify some of the criticism, would be to include more fluff for the units (something that until recently 40K suffered from as well), and perhaps some more restricted templates for unit construction. Many people complain that they prefer the force cards from Space Marine, and I would think that additional force lists could be included without any rules changes, even allowing some players to use the more open lists of the base rules, while other players could use the new pre-selected force choices. Perhaps pre-generated force choices could be published for say: Steel Legion Mechanized Divisions, Catachan Infantry Brigades, etc. Special rules and units shouldn't really even be needed, unless of course new models are produced to use them.

At any rate, I do have an open mind, and will certainly pick up the new Epic Armageddon when it comes out to see how it is. I just wanted to highlight that there are a great many Epic players out there who do like the game as it stands, and enjoy it very much. Thanks for your time.

Best Regards,
Alex

AT UPDATES

Hi fellow Fanatics,

Here's some feedback in response to the AT II rules update in Epic Mag #7. I sure recognised a lot of the questions and suggestions as my own submissions based on games we've played over here

[p.18] **BLAST MARKERS:** We actually like using them because it feels right to have some consequences to deal with if your Titan/W.E. comes under heavy (& sustained) fire. As for having to refer to the Epic rules, all you would need to do is reprint the small 'Blast Markers' table from the E40K playsheet, and add the remove D6-1 BM's rule to the 'Rally/Repair Phase'. Worth reconsidering we think.

[p.18] **IMPROVISED ATTACKS:** Strength 5, much better and much more exciting. Rolling the Str.4 Improvised Attacks was somewhat of a chore. We like it!

[p.20] The modifications to the 'Razorclaws' and 'Ripper Tentacles' rules balance them out. Though I still don't want one to grab a hold of one of my Titans. Nasty!

[p.20] My Doomfist, what have you done to my glorious Doomfist? Weep the lost glory . . . OK, maybe it was just a tad powerful.

[p.21] The price of a Subjugator (24 pts) seems fine taking into consideration its C.C. Hellslicer weapons, but not for a Questor. For the same price you can purchase a Chaos Warhound and receive the benefit of two shields, plus the flexibility of using a variety of weapons configurations.

A Warhound armed with two Turbo-Lasers gives it twice as many 60cm, Str.6 shots as a Questor. So, for the points there is absolutely no incentive to choose a Questor over a Warhound; the weapons battery vs the 2 shields difference between the two, coupled with the wide choice of weapons makes this a no-brainer. 18 pts instead of 24 for a Questor?

That's all for now. Keep up the great work. We're looking forward to seeing your new plasma reactor and Titan attack rules next issue.

Richard Desnoyers

Good points from Richard. The price of the Subjugator should come down to 18 points as it is obviously out-classed by a Warhound of the same points value. The Questor remains the same.

As for Blast markers, I just can't see that it is worth including them as another element within the game, when they effectively do nothing until a Titan has at least seven. As the game develops there may be a new role for Blast markers, but the development of EpicA means Adeptus Titanicus is on the back-burner for the moment.

IT'S ALL IN YOUR WARHEAD, PART II

Additional Death Strike Missile and Artillery rules for Epic 40K, by Greg Bak

When I wrote my article on new artillery / Death Strike missile ammunition and rules, my friends and I were still playtesting other aspects that were left out. Now, after many a game, I feel confident to unveil additional artillery rules. I hope you enjoy them as much as we do. Overall, I believe you will find these rules make artillery a bit more challenging, realistic, and fun in the Epic 40K world. Happy gaming...

ADDITIONAL DEATH STRIKE MISSILE WARHEADS

Death Strike missiles are long range cruise missiles fielded by armies of the Imperium. The weapon is most famous for its Vortex Warhead system, however, 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 what warhead he wants the missile to be armed with. When the weapon is fired at his target, the warhead type is revealed, and resolved as per the system rules listed below.

Plasma Warheads

When this warhead detonates, a large amount of plasma is spewed over a wide area. Plasma is very effective against penetrating armour, thus causing much destruction on the battlefield.

Rule

Place a Barrage template over the target. Any units under the template area are treated as being attacked by an anti-tank weapon and thus are hit on a roll of 4+. After all to hit rolls are resolved the template is removed.

Designer Notes

This weapon is very effect against highly armoured units or stubborn infantry in good cover. Although it does not have the same potential lethal effects as a Vortex Warhead (using my version of a Vortex Warhead in part I) it is a safer and more predicable weapon (it won't move).



ARTILLERY OPTIONS

The following are additional optional rules to increase your 'Artillery' units capabilities:

Wide Burst Heavy Barrages

A heavy barrage places a lot of firepower in a small area. This is great for ensuring you kill everything under that template. However, these weapon systems have the ability to widen their kill radius at the price of reducing their effectiveness.

Rule

Before firing a heavy barrage weapon system the firing player announces he wishes to fire a wide barrage instead. The player then places not one but two Barrage templates on the table. The

templates must touch the edges of one another and are treated as regular barrages for determining hits to units underneath them. A further option, the firing player places one template and randomly determines where to place the additional templates. This can be done with directional dice or placing six numbers evenly spaced on the side of a template. If you use a random method you may wish to use two additional Barrage templates instead of one to make up for the inaccuracy (otherwise most players will opt against it).

Designer's Notes

These rules could and should be used not just for artillery but any heavy barrage weapon system (artillery, Titan, flyer, etc). The idea is to better represent the larger area affected by 40K barrage weapons systems create. If you have ever witnessed a real life artillery barrage or air strike, there is no doubt these weapons can create a wide kill zone, and I would assume weapons system in 40K are no different. The idea for placing numbers on the Barrage template is not new for Epic. In the 1st edition of Epic (Space Marine) all basic barrages were three templates in size and used six numbers to determine random barrage locations and possible drift (ah, the good old days!). Players should use whichever system, direction dice or template numbers they feel most comfortable with.



ARTILLERY TRUE RANGE AND ACCURACY

Artillery systems ranges and accuracy in today's world are much greater than represented in Epic. For those who wish to let artillery truly reach out and touch someone with deadly effect I offer the following rules:

Rule

All units with 'Artillery' ability firing at a target within normal range use current game rules. However, the 'Artillery' unit can fire at extended range with a decrease in accuracy. The 'Artillery' unit must be on 'over watch' orders and/or 'preparatory bombardment' (artillery on special orders). The max range for the unit is now three times the normal unit range (Whirlwinds from 45cm to 135cm, Basilisk from 90cm to 270cm). There are two methods to determine the systems accuracy. Players may use either method, but should determine which one before the game starts and only use that one (this avoids confusion as well as 'game lawyers' from abusing the rules).

Direction Dice Rule (System # 1)

For each multiple of the unit's range over its normal range the unit must roll one Direction dice. A Direction dice is a normal six-sided dice with two sides labeled as 'hits' or 'on target' with the remaining four as an arrow pointing in one direction. If the 'on target' result occurs, the weapon hits its target and proceeds as normal. If an arrow results, the barrage has missed and will move a random number of cms in the direction of the arrow. The firing player now rolls 2D6 per range multiple to determine the distance in cms the Barrage will be moved. After the distance dice have been rolled, move the Barrage template the distance in cms in the direction of the arrow and attack any unit under the template as per the normal rules. For example, a Space Marine

Whirlwind has a normal range of 45cm. Therefore to hit all targets between 46-90cm one Direction dice is used, for targets between 91-135cm two Direction dice are used, etc. If an arrow result is shown the Whirlwind barrage would move 2D6 cms if target range 46-90 cms and 4D6 cms if target range is between 91-135 cms, etc.

Range Guessing Rule (System # 2)

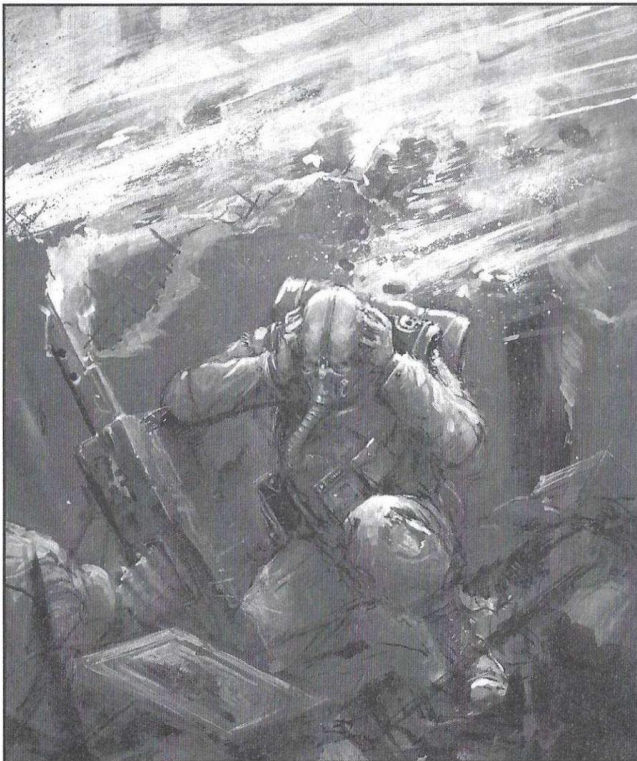
The firing player places his template on his desired target and guesses the range from the firer to the target. After the range guess has been declared, the firing player measures out the range he guessed and place his Barrage temple in the centre of that point. The firing player may be able to adjust the guess several cms based on the targets actual range. If target within weapons normal range, the template may be adjusted automatically to the target (remember within normal range uses normal rules). If the target is within the first multiple of weapons range the template may be adjusted up to 2D6 cms (moving towards original target only). And finally, if the target is within the second multiple no adjustment is made (you have to live with your guess).

Designer's Notes

Both systems work, it's more a matter of preference. I personally feel system # 1 is more random and thus fairer. However, most find guessing more enjoyable, that is until they discover their opponent is always guessing right and they're always guessing wrong. Both system give artillery a much greater range but reduce their accuracy to the point where they could accidentally hit friendly troops (friendly fire is never friendly!). This could possess a problem with those who fight on small gaming tables. If so, you can place artillery off board at a pre-stated distance from a landmark (example: 50cms behind friendly table edge where main road exits). The detachment can be placed on a small separate board (a large book works well for this). The detachment can be attacked by enemy artillery (if in range) but is considered as a hidden until it fires (and thus only affected by Blast markers). Should the target wish to enter the game it may move towards the table edge in open terrain as per normal rules (just ensure

you track the distance) and will enter the board once it has moved the appropriate distance. These off-board detachments can be attacked by enemy flyers and thus can become mini sub-battles in themselves. Extended artillery rules can be kept in further check by maximising the use of hidden units, thus limiting their effect to Blast markers. All of this encourages both players to use friendly units to find and observe units and move frequently to avoid being killed by enemy artillery (especially when using the Guess method).

My ideas for the rules came both from the first edition of Space Marine (the really old rules) and a White Dwarf 40K battle report during the big Armageddon campaign where four battlefields were used to fight one battle. This report used artillery units from one battlefield to fire on another using the Guess range method.





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TACTICS: POSITIONING UNITS WITHIN A DETACHMENT



Example One: The armoured vanguard of a Space Marine advance encounters a small Tyranid swarm. Threatened by the Genestealer's and Tyranid Warrior's close combat ability the Land Raiders deploy their Terminator passengers to aid them. This way, any Tyranids that survive the Land Raider's fire will have to engage the Terminators as well as the tanks in close combat. The Terminators 'save' gives them good survivability, so minimizing casualties in the detachment.



Example Two: Charge! The headlong assaults that often characterises Tyranid verses Ork battles is well illustrated above. The Ork Warboss is looking to engage in a firefight, to break and drive back the Tyranids before they charge. He has deployed his Battlewagons and Scorchers well forward to lend their firepower. Expecting a hand to hand fight the Tyranids have moved their best close combat units to the fore, but reducing his firepower for the firefight.

WARHAMMER EPIC 40,000

Epic Evolution III by *Jervis Johnson*

Jervis continues to detail his development of Epic Armageddon, the next edition of the game. He explains changes to the action sequence and vehicle datafaxes.

Tau by *Pete Haines and Warwick Kinrade*

Experimental rules for Forge World's new Tau forces in Epic 40,000. Including Fire Warriors, Pathfinders, Stealth, Crisis and Broadside Battlesuits, Devilfish troop carriers, Hammerhead tanks, Barracudas and Tiger Sharks.

In your Warhead, part II by *Greg Bak*

Follow up to Greg's first article about variable warheads for Deathstrike missile launchers. Also includes some alternative rules for artillery fire.

Firepower

Find out what is going on in Epic. Which rules are official changes to the game, which rules are just experimental and which are available from our website as free downloads.



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